

ANCIENT WORLD



BESTIARUM VOCABULUM



BESTIARUM VOCABULUM

CONTENTS

Bestiarum Vocabulum.....	4	Horus [hohr-uss].....	70
Addinkabahal [ədeen-kə-bə-hahl].....	8	Hullghast [hul-gast].....	74
Anubis [ə-noo-bis].....	10	Ilaahbahal [ee-lah-bə-hahl].....	76
Banshee [ban-shee].....	14	Janasaur [jan-ə-sohr].....	78
Barbarian [bar-barr-ee-en].....	16	Metjinku [met-jeen-koo].....	80
Braeyeok [bray-yok].....	20	Oclyt [ahs-lit].....	82
Carrion Bird [karr-ee-en bərd].....	22	Parumbahal [parr-um-bə-hahl].....	84
Carrion Hound [karr-ee-en hownd].....	24	Ragbahal [rahg-bə-hahl].....	86
Chilton [chil-tən].....	26	Ragfowdo [rahg-fow-doh].....	90
Chroten [kroh-ten].....	28	Rahbahal [rah-bə-hahl].....	92
Cirjinku [seer-jeen-koo].....	30	Rahjinku [rah-jeen-koo].....	94
Creeper [kree-per].....	32	Raider [ray-dər].....	96
Darkspawn [dark-spawn].....	34	Rama [rə-mah].....	98
Deepstalker [deep-stah-ker].....	36	Ratman [rat-man].....	100
Doppelganger [do-pəl-gayng-ger].....	38	Reaper [ree-per].....	104
Egruth [ee-gruth].....	40	Ripper [rip-er].....	106
Enslaver [en-slay-ver].....	42	Seadog [see-dog].....	108
Faljinku [fahl-jeen-koo].....	44	Shade [shayd].....	112
Fowdobahal [fow-doh-bə-hahl].....	46	Shaydaanbahal [shay-dahn-bə-hahl]	
Geeribahal [geer-ee-bə-hahl].....	48		114
Ghast [gast].....	50	Sil [sil].....	116
Ghoul [gool].....	52	Skeleton, Rage [rayj skel-ə-tən].....	118
Giant [jy-ənt].....	54	Snake, Fog [fahg snayk].....	120
Harlock [har-lok].....	56	Snake, Jungle [jung-gəl snayk].....	122
Haunt [hahnt].....	60	Stalker [stahk-er].....	124
Hauser [how-zer].....	62	Tetbahal [tet-bə-hahl].....	126
Homunculus [ho-mun-kew-lus].....	64	Tormentor [tohr-men-tor].....	128
Hooskiibahal [hoo-skee-bə-hahl].....	66	Treor [tray-ohr].....	130
Horned Devil [hohr-nd dev-əl].....	68	Yarjinku [yahr-jeen-koo].....	132
		Zojinku [zhoh-jeen-koo].....	134

BESTIARUM VOCABULUM

BY

Aaron T. Huss

EDITING

The Warden, Tyler Omichinski

COVER ART

Firstear

INTERIOR ART

Dave Allsop, Richard Chaplin, Gary Dupuis, Justin Hernandez, Rich Hershey, Mark Huffman, Mark Hyzer, Eric Quigley, Peter Szmer, Rene Walk, Mario Zuccarello, Linda Bucklin, Derter, DLW-Designs, DM7, Firstear, Fotokostic, Oliver Lenz, Fotodesign, Patrik Ruzic, Danilo Sanino, Sofia Santos, sleepwalker

Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games; Rick Hershey, Empty Room Studios

COPYRIGHT

No parts of this book may be reproduced without permission except for review or journalistic critique.

© 2015 Mystical Throne Entertainment. All rights reserved.
MYL10602 Bestiarum Vocabulum (Savage Worlds)
1st Edition September 2015

Permission is granted to print this ebook. No site license is provided.

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

BESTIARUM VOCABULUM

Guts is listed throughout the bestiary entries when used as a skill in *Ancient World*. If choosing to not allow the use of the Guts skill, ignore this skill within each applicable entry.

Creatures of all shapes and sizes exist within Dhuran or the attached chaos realm (also known as the Abyss and the Plane of Chaos). These creatures and beings serve as obstacles and targets to a group of heroes within *Ancient World*, *Edge of Arcanum*, or any dark fantasy setting (although slight changes may be necessary when used outside of *Ancient World*).

Bestiarum Vocabulum presents 57 species and over 70 stat blocks to use throughout any adventure or campaign. However, these entries contain behind-the-scenes information for the Gamemasters eyes only. Although the PCs may discover some of this information throughout their travails, most of it is unknown to the general public. Some of these creatures existed before the apocalyptic event and were documented by tribal elven scholars. Some of these creatures are a result of the apocalyptic event and are mostly misunderstood by those living in Dhuran today.

This *Bestiarum Vocabulum*, effectively the first in a series of creature books set in Dhuran, describes creatures that exist or can exist throughout the Aelmere continent (although the heroic races of the Known Lands lost the name of the continent during the apocalypse). Aelmere comprises all the land that engulfs the Inner Sea and borders the Outer Sea. To the southeast, it ends where the Land of the Pharaohs end. To the southwest, it extends to the farthest extent of the volcanic lands. To the northwest, it ends where the arctic continent begins, well beyond the Land of the Barbarians. To the northeast, it extends to the farthest extent of the lands never occupied by the heroic races. (There are eight continents on Dhuran with Aelmere being the largest and the most populated.)

To make it easier to navigate through the *Bestiarum Vocabulum* and to better understand the basics of an adversary, each one is classified with basic creature characteristics. From there, each entry is further fleshed out with Traits and possibly Special Traits that determine some of the inherent characteristics of that species.

CLASSIFICATION

Classifying every creature to fit within a set number of parameters may be next to impossible, as well as particularly offensive to some particularly vile beings. However, certain attributes common to the average member of a species does require note, hence the use of classifications to designate highlights and genetic matters of importance. The following classifications are used throughout the *Bestiarum Vocabulum* and define the following common characteristics.

Animal: Unlike most entries in the *Bestiarum Vocabulum*, this one is classified as an animal of any common definition (does not move in an upright position, sub-intelligence, feral nature) with exceptional properties and frequency to warrant entry in this guide.

Aquatic: Any creature with this keyword originates from a water-based environment. They may be able to exist outside the water for short periods of time, but they soon return to their aquatic environment.

Demonic: This creature hails from or is tethered to the chaos realm.

Diseased: This creature is a mindless thrall enslaved by the chaos realm.

Draconic: Any large creature with reptilian or serpentine characteristics is considered to be draconic.

Drifter: Typically reserved for creatures either not bound to a homeland, or any adopted homeland, or prone to wandering of their own free will. Drifters are typically encountered alone or in small groups.

Ethereal: This creature is considered a spirit and is immaterial to the untrained.

Humanoid: This creature exhibits physical qualities akin to a human, regardless if they use their legs for walking or not. The use of this term only applies if the species doesn't have bestial shapeshifting abilities.

Nomadic: Some creature regularly change homelands, predetermined or randomly, due to depletion of resources, proximity to hostile species, or lack of space.

Plagued: This creature has been possessed by a bloodline spirit and is now a chaotic mutation of its former self.

Subservient: This creature is often encountered being mostly compliant to the whims of a master or controller. It can still be encountered in the wild without a handler, but some species know how to "tame" them enough to serve their needs.

Undead: This creature has been reanimated by chaotic energy, becoming undead.

Vampiric: This creature thrives by consuming the blood of other species.

Weird: This creature doesn't fall into any of the traditional categories, most likely due to awkward or unnatural features.

Diseased creatures have a Smarts value because they are empowered by the chaos realm. They do not have free will because their mind has been replaced with the driving force of chaotic energy. This should not be construed as scholarly intelligence, but rather a yearning desire to fulfill the needs of the Abyss.

MONSTROUS ABILITIES

The following monstrous abilities are applicable to *Ancient World* and many creatures within this dark fantasy bestiary.

DEMON

Demons are creatures and beings that come from the chaos realm.

- Demons add +2 when attempting to recover from being Shaken.
- Demon Wild Cards never suffer from Wound Penalties.
- Demons do not suffer from disease, poison, or extreme environments.
- Demons only take half-damage from non-magical attacks, except from cold iron weapons.
- Demons suffer full damage from cold iron weapons.
- Demons are immune to Fear and Intimidation.

DISEASED

Diseased creatures are thralls to the chaos realm. They are an unfortunate by-product of those who die and their body becomes enslaved by a demonic being or chaotic energy. Their mind is gone and their body begins to decay.

- Diseased add +2 to their basic Toughness.
- Diseased Wild Cards never suffer from Wound Penalties.
- Diseased do not suffer from disease or poison.
- Diseased are immune to Fear and Intimidation.
- Diseased have black eyes and decaying skin.

PLAGUED

Plagued creatures are those possessed by a bloodline spirit.

- Plagued add +2 to their basic Toughness.
- Plagued add +2 when attempting to recover from being Shaken.
- Plagued Wild Cards never suffer from Wound Penalties.
- Plagued do not suffer from disease or poison.
- Plagued do not suffer a Wound from being Shaken twice.
- Plagued gain +1 to their natural Size.
- Plagued have red eyes and decaying skin.

SPECIAL ABILITIES

The following Special Abilities are common to *Bestiarum Vocabulum*.

CHTHONIC

The being is a denizen of the chaos realm. It's considered immortal and can only be killed by another immortal being. Upon reaching Dying, its body begins to disintegrate and returns to the chaos realm where it must be summoned again to return to the mortal realm.

SUPERNATURAL VISION

The creature has a supernatural way of seeing the world around it. It ignores all penalties for lighting.

TREMORSENSE

The creature can actually feel the vibrations in the ground, sensing when someone is drawing near. It can make a Notice roll to locate anything moving without having to see, hear, or smell it. This ability extends to 10x the creature's Pace.



Addinkabahals are asexual and periodically give birth by secreting them through a large pore that serves as their reproductive organs. This only occurs once every 10 years or so, but a litter consists of over a dozen newborn addinkabahals. The creatures grow quite quickly and are almost full-sized after one year. At that time, the addinkabahal youth venture off to find their own cave tunnel. This process can take months, with the addinkabahal youth often reaching full adulthood by the time its new home is found.

Addinkabahal [ədeen-kə-bə-hahl]

WEIRD

There are creatures within the Known Lands that defy traditional classification. Few know their existence, and even fewer have experienced an encounter and lived to tell about it. Many of these beings live underground or deep within the mountains throughout one of the many cave systems that cut through the earth. One of these creatures is the addinkabahal.

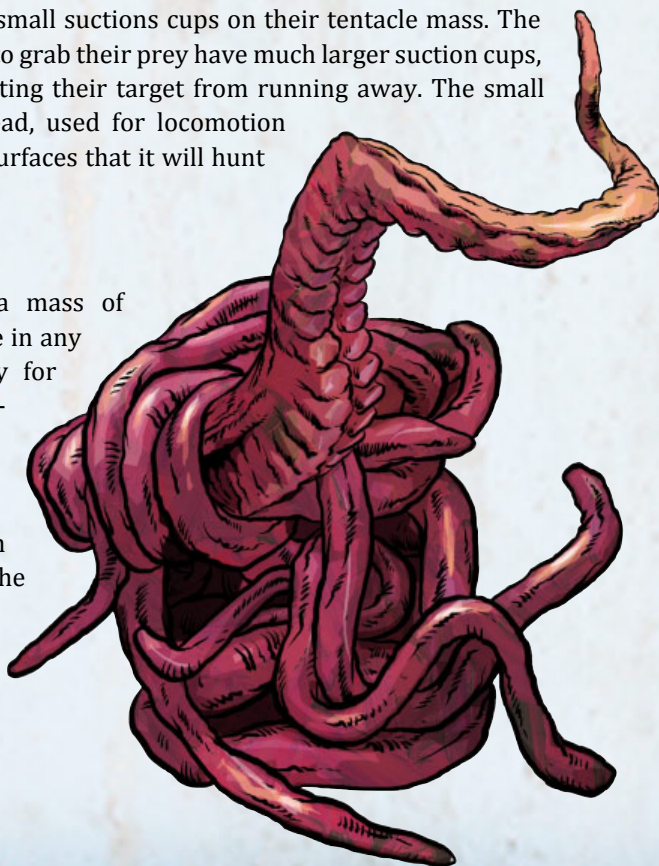
Addinkabahals, which means tentacle monster in an ancient language, live inside mountains, moving about slowly and quietly, or attaching themselves to the walls. These monstrosities look like a series of tentacles wrapped upon themselves with one or two that can project out and grab an unsuspecting victim. The victim is then hauled into the mass of tentacles and squeezed until the last bit of life has been taken away. The body is then disintegrated by acid produced by the tentacles, as the addinkabahal consumes it.

Although these creatures only feed once a month, meals are rarities in their dwellings, forcing them to attack whatever comes by. Victims that aren't consumed immediately are instead tossed aside for later consumption, allowing the body to decompose. Addinkabahal's have no sense of smell, but victims that draw near may detect the pungent odor of rotting corpses and be forced down a different path. Knowing this, the creature often drags the body far from its resting spot so as not to force potential targets away. They are intelligent, patient hunters who serve to "cleane" cave systems of unwanted invaders.

Addinkabahals have small suctions cups on their tentacle mass. The tentacles that are used to grab their prey have much larger suction cups, fully capable of preventing their target from running away. The small suction cups are, instead, used for locomotion and to attach itself to surfaces that it will hunt from.

PHYSIOLOGY

Addinkabahals are a mass of tentacles that can move in any direction, as necessary for locomotion or for hunting. When on the ground, the tentacles bundle up to give the creature shape. When attached to the ceiling, the tentacles spread out to keep the monster firmly attached to the ceiling.



Size/Weight: When bundled up, the addinkabahal looks like a square of tentacles roughly 4ft by 4ft. They typically weigh around 150lbs.

Digestion: The acid produced by their tentacles during feasting melts the target; the addinkabahal absorbs the resulting liquid through pores in the tentacles. Whatever parts are not dissolved by the acid, like as bones or metal tools the individual may have had, are discarded, usually dropping to the cave floor.

Mobility: Addinkabahals move about slowly like an octopus.

Senses: Supernatural vision with the ability to detect tremors. Addinkabahals have no senses of smell or hearing, but their tentacles do have a minute sense of touch.

ADDINKABAHAL

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8

Pace: 4; **Parry:** 7; **Toughness:** 6

Skills: Fighting d10, Notice d8

Special Abilities

- **Fearless:** Immune to Intimidation and Fear.
- **Squeeze:** Addinkabahals can attempt to grapple a target. Each successful grapple check pulls the target 1" closer. Once the target is to the creature, it is engulfed. This causes 2d6 damage that ignores armor with each subsequent successful grappling check. Allies can attempt to cut the tentacle; it has a Toughness of 6 and can be damaged by cutting and piercing weapons.
- **Supernatural Vision:** Ignores all penalties for lighting.
- **Tentacle:** Str+1, Reach 3; can make two standard attacks each round without incurring a multi-action penalty.
- **Tremorsense:** Can make a Notice roll to locate anything moving without having to see, hear, or smell it. This ability extends to 10x the creature's Pace.
- **Wall Walker:** Can walk on vertical surfaces at Pace 4.

ENCOUNTERS

Addinkabahals do not move about much. They tend to find a small territory within a cave system and make that their home for life. They attack everything that walks beneath them, but never go so far as hunting a potential target or following one that quickly leaves without drawing within reach of their tentacles. Random encounters are not possible, but any travels through a mountain cave system can come upon an addinkabahal's passageway.

Motivation: Addinkabahals are motivated by hunger and the desire to survive. They don't travel far before finding a new home, but do travel away from other addinkabahals so that each one has its own territory. This often brings them into one of the dwarven kingdoms, forcing a band to be pulled together to dispose of the monster.

The Land of the Pharaohs has been mostly free from possession by bloodline spirits. Part of this is because there are no bloodline individuals in the Land of the Pharaohs and another part is because the spirits rarely travel past the mountains. The only known incursions from bloodline spirits have been due to traders traveling to the Land of the Pharaohs with a bloodline spirit following in their stead. This results in a plagued anubis that can cause an extensive amount of damage. The anubi were able to dispatch of the creature and repair the damage, but it has made them cautious about the traders they allow into their lands.

Anubis [ə-noo-bis]

HUMANOID

There are two humanoid races in the Land of the Pharaohs: anubi and hori. The anubi are the warriors and spellcasters while the hori are the nobles, scholars, and shock troops. Anubi are skilled fighters who excel in melee combat known for their tenacity and prowess on the battlefield. They are the protectors of the Land of the Pharaohs and the most elite of them all serve as the personal retinue of the pharaohs. When making war, they form large armies of hardened warriors that are incredibly difficult to defeat.

What prevents an army of anubi from storming into the Known Lands and slaughtering everyone there? The whims of the pharaohs and the desires of the nobles are ever changing, and many political games are played throughout their lands, causing infighting to be more common than all-out attacks on neighboring lands. The other thing stopping the armies of anubi are the mountains, forcing them to cross treacherous terrain and provide an advantageous position to the opposition looking down upon the anubi. On more than one occasion, only holding the higher ground has saved the combined forces of the halflings and dwarves. It's much easier to hit a target rushing up the hill than the one bearing down from above.

Anubi are not only skilled fighters, they are extremely athletic and capable of traversing most terrain with ease. Their legs allow for quick movements, small claws on their hands make it easy to climb, and their enhanced senses allow them to locate their targets quickly. They eschew heavy armor, preferring quickness and agility to personal protection, and rarely use ranged weapons.

PHYSIOLOGY

Anubi are jackal-like humanoids with canine legs, elongated snouts, and large, pointed ears. Their skin is dark brown, almost black, with hands and torsos akin to a human. They have small claws on their hands used for climbing and the shape of their legs allow for quick movements.

Size/Weight: Anubi are around 6ft tall and weigh around 175lbs.

Digestion: Omnivores.

Mobility: Standard bipedal, although their canine legs allow for quick movement.

Senses: Anubi have acute hearing and smell.

ANUBIS SPECIAL ABILITY

All anubi have the following Special Ability unless otherwise noted.

- **Canid:** Anubi have many canine qualities. Their legs are shaped like the rear legs of a canine, so they are extremely agile when moving about. They gain a +2 bonus to Agility when avoiding area effect weapons.

ANUBIS**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8**Pace:** 8; **Parry:** 7; **Toughness:** 7 (1)**Skills:** Climbing d10, Fighting d10, Guts d8, Notice d8, Tracking d8**Armor:** Leather (torso, legs +1)**Weapon:** Long sword (Str+d8)**Special Abilities**

- **Acute (Hearing, Smell):** Gains a +2 bonus to Notice and Tracking for hearing and smelling.
- **Canid:** Gains a +2 bonus to Agility to avoid area effect weapons.
- **Fleet-Footed:** Rolls d10s when running instead of d6s.
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.

ENVIRONMENT

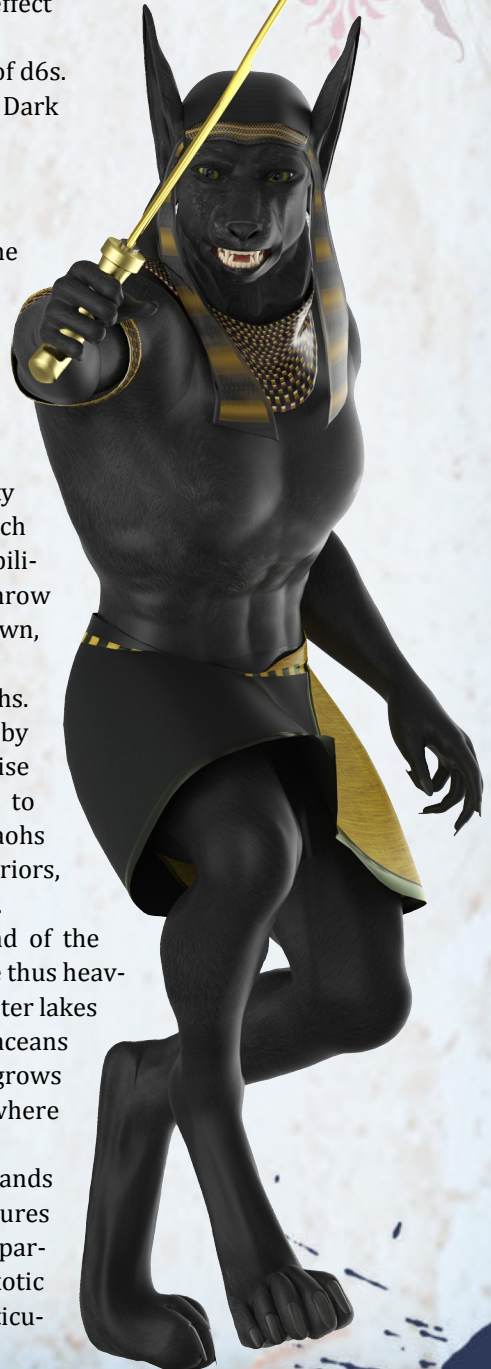
The Land of the Pharaohs is much hotter than the Known Lands. It is a combination of desert and savannahs with large, walled-in cities where the pharaohs live and rule. Each pharaoh has his or her own army, in addition to the high population of citizens on the city. Each pharaoh rules autonomously, although many of them share the same beliefs.

Anubi comprise the majority of the citizens in each city and the warriors in the army. They procreate at a much faster rate than the hori or the pharaohs, but lack the ability to govern themselves. Instead of attempting to overthrow the local regime or find a new place to settle on their own, they live in mostly-harmony within the desert cities.

The sun can be quite brutal in the Land of the Pharaohs. The dark skin of the anubi helps to keep them cool by absorbing the sun's harmful rays that would otherwise burn the skin. Because of this, anubi have been able to thrive in the desert for millennia, well before the pharaohs arrived. However, they lack the knowledge of their superiors, and thus needed someone to lead them as a civilization.

Besides the oppressive sun, the deserts of the Land of the Pharaohs offer little more than sand. The savannahs are thus heavily prized as they can be farmed and often have fresh water lakes or large rivers running through them. Fish and crustaceans are a staple of their diet, but so is the cactus fruit that grows in the desert. Cactus fruit is grown in plantations where aquifers provide sufficient water for the fruit to grow.

Anubi have learned to be great hunters within their lands in response to the high number of dangerous creatures throughout the deserts and savannahs. Those who are particularly skilled at tracking return from hunts with exotic meats rarely seen by those from the Known Lands. Particu-



larly charismatic traders, who pay the pharaohs handsomely for the privilege of trade, have been known to travel safely to the desert cities to purchase these exotic meats. It is then preserved in sea salt and sold for a huge profit to nobles in the urban centers back in the Known Lands.

MOTIVATION

Pharaohs are a greedy and quarrelsome lot who love to flex their strength against those who oppose their views, those who are merely erstwhile allies, and those who own something the pharaohs want (including, but not limited to land, riches, relics, and even food). However, pharaohs are emperors that don't get their hands dirty during actual conflicts; they prefer political games and machinations, not actual battlefields. For this, they send in their large armies of anubi, commanded and supported by the hori. These incredibly skilled soldiers do everything they're commanded to, though little more.

Anubi lack self-motivation outside of that which is needed for survival. They do not organize themselves without a purpose, they don't venture out on their own away from their homeland, and they don't explore. The only reason a band of heroes would encounter a group of anubi is if the anubi were commanded to go on patrol, scout a potential target, or search for treasure. They would then travel as a group at the behest of their horus commander and the desires of their pharaoh. If told them to stop what they're doing and return, they would immediately cease their activities and return home. Unless they are specifically told to guard an area from all threats or attack a specific target, bands of warriors will go mostly ignored. Anubi will report sightings to their commander, but will not act unless instructed to do so.

Random encounters are non-existent unless the PCs happen upon a group of anubis guards protecting an area. Even then, the purpose behind the encounter is pre-planned in that the guards are given the order to protect that area from intruders. If the PCs find a way around the area without threatening it, they are ignored. Anubis warriors, although highly skilled, always follow their commander's and pharaoh's orders exactly as dictated.

SOCIETY

Anubi live a very simple life. Their pharaoh is viewed as the greatest man in society, although he's not an anubis. Hori are considered the nobles and scholars, positions no anubis strives to achieve. Instead, the anubi fall into one of two strata: free person or slave. Most anubis warriors are freemen, although slaves are often forcibly conscripted into the army to serve as little more than a shield wall. Only males are allowed into the army; females are expected to care for the home and children along with performing duties that benefit the city.

Anubis society pays little heed to the difference in skill and potential of its freemen. Each one is capable of being a warrior, although upon reaching a certain age they are all-but freed from that obligation. Few anubi ever become skilled craftsmen, meaning the majority can serve the army without much impact to the

city. The common non-military jobs held by anubi include farmers, laborers, hunters, gatherers, and fishermen. They are so numerous that the loss of even 50% of the freemen would not impact the daily activities of the city. Widows become free to remarry and many youth from other cities would immigrate to bolster the city's population.

Anubis males are trained at a very young age on how to become great warriors. Although it's essentially a requirement to join the pharaoh's army, it's a great honor to survive a battle. Each battle won is worn as a scar on the anubis warrior's arm. The more scars, the more battles he's survived, the more honor he garnishes by his peers.

When an anubis warrior reaches five scars, he's allowed to join one of the elite warrior bands in the city. The two main bands are the assassins and the necromancers, which choose their members according to where their skills lie. Warriors with a knack for stealth tactics become assassins while those with a knack for controlling necrotic energy become necromancers. Other minor bands exist, but the most well-known throughout the Land of the Pharaohs are the assassins and the necromancers.

ANUBIS ASSASSIN

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d10, Vigor d8

Pace: 8; **Parry:** 8; **Toughness:** 7 (1)

Skills: Climbing d10, Fighting d12, Guts d8, Notice d8, Stealth d10, Tracking d8

Armor: Leather (torso, legs +1)

Weapon: [2] Dagger (3/6/12, Str+d4)

Special Abilities

- **Acute (Hearing, Smell):** Gains a +2 bonus to Notice and Tracking for hearing and smelling.
- **Canid:** Gains a +2 bonus to Agility to avoid area effect weapons.
- **Fleet-Footed:** Rolls d10s when running instead of d6s.
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.



ANUBIS NECROMANCER

Attributes: Agility d10, Smarts d6, Spirit d12, Strength d8, Vigor d10

Pace: 8; **Parry:** 7; **Toughness:** 8 (1)

Skills: Chaos d10, Climbing d10, Fighting d10, Guts d12, Notice d10, Tracking d8

Armor: Leather (torso, legs +1)

Weapon: Scepter (Str+d4)

Special Abilities

- **Acute (Hearing, Smell):** Gains a +2 bonus to Notice and Tracking for hearing and smelling.
- **Canid:** Gains a +2 bonus to Agility to avoid area effect weapons.
- **Fleet-Footed:** Rolls d10s when running instead of d6s.
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Powers:** Using Chaos, has 25 Power Points and knows the following Powers: *animate, burst, farsight, fear, puppet, zombie*

Banshee [ban-shee]

DEMONIC

Restless spirits have been known to find their way into the chaos realm. When this happens, their ethereal bodies become corrupted by chaotic energy, turning them into banshees. They become hideously mutated, manifesting with tattered clothes, claws, and the taint of chaos within their throats (allowing them to perform their banshee scream). Banshees lose their ethereal bodies, becoming ghoulish in the process, albeit with legs that don't appear to exist (banshees hover over the ground, they don't walk on it). Whatever ethereal clothes they were wearing become tangible and tattered, like a battered cloak covering a decrepit body.

After the transformation is complete, the restless spirit is now the demonic being known as a banshee. All former memories relating to their mortal lives are replaced by evil and they open themselves up to becoming the play things of demon masters and enslavers. Most of them wander the chaos realm endlessly until finding a way to pass through a rift into the mortal realm, but some are caught and enslaved by other denizens of the deep.

No matter if the spirit was benevolent prior to entering the chaos realm, it becomes a maddening banshee who seeks out death. Although not known for their combat abilities, banshees are known by their demonic screams that attack a target's soul. Restless spirits have a way of "connecting" to a mortal's soul, but as a banshee, they're able to attack it. A banshee's scream is also deafening to mortal ears, although only temporarily.

PHYSIOLOGY

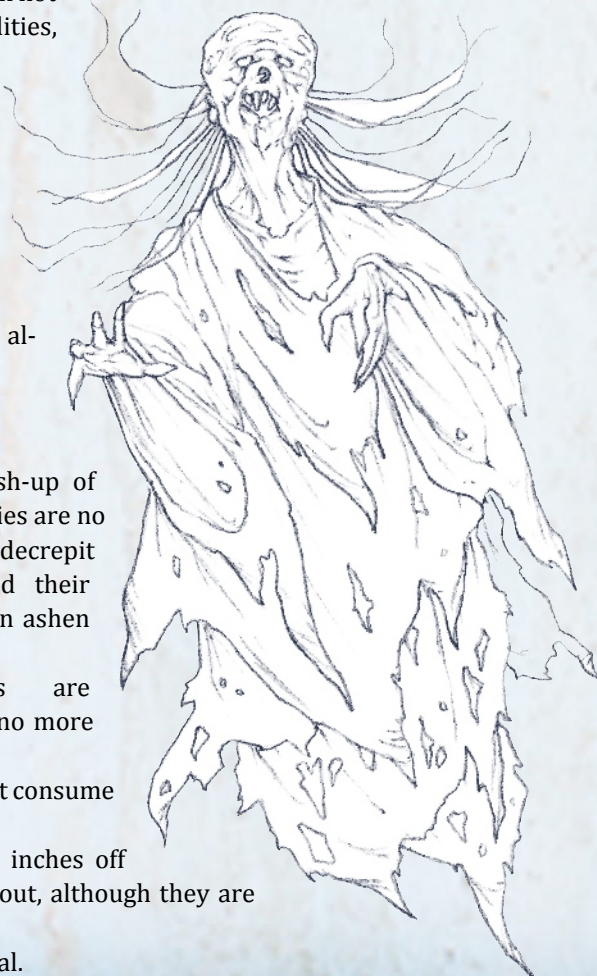
Banshees resemble a mash-up of ghouls and ghosts. Their bodies are no longer ethereal, appearing decrepit and aged centuries beyond their mortal years. Their skin is an ashen gray with empty, black, eyes.

Size/Weight: Banshees are around 5.5ft tall and weigh no more than 100lbs.

Digestion: None; they don't consume food to live.

Mobility: Banshees hover inches off the ground when moving about, although they are also capable of flying.

Senses: Purely supernatural.



BANSHEE**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8**Pace:** 6; **Parry:** 4; **Toughness:** 7 (1)**Skills:** Fighting d4, Guts d8, Notice d8**Special Abilities**

- **Banshee Scream:** Banshees let out an ear-piercing demonic scream to weaken their foes. Every target that can hear the banshee must make an opposed Spirit roll. Those that fail become temporarily deaf and gain one level of Fatigue. Targets that are temporarily deaf cannot make Notice rolls using sound for the next 1d6+5 rounds.
- **Claws:** Str+d4
- **Demon:** +2 to recover from being Shaken; immune to disease, poison, and extreme environments; half-damage from non-magical attacks; immune to Fear and Intimidation.
- **Fear:** Force Fear checks to be made.
- **Flight:** Flying Pace of 6" and a climb of 3".
- **Leathery Skin:** Armor +1
- **Supernatural Vision:** Ignores all penalties for lighting.
- **Weakness (Cold Iron):** Takes full damage from cold iron weapons.

Most, but not all, banshees are female. The belief is that female widows often become restless spirits who wander about looking for their mortal husbands (who are actually dead, but the spirit doesn't know that). They are either drawn to the energy of the chaos realm, or lured there by a demonic. Upon entering, the restless spirit then wanders the chaos realm, becoming a banshee after a couple days.

ENCOUNTERS

Although not many restless spirits become banshees, explorers often encounter them while traversing the wilderness. While they're no longer searching for a lost loved one or finding a way out of the spirit realm, banshees retain the wanderlust from their time as a restless spirit. They casually roam, covering long distances in a single day, rarely pausing in a single place for more than a brief moment. Since they don't eat or sleep, a banshee can easily cross 60 miles in a single day.

Banshees don't travel about in search of anything besides mortals to subject to their chaotic ire. They typically roam about in groups, either with other banshees or subservient beings from the chaos realm. A lone banshee is uncommon, as the demonic being is drawn to the energy of other demonic beings. Since their wanderlust knows no bounds, they roam far and wide, sometimes entering civilized areas, wreaking havoc.

Motivation: Banshees don't need motivation to attack. They are driven by the chaotic energy that has mutated their former spiritual selves. However, this energy has a mind of its own, wishing to ally with other beings consumed with or touched by that chaotic energy. This energy starkly contrasts with the life force of a mortal humanoid, drawing the chaotic energy like a beacon. That energy then wishes to cancel out that life force, forcing the banshee to attack with reckless abandon.

Indigenous animals do not exude this type of life force energy, but all mortal humanoids do. This includes those who dwell within the civilized areas and those considered uncivilized, such as the harlocks and seadogs.

Barbarian rune priests are incredibly intelligent and know more about Dhuran than any gray elf scholar could fathom. Secreted away in their hovels are written accounts about the Known Lands before, during, and after the apocalypse. During the event, the rune priests were called by Raziel to witness the destructive forces of the pantheons as they were unleashed upon the unworthy folk of the Known Lands.

All rune priests secretly serve Raziel and funnel their powers through him. Although all runes are an extension of Raziel, he has taught the rune priests of the Steppes the more powerful ones and how to scribe them appropriately. They are forever indebted to Raziel and as such do his bidding. If Raziel feels the people of the Known Lands need to be punished, it is the rune priests that must command their clan to act accordingly.

Barbarian [bar-barr-ee-en]

HUMANOID

Barbarians are really only named as such because they're misunderstood. They are humans, albeit from a more stoic bloodline that has endured in the colder lands to the northwest for millennia. They are extremely antagonistic against those within the Known Lands, as are all pirate humans and all humanoids from the Land of the Pharaohs. To them, the differences between them and those from the Known Lands are as much societal as they are personal. The so-called "barbarians" just hate their southeastern neighbors.

The humans colloquially referred to as barbarians are, actually, a large alliance of clans that call the Steppes their home. Each clan refers to themselves by using their clan name. Simply referred to as the Land of the Barbarians, the Steppes are a series of grasslands amongst the mountains, separated by bluffs. The various clans that inhabit the Steppes Region go through cycles of alliances and disagreements that lead to an ebb and flow of small skirmishes. War is a rarity but the occasional warlord has been known to cause a lot of death during his reign.

The people of the Steppes enjoy harassing their neighbors from the Known Lands. Sometimes they do it for pleasure, and sometimes they do it to steal riches. They don't regularly travel near the Known Lands, but hunting often brings them close enough that their curiosity gets the best of them. Due to the lack of civilized beings near the border of the Land of the Barbarians, most of these conflicts occur with the uncivilized, such as seadogs.

The people of the Steppes have never worshiped the pantheons of the Known Lands. As such, they were not subjected to the wrath of the gods as they fled Dhuran. The gods they worship are more theoretical, choosing to display the highest level of honors to their rune priests. Each clan's jarl must be chosen by the rune priest, although the occasional warlord comes along and throws the "selection process" off balance.

PHYSIOLOGY

Barbarians are humans, but larger than their Known Lands counterparts. They come from a very hardy bloodline that left the Known Lands millennia ago to live in the open expanse of the Steppes.

Size/Weight: Barbarians are typically 6-6.5ft tall with red or orange hair. Most weigh around 225lbs and wear beards in an almost decorative style.

Digestion: Standard omnivore.

Mobility: Standard bipedal.

Senses: Standard human.

BARBARIAN SPECIAL ABILITY

All barbarians have the following Special Ability unless otherwise noted.

- **Resilient:** Barbarians hail from the Steppes where climate changes are a bit more drastic. This has toughened them up, providing a +2 bonus to resist environmental effects.

BARBARIAN

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Pace: 6; **Parry:** 7; **Toughness:** 8 (1)

Skills: Climbing d10, Fighting d10, Guts d8, Intimidation d10, Notice d8

Armor: Leather (torso, arms, legs +1), Viking helm (head +3, 50% chance that it protects vs. a called head shot)

Weapon: Large war hammer (Str+d6; AP 1 vs. rigid armor), [3] darts (3/6/12, Str+d4)

Special Abilities

- **Resilient:** Gains a +2 bonus to resist environmental effects.

ENVIRONMENT

The Steppes form a border between the subtropical conditions of the Known Lands and the subarctic conditions along the northern reaches of the Inner Sea. The area is primarily humid continental, with a mixture of climate zones on the south and north end, bordering the other climatic zones.

Temperatures tend to the extremes with summers being potentially hot and winters being quite cold. It's possible for summer temperatures to exceed 100°F and winter temperatures to drop below -20°F. Although these are rare occasions, it has made the people there quite acclimated to drastic temperature changes.

The Steppes are formed by a series of low mountains that form high elevation grasslands, savannas, and shrublands that border the forests marking the actual edges of the Steppes. Some areas are arid, but most of it is quenched with regular rainfall in the amount of 2ft per year. During the winter, it is mostly covered in snow.

Due to this openness and the need for protection, most barbarian villages are built into the surrounding mountains or in valleys formed by ancient glaciers. The open areas of the Steppes are primarily used for grazing with large pastures marked off by posts. There are many wild and dangerous animals that stalk the



Steppes, forcing grazing animals to remain close to the villages. Large herds of buffalo can also be found grazing the grasslands, serving as a common source of meat to the barbarians. (Buffalo horns are sometimes used to adorn Viking helmets.)

MOTIVATION

Barbarian greed is well known, but sometimes this greed is out of necessity. Although they have a desire to acquire mass sums of wealth, and who doesn't, they also have a need to protect their people from the oppressive nature of the Steppes region. Not only do they need to provide warm clothes to the clan for the winter, they also need to build fortifications that keep them safe from dangerous creatures and their warring neighbors. Due to the lack of timber and mining in the Steppes, the barbarians are forced to look elsewhere to gather the supplies they need to survive.

Very little food grows on the Steppes, leading to only herbivores that graze on the ample grasslands. These herbivores serve as meals to the many carnivores on the Steppes and both (mostly herbivores) become potential meals to the barbarians. However, even barbarians know that they can't survive on meat alone, and thus have to look toward the mountains and beyond for other types of food. Within the mountains and beyond, there are plenty of deposits of fruit and wheat, but this requires a long trek to where the plants grow. This brings them into the Known Lands where they encounter the civilizations therein.

Barbarians are not traders nor do they have any type of mercantile activities with their non-Barbarian neighbors. Instead, they raid and pillage when possible, taking the food and supplies they need, grabbing whatever riches come with it. Gold and silver can be used to buy from other barbarian clans, or the occasional pirate crew that makes its way to the Steppes in the hopes of offloading stolen cargo.

SOCIETY

Barbarians have a rather simple clan society with a single jarl (clan lord and chieftain) and a single rune priest per clan. Jarls are often replaced by other, worthy individuals, as chosen by the rune priest, though rune priests are rather rare. There is always one rune priest and one apprentice.

All other barbarians fall into the categories of brave warrior (called Vikings) or simple warrior. Simple warriors are those who do all the other activities needed by the clan and are called upon to hunt and forage. Viking warriors are typically only used during pre-planned attacks.

While jarls have the administrative power within the clan, serving to define and enforce laws, it is the rune priest that holds the actual power. He, sometimes she, is the lifeline of the clan, serving as a "link" to their non-existent pantheon (only

rune priests know the pantheon doesn't actually exist). He has the authority to appoint and exile the jarl, is the ultimate decision maker on all matters concerning the clan, and is the only one deemed worthy to preach the clan's religion. He is also extremely powerful and wields more strength with his runic abilities than any Viking does in his war hammer.



BARBARIAN, JARL

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (1)

Skills: Climbing d10, Fighting d12, Guts d10, Intimidation d10, Notice d10, Persuasion d10

Armor: Leather (torso, arms, legs +1), Viking helm (head +3, 50% chance that it protects vs. a called head shot)

Weapon: Great axe (Str+d10; AP 1, Parry -1, 2 hands)

Special Abilities

- **Resilient:** Gains a +2 bonus to resist environmental effects.



BARBARIAN, RUNE PRIEST

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d8, Vigor d12

Pace: 6; **Parry:** 7; **Toughness:** 9 (1)

Skills: Climbing d8, Fighting d8, Guts d12, Intimidation d12, Notice d12, Scribing d10, Taunt d10

Armor: Cloth robes (torso, arms, legs +1 vs. weapons of Str+d4 or less)

Weapon: Staff (Str+d4; Parry +1, Reach 1, 2 hands)

Special Abilities

- **Powers:** Using Scribing, has 40 Power Points and knows the following Powers: *barrier, bolt, boost/lower trait, deflection, disguise, dispel, divination, fear, puppet, smite*
- **Resilient:** Gains a +2 bonus to resist environmental effects.

BARBARIAN, VIKING

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12, Vigor d10

Pace: 6; **Parry:** 7; **Toughness:** 8 (1)

Skills: Climbing d10, Fighting d12, Guts d10, Intimidation d10, Notice d10

Armor: Leather (torso, arms, legs +1), Viking helm (head +3, 50% chance that it protects vs. a called head shot)

Weapon: Great hammer (Str+d10; AP 2 vs. rigid armor, Parry -1, 2 hands), [6] darts (3/6/12, Str+d4)

Special Abilities

- **Resilient:** Gains a +2 bonus to resist environmental effects.



Braeyeok [bray-yok]

ANIMAL, DRIFTER

Braeyeoks are an interesting creature that is hard to define. They are semi-intelligent hunters that fight with savage ferocity. It is as if the creatures are capable of controlling themselves while searching for their prey, but unable to maintain said control once the prey is spotted. After leaping out of the tall grass and pouncing on their target, their preferred hunting methodology, they become ravenous creatures that become increasingly angry if the prey attempts to get away. That's when they lose all sense of control and go from intelligent hunter to psychopathic animal.

Identifying a braeyeok is simple as they are a truly unique species. Their heads resemble a bird with a long, lizard-like tongue. Their backs are covered in long, soft fur while their arms and legs are covered in short, coarse fur. Their legs are extremely long, with the knee actually higher than the back. This gives them a look as though they're curled into a ball and walking at the same time. Their arms are nestled beneath the knees and end in long, dagger-like appendages. This dagger-like appendage is mostly bone with only the thinnest covering of skin and fur.

Braeyeoks are sometimes referred to as flightless birds due to the shape of their faces. While the shape of their face is assuredly avian in nature, little else of their body is. Their bodies are devoid of feathers, and their feet are incredibly humanoid. However, like true flightless birds, they move about by running, capable of running incredible speeds. Their bodies are strong and light, but the strength of their legs rivals any athletic species out there. Not only do those legs propel the braeyeok incredibly fast through the grass, they can also provide enough lift for the creature to leap incredible distances while standing still.

PHYSIOLOGY

Braeyeoks are truly unique from any other species, but they all look exactly the same from one to another outside of fur coloring. Most braeyeoks have random patterns of brown, gold, and yellow throughout their fur with a handful mixing in red and orange. This pattern can vary quite significantly from one individual to another, but all other features of the animals are identical.

Size/Weight: Braeyeoks are only 3ft tall due to the awkward shape of their body. If they were to stand erect with their legs beneath them, they would easily stand 6ft tall. Their bodies are quite bulky, weighing around 150lbs, despite the

leanness of their arms and legs. This bulk allows them to slam down upon their prey after leaping through the air. The tactic is to surprise and render the target unconscious.

Digestion: Omnivores; braeyeoks don't have claws that allow them to do anything outside of stabbing a target. As such, they typically only eat what they can swallow whole, like rodents, and anything they can easily tear with their beaks, including human flesh. Creatures with thick skin or fur are not prey for the braeyeok as it would never be able to get to the meat.

Mobility: Braeyeoks move about on their two incredibly powerful legs in an inverted fashion. Their knees are actually higher than their backs, coming down around the arm until meeting the ground. These powerful legs also allow them to leap great distances from standing.

Senses: Braeyeoks have fairly standard senses, although their hearing is quite poor. They typically use sight and smell to locate a target, especially when the tall grass is being disturbed.

BRAEYEOK

Attributes: Agility d10, Smarts d6 (A), Spirit d4, Strength d8, Vigor d6

Pace: 10; **Parry:** 6; **Toughness:** 5

Skills: Fighting d8, Notice d6, Stealth d6

Special Abilities

- **Dagger-like Appendages:** Str+d6
- **Fleet-Footed:** Rolls d10s when running instead of d6s.
- **Leap:** Braeyeoks can leap up to 40ft when standing still. If the target is Size 0 or less, they can make an Agility roll to knock the target prone by pouncing on its chest.
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Size -1:** Braeyeoks are only 3ft tall.

ENCOUNTERS

Braeyeoks live in the low plains where the grass is quite tall. They prefer the sanctuary of trees and rock formations when resting, but are continuously moving about on the plains while searching for food. They rarely leave the tall grass as it provides them with the element of surprise when stalking their prey, but they do often pursue those that flee the tall grass. Unfortunately, they lack the discipline of many hunting creatures once a target begins to flee.

Motivation: Braeyeoks are motivated by animal instincts. They are territorial, despite the land considered to be their territory often changes with migration, and will attack humanoids they feel are threatening their hunt. They are also intelligent enough to know that humanoids have skin that is easily torn and can then become the next meal. Although they don't hunt humanoids like they do rodents, they will lash out thinking the humanoids are a threat that can be dealt with.

Rage: Braeyeoks slip into a feral rage when unable to immediately seize their prey. They are determined to kill their target at any cost and fight to the death, being too stupid to flee.

Halflings are common victims of braeyeok attacks. Their small stature singles them out as easy prey and the strength of the braeyeok can easily overcome even the best halfling warrior. The creature's beak can easily pierce the flesh of a downed warrior, making halflings a common part of the animal's diet. Halfling villages are constantly on the lookout for braeyeoks stalking the grasslands and individuals rarely venture out without at least two other hunters. If one halfling is pinned by the stalking beast, the other two can quickly step in and remove the creature from their prone friend. Another option for halflings venturing past the confines of the village is to take a human along (human merchants often visit the village). Humans are often able to withstand the leaping attack of a braeyeok, or can quickly provide assistance if their halfling ally is targeted.

The decaying odor of a carrion bird is enough to scare most common folk away. When combined with their insatiable appetite for fresh meat and the obvious signs of bodily deterioration, they strike fear into even the bravest warriors. They are extremely dangerous and go to great lengths to catch their prey. Once the carrion bird chooses a target, it never leaves that target until its prey is devoured, or the creature is killed.

Carrion Bird [karr-ee-en bərd]

WEIRD

Although there are many carrion-eating birds, there is only referred to as the carrion bird. Surprisingly, it isn't even a bird at all. Rather, carrion birds are flying, reptilian-like creatures with bat-like and emaciated features. They are, by far, the most terrifying winged creature in all of the hinterlands. They predominantly live within the mountain forests, but spend much of their time stalking the thick woods of the Winterbrush and Fairburn Forests. They have even been spotted circling the Orley and Redhurst Jungles. After hunting, they always seem to return to their dens in the mountains.

Carrion birds are a by-product of chaotic energy. When that energy seeps through the ground, it has a tendency to mutate and muddle certain aspects of an indigenous creature, creating something truly weird. The outcome of this mutation is one that defies typical creature classification as new features have little bearing on what the creature once was. Carrion birds are mutated giant bats (which were slightly larger than owls), which have turned into reptilian monstrosities. Besides the obvious growth of the bat, a tail sprouts from its rear, its head takes on a reptilian shape, and its fur falls off while its skin hardens. To make things even more awkward, its body takes on a humanoid shape, albeit connected to the bat-like wings. The creature loses all its animal instincts and becomes driven by the madness that now occupies its mind.

Carrion birds are not a common sight. There are little more than a handful in existence, and it is not uncommon for them to fight each other to the death. They don't reproduce and are only created by the chaotic energy; they have no families or mates. They hunt alone, and are nearly always on the hunt. Their name "carrion" does not signify them as being scavengers like most carrion-eaters, but rather the smell they emit. The chaotic energy that mutates the giant bat also kills it, causing the body to continually decay and rebuild itself. This emits a foul stench, much like carrion left for scavengers.

PHYSIOLOGY

Carrion birds are very large creatures; much larger than their former selves. Their wingspan is such that they can envelope a horse while attacking it. They have a bodily structure similar to the bats they once were, albeit with reptilian skin, elongated snouts, and emaciated bodies (that look strikingly humanoid). They are a rich black color that is unnatural.

Size/Weight: Carrion birds are 10ft tall and weigh 500lbs. They have a wingspan of 20ft.

Digestion: Carrion birds are strictly carnivorous. They must eat to rebuild their decaying body, lest it completely rot away to nothing.

Mobility: Carrion birds have feet, but can do little more than waddle slowly or hop with them. Their main method of mobility is flight.

Senses: Supernatural senses. Although they come from giant bats, they do not have echolocation.

**CARRION BIRD**

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d12+2, Vigor d12+3

Pace: 2; **Parry:** 8; **Toughness:** 12 (3)

Skills: Fighting d12, Notice d8

Special Abilities

- **Bite:** Str+1
- **Fearless:** Immune to Fear and Intimidation.
- **Flight:** Flying Pace of 12" and a climb of 6".
- **Large:** Attack rolls against it gain a +2 bonus.
- **Size +4:** Carrion birds are 10ft tall with a 20ft wingspan.
- **Supernatural Vision:** Ignores all penalties for lighting.
- **Terror:** Forces Fear checks to be made with all failures resulting on a roll on the Fright Table.
- **Thick Skin:** Armor +3
- **Wings:** Str+d4

ENCOUNTERS

Carrion birds are territorial hunters, although their hunting territory is quite large. Most creatures and humanoids escape their wrath by traveling through the thick woods. Because the carrion birds cannot really travel about by foot, especially in the woods, they are forced to fly overhead. Unless a target enters a clearing or makes a lot of noise, a carrion bird has difficulty detecting their presence.

Random encounters with carrion birds are unlikely unless traveling through the mountains. They can very clearly be seen flying overhead, providing anyone at least a small amount of time to stay clear of the creature's vision. A more likely scenario would be a carrion bird out on a hunt, coming down near the water after spotting a target. Farmers are frequent victims of carrion birds as are fishermen.

Motivation: The chaotic energy that mutated the giant bats in the first place continually decays their carrion bird form. If left to deteriorate, the carrion bird's body would eventually eat itself from within. To replenish the body, essentially "filling in" what has decayed, the creature must eat fresh meat. Each time it feasts, the chaotic energy consumes the flesh and replenishes the carrion bird's body. It's almost as if the creature is feeding the chaotic energy instead of itself.

Carrion Hound [karr-ee-en hownd]

WEIRD

Many indigenous canines in the wild are carrion-eaters, but only one is referred to as the carrion hound. Much like its carrion bird kin, the carrion hound is not a hound, although it does prefer its kill to begin putrefaction before feasting. They are, by far, the most terrifying canine-like creature in all of the hinterlands. They predominantly live within the thick woods of the Winterbrush and Fairburn Forests, but have been known to wander into the mountain forests when searching for a new den. They don't travel far into the mountain forests as they prefer the protection offered by the thick woods.

Carrion hounds are also a by-product of chaotic energy. When that energy seeps through the ground and infects a creature, a disgusting transformation occurs which causes the skin to decay and produces open sores. The outcome of this transformation is one that defies typical creature classification, as new features often look nothing like the original animal. Carrion hounds are mutations of wolves and coyotes, turning them into rotting, animated corpses with a face filled with small tentacles. Besides the obvious bloating of the canine, its fur falls off in patches only to be replaced with open soars and decaying skin. Its face disintegrates from the inside as dozens of small tentacles burst forth from where the face used to be. These tentacles look much like small worms, but are actually attached to chaotic growths inside the hound. The creature also loses all its animal instincts and becomes driven by the madness that now occupies its body.

Carrion hounds are not a common sight, although they do occur more often than carrion birds. There are often a few dozen in existence at any one time, but those that exist typically stay far away from each other. They don't reproduce and are only brought about by the chaotic energy; they have no families, packs, or mates. They hunt alone, and are always on the hunt. Their name "carrion" carries a double meaning as they are carrion-eaters, but

also smell like a rotting animal. The chaotic energy that mutates the canine also kills it, causing the body to continually decay and re-build itself. This emits a foul stench, much like carrion left for scavengers.



PHYSIOLOGY

Carrion hounds are only slightly larger than wolves, but their bodies appear emaciated. They retain much of their semblance to their former selves including the color of their fur (although the fur color doesn't change with the changing

seasons). Their paws become enlarged and form a three-toed paw instead of a four-toed paw. Their faces, however, are gaping holes with dozens of small tentacles writhing from within.

Size/Weight: Carrion hounds are generally 3ft tall at the shoulder and 6.5ft long. Those that come from coyotes are a bit smaller than that, but most are formed from wolves. They typically weigh 65lbs.

Digestion: Carrion hounds don't really eat their food. The tentacles where their face once was are capable of exsanguinating a corpse and then consuming the flesh by dissolving it with some type of acidic saliva.

Mobility: Standard quadruped.

Senses: Completely supernatural. Carrion hounds have no eyes, ears, nose, or mouth; they only sense the world around them through supernatural means.



CARRION HOUND

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d12

Pace: 8; **Parry:** 8; **Toughness:** 8

Skills: Fighting d12, Notice d8

Special Abilities

- **Fearless:** Immune to Fear and Intimidation.
- **Fleet-Footed:** Rolls d10s when running instead of d6s.
- **Supernatural Vision:** Ignores all penalties for lighting.
- **Tentacle Acid:** Str+d4; inflicts one level of Fatigue
- **Terror:** Forces Fear checks to be made with all failures resulting on a roll on the Fright Table.

There are many aspects of a carrion hound considered terrifying. For one, the decaying odor they emit can drive one insane through sensory assault. The open sores and decaying skin where fur used to be may cause a weak stomach to wretch. For most, the worst of their features is that the entire face has been replaced with writhing tentacles that look like giant maggots.

ENCOUNTERS

Carrion hounds are territorial hunters with a fairly small hunting territory. They have misunderstood supernatural senses that allow them to "see" everything throughout the thick woods, even if it's hiding behind a tree. They are fast runners and incredibly agile, although they can only bring down a target by rendering it unconscious with the acidic saliva on the tentacles.

Random encounters with carrion hounds are likely. The weird creatures stalk the woods, always on the look-out for a new target. Anyone and anything is a potential target, so long as it's alive. They take great pleasure in hunting their prey, although they can't kill it until the victim is no longer moving. They lack teeth and their claws are not usable for combat. Lumberjacks are frequent victims of carrion hounds.

Motivation: The chaotic energy that mutated the wolves and coyotes in the first place continually decays their carrion hound form. If left to deteriorate, the carrion hound's body would eventually eat itself from within or fall apart due to the acidic tentacles eating away at body parts. Each time the creature feasts, the chaotic energy consumes the blood and flesh and replenishes the carrion hound's body.

Chiltons are extremely long-lived for insects. While most insects only live for a handful of days, chiltons can live for 5-7 years. They only lay their eggs within the vastness of the Bygrass Marsh, but their ability to live for years instead of days means they only need to return to the swampland once a year. They can then live throughout the Known Lands where plenty of fresh blood exists. They don't prefer one creature of another and will feed on whatever is alive and available.

Chilton [chil-tən]

ANIMAL

Chiltons are the largest and most dangerous insect in all of the Known Lands. Their bodies are the size of a human fist, with a wingspan of twice that. The proboscises they use to penetrate their victim's skin are nearly 2in long. The proboscis is thin enough to fit its way through the smallest openings in armor and sharp enough to pierce both thin and natural armor. Once the proboscis has penetrated the skin, the chilton begins feeding on the blood of the victim, causing it to swell slightly. If someone stomps a chilton after feeding, the blood from their victim sprays out in all directions. Most chiltons can consume 2 fluid ounces of blood before reaching "capacity."

While feeding off the victim's blood isn't enough to cause many problems, the chilton has another defense mechanism. Upon piercing the skin, it injects a type of venom created by mixing the victim's blood with the chilton's saliva. In the amount of time it takes to consume the full 2oz, the insect can inject enough venom to knock the target out for 24 hours.

On their own, chiltons are not much of a threat. They typically attack in groups (without swarming) or more cohesively as a swarm. A chilton swarm can knock out a single victim in less than 10 seconds, turning a party of explorers into food for other wilderness creatures in less than a minute.

PHYSIOLOGY

Chiltons are small compared to most animals, but very large compared to other insects. Their bodies are a muted red while their wings are a prominent, dark red. Upon close inspection, their wings look much like a bat's rather than the delicate wings of an insect.

Size/Weight: Chiltons are 5in long and 3in thick, weighing no more than 2lbs.

Digestion: Chiltons feed on the blood of their hosts and are considered ectoparasites. They can also transmit diseases as the blood from a previous victim mixes in their saliva and is then deposited into the blood of the next victim.

Mobility: Chiltons cannot walk very fast and instead rely on flying to get from one place to another.

Senses: Chiltons can see and feel the air around them, but they are mostly drawn to the scent of blood through an acute sense of smell.

CHILTON

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d4, Vigor d6

Pace: 1; **Parry:** 5; **Toughness:** 4 (1)

Skills: Fighting d6, Notice d6

Special Abilities

- **Acute (Smell):** Gains a +2 bonus to Notice for smelling.
- **Exoskeleton:** Armor +1
- **Fearless:** Immune to Fear and Intimidation.
- **Feed:** Chiltons drink the blood of their victims. On a successful attack, the chilton latches onto its victim and begins feeding off its blood. In each subsequent round, the target must make a Dexterity (-2) roll to remove the chilton or gain one level of Fatigue.
- **Flight:** Flying Pace of 4" and a climb of 2".
- **Immunity (Disease):** Immune to diseases.
- **Proboscis:** Str+1, ignores armor

- **Size -2:** Chiltons are about the size of a human fist.
- **Small:** Attack rolls against it suffer a -2 penalty.
- **Wall Walker:** Can walk on vertical surfaces at Pace 1.

CHILTON SWARM

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d4, Vigor d6

Pace: 1; **Parry:** 7; **Toughness:** 4 (1)

Skills: Fighting d6, Notice d6

Special Abilities

- **Acute (Smell):** Gains a +2 bonus to Notice for smelling.
- **Exoskeleton:** Armor +1
- **Fearless:** Immune to Fear and Intimidation.
- **Feed:** Chiltons drink the blood of their victims. On a successful attack, the chilton latches onto its victim and begins feeding off its blood. In each subsequent round, the target must make a Dexterity (-2) roll to remove the chilton or gain one level of Fatigue.
- **Flight:** Flying Pace of 4" and a climb of 2".
- **Immunity (Disease):** Immune to diseases.
- **Proboscis:** Chilton swarms inflict dozens of attacks every round, hitting automatically and causing 2d4 damage to everyone covering an area equal to a Medium Burst Template. This damage ignores armor.
- **Size -2:** Chiltons are about the size of a human fist.
- **Small:** Attack rolls against it suffer a -2 penalty.
- **Split:** Chilton swarms can split into two smaller swarms (Small Burst Templates). The Toughness of these smaller swarms is reduce by -2.
- **Swarm:** Parry +2; cutting and piercing weapons do no real damage. Area-effect weapons work normally and characters can stop on the swarm, if the chiltons are not flying, doing their Strength in damage.
- **Wall Walker:** Can walk on vertical surfaces at Pace 1.

ENCOUNTERS

Chiltons can be found everywhere in the Known Lands during the warmer months. Most hibernate, beginning around the time of the first frost, and awake from hibernation after the final thaw. Groups large enough to be considered swarms are rare, but encountering 5-10 at a time is a frequent event while traversing the wilderness.

Motivation: Chiltons are driven by the need to feed, and they only feed off blood. However, the blood must be fresh and the smell of a decaying body drives them away. It's a common practice for explorers to hang a dead animal near their campsite to drive off the pesky insects.



Chrotens are known for their ability to climb trees and rock formations. Each foot contains sharp claws allowing the creature to grab hold of the bark when ascending a tree. Their well-distributed weight and resilient skin (which resists sharp, rocky edges) allows them to climb about outcroppings of rock without worry of falling. They don't leap like a feline across the rocks (or up a tree) but rather climb like a rat. This has allowed many packs to survive within the high plains where rock formations are a regular sight and allows handlers to travel through the mountains with relative ease.

Chroten [kroh-ten]

ANIMAL, SUBSERVIENT

Chrotens are found in many areas across the Known Lands. Although mostly concentrated throughout the jungles near the Outer Sea, they have been encountered along the high plains, wandering dark elf cave systems, stalking gray elf towns, and invading halfling villages. Oddly enough, they're not known to be a nomadic species; once they establish roots in a particular area do they rarely leave.

Chrotens look and act much like a wolf crossed with a rat and a lizard. They are pack animals similar to wolves, have thick skin like a lizard, and climb like rats. This combination alone doesn't make them dangerous, but combining that with their size and viciousness certainly does.

No one truly knows why a pack of chrotens migrates to a new area or why they multiply like a swarm of rats (though not quite to that extent). They are quite territorial and fight viciously to protect that territory and if they can no longer defend their territory, they find a new one to claim. This is all speculation based on gray elven theory, but it's the best explanation available.

Although some may think this behavior odd for a vicious animal (to simply give up and move away), what's even stranger is their inclination toward subservience to certain humanoid species, particularly harlocks, ragbahals, and ragfowdos. Although not truly domesticated, skilled handlers are capable of controlling a chroten enough so that it's vicious rage is directed toward a specific enemy and not the species of the handler. Most handlers can only control one or two at a time, but these beasts never attack their handler species and always maul the enemy.

PHYSIOLOGY

Chrotens are pack animals capable of surviving in warm and hot climates. They're bodies adapt well to the surrounding environment as long as there is enough warmth generated throughout the year. They lack fur of any kind and their thick skin can only protect them from extreme heat and humidity, not cold temper-



atures. If caught in a predominantly cold climate, they tend to seek out cave systems with relatively constant temperatures capable of sustaining the pack. If the temperature is still not high enough, they migrate elsewhere.

Size/Weight: Chrotens are the size of large dogs and walk on all four legs. They are 3ft tall while walking, but measure 5.5ft when standing on their hind legs. They weigh around 125lbs.

Digestion: Chrotens are carnivorous and prone to cannibalism when food supplies are low.

Mobility: Four legs with non-retractable claws usable for climbing and ripping meat from bones. They are not as good for attacking.

Senses: Regular senses, none of which appear acute compared to most creatures.

CHROTEN

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d6

Pace: 8; **Parry:** 6; **Toughness:** 6 (1)

Skills: Climbing d8, Fighting d8, Notice d6

Special Abilities

- **Bite:** Str+d4
- **Claw:** Str+1
- **Size -1:** Chrotens are the size of a large dog.
- **Thick Skin:** Armor +1

ENCOUNTERS

Chrotens are pack hunters and rarely encountered alone. Like most animals, they are driven by survival and do whatever they can to survive. By hunting in a pack, they are even willing to attack very large creatures as long as the pack is big enough to overwhelm the prey. However, they are extremely territorial and only hunt within their territory. Once that territory becomes depleted in resources or a more powerful threat enters, they migrate elsewhere and establish a new home.

If entering the territory of a chroten pack, it's common to encounter the pack while out hunting. They only hunt when necessary, but will defend their home if they feel threatened. They don't go out of their way to track those coming into their territory, but when a band of warriors stumbles upon a chroten pack's home, trouble will ensue.

Due to their pack mentality, chrotens never hunt alone. They travel in groups of two to six for overwhelming larger creatures. If a pack is reduced to a single chroten, the chroten finds a new pack to join or continues fighting to avenge the death of its kin.

Motivation: In the wild, chrotens are motivated by survival. They hunt only when food is necessary and defend their home from all attacks. When prodded along by handlers, they are driven by a desire to be rewarded for their efforts (normally in the form of food).

Handlers: Chroten handlers use a series of commands to provide quick and definitive instruction. Some species appear to have a mysterious bond with the chroten packs that allow for handlers to use them in combat. The source of this bond is unknown, but gray elf scholars believe it may be centuries old and only corresponds with chroten packs already familiar with that species.

Cirjinku [seer-jeen-koo]

DEMONIC, HUMANOID

The energy of the Plane of Light is capable of producing incredible beings, such as the high elves. Sometimes this energy seeps across the planes and comes to rest within the chaos realm. When this energy finally comes to rest, its divine nature mixes with the corruption of the Abyss, producing a demonic fey creature known as cirjinku, or fairy demon. These incredible creatures harness the energy of the Divine Plane while being mutated and driven by the dark energy of the chaos realm.

Cirjinkues are essentially animated energy made partially substantial. They possess the ability to morph their bodies into horrifically awkward shapes that confuse the mind, often leading to the degradation of one's willpower. They are horribly unnatural in many ways and defy most methods of proper classification. Their typical form is that of a sensual looking demoness with oddly pliable features (such as a distended jaw).

Possibly one of the more frightening aspects of a cirjinku is that they are dark energy brought to life. The divine energy that helps create them becomes blackened and evil, rooting itself into the very fabric of the chaos realm. This energy always returns "home" after the cirjinku is vanquished. Combined with their ability to manipulate the divine energy makes them one of the most powerful beings in the chaos realm. This energy provides them with the ability to reconfigure many aspects of the mortal realm, as easy as any other creature would create ripples in water. That living, "breathing" dark energy can only be animated as such when combined with the energy from the Plane of Light.

PHYSIOLOGY

Although cirjinkues can change their shape at will, their most common form is that of a humanoid female (an elf-like female) with a partially substantial form. Their skin is a marble of bright white and obsidian black with an ominous glowing aura. These unnatural features will often drive a man insane.

Size/Weight: In their common form, cirjinkues are 6ft tall and weigh 110lbs.

Digestion: None; they only consume the life force of their victims.

Mobility: Standard bipedal, although shape shifting allows for an array of mobility types.

Senses: Standard humanoid augmented with supernatural vision.



**CIRJINKU****Attributes:** Agility d8, Smarts d8, Spirit d12, Strength d8, Vigor d12**Pace:** 6; **Parry:** 6; **Toughness:** 8**Skills:** Entropy d12, Fighting d8, Notice d10, Stealth d10, Taunt d10**Special Abilities**

- **Chthonic:** Immortal; can only be killed by another immortal being. Upon dying, its body disintegrates and returns to the chaos realm.
- **Dagger Fingers:** Str+d6
- **Demon:** +2 to recover from being Shaken; immune to disease, poison, and extreme environments; half-damage from non-magical attacks; immune to Fear and Intimidation.
- **Hardy:** Does not suffer a Wound from being Shaken twice.
- **Powers:** Using Entropy, has 50 Power Points and knows the following Powers: *barrier, burst, confusion, dispel, divination, elemental manipulation, fear, light/obscure, puppet, shape change, smite*
- **Supernatural Vision:** Ignores all penalties for lighting.
- **Terror:** Forces Fear checks to be made with all failures resulting on a roll on the Fright Table.
- **Weakness (Cold Iron):** Takes full damage from cold iron weapons.

ENCOUNTERS

Cirjinkues are extremely malevolent creatures. Upon emerging from the chaos realm, they spend their days seeking out mortal life forces to consume. Upon consumption, the body of the mortal becomes an empty, soulless shell that is quickly consumed by chaotic energy. Due to the soul being ripped away, the mortal's body becomes a ghost, animated by dark energy and partially under the control of the cirjinku.

Motivation: Cirjinkues exist to consume the life force of immortals, creating new soulless shells for the Abyss to control. The soul they consume is irrevocably stripped from the body and sent away to the spirit realm. The energy that tethered that soul to the body is what's consumed by the cirjinku, allowing it to thrive. Without the consumption of that life force energy, the dark and divine energy may split, sending them both back to where they came.

Undead Soldiers: When a cirjinku strips a host of its soul, the remaining body is fed to the chaotic energy controlling the demon, turning it into a ghost. The body becomes misshapen and is completely controlled by the chaotic energy. When encountered, most cirjinkues are accompanied by a few ghosts, the ones that haven't wandered off yet, although it can make more quite easily. The energy that animates these ghosts protects the energy that binds the dark and divine energy of the cirjinku, but the ghosts don't take orders from the demon.

The combination of dark and divine energy is extremely volatile and can only be controlled by a being comprised of both. If either energy source is missing from the being attempting to control the combined energy, it instead lashes out with violent black explosions. Many demons have attempted to manipulate the energy radiating from the cirjinku and all have failed. Although this energy is such that it can be felt and siphoned, it refuses to be controlled by an "unworthy" recipient.

Creepers have a hissing language, much like a snake. They produce different sounds using their tongue, mouth, and throat, creating cues and commands that other creepers can interpret. Many humanoids interpret this as the savage sounds of a primitive species, but it is an actual language complete with inflections, tone and subtle meanings. Although they are primitive and act much like animals, they are sapient with humanoid wisdom and have created a means of communicating intelligently.

Creeper [kree-per]

DRIFTER, HUMANOID

Creepers are a bit of an awkward creature. They are native to Dhuran, though not to the Known Lands, originally coming from a distant island. They were accidentally brought to the Known Lands after hitching a ride on a pirate ship and now live throughout the Winterbrush Forest with a few making their way to the jungles on the other side of the Merriton Mountains.

Creepers are stealthy, patient creatures that hide in the trees, waiting for a meal to walk past. They move slowly and quietly, preferring to drop down onto the potential victim. They quickly lash out with their long arms, stabbing the sharpened bone of their fingers into the throat of the target. Once the meal is dead, nearby creepers are alerted by shaking their snake-like tail rattle, calling them in to feast. The creatures consume the entire body, leaving the bones behind.

Humanoids are easier targets for creepers as their throats are easier to target and pierce. When humanoids aren't around, indigenous herbivores typically become the next prey of choice. However, the occasional exotic creature and even a lone demon has fallen victim to the vicious claws of the creepers.

Creepers tend to go wherever they want throughout the forest. Their homes are amongst the trees, but they remain within more than one mere tree; the entire forest canopy is a potential home. Instead, they move about slowly and quietly, either looking for food or looking for a good hiding place. These drifting habits often bring them precariously close to civilizations where they feast on a few lumberjacks before being hunted down and eliminated. Unfortunately, their pliable body makes it easy for them to hide amongst the trees, making it that much more difficult to find them.

PHYSIOLOGY

Creepers are tall humanoids with snake-like features. They have very elongated features, such as their arms, legs, and torso, with a head like a snake, a forked tongue, and a snake-like rattle atop a long tail. Their skin is leathery and brown (with streaks that look like bark), they are warm-blooded and move about on feet. Their long arms end in three digits tipped with an elongated bone used for piercing their prey's throat.

Size/Weight: Creepers are very tall and very thin. They stand nearly 8ft tall, but only weigh around 150lbs.

Digestion: Creepers are carnivores, preferring humanoids over animals.

Mobility: Standard bipedal, although their bodies are very pliable and can move about the forest canopy while wrapped around thick branches.

Senses: Standard humanoid.

CREEPER

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d8, Vigor d8

Pace: 4; **Parry:** 6; **Toughness:** 8 (1)

Skills: Climbing d12, Fighting d8, Notice d6, Stealth d12

Special Abilities

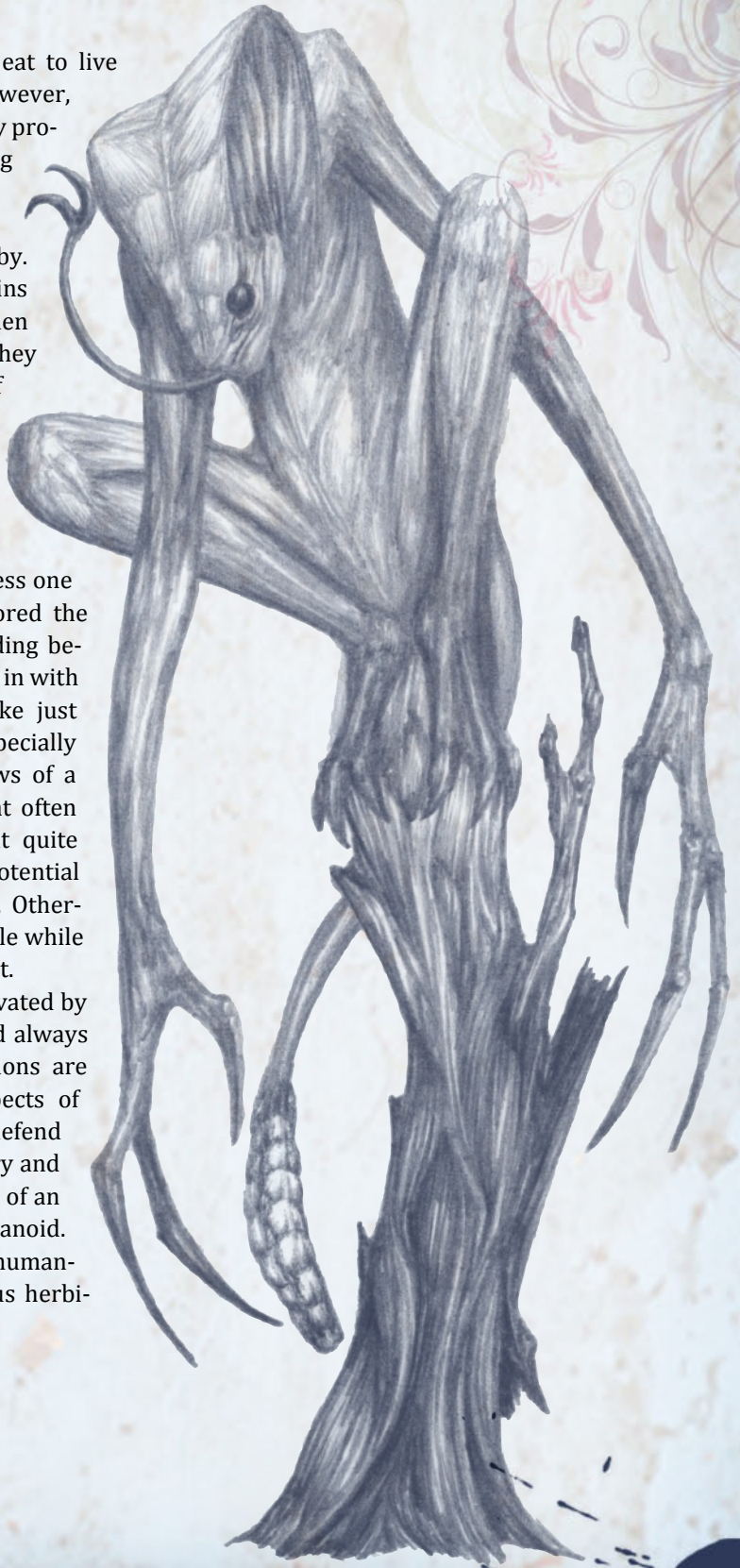
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Sharpened Bone Fingers:** Str+d6, AP 2
- **Size +1:** Creepers are 8ft tall.

ENCOUNTERS

Creepers are predators. They eat to live and propagate their species. However, they are not animals and thus only produce a limited number of offspring throughout their life. They live in extended families with their mate and children always nearby. When the dominant creeper begins to move, the others do too. When their children reach “adult” age, they leave the family and create one of their own. There are few creepers in the Known Lands, but there are enough to pose a continued threat.

Creepers dwell within the trees and spotting them is difficult unless one is looking. Their bodies are colored the same as a tree branch and if hiding behind foliage, they can easily blend in with their surroundings to appear like just another part of the tree. This is especially true if hiding within the shadows of a tree. They don’t move about that often and, when they do, move about quite slowly, making it easier for potential prey to back away from danger. Otherwise, encounters are quite possible while traversing the Winterbrush Forest.

Motivation: Creepers are motivated by survival. They only kill to eat and always eat what they kill. Their intentions are very animal-like, but many aspects of their behavior are not. They will defend their home and family if necessary and are able to distinguish the grunts of an animal from the sounds of a humanoid. Their preference is to consume humanoids, but will seek out indigenous herbivores if necessary.



Darkspawn [dark-spawn]

DEMONIC, HUMANOID

The chaos realm isn't simply filled with subservient mooks at the beck and call of a greater demonic being; elite warriors lurk within the mobs. Darkspawn are elite demon warriors created by the dark energy swirling about the chaos realm. Sometimes this dark energy forms on its own, sometimes it uses a host. When the dark energy finds its way into the mortal realm, it may infuse itself with a living host, creating a darkspawn.

Darkspawns are the epitome of evil. The dark energy that forms them also controls their psyche and consumes much of their body. Whereas chaotic energy often consumes the inner soul of a host, this dark energy is visible from the exterior, creating a mind-bending sight that breaks universal laws. The dark spots on a darkspawn appear like the night sky formed into animated energy. While this sight is enough to break someone's sanity, the dark spots move about randomly, making the scene even more maddening. Darkspawns often don't have to attack the weak-willed as they simply run in fear of the unnatural sight.

Unlike many other demons, those strong enough to stand before the darkspawn without running away present a truly formidable opponent. These elite warriors are highly skilled in melee combat, moving about much like a true warrior would. Their senses are such that ranged combat is difficult, but they excel at hand-to-hand.

PHYSIOLOGY

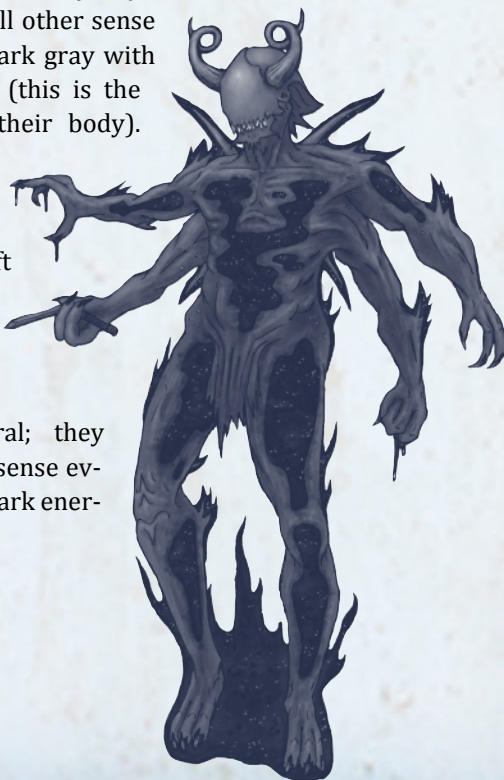
Darkspawns are humanoids with four arms and no facial features other than a mouth. They "see" the world around them by way of the dark energy that created them, making all other sense unnecessary. Their skin is a very dark gray with moving blotches of extreme black (this is the dark energy moving throughout their body). Their skin is layered in a leathery-like substance, providing an armored coating.

Size/Weight: Darkspawns are 8ft tall and weigh around 300lbs.

Digestion: None; darkspawns don't eat.

Mobility: Standard bipedal.

Senses: Completely supernatural; they have no traditional senses, but can sense everything around them through the dark energy.



DARKSPAWN**Attributes:** Agility d10, Smarts d8, Spirit d10, Strength d12, Vigor d10**Pace:** 8; **Parry:** 7; **Toughness:** 9 (1)**Skills:** Climbing d10, Fighting d10, Intimidation d8, Notice d8, Stealth d10, Taunt d8**Weapons:** [2] Long sword (Str+d8)**Special Abilities**

- **Demon:** +2 to recover from being Shaken; immune to disease, poison, and extreme environments; half-damage from non-magical attacks; immune to Fear and Intimidation.
- **Four Arms:** Darkspawns have four arms. They are capable of wielding two 2-handed weapons, providing them with an extra melee attack with no multi-action penalty. If choosing instead to wield four 1-handed weapons, they gain three extra melee attacks, although multi-action penalties apply. Additionally, they are considered ambidextrous and don't incur penalties for offhand use.
- **Shadow Skin:** Armor +1
- **Size +1:** Darkspawns are 8ft tall.
- **Supernatural Vision:** Ignores all penalties for lighting.
- **Terror:** Forces Fear checks to be made with all failures resulting on a roll on the Fright Table.
- **Weakness (Cold Iron):** Takes full damage from cold iron weapons.

Darkspawns communicate telepathically and have the ability to attack someone's psyche with a mental bombardment. The Terror Special Ability represents this psychic aura that attacks mentally along with the unnatural movement of the dark energy across their body. As the demon weakens, this ability begins to fade.

ENCOUNTERS

Darkspawns are the elite warriors of the chaos realm, much like warriors in the mortal realm. When not employed in an army, they roam about the mortal realm looking to attack mortal beings. The dark energy that animates them yearns for the thrill of killing a mortal and even goes so far as sneaking into a city to wreak mass havoc, killing as many as possible. They are truly malevolent beings with no qualms about decimating an entire city district.

Motivation: Darkspawn may be wandering antagonists, but they aren't hunters. They don't seek out any one target, nor do they care what race their target belongs to; the only requirement is that the target is mortal and humanoid. These creatures are driven by the bloodlust of the dark energy, which seeks nothing more than evil and chaos. If someone gets in their path, they attack immediately. If someone is spotted in the distance, they charge in for the kill. If someone stumbles upon a darkspawn mauling, they become the next potential victim. These demons are out for blood and mayhem, and nothing more or less.

Deepstalkers are considered a nuisance by all dark elves. Their presence is unwanted due to their quick tempers and their constant desire to steal weapons. When encountering a group of warriors, guards, or hunters, the deepstalkers are easily overwhelmed and cause no further harm. When encountering commoners or children, the deepstalkers become a serious threat. To prevent them from entering civilized areas, the standing order on the surface world is to kill on sight. Some sadistic dark elves have taken to capturing deepstalkers and enslaving them. Once enslaved, they become sheepish and submissive, always doing what their masters show them to do. Deepstalkers simply cannot learn the language of other humanoids and must be shown, not told.

Deepstalker [deep-stah-ker]

HUMANOID

The environs beneath the ground stretch far, wide, and deep. Surpassing the depths of the dark elves are the realms of the deepstalkers. These cave-dwelling beings live deep underground and travel throughout the vast cave systems crisscrossing the land. At times they wander into dark elven territory, creating unnecessary conflict, but never go as far as attempting to usurp the dark elves from their underworld homes. Deepstalkers simply wander the depths searching for food and the means to protect their people, such as stealing spears from dark elf weapon caches.

Deepstalkers have a very prehistoric nature about them (to put it into Earth terms). They are driven by instinct and the need to survive, yet capable of making somewhat intelligent decisions regarding the safety of their home and the security of their people. They live in a clan-like society where everyone works together for the betterment of the clan and are all subservient to a single chieftain. Their language consists of a series of hissing and coughing noises, completely unintelligible to outsiders, and writing or drawing is completely unnecessary given the darkness of their dwellings.

Deepstalkers have a unique body composition. Although humanoid with hands and feet that resemble many humanoids, their body is covered with thick scales for absorbing and retaining moisture throughout the cave system. These scales need continuous moisture or the creatures risk drying out, which drains the vital energy they need to survive. As such, encountering a deepstalker on the surface is extremely rare as they can only survive there for a brief amount of time and sunlight has a detrimental effect on their ability to see.

PHYSIOLOGY

Deepstalkers resemble humans in many ways. Their physique is equivalent to humans with hands and feet that appear very human. Their faces are quite different with large eye sockets that produce a small amount of bioluminescence allowing them to see in the dark. What little light that's produced is then picked up by their highly sensitive eyes for traversing the pitch black cave systems.

Size/Weight: Although they often walk about hunched over due to the limited ceiling height of most cave systems, deepstalkers are 6ft tall when standing erect. They are very lean and muscular and weight around 125lbs.

Digestion: Deepstalkers are omnivores, although their actual diet is mostly unknown. They're capable of digest all manner of food, including those normally poisonous to humanoids.

Mobility: Deepstalkers walk about on two legs, but are very capable of moving quickly through cave systems on their hands and legs. Their arms are not long like an ape, so this movement appears more like a walking bear.

Senses: Deepstalkers have an acute sense of smell and extremely sensitive eyes. They can see in the pitch black due to bioluminescence from their eye sockets, but suffer when exposed to sunlight. They are also capable of detecting movement through the underground by feeling the vibrations of the earth.

DEEPSTALKER

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d8

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)

Skills: Climbing d10, Fighting d8, Guts d8, Notice d8, Stealth d8, Tracking d10

Weapons: Spear (Str+d6; Reach 1, 2 hands)

Special Abilities

- **Acute (Smell):** Gains a +2 bonus to Notice and Tracking for smelling.
- **Bite:** Str+d4
- **Darkvision:** Ignores penalties for Dim and Dark Lighting and Pitch Black, but incurs a -2 penalty to all actions when in direct sunlight or bright light.
- **Immunity (Poison):** Immune to poison.
- **Moist Skin:** Deepstalkers must remain within caves to keep their skin moist. Every hour spent outside of a damp cave causes them to gain one level of Fatigue. This Fatigue is reduced at one level per 30 minutes when surrounded by moisture (including if submersed in water).
- **Scaly Skin:** Armor +2
- **Tremorsense:** Can make a Notice roll to locate anything moving without having to see, hear, or smell it. This ability extends to 10x the creature's Pace.

ENCOUNTERS

Deepstalkers are named as such because they stalk the underground cave systems looking for food. Once encountered, they also started wandering the cave systems looking for weapons to steal (preferring spears). They use these weapons for hunting and to protect their homeland when they feel it's being threatened (which is pretty much anytime they encounter another humanoid). They are simple beings and don't understand when someone is attempting diplomacy.

Motivation: Deepstalkers are easily threatened by the presence of another humanoid being. They immediately assume other species wish them dead, are looking to steal their food supply, will deplete the resources serving as part of their diet, or will expel them from their home. They attack immediately, but become quite fearful if overwhelmed. If encountered with their tribal chieftain, they become subject to Morale Rolls. If encountered without their tribal chieftain, they attempt to flee once their roving band is reduced to half or less.

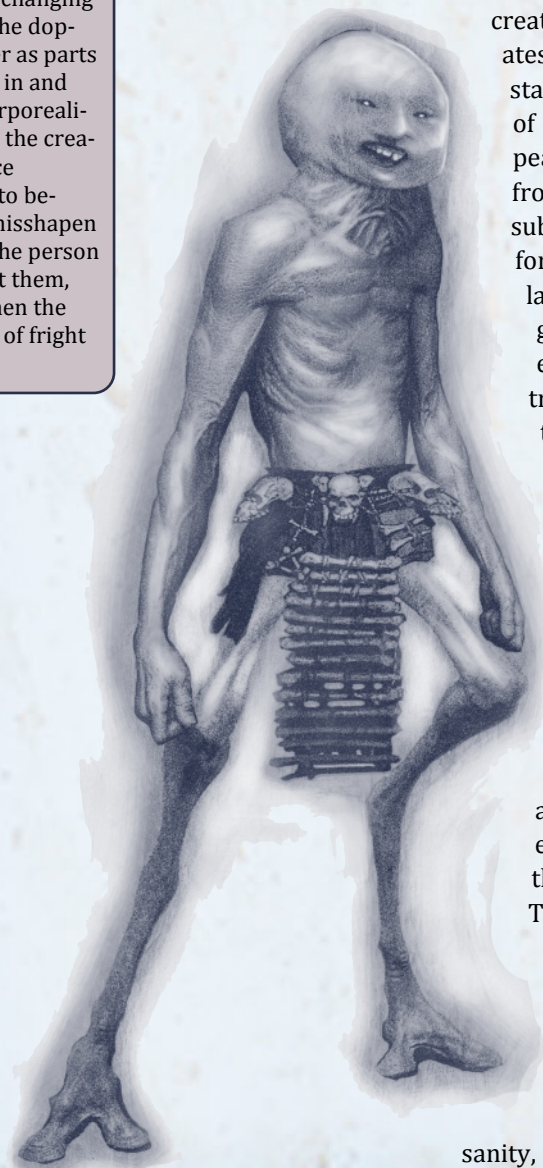


Witnessing the awkward behavior of a doppelganger's body affects the psyche. The creature itself is not that frightening, but after drawing close enough to distinguish its features, everything about it seems wrong. The mind simply cannot process the ever-changing form of the doppelganger as parts of it fade in and out of corporeality. When the creature's face mutates to become a misshapen form of the person staring at them, that's when the final bits of fright set in.

Doppelganger [do-pəl-gayng-ger]

HUMANOID, WEIRD

Doppelgangers are an unfortunate creature. When a bloodline spirit comes into contact with a wandering spirit, the energy that originally cursed the bloodline spirit wraps around the wandering spirit, forcing the two to fuse into a semi-ethereal being, known as a doppelganger. These creatures become driven by the aimless searching of the wandering spirit and the need for revenge sought by the bloodline spirit. Whereas a bloodline spirit may possess a creature and seek out its bloodline in the hopes of being released, a doppelganger lacks the same amount of focus and instead wanders the land, unable to focus until a member of its bloodline draws near. Then it moves in to attack.



The combining of these two spirits is only part of this creature's transformation. The fusing of them creates an emaciated humanoid appearing fully substantial. However, upon closer inspection, parts of it are insubstantial, creating an aura that appears to swirl and change with features that go from substantial to insubstantial and back to substantial again. Many of its features do not form properly, creating a mutated humanoid lacking proper definition (and no two doppelgangers look alike). The miasma of spiritual energy swirling about them often cannot control itself, allowing the desires of the spirits to take control. This often results in the doppelganger's face transforming into the face of its target, albeit in an incomplete form, as its thoughts of that potential victim serve to alter that spiritual energy and how it coalesces into its substantial form.

Doppelgangers are not only hideous creatures to behold, everything about them is wrong, defying even the natural laws of the cosmos. They aren't alive, but aren't exactly dead anymore. Their bodies are not ethereal, but parts of them go from ethereal to tangible as the energy surrounding them swirls about in chaotic conflict with itself. Their torsos and arms look like emaciated humans, but their legs look like skeletal bones that didn't form properly. Their faces go from blank to somewhat defined, and often times it's the face of the person staring at them. While any one of these features alone wouldn't be enough to break someone's

sanity, combined they are a frightening sight to see that is sure to cause any psyche to panic.

PHYSIOLOGY

Doppelgangers generally vary depending on the spirits that melded together to form them. They are all humanoid in shape with emaciated bodies and unnatural legs, but their overall height and width can change as can their skin tone, which is generally ashen-colored. They have no natural weapons and instead rely on objects within their vicinity that can be used to attack a target. This is achieved by hands that retain a humanoid shape, including four fingers and a thumb.

Size/Weight: Doppelgangers can range in size from 4ft to 6.5ft. They are semi-ethereal though, making their weight all but impossible to properly discern as parts of them have no weight at all.

Digestion: None

Mobility: Standard bipedal, although sometimes their legs become misshapen and take on a bird-like stance.

Senses: Humanoid senses enhanced by supernatural energy.

DOPPELGANGER

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d8, Vigor d6

Pace: 6; **Parry:** 6; **Toughness:** 5

Skills: Fighting d8, Intimidation d8, Notice d6

Weapons: None; can use all humanoid weapons.

Special Abilities

- **Fearless:** Immune to Intimidation and Fear.
- **Semi-Ethereal:** Doppelgangers are semi-ethereal. They can be seen and targeted by attacks, but damage suffers. They take only half damage from non-magical attacks.
- **Supernatural Vision:** Ignores all penalties for lighting.
- **Terror:** Forces Fear checks to be made with all failures resulting on a roll on the Fright Table.

ENCOUNTERS

Doppelgangers are not very common, but when formed tends to travel vast distances before coming into contact with someone of their bloodline. They are not hunting, per se, but if anyone gets in their way during their quest, they are seen as a threat needing to be eliminated. If an individual is not of the proper bloodline, they are ignored unless they obstruct the doppelgangers path in any way. If the individual is of the correct bloodline, the bloodline spirit's vengeful desire kicks in and the individual is sought out immediately. However, this individual must be within five miles before the bloodline spirits can detect its bloodline.

Motivation: Doppelgangers are actually driven by the need to hunt down their bloodline in the hopes of being released from the divine curse that tethers the spirit to the mortal realm. However, they lack the senses of regular plagued creatures and are thus forced to wander until drawing close enough to their bloodline.

Egruth [ee-gruth]

ANIMAL, PLAGUED

Egruths are indigenous creatures with fairly prehistoric features. They are a mixture of savage and docile, depending on their proximity to civilization and how well one approaches them. Although not easily frightened, or at all for that matter, they do begin to thrash about upon sensing danger. This instinctual defense method allows the egruths to bring the large ivory scales on their head to bear in the hopes of knocking the target down. If the target is far enough away, they can even charge, lower their head, and ram the target with those same ivory scales. This is akin to a ram butting another ram except the scales don't protrude very far from the skin.

For centuries, egruths have been somewhat domesticated for use as a riding beast across the plains (the hardened skin on their feet is even ideal for trampling poisonous creatures found in the plains). Some were even turned into a type of war beast due to thick protective skin that can easily repel spears, daggers, and arrows. This, of course, is if the beast can be tamed enough to be controlled, particularly its urges to thrash about while ridden.

Egruths use more than their girth to survive. Their mouths end in a type of raptor-like beak made of ivory. Their tails have a pair of spikes, also made of ivory, which can be used to puncture a target's skin. Although the beak isn't normally used for attacking and the tail spikes are strictly for defensive measures, the egruth is a war machine-like beast serving friend and foe alike.

The simple mind of the egruth makes it susceptible to possession by bloodline spirits. Demons typically ignore animals when looking for a body to possess, but bloodline spirits know the power of an indigenous creature can be just as great as the psyche of a humanoid being. Although egruths can be dangerous enough in the wild, a plagued egruth is an unstoppable force. They have the enhanced strength and stamina of an egruth combined with the determination of a malevolent spirit.

PHYSIOLOGY

Egruths are compact megafauna with short bodies. Their torsos are quite rotund with short legs and a short tail. Their heads are quite large compared to the rest of



their body though their brains are quite small. Their skin is quite thick, offering an excellent layer of protection, and large plates of a gray-colored ivory grows along their backs, head, and tail to offer even more protection.

Size/Weight: Egruths are about 5ft tall, about 7ft long from tail to snout, and weigh upwards of 4,000lbs.

Digestion: Egruths are herbivores. Their ivory beaks allow them to break open the shells of some fruits and dig into smaller openings when necessary.

Mobility: Egruths are ungulates that move about quite slowly.

Senses: Standard senses, though they pretty much lack a sense of touch due to the thickness of their skin.

EGRUTH

Attributes: Agility d4, Smarts d4 (A), Spirit d4, Strength d12+2, Vigor d12+2

Pace: 4; **Parry:** 7; **Toughness:** 14/17 (3/6)

Skills: Fighting d10, Notice d4

Special Abilities

- **Charge:** If the egruth is able to move at least 4" and make an attack, damage from its ivory plates is considered lethal.
- **Fearless:** Immune to Intimidation and Fear.
- **Hardy:** Does not suffer a Wound from being Shaken twice.
- **Ivory Plates:** Str+d4; nonlethal; each plate also provides armor +6
- **Ivory Tail Spike:** Str+d6, AP 2
- **Size +2:** Egruths are 7ft long and weigh around 4,000lbs.
- **Thick Protective Skin:** Armor +3

EGRUTH, PLAGUE

Attributes: Agility d4, Smarts d6, Spirit d4, Strength d12+3, Vigor d12+3

Pace: 4; **Parry:** 7; **Toughness:** 15/18 (3/6)

Skills: Fighting d10, Notice d8

Special Abilities

- **Charge:** If the egruth is able to move at least 4" and make an attack, damage from its ivory plates is considered lethal.
- **Fearless:** Immune to Intimidation and Fear.
- **Hardy:** Does not suffer a Wound from being Shaken twice.
- **Ivory Plates:** Str+d4; nonlethal; each plate also provides armor +6
- **Ivory Tail Spike:** Str+d6, AP 2
- **Plagued:** +2 Toughness; +2 to recover from being Shaken; does not suffer from disease or poison; does not suffer a Wound from being Shaken twice.
- **Size +3:** Plagued egruths are larger than standard ones.
- **Thick Protective Skin:** Armor +3

When an egruth becomes possessed by a bloodline spirit, its body becomes tainted by evil. Its normally dark gray skin turns into a swirling miasma of brown and olive green coating the dark gray. Its gray ivory turns black and its eyes lose their sense of being (as if the creature is now blind). It swells in size and looks like it just stepped out of the chaos realm.

ENCOUNTERS

Spotting an egruth is quite common, but being in the same vicinity as one rarely entices it to attack. Egruths only fight when they feel threatened. When sensing danger is drawing near, they charge the source of that danger in the hopes of driving it away. If that doesn't work, they thrash about hoping to knock the target out in an effort to "persuade" the threat to live the creature alone. If forced to defend themselves, they prefer to use their tail spike which can easily impale and kill the threat.

Motivation: The closer an egruth lives to civilization, the more likely it is to be docile around humanoids. With proper training, they can even be ridden as a mount. The only time they attack is when they feel threatened. However, those possessed by bloodline spirits lose these instincts and are instead driven by the bloodlust of the spirit.

Enslaver [en-slay-ver]

DEMONIC, HUMANOID

From the depths of the chaos realm come the foulest beings imaginable. Some are so depraved as to yearn for little more than corrupting the souls of the good. Some are so malicious that their bloodlust urges them to keep killing. And then there are those who do both, such as the demon enslavers.

Demon enslavers are an amalgamation of hate, wickedness, and rage combined with commanding authority at the tip of a barbed whip. With an insatiable desire to dominate all living beings, they prod forces of lesser demons along in an attempt to add to their ever-growing throng of slaves. This type of enslavement is not one of need for the harvesting of plants or the mining of resources; it's for the pure pleasure of the demonic horror that drives them on.

Enslavers have a nasty reputation for bringing victims to the brink of death, only to keep them alive just enough to continue living. The victim's mind is then corrupted into the aspect of chaos in the hopes that he will never possess the ability to kill himself, becoming an unwilling servant to the enslaver. The slave lives an eternity on fear, becoming another denizen of the deep and another soldier to add to the enslaver's demonic forces.

Although brutish and seemingly without the ability to fight proficiently, enslavers are incredibly capable of beating their targets until there's little left, becoming a threat on the battlefield that should never be overlooked. They are quite capable with their massive cleavers and one would be wise to stay far from the barbed whip, lest it wrap around their throats and become leashed like a dog.

Anyone unlucky enough to be ensnared by an enslaver becomes susceptible to an eternity of unlife. Those lucky enough to die before their minds become corrupted often turn into ghouls or haunts. Those easily overwhelmed by the corruption become mutated humanoids such as tormentors. Those whose will is strong enough to fight the corruption eventually become mindless thralls prodded along by the whip of the enslaver. These creatures are known on the surface as diseased.

PHYSIOLOGY

Enslavers look like mutated ogres, covered in dark energy. Their bodies are a muted gray color and their black armor appears like it's shrouded in a never-dissipating shadow.

Size/Weight: Enslavers are tall, bulky demons standing 12ft tall and weighing over 2,000lbs.



Digestion: No one has ever tried to figure out what an enslaver eats, nor does anyone really want to know.

Mobility: Enslavers are typical humanoids with two feet. Their legs tend to be proportionately short, but that doesn't stop them from moving quickly across the battlefield.

Senses: Outside of their ability to see well in the dark, enslavers don't have any senses better than the standard humanoid. Although, curiously, they seem incredibly aware of where their next target is at all times.



ENSLAVER

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+3, Vigor d10

Pace: 8; **Parry:** 6; **Toughness:** 13 (2)

Skills: Fighting d8, Guts d12, Intimidation d10, Notice d8, Taunt d10, Tracking d10

Weapons: Large cleaver (Str+d10; AP 1); barbed whip (Str+1; Reach 3; successfully lashing a target with the barbed whip causes one level of Fatigue each round the lashing remains)

Special Abilities

- **Chthonic:** Immortal; can only be killed by another immortal being. Upon dying, its body disintegrates and returns to the chaos realm.
- **Demon:** +2 to recover from being Shaken; immune to disease, poison, and extreme environments; half-damage from non-magical attacks; immune to Fear and Intimidation.
- **Hardy:** Does not suffer a Wound from being Shaken twice.
- **Large:** Attack rolls against it gain a +2 bonus.
- **Leathery Skin:** Armor +2
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Size +4:** Enslavers are 12ft tall weigh 2,000lbs.
- **Terror -2:** Forces Fear checks to be made with all failures resulting on a roll on the Fright Table.
- **Weakness (Cold Iron):** Takes full damage from cold iron weapons.

ENCOUNTERS

Enslavers are native to the chaos realm and can only exit through a tear in the fabric between the realms. They are the embodiment of the chaos realm and serve it passionately. It is their ability to drag unwilling subjects into the chaos realm and turn them into thralls that increases the chaos realm's population. Many beings hailing from the chaos realm are byproducts of enslavement to the enslavers, depending on how their mind and body reacts to the corrupting forces of the realm.

Motivation: Enslavers need very little reason to enter the mortal realm and attack everyone they see, although they tend to ignore indigenous animals. They are continuously driven by the need to propagate their demon forces. It's unclear if there are battles being waged within the chaos realm, supported by these demonic slaves or if the slaves only serve the enslaver upon reaching the mortal realm.

Thralls: Enslavers never travel alone. Although more than capable of withstanding an attacking by themselves, they relish in the prodding of demonic beings as they spread across the mortal realm. Often times, the enslaver unleashes a horde of demonic beings, allowing them to traipse across the land as desired. Sometimes they enter the mortal realm with a force, capture new slaves, and leave the current one behind to wreak havoc. On occasion, they've even been known to unleash a mere handful of demonic beings for the purpose of tainting the lands and "soften up" the target, so to speak.

The taint of chaos inflicted by an enslaver is a psychological attack that corrupts the mind and consequently the body and soul. This only occurs once the enslaver has dragged its targets back to the chaos realm. Victims with Spirit or Vigor d4 or d6 cannot handle the terror and die before passing through the fabric. They return 1d6 days later as ghouls or haunts (or something equivalent). Victims with Spirit d8 are overwhelmed by the chaotic nature of the taint. They return 2d6 days later as tormentors (or something equivalent). Victims with Spirit d10 or higher have a strong willpower and fight the taint, but ultimately lose. They return 3d6 days later and gain the Diseased Special Ability (or become a creature with the Diseased Special Ability).

Typically, a tear in the fabric opens a direct line from the Abyss to the location of the tear. This “tunnel” allows those to pass through from one physical location to another. However, faljinku temples have a way of connecting themselves to sunken structures in the mortal realm, allowing a “tunnel” to be opened between them. This allows the faljinku army to travel through this tunnel while remaining underwater instead of following the path used by other demons. This is done by connecting the energy of the temple to the energy of the sunken structure, creating a type of portal that allows passage. The only requirement is that the structure on the other side is large enough to enter. The most common structures chosen are sunken ships.

Faljinku [fahl-jeen-koo]

AQUATIC, DEMONIC, HUMANOID

While the Abyss is primarily comprised of hot areas with oppressive environments, there are some seas and rivers where a few demons dwell. One of those beings is the faljinku, a water demon that rises out of the Inner Sea when attacking. They serve a support role, as the attacking forces they create are meant to cause panic in the cities before the main force can move in to strike. This is completely theoretical, of course, as it requires the demon armies to work coherently. The main force usually is comprised of beings that lack the ability to follow military strategy, instead devolving into a swirling mass driven by rage and primal instincts. What the demon forces lack in discipline, they make up for in numbers and fear.

Faljinkues function in stark contrast to many of their demonic brethren. Known for their combat tactics, their name means “action demon” as a result of their ability to function like a disciplined army. The fact that they rise from the sea instead of the land is partially due to their inclination toward water and partially due to their desire to remain separated from their chaotic kin that lacks military discipline. They strike hard and fast, much like a raiding party of Vikings, but without the pillaging. Their only purpose is to cause as much havoc and destruction as possible to “soften” the target for the incoming army.

Faljinkues serve little purpose outside of a demonic military conflict. They will never be found emerging from a tear in the fabric to roam about and kill at random; they are much too valuable (in their minds at least) to be wasted on such trivial efforts. They are a very prideful demonic race that only gets involved when a war against the mortals is called for. Otherwise they spend their time in large underwater temples, free from the annoyance of what they consider “lesser” beings, those who lack discipline.



PHYSIOLOGY

Faljinkues look much like other demons with claws on their feet and hands and protruding teeth. However, neither of these is used for combat purposes as they instead use large calcified bones that protrude forward from their forearms, creating a dagger-like weapon they use for attacking. Their skin is gray or brown and they appear quite athletic.

Size/Weight: Faljinkues are 7ft tall, but walk slightly hunched over. They weigh around 250lbs.

Digestion: Faljinkues are in fact piscivores, enjoying the exotic food the Inner Sea has to offer.

Mobility: Standard bipedal, although they have some webbing on their hands and feet.

Senses: Standard humanoid, although they are able to see in darker conditions.

FALJINKU

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d10, Vigor d12

Pace: 6; **Parry:** 7; **Toughness:** 9 (1)

Skills: Fighting d10, Intimidation d10, Notice d8, Swimming d10

Special Abilities

- **Aquatic:** Native to the water and cannot drown; swimming Pace is equal to Swimming skill.
- **Calcified Bone Protuberance [2]:** Str+d6
- **Demon:** +2 to recover from being Shaken; immune to disease, poison, and extreme environments; half-damage from non-magical attacks; immune to Fear and Intimidation.
- **Fear:** Forces Fear checks to be made.
- **Immunity (Cold):** Immune to cold damage and environments.
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Scaly Skin:** Armor +1
- **Weakness (Cold Iron):** Takes full damage from cold iron weapons.

ENCOUNTERS

Encounters with faljinkues are never random; they are military actions against a coastal civilization. Although the attacks may seem random, they only occur in conjunction with a planned attack by another demon army. While the main demon army is relegated to traveling across the land, the faljinkues arise from the Inner Sea to strike first, softening the target city for the incoming land army. Even if a faljinku attack occurs, the land army may never arrive for any number of reasons. The faljinkues care little about this as they feel they've done their job and the remaining army should have done theirs.

Motivation: Faljinkues care little for the spoils of war, other than access to shellfish. They attack for the thrill of combat and the opportunity to display their superior fighting skills compared to the bulk of demonic armies. Once they are satisfied with their attack, those that remain return to the Inner Sea and disappear back into the chaos realm.

Faljinkues attack and aim to kill everything in their path. They are relentless soldiers who attack like the Vikings of old; nothing is sacred in their eyes and everyone is a target. The best defense against their attacks is avoidance, as the demons don't go to great lengths to search for potential victims. They will show their displeasure in such a situation by destroying buildings, but rarely would they spend the time to search each building to find who's hiding within.

“Fowdobahal” means “chaos monster” in one of the ancient languages. Although they were rediscovered by a group of dwarven miners looking for ore, they were written about in an ancient tome locked away in Drak’tau. Gray elven scholars were able to decipher the word “fowdobahal,” giving the creature the name it has carried throughout all of time. Although unknown in *Ancient World*, the ancient language was that of the tribal elves who return in *Edge of Arcanum*.

Fowdobahal [fow-doh-bə-hahl]

DRACONIC

Fowdobahals are terrifying creatures that strike fear into everyone that sees them. Besides being monstrous, disgusting looking creatures, they are capable of spreading famine by seeding the ground with poisons that destroy the surrounding flora. Humanoids are generally resilient to the subsequently poisoned food, but the plants that food grows on begin to dry-up and die. If not stopped, the fowdobahal can quickly turn acres of farmland into useless soil for a period of six months. After six months, the poison has dissipated enough that the soil can once again retain the much-needed nutrients.

Fowdobahals are a major threat throughout all of the Known Lands. Although few in number, they are incredibly long-lived, can fly great distances, are quite resilient, and are large enough to eat most who oppose them. For reasons unknown they travel far and wide, it is believed that they have homes to be within the mountains, to attack the farmlands. Gray elven scholars continue to study this odd behavior, but have yet to reach a conclusion why.

The truth is fowdobahals are intelligent creatures that see the spread of civilization as a plague unto the natural world. They are wise enough to understand that killing so many humanoids is impossible, and so other methods must be employed to rid the perceived blight from the land. Their strategy, so to speak, is to starve the humanoids by devastating their crops and forcing them to either leave and find a new home or to wither away and die. If the creatures are capable of weakening the large populations of humanoids, other creatures will may come along and attack. This weakened state will leave the humanoids vulnerable and all will perish.

This, of course, is what the fowdobahals have believed for hundreds of years. They take their personal vendetta against the civilized races seriously and continue to spread their poisoning plague with each passing year.

PHYSIOLOGY

Fowdobahals look like a mash-up of several different creatures in one. They have large, bat-like wings, elongated necks, long tails, razor-sharp claws, and a beak like a parrot.

Size/Weight: From tail to head, fowdobahals are around 60ft long. However, their emaciated bodies make them appear much smaller when curled-up while sleeping.

Digestion: Fowdobahals are carnivores with a typical diet of simple herbivores such as sheep.

Mobility: Fowdobahals have two large legs for walking, but typically fly everywhere. They cannot crawl about like a lizard and instead hop about like a bird. Their arms are connected to their wings, forcing them to use their beaks or feet to pick things up.

Senses: Standard animal senses.



FOWDOBAHAL

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12+4, Vigor d12

Pace: 9; **Parry:** 7; **Toughness:** 16 (2)

Skills: Climbing d8, Fighting d10, Notice d10

Special Abilities

- **Beak:** Str+d4
- **Claws:** Str+1
- **Fear -1:** Forces Fear checks to be made.
- **Fearless:** Immune to Fear and Intimidation.
- **Flight:** Flying Pace of 12" and a climb of 6".
- **Large:** Attack rolls against it gain a +2 bonus.
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Poison Breath:** Str+d6, Cone, Ignores armor
- **Scaly Skin:** Armor +2
- **Size +6:** Fowdobahals are 60ft long.
- **Tail:** Fowdobahals gain an extra attack each round, incurring no penalty, to attempt those adjacent to it. This is an opposed roll using the creature's Fighting against the target's Agility.

ENCOUNTERS

When they are not hunting for sheep, fowdobahals are typically encountered when they feel threatened or angered enough by the civilized races that they wish to strike against them. These strikes are more frequent during the planting seasons and are a rarity after harvest. These encounters are ruthless as the massive creatures are formidable and only the greatest of warriors could hope to stand against it and live. Most people cower and wait for the creature to leave as it doesn't eat people, only livestock.

If traveling through the mountains, encounters with fowdobahals are more likely. They live in the caves high up on the mountain ranges and typically only come out when on the hunt (for food or to spread famine). When hunting, they often circle the air for days before finally striking. That has also given them the name "harbinger beast" as their circling of the air is a sign that bad things are to come.

Motivation: Fowdobahals hate civilization. After the gods rained fire down from the sky, the creatures finally ended their ages-old feud against civilization. It wasn't until they were discovered by the dwarves that this feud reignited and the creatures resumed unleashing their rage upon the civilized lands. Lucky for most, this doesn't occur that often, but when it does, it signals troubling times ahead.



Geeribahal [geer-ee-bə-hahl]

DRIFTER, HUMANOID

Some dangerous creatures are not native to the Mortal Plane. At some point, they crossed from their native plane to the Mortal Plane, only to become trapped there once the barriers were destroyed. Geeribahals are malicious creatures that originally hail from the Plane of Shadows, just like the dark elves. They are drifters, following throngs of people as they migrate or stalking the lands looking for a new target to bring them into a different plane. Whatever the reason for each geeribahal to enter the Mortal Plane, they are there and cannot return to the Plane of Shadows. Instead, they've grown accustomed to living throughout Dhuran and pose a threat to those within the Known Lands.

Like most beings from the Plane of Shadows, geeribahals do not care for cold climates. They have discovered they can thrive within the warmer climate of the Known Lands, compared to the colder climate of the Steppes and the region around the Green Horn, often returning to the volcanic region where they seem to impervious to the heat from the occasional lava flows. They rarely travel through the mountains, preferring to avoid the snow as much as possible, and instead travel through the Bygrass Marsh when wandering into the Known Lands.

Geeribahal means "death monster" in the tribal elven language. They are called this due to their attraction toward death and the smell of blood. The creature is drawn to the sounds of combat and can smell spilled blood from miles away. They seek out the recently wounded and dead to feast upon. However, if any living beings remain, they attack quickly in the hopes of adding to the pile of dead, calling forth other geeribahals to feast. They are not drawn by decayed meat, refusing to feast upon it, preferring their prey to be deceased only moments before they arrive. They are a combination of scavenger and hunter.

PHYSIOLOGY

Geeribahals are tall, lanky creatures with mouths akin to a shark; it is capable of opening very wide and has multiple rows of teeth. Their skin is muted brown in color and leathery; thickening and hard-



ening around their head. They have sharp claws on their fingers and many sharp teeth used for attacking.

Size/Weight: Geeribahals are 7ft tall and weigh around 175lbs.

Digestion: Carniverous, otherwise standard humanoid.

Mobility: Bipedal.

Senses: Standard humanoid, although they can see quite well in the dark.

GEERIBAHAL

Attributes: Agility d10, Smarts d6, Spirit d4, Strength d8, Vigor d12

Pace: 8; **Parry:** 6; **Toughness:** 9/11 (1/3)

Skills: Climbing d6, Fighting d8, Guts d10, Notice d8

Special Abilities

- **Bite:** Str+d10
- **Claws:** Str+d4
- **Hardened Skin (Head):** Armor +3
- **Immunity (Heat):** Immune to heat damage and hot environments.
- **Leathery Skin (Torso, Arms, Legs):** Armor +1
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Weakness (Cold):** Incurs double the damage from cold damaging weapons and double the penalties while within cold environments.

ENCOUNTERS

Random encounters with geeribahals are likely, especially shortly after a combat encounter. During the warmer months, the creatures spend much time wandering about the Known Lands, looking for a fresh kill to feast on. During the colder months, they spend most of their time near the Bygrass Marsh, in the jungles along the Outer Sea, or in the volcanic region. When a group of explorers encounters a malicious being and slay it, a group of geeribahals can sniff out the kill in a matter of minutes, possibly up to an hour. One of the best defenses in the wilderness is to remove all corpses from the vicinity of the camp to avoid luring geeribahals (and a lot of other creatures).

Geeribahals typically live in old lava tubes or caves heated by underground sulfuric springs. When wandering far away from their home, or when finding a new one as they don't care what home they return to, they sleep near or within trees. Sometimes they find a tangle of roots that form a natural den or a large enough hole in a tree to climb into.

Motivation: Geeribahals are creatures of primitive intelligence and are motivated by primitive instincts. They seek nothing but survival and are prone to wandering about while searching for food. This regularly brings them into lands where even more vicious creatures live, preying on the weak. The geeribahals always wait until the more powerful creature has disappeared before moving in. However, if they feel the creature does not pose a threat to them, they will instead attack that creature and steal what remains of that creature's meal.

The dark elves of old were familiar with geeribahals, though the creatures remained misunderstood by other civilized races. When a bloodline spirit seeks out a host, all but the dark elven spirits avoid the geeribahals. Although it's rare for a spirit from a dark elven bloodline to choose a geeribahal as a host, no spirits from another race would. They are too unfamiliar and thus seek out a creature or humanoid they better understand. Bloodline spirits may be vengeful, but they can truly only break the mind of a being they understand in order to open that being's psyche for possession.

When the planes were properly aligned and the barriers controlled passage between them, chaotic energy was wholly contained within the Plane of Chaos. The only reason it's released is because the tearing of the fabric that separates the planes allows the chaotic energy to be released from its planar bonds. The energy then spreads throughout the "tunnel" created by the tear, seeping through the ground of the mortal realm, touching everything it can. It typically spreads out a mile from its epicenter before dissipating or being wholly absorbed by creatures in the mortal realm.

Ghast [gast]

HUMANOID, UNDEAD

When the apocalypse rained down upon the people of Dhuran, raging fires broke out across the land. Most of those killed by the fury of the gods burned in the fires, becoming little more than ashes and bones. While their spirits became cursed and tethered by the divine wards, their bodies were buried beneath the dirt and debris created by the apocalypse. When chaotic energy seeps through the ground, which is particularly strong near the tear in the fabric after crossing the threshold of the broken divine ward, it animates those ashen bodies in the form of a ghast.

While ghouls are the animated form of bodies still mostly intact, ghosts are the animated form of bodies that burned. Although bodies burned in a pyre and animated by chaos would be similar, most ghosts come from the ashen bodies of those killed by the fire and brimstone delivered by the pantheon. This means that millions of ashen bodies exist that can be animated in the form of a ghast.

Chaos energy doesn't simply seep through the ground at all times; it only appears when the fabric is torn by bloodline spirits. When this occurs, the energy from the Abyss is released from the tear, covering a radius of at least a mile, causing all manner of mutations. Because bloodline spirits happened to be tethered to the place where they fell, their ashen bodies are also there, often resulting in an entire army of ghosts rising, albeit a very slow moving army that loses cohesiveness almost immediately as the undead begin to wander.

Ghosts lack any type of intelligence and are instead urged on by the chaotic energy that animates them. They seek out death and destruction in any form, drawn to the fleeting life force of animal and humanoid alike – chaos seeking more chaos. Many things draw them near, including combat, fire, and hunting, bringing the power of chaos closer to another source of chaos. Upon arriving at their chosen "destination," the ghosts aim to spread chaos by causing more wanton death and destruction. However, they ignore all instances of serenity and organization, as if they cannot "see" them; they are only drawn to the aspects of chaos and wish to proliferate it.

PHYSIOLOGY

Ghosts look much like walking skeletons covered in ash. Their features lack coherency with a given humanoid as the ash tends to droop and muddle the humanoid features. Their bones are white but dirty, and the ash that covers their body is black and gray. While they may look harmless, they have a deadly touch that serves to spread chaos, often in the form of diseases.

Size/Weight: Ghosts are the size of their original humanoid form, ranging from halfling at 3ft tall to dark elf at 6.5ft tall. Their weight is negligible, but commensurate to their height.

Digestion: None.

Mobility: Bipedal.

Senses: Completely supernatural; the only senses they have is the chaotic energy that animates them.

GHOST**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8**Pace:** 4; **Parry:** 6; **Toughness:** 9 (1)**Skills:** Fighting d8, Intimidation d8, Notice d6**Special Abilities**

- **Chaotic Touch:** Ghosts spread chaos like a disease. Upon making a successful attack using their claws, the target gains one level of Fatigue; Fatigue gained this way never exceeds one level, no matter how many successful ghost attacks are made against a single target.
- **Claws:** Str+d6
- **Fearless:** Immune to Fear and Intimidation.
- **Hardened Ash Skin:** Armor +1
- **Hardy:** Does not suffer a Wound from being Shaken twice.
- **Supernatural Vision:** Ignores all penalties for lighting.
- **Terror -1:** Forces Fear checks to be made with all failures resulting on a roll on the Fright Table.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called Shots do not extra damage.

ENCOUNTERS

As soon as a bloodline spirit crosses the broken divine ward and tears the fabric holding back the chaos realm, a large amount of chaos energy is released, centered on where the tear occurred. When this occurs, an army of ghosts rises up and begins infecting the land. They don't function as a cohesive army, however, and begin to wander about aimlessly seeking a means of proliferating chaos. They are drawn to the sounds and signs of death and destruction, although they can only detect these within a mile of their location. Ghosts typically travel in small packs, rarely with more than 12-15 ghosts in a single pack. A single release of chaos energy can create 1,000 ghosts, resulting in many dozens of packs roaming about.

Motivation: Ghosts serve the chaotic energy that animates them. Said chaotic energy wishes to spread further chaos, although it cannot create it. The energy feeds off chaos in the form of death and destruction, forcing it to yearn for what already exist. After the pack of ghosts detects a chaotic presence, they are drawn to it in the hopes of creating more death and destruction, feeding of the presence of chaos in any form.



Ghoul [gool]

HUMANOID, UNDEAD

Ghouls are former intelligent beings. They used to be a part of society, whether considered civilized or uncivilized, until their unfortunate demise. As their body lay in the ground and the signs of putrefaction began, energy from the chaos realm disturbed their peaceful rest, turning them into slaving, hideous undead creatures.

Ghouls have little to no fluids left inside their body. Once the body is animated, and the ghoul starts to walk about, this lack of fluid causes the skin to sag and stretch. This leads to a hideous morphing of the body's features into what most know as the look of the ghoul. Their skin is in a state of decay, exhibiting a combination of foul stench and muted coloring. However, due to the lack of fluid and the skin being drawn taught across the muscles, the color from within often bleeds through the thin layer of skin, causing the color to appear different from different angles, and a darkened color of skin compared to its former state.

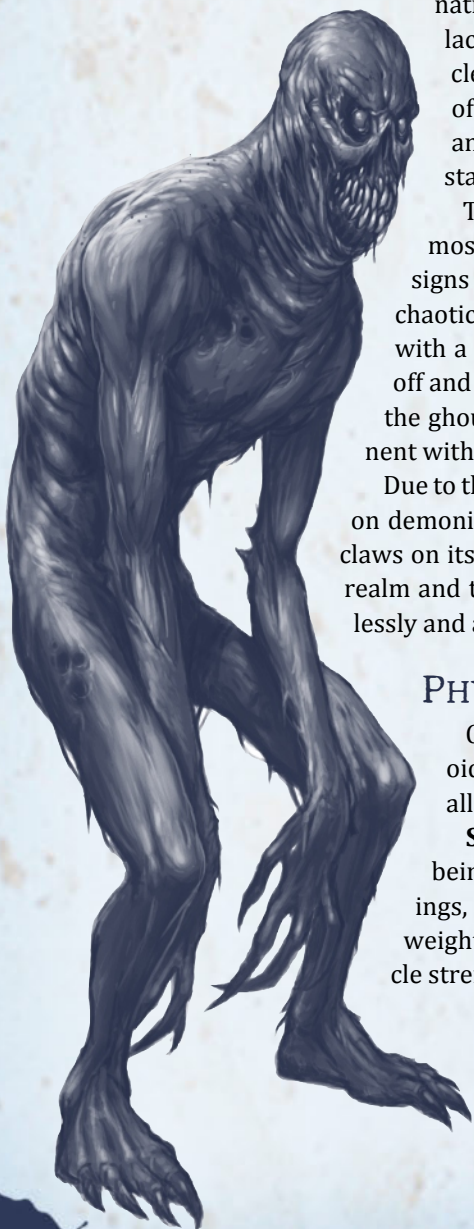
The eyes of the ghoul are sunken into its head. Its eyelids are mostly gone, rotted away, and the eye sockets show obvious signs of decay. The pupils lose their color, a side effect of the chaotic energy that animates them, becoming black throughout with a light glow of red from the middle. The nose eventually falls off and the skin around the mouth droops until it becomes one with the ghoul's chin. This allows the creature's teeth to be quite prominent with many jagged edges mutated by the chaotic energy.

Due to the demonic source of this chaotic energy, the ghoul also takes on demonic features, including elongated arms and large, razor-sharp claws on its fingers and toes. However, they are not a part of the chaos realm and thus do not answer to any demon. They wander about aimlessly and attack at the first scent of a living humanoid being.

PHYSIOLOGY

Ghouls still retain the general shape of their former humanoid selves. The chaotic energy mutates them slightly, but overall their features are similar to when they were alive.

Size/Weight: The average ghoul is between 5ft and 6ft tall, being an animated corpse of the most populous intelligent beings, such as humans and elves. Their lack of fluids drops their weight considerably to around 100 – 125lbs. However, their muscle strength still remains.



Digestion: Ghouls are vampire-like and drink the blood of the living, although they don't need the blood to survive. They eat the meat of a fresh kill, but once again don't need it to survive. They are driven by the desire to consume the bodies of living humanoids.

Mobility: Standard bipedal.

Senses: Ghouls cannot see, instead exhibiting supernatural senses for sight and smell. They can smell the blood of the living hundreds of feet away.

GHoul

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Skills: Fighting d8, Notice d8, Stealth d8, Tracking d8

Special Abilities

- **Bite/Claws:** Str+d4
- **Blood Feast:** Ghouls feast off the blood of their victims, causing exsanguination. If a ghoul successfully reduces a target's Health with a bit attack, the victim must make an immediate Vigor (-1) roll or gain one level of Fatigue.
- **Burrow:** Can disappear and reappear on the following action anywhere within 3".
- **Fear -1:** Forces Fear checks to be made.
- **Fearless:** Immune to Fear and Intimidation.
- **Scent of the Living:** Ghouls can sense the blood of the living. They gain a +1 bonus to Notice and Tracking rolls made against living targets.
- **Supernatural Vision:** Ignores all penalties for lighting.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called Shots do not extra damage.

Ghouls only exist due to the seepage of chaotic energy into the mortal realm. If the tears in the fabric didn't occur when the divine warding was broken, the chaotic energy would never be present and ghouls would never exist. As such, ghouls are not written about in any ancient texts and have only begun to appear since the first divine warding was unknowingly located.

ENCOUNTERS

Encounters with ghouls are frequent, especially where ancient cities once stood. If there is a graveyard nearby and the divine warding is broken, the resulting tear in the fabric allows energy from the chaos realm to seep into the graveyard, animating the corpses there. Bodies of nobles and royalty are particularly well preserved, and the corpses are more likely to be animated as ghouls. The corpses of lesser folk are not as well preserved and tend to return as undead with much less tissue on them.

Additionally, ghouls are an unfortunate by-product of enslaver demons. Humanoids hauled off to the chaos realm that don't make it past the fabric before dying are often reanimated as ghouls. If the victim makes it into the chaos realm, they become something different as the taint of the chaos realm is infinitely stronger. Ghouls are created by exposure to miniscule amount of that same energy.

Motivation: Ghouls are driven by a constant desire to feast on the living. Indigenous creatures rarely satisfy this hunger, so that creatures instead seek out humanoids, much like their former selves.

Giants have skin coloring swirled with different shades of gray and brown, with sharp, yellow eyes. Diseased giants have a bluish tint to their skin; and have both black eyes and black ivory horns. To compound the matter, they smell much worse than a giant already does. Plague giants have a greenish tint to their skin, exhibit the same foul smell a giant always does, have dark red eyes, and brown tinted ivory horns. Plague giants are actually much more intelligent than regular giants and often speak civilized languages.

Giant [jy-ənt]

DISEASED, DRIFTER, HUMANOID, PLAGUED

Giants are a fairly rare sighting across the Known Lands, hailing from the Land of the Barbarians and beyond. They are primitive beings who live wherever they can survive, resulting in a life of drifting about until a suitable home, even if temporary, can be found. This nomadic lifestyle has led several to establish roots in the Known Lands with one or two more appearing every couple years. They don't live in clans, instead traveling in familial units. Once a giant youth has reached adulthood, it too drifts about, trying to find a place to survive and a mate for procreation.

Giants are territorial beings that protect whatever is their current home when they feel threatened. Often, one can pass through a giant's territory without knowing they have done so as giants do not actively address every trespasser; it only reacts when necessary. Many humanoids have been successful in befriending giants, although their primitive nature makes communication difficult. Those who use soothing gestures and a non-confrontational stance can befriend giants, but as soon as they feel threatened, they lash out violently to protect their family and home.

In general, giants do not pose a threat to civilized life as they are in control of their mind and only pursue violence defensively. The unfortunate part of being a humanoid with limited intelligence is that they are susceptible to possession by bloodline spirits (as Plagued) and their bodies make perfect vessels for demons (as Diseased). When this occurs, they become very dangerous humanoids with incredible strength and extraordinary toughness.

PHYSIOLOGY

Giants are large humanoid beings with animal-like features. They have two fingers and a thumb on each hand, ungulate feet like a rhinoceros, ivory horns atop their head (though they are seldom used for fighting), and thick, leathery skin.

Size/Weight: Giants are 10ft tall and weigh an average of 500lbs.

Digestion: Giants are omnivores and eat many of the same foods as most humanoid species.

Mobility: Giants move about on two legs, although their feet are ungulate which sturdies their large bodies.

Senses: Standard humanoid.

GIANT

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d12

Pace: 6; **Parry:** 7; **Toughness:** 13 (3)

Skills: Fighting d10, Notice d6, Survival d8, Throwing d6, Tracking d6

Special Abilities

- **Size +2:** Giants are 10ft tall.
- **Thick Leathery Skin:** Armor +3
- **Unarmed:** Giants attack unarmed but never incur penalties for being unarmed. Their arms are as big and solid as weapons.

GIANT, DISEASED

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d12+3, Vigor d12

Pace: 6; **Parry:** 8; **Toughness:** 15 (3)

Skills: Fighting d12, Notice d6, Throwing d6

Special Abilities

- **Diseased:** +2 Toughness; does not suffer from disease or poison; immune to Fear and Intimidation.
- **Size +2:** Giants are 10ft tall.

- **Supernatural Vision:** Ignores all penalties for lighting.
- **Thick Leathery Skin:** Armor +3
- **Unarmed:** Giants attack unarmed but never incur penalties for being unarmed. Their arms are as big and solid as weapons.

GIANT, PLAGUE

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+4, Vigor d12

Pace: 6; **Parry:** 7; **Toughness:** 16 (3)

Skills: Fighting d10, Guts d8, Notice d8, Throwing d6, Tracking d6

Special Abilities

- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Plagued:** +2 Toughness; +2 to recover from being Shaken; does not suffer from disease or poison; does not suffer a Wound from being Shaken twice.
- **Size +3:** Plague giants are 12ft tall.
- **Thick Leathery Skin:** Armor +3
- **Unarmed:** Giants attack unarmed but never incur penalties for being unarmed. Their arms are as big and solid as weapons.

ENCOUNTERS

Encounters with giants are rare when they're not Diseased or Plagued. They are essentially a caring species that prefers survival to combat, but will fight ruthlessly to defend their home and family. While they may be upset if their home is decimated (they can always find a new one), their rage becomes enflamed if their family is harmed.

Motivation: Regular giants are motivated by a desire to defend themselves. By contrast, the desires of the chaos realm and often the whip of an enslaver drive diseased giants. Finally, plague giants are driven by the bloodline spirit's desire to kill its ancestors and free itself from eternal captivity.



Harlocks can be difficult to understand as their societal ways lie somewhere between primitive and civilized. They are seen as barbarians or savages, although the Land of the Barbarians is dominated by barbaric humans, who have the potential to improve their culture. Of course, this is simply the ranting of gray elf scholars who believe all humanoid races should be given an opportunity. This thought usually fizzles out right after the scholar, or an ally, has had their head cut off.

Harlock [har-lok]

HUMANOID

There are humanoid races that act similar to the civilized races, but are, in fact, far from it. Deep within the Orley Jungle lives the harlocks, an uncivilized race that at first glance exhibits civilized qualities. Roughly the size of a halfling, they almost look as though they could be distant cousins until the observers draws close enough. They look as though the jungle has become part of their body and keeps them in a feral state, much like their wilderness homeland. Although they may be small in stature, they make up for it in violence and a rage that makes them a formidable enemy.

Harlocks don't like anyone: sometimes including their own clansmen. Every humanoid that isn't a harlock is viewed intrinsically as a threat. Every harlock that doesn't behave properly, at least in harlock eyes, is viewed as a threat. Every creature that may possibly harm a harlock warrior is viewed as a threat. They are the embodiment of hate with a temperament to match. In addition, they eat everything they kill; even their own kind. Life to them is as much about survival as it is domination, although they struggle to dominate anything outside their own jungle.

PHYSIOLOGY

Harlocks look like the offspring of a halfling and the rain forest. Their faces appear much like that of civilized humanoids, and their basic physiology does as well. However, their skin is green or brown and covered in thin vines that act as rudimentary clothing, keeping them warm when they leave the jungle. Their hair is a muted red or orange, and their eyes are usually blue or green.

Size/Weight: Harlocks are 3-4ft tall and weigh 60-75lbs. Their jungle life makes them quite physically fit and they are much stronger than they appear.

Digestion: Harlocks are omnivores with a staple diet of meat and jungle fruit. This meat comes in any edible form including sacrificed kin.

Mobility: Standard bipedal.

Senses: Standard humanoid senses, although their vision is similar to a halflings.



HARLOCK SPECIAL ABILITIES

All harlocks have the following Special Ability unless otherwise noted.

- **Jungle Dweller:** Harlocks live within dense jungles. They do not suffer any penalties for moving through thick wooded areas.

HARLOCK

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Pace: 5; **Parry:** 7; **Toughness:** 6

Skills: Climbing d8, Fighting d8, Guts d6, Notice d8, Taunt d6, Throwing d8, Tracking d8

Armor: Wooden tribal mask (head +1, only covers the face), wooden buckler (Parry +1)

Weapons: Javelin (3/6/12, Str+d6), crude obsidian dagger (3/6/12, Str+d4)

Special Abilities

- **Jungle Dweller:** Does not suffer penalties for moving through thick wooded areas.
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Size -1:** Harlocks are 3-4ft tall.

ENVIRONMENT

Harlocks live in the Orley Jungle off the southwestern slopes of the Merriton Mountains. The jungle is sweltering hot with a rain forest that floods into the Green Lake during the rainy season. A pair of dormant volcanoes resides southwest of the jungle, past Green Lake, along the shoreline of the Outer Sea. These volcanoes created much of this area and keep it warm with underground sulfuric springs and volcanic soil that retains the heat. There are also many deposits of obsidian after millennia of eruptions.

The Orley Jungle is extremely dense and passage throughout is best done amongst the branches, across thick vines, and along the few, very narrow paths cut into the foliage. These paths are maintained by the harlocks and serve as a type of highway system to haul food and supplies between villages. They also allow the harlocks to patrol the route between villages as there are many dangerous creatures in the Orley Jungle.

MOTIVATION

Harlocks are easily provoked and it doesn't take much incentive for an entire band of them to start jumping down from the trees to pounce on a target. In the eyes of a harlock, everything is predator or prey and should be dealt with swiftly. However, they are also territorial and rarely leave the confines of their territory to hunt or track down potential prey. But when they do leave, it is usually in a large war band with bloodshed on its mind.

There are many things that can spark a harlock tribe to retaliate. A band of explorers wandering into harlock territory is seen as a threat, and potentially food, and dealt with immediately. Action taken against the jungle that the harlocks view as wanton destruction could cause multiple tribes to retaliate. A drought during the non-rainy season is blamed on humanoid races in the Merriton Mountains, causing a tribe or two to hunt down the culprits. Excessive rains during the rainy season driving some of their main food sources out of the jungle can cause a hunt

into the mountains. Injuring or kidnapping one of their subservient creatures is grounds for revenge.

The one thing harlocks do not do is venture away from their jungle for the sake of exploring or wandering the Known Lands and attacking anything that gets in their way. They always have a defined purpose for leaving the jungle.

TRIBE

Harlocks live in tribal villages with a caste-like system. Most harlocks are warriors with a select few being trained as handlers. The leader of the tribe is a druid that serves as medicine man and chieftain.

Harlock warriors are the most common of their kind. They serve many purposes within the tribe and are trained as warriors from a fairly young age. As soon as a harlock youth is able to defend himself from a jungle animal, such as a boar, he or she is capable of being a warrior. These warriors perform all survival functions for the tribe including hunting, fishing, and building and maintaining the village. Males and females are deemed as warriors, although mothers are required to care for their youth until they reach the warrior age. Although not really civilized, harlocks are intelligent and some warriors are more skilled at others in certain areas of trade, such as carpentry, hunting, fishing, logging, and weaponsmithing.

Harlock handlers are those specially gifted with the ability to control subservient creatures. These are not livestock creatures that many could handle, but rather normally violent creatures that require an innate knowledge to understand, breaking through the barrier of animal intelligence. A favored creature of harlock handlers is a chroten, a wild beast that roams across the Known Lands. Chrotens don't typically venture deep into the jungle, but they are often found on the edges toward the Merriton Mountains and can often be found around Green Lake.

Only a single harlock druid exists within each tribe. A warrior that proves himself worthy can ascend to the title of druid, possibly overthrowing the current druid. Druids have no magical abilities, but they are skilled in the use of herbs and natural remedies. They are called druids because of their ability to understand their jungle environment in an almost preternatural way. However, the druid is also the tribal chieftain and must be capable of leading his warriors and handlers or risk being overthrown by a more capable candidate.



HARLOCK CRAFTSMAN**Attributes:** Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8**Pace:** 5; **Parry:** 7; **Toughness:** 6**Skills:** Climbing d6, Fighting d8, Guts d6, Knowledge (Weaponsmithing) d8, Notice d8, Repair d8, Throwing d8, Tracking d6**Armor:** Wooden tribal mask (head +1, only covers the face), wooden buckler (Parry +1)**Weapons:** Javelin (3/6/12, Str+d6), crude obsidian dagger (3/6/12, Str+d4)**Special Abilities**

- **Jungle Dweller:** Does not suffer penalties for moving through thick wooded areas.
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Size -1:** Harlocks are 3-4ft tall.

**HARLOCK DRUID****Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8**Pace:** 5; **Parry:** 7; **Toughness:** 6**Skills:** Climbing d10, Fighting d8, Guts d10, Intimidation d10, Notice d8, Stealth d8, Taunt d6, Throwing d10, Tracking d8**Armor:** Wooden tribal mask (head +1, only covers the face), wooden buckler (Parry +1)**Weapons:** Javelin (3/6/12, Str+d6), obsidian short sword (Str+d6)**Special Abilities**

- **Jungle Dweller:** Does not suffer penalties for moving through thick wooded areas.
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Size -1:** Harlocks are 3-4ft tall.

HARLOCK HANDLER**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8**Pace:** 5; **Parry:** 7; **Toughness:** 6**Skills:** Climbing d8, Fighting d8, Guts d6, Notice d8, Riding d10, Throwing d8, Tracking d10**Armor:** Wooden tribal mask (head +1, only covers the face), wooden buckler (Parry +1)**Weapons:** Crude obsidian dagger (3/6/12, Str+d4)**Special Abilities**

- **Jungle Dweller:** Does not suffer penalties for moving through thick wooded areas.
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Size -1:** Harlocks are 3-4ft tall.

Harlock villages are built up in the canopy of trees. To support a sprawling village, the jungle must have just the right density to allow enough space between huts and not too much space that the causes the walkways to cross vast openings. As such, their villages are scattered about, according to where the optimal locations within the jungle are. This requires a maintained path along the jungle floor to offer passage between villages. There are eight harlock villages in the Orley Jungle, each with around 100 tribesmen.

Haunt [hahnt]

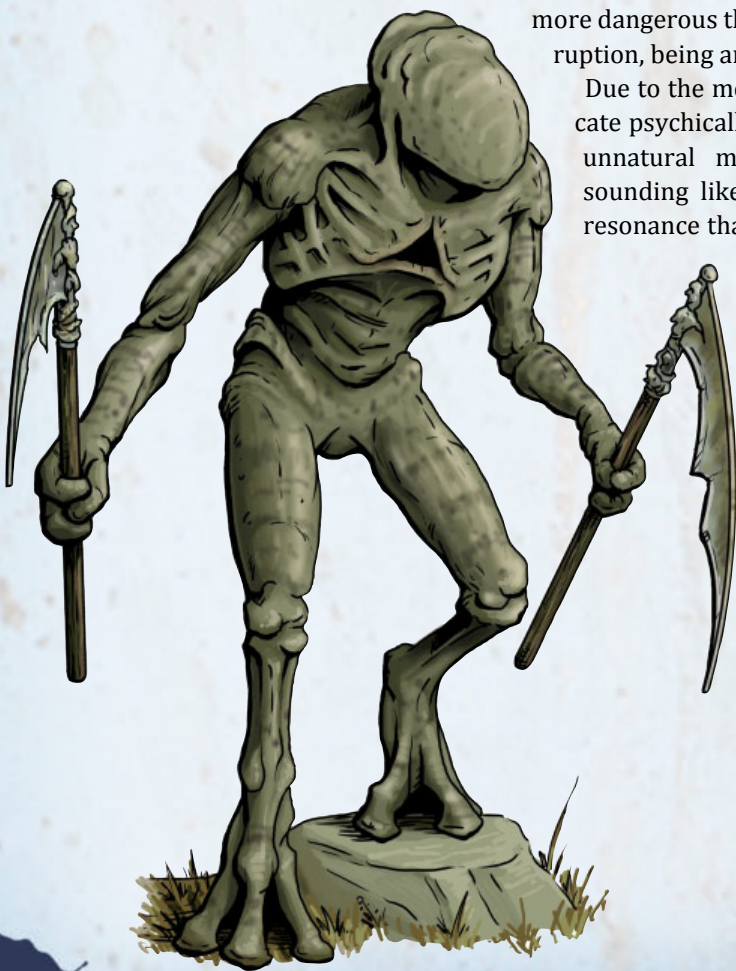
DISEASED, HUMANOID

Ghouls are almost lucky in how they are formed. Their bodies have already lay dead in the ground before being touched by the chaos realm; haunts don't have that luxury. A haunt is formed when a humanoid dies during the process of influencing the psyche with chaotic energy. Because the humanoid never made it into the Abyss and wasn't fully mutated by its corruption, the body becomes a vessel for the chaotic energy to control, much like reanimation. The spirit is immediately expelled and the remaining shell is enslaved by the chaos realm, often a nearby demon controlling the chaotic energy.

Due to the lack of putrefaction upon death and the immediate enslavement by the chaos realm, haunts are much more capable than their undead kin. They retain much of the skill they had when alive, although their body undergoes the typical mutations caused by the dark energy consuming it. Their face, hair, and skin melt away, leaving behind a rough surface defined only by muscles and bones. Their hands retain the capabilities of a humanoid, still able to wield weapons, and their bodies retain the athleticism of their former life. The resulting warrior isn't exactly an elite warrior, regardless if they were so when alive, but haunts are chaotic warriors nonetheless. They are capable fighters and much more dangerous than those who die before chaotic corruption, being animated as undead.

Due to the melting of their face, haunts communicate psychically rather than verbally. They emit an unnatural moaning sound projected outward, sounding like a dying humanoid with a psychic resonance that send humanoids around them into a state of panic. Although the creature is not attacking the target, the psychic reverberation is a result of the chaos energy consuming a mind that was once alive.

The chaos energy that enslaves a haunt doesn't particularly "like" sunlight. This results in a mostly nocturnal creature whose psychic moans are common sources of nightmares. This often serves to awaken those the haunt can prey upon, seeking to shed blood as desired by the chaotic energy.



PHYSIOLOGY

Haunts retain much of their humanoid features as when they were alive. Although body is all but dead and they become faceless, their shape and structure remains the same. The mutation turns the skin a deathly looking muted green with very little fluid inside. Bones and muscle is wrapped tightly by the skin in most places and the feet and hands become misshapen.

Size/Weight: Haunts are the size of their former living selves, ranging from 3-6.5ft tall and weighing about half their living weight.

Digestion: None; once they kill, the victim is meant to be hauled back to the chaos realm.

Mobility: Standard bipedal.

Senses: Completely supernatural; haunts have no eyes, ears, nose, or mouth.

HAUNT

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Skills: Fighting d8, Notice d6, Throwing d8

Weapons: [2] Hand scythe (Str+d6, Parry -1)

Special Abilities

- **Diseased:** +2 Toughness; does not suffer from disease or poison; immune to Fear and Intimidation.
- **Fear -2:** Forces Fear checks to be made.
- **Supernatural Vision:** Ignores all penalties for lighting.

ENCOUNTERS

Most demons seek to enslave their targets rather than kill them. Their quarries are hauled back to the tear in the fabric, resulting in a multitude of chaotic beings, such as haunts. Most creatures created this way lack the intelligence to further the desires of the chaos realm and begin killing instead of enslaving; haunts do the opposite.

Haunts are capable of formulating enough thought to carry or drag their victim back to the tear in the fabric, appeasing the demon lords and satisfying their chaotic desires. Whether the victim is dead or on the brink of death, a ghoul or haunt will be formed, further swelling the size of the demon army.

Motivation: Once a demon army attacks and begins bringing victims back to the chaos realm, the second wave of trouble begins. The newly created thralls of the Abyss follow-up hours or days later with another attack aimed at proliferating chaos, causing bloodshed, or bringing more victims to the chaos realm.

Haunts purposefully seek able-bodied humanoids to bring back to the tear in the fabric. They stop at nothing in fulfilling their task and never return to the chaos realm. They spend the rest of their days seeking new victims to bring to where the chaotic energy seeps into the mortal realm. If the tear in the fabric heals, victims are brought to where the haunt last knew the tear to be located, and continues its mindless task.

Haunts are not a very common sight. Few victims ever survive being kidnapped by a demon, typically dying before reaching the chaotic energy. This results in a ghoul instead of a haunt as the body has already ceased to function by the time it's invaded by the chaotic energy. When a haunt does first appear, its attacks are much less violent than a full demon and its victims frequently become haunts rather than ghouls.

Hausers may have retained much of their wolf capabilities, but they lack the finesse of an actual wolf. They are loud hunters who never rely on stealth tactics. They are quite capable when it comes to tracking down their prey and attack with precision, but their approach is loud and clumsy, often signaling their prey to flee. This often proves to be a major disadvantage as they tend to trip over roots or stumble through undergrowth when running through the forest, chasing their quarry.

Hauser [how-zer]

ANIMAL, DISEASED, DRIFTER

Chaos energy contacting a living wolf who survives the invasion creates a carrion hound. Chaos energy contacting a wolf who dies from the invasion creates a hauser, a diseased creature controlled by chaotic energy. Much like humanoid beings that become diseased creatures, this transformation occurs very near a tear in the fabric. The difference is that a wolf is rarely brought to the tear and instead is drawn to it when investigating a disturbance in its territory.

What begins as an investigation to protect their pack ultimately becomes an unfortunate infection by chaotic energy. This chaotic energy is so strong, because of its proximity to the tear in the fabric, it overwhelms the wolf's mind and kills it instantly, creating an empty shell for the chaos energy to inhabit.

Hausers retain much of their wolf-like mentality, but in a truly vicious way. Not only do they wish to protect their territory from threats, they now seek out and attack everything in that territory, whether it appears as a threat or not. Demons particularly enjoy when these wolf-like creatures are created and keep them as a type of demonic pet. Some are brought back to the chaos realm to serve as guards or sentries (although they're not very disciplined) and others are taught to act as hunters during a demon raid.

PHYSIOLOGY

Hausers retain much of their canine features, looking much more like a wolf than a carrion hound. Their skin tightens, prominently showing their bones underneath, spike-like protrusions grow across the body (these protrusions are about as hard as a fingernail), their eyes become black and empty, and the claws on their paws elongate and become sharp. They still very much look like a canine, down to the coloring of their fur.



Size/Weight: Hausers are about 6ft long and 4ft tall. They weigh around 100lbs.

Digestion: Hausers retain their carnivorous ways from when they were wolves. However, they often seek out much larger targets than before.

Mobility: Standard quadrupedal.

Senses: Standard animal senses with an acute sense of smell often common to canines. Compared to other diseased creatures, hausers are particularly good at sensing the world around them.

HAUSER

Attributes: Agility d8, Smarts d6 (A), Spirit d4, Strength d8, Vigor d8

Pace: 8; **Parry:** 6; **Toughness:** 8

Skills: Fighting d8, Notice d10, Survival d10, Tracking d10

Special Abilities

- **Acute (Smell):** Gains a +2 bonus to Notice and Tracking for smelling.
- **Bite:** Str+d6
- **Claw:** Str+d4
- **Diseased:** +2 Toughness; does not suffer from disease or poison; immune to Fear and Intimidation.
- **Fear:** Forces Fear checks to be made.
- **Fleet-Footed:** Rolls d10s when running instead of d6s.

ENCOUNTERS

Hausers are a deadly combination of wolf instincts and chaotic energy. They have the survival and tracking abilities of a wolf along with their ferocity in combat. They can leap about with ease, track faint smells, and attack proficiently. The chaotic energy that motivates them only serves to fuel their anger and quell their fears. They no longer cower to bears or large felines and lack any hesitation toward attacking humanoids. They have essentially become the ultimate threat, although they're still limited by the size and strength of a wolf. It's not uncommon for a hauser to "think" it's much more powerful than it is, only to be stomped down by a creature that cares little for the canine biting its leg.

Once a hauser is formed, it instinctually remains within the wolf's original territory. Over time, it loses those territorial habits and begins to travel abroad, leaving behind whatever home it once had. If more than one hauser was created, they travel as a pack, tethered to nothing more than the wilderness instead of a single territory. They'll even go so far as entering civilization and ravaging as many targets as they can before returning to the woods.

Motivation: Hausers lack true motivation and instead attack everything they see. The chaotic energy that empowers them also drives them to seek out living beings in the mortal realm for no other reason than to attack. After attacking, much of the creature's wolf instincts kick in and it eats its victim or runs off into the wilderness to seek shelter (leaving much of the carcass behind). That same chaotic energy prevents the hauser from attacking other creatures associated with the chaos realm including other diseased beings, the undead, and demons. The creature itself doesn't really know any better, but the chaotic energy drives it to seek out a different victim.

Homunculus [ho-mun-kew-lus]

DEMONIC, HUMANOID, SUBSERVIENT

Even the smallest demons should not be overlooked and possibly the smallest of them all is the homunculus. These devilish little creatures are slightly shorter than halflings, but make up for it in tenacity. They mostly serve as willing slaves to their demon masters and love nothing more than to swarm upon a target and consume its flesh. Their numbers are seemingly infinite and they serve in nearly every single demon army around. In fact, few large demons are ever encountered without a horde of homunculi nearby.

Homunculi serve as disposable foot soldiers who love to be whooped into a frenzy and unleashed upon the opposition. They aren't particularly skilled at combat and are not exactly the most intelligent demon, but they are quite effective when encountered in large numbers and are big enough, despite their size, that two or three working together can easily overcome a human warrior. This is, of course, as long as they can work together. They are easily tricked, taunted, and intimidated and, unlike demons, will run and flee when scared. These fear tactics are typically what drives them into the grip of a demon master.



PHYSIOLOGY

Homunculi are very humanoid with some awkward features. Their gray bodies are completely devoid of hair, their arms are elongated, and sharp claws protrude from their fingers and toes. Their eyes always have an enraged look and their mouths salivate with a deep hunger. They do feast on any living creatures they kill, but will never be satisfied with anything that isn't a fresh kill.

Size/Weight: Homunculi are 3ft tall at the absolute most. Most of them are closer to 2.5ft tall. They only weigh 40-50lbs, but can quickly overwhelm a target due to their knack for thrashing about and using what little weight they have to the best of their advantage.

Digestion: Mostly unknown, although they are capable of feasting off the insides of another humanoid.

Mobility: Standard bipedal.

Senses: Standard humanoid, although their limited intelligence often makes them oblivious to the world around them.

HOMUNCULUS

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d4, Vigor d4

Pace: 5; **Parry:** 5; **Toughness:** 3

Skills: Climbing d6, Fighting d6, Notice d4, Taunt d8, Throwing d10

Special Abilities

- **Bite:** Str+d4
- **Claws:** Str+1
- **Demon:** +2 to recover from being Shaken; immune to disease, poison, and extreme environments; half-damage from non-magical attacks; immune to Fear and Intimidation.
- **Size -1:** Homunculi are 3ft tall and weight 40-50lbs.

ENCOUNTERS

Homunculi are rarely encountered without some type of demon master. They don't particularly like being outside the chaos realm alone and would never be found wandering about searching for a target. They are fairly disciplined when it comes to cowering in the shadow of their demon masters, never straying far from it. As such, they typically serve as minions to someone else.

Homunculi always attack in hordes and rarely engage a target one-on-one. They realize their small stature is a disadvantage, but can easily overwhelm a target when attacking in groups. Their only advantage is numbers.

Motivation: Homunculi are driven by the desires of their demon master and the lust to feast on a fresh kill. They love nothing more than to listen to the screams of a humanoid while it's being eaten alive and love the warm flow of blood as it sprays over them. They are truly horrific little creatures that should never be taken lightly, but ultimately they are vulnerable to warriors who know how to properly protect themselves.

Homunculi not driven by a master often become lost, especially if one of them is completely alone. It's been rumored that alchemists occasionally stumble upon a lost homunculus and turn them into some type of demonic pet. The creature quickly becomes subservient to whoever can control it and even more so to whoever can feed it. Although the typical alchemist wouldn't feed a homunculus "pet" a live body, they aren't averse to feeding it a live animal, such as a rabbit or squirrel. The homunculus can then play a hunting game with the animal and feed on its fresh catch. The change from humanoid to animal is not a difficult one as it is a forced method of survival.

Part of what makes the hooskiibahal so terrifying is its insatiable appetite for live flesh. Another aspect is the smell it emits due to the discarded carcasses that lie only feet away from the latest victim. A third aspect is the constant clicking noise the creatures make, much like the sound of a thousand termites feasting. If cornered, the creature gives off an ear-piercing scream that affects the psyche.

Hooskiibahal [hoo-skee-bə-hahl]

WEIRD

Hooskiibahals are one of the most dangerous creatures on Dhuran. Originally hailing from the Plane of Shadows, many of them spread across the planes centuries ago. Typically living in small packs of five or six, they feast on the living like maggots feast on carrion, kidnapping their victims and turning them into a meal. They discard the shell in a disgusting fashion, preferring to consume as much flesh before the victim's body begins to decay.

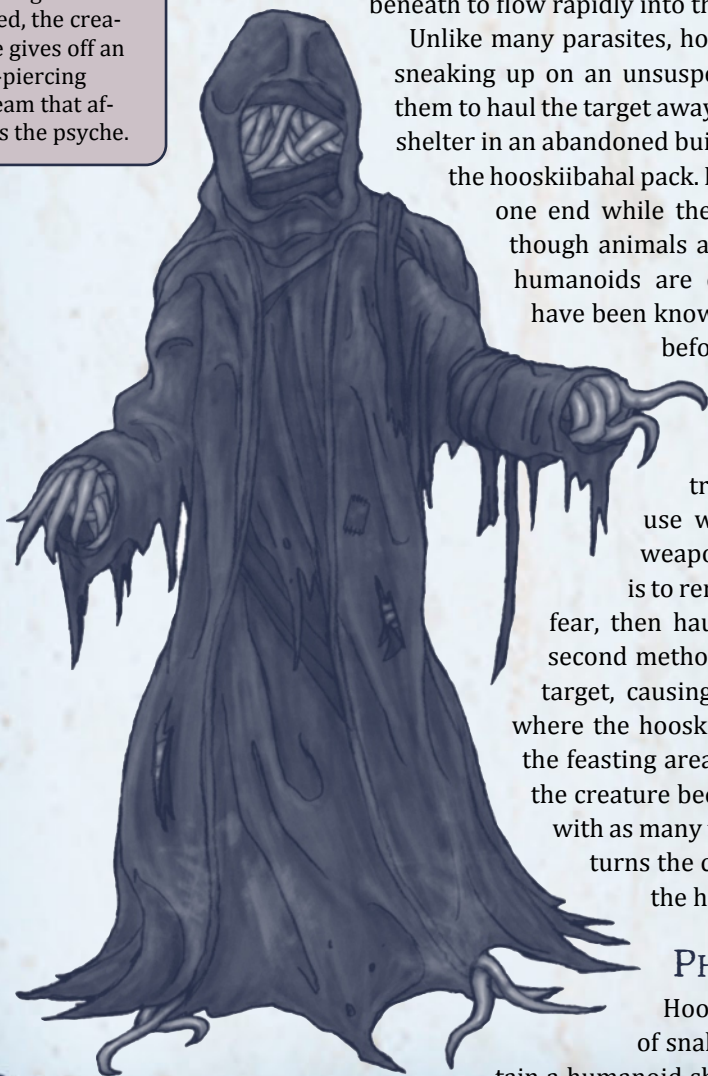
Hooskiibahals look like a collection of worm-sized snakes formed into a humanoid shape, retaining that figure even when feasting. This collective of tendrils remain mostly cohesive, but can individually lash out from the hooskiibahal's hood, attacking its prey with dozens of small mouths much like you would find on a lamprey. These mouths latch on and begin eating away the skin and because they're so small, these tendrils simply bypass armor by finding a way through tiny openings. The tendrils eat away at the skin, much like acid, allowing the blood beneath to flow rapidly into the whole of the hooskiibahal.

Unlike many parasites, hooskiibahals are hunters. Capable of sneaking up on an unsuspecting target, their strength allows them to haul the target away to become the next meal. They find shelter in an abandoned building, turning it into a sanctuary for the hooskiibahal pack. Discarded carcasses can be found on one end while the feasting area is on the other. Although animals are just as likely to become targets, humanoids are common victims as hooskiibahals have been known to drag their victims up to a mile before feasting. This places many farmers and woodsmen in the vicinity of hooskiibahal attacks.

Hooskiibahals do not attack in the traditional sense though. They don't use weapons nor do they have natural weapons. Their first method of attacking is to render the target unconscious through fear, then haul it off to the feasting area. Their second method is to attach tendrils to a resisting target, causing it to pass out due to blood loss, where the hooskiibahal can then drag the victim to the feasting area. Should the target prove resistant, the creature becomes quite agitated and lashes out with as many tendrils as possible. This sometimes turns the combat area into the feasting area if the hooskiibahals prevail.

PHYSIOLOGY

Hooskiibahals look like a writhing mass of snakes that somehow manage to maintain a humanoid shape. They move about in awkward



ways, almost gliding across the ground in a way that seems unnatural. They wear large black cloaks to cover their body, hiding what's truly underneath. The snake-like tendrils forming their body are generally brown and gray, but some odd coloring patterns occur, such as flecks of green or red.

Size/Weight: Hooskiibahals are generally 5ft tall and weigh around 250lbs. They can sometimes stretch out to be slightly taller and can reduce their size to fit into small openings.

Digestion: Hooskiibahals feed off flesh and blood using lamprey-like mouths on the end of each tendril.

Mobility: Their mobility is unnatural; it would be similar to watching an octopus walk about on its tentacles.

Senses: Completely supernatural.

HOOSKIIBAHAL

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Skills: Climbing d10, Fighting d8, Notice d6, Stealth d10

Special Abilities

- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** Does not suffer a Wound from being Shaken twice.
- **Independent Tendrils:** Hooskiibahals can make two attacks per round without incurring any multi-action penalties.
- **Resistance (All):** Hooskiibahals take half damage from attacks that don't include one of their weaknesses.
- **Supernatural Vision:** Ignores all penalties for lighting.
- **Tendrils:** Str, ignores armor, causes one level of Fatigue with each successful attack.
- **Terror -2:** Forces Fear checks to be made with all failures resulting on a roll on the Fright Table.
- **Weakness (Area-Effect, Fire):** Hooskiibahals take full damage from area-effect weapons and those that do fire damage.

ENCOUNTERS

Although not many hooskiibahals passed from the Plane of Shadows into the Plane of Mortals, they have reproduced and thrived amongst the many abandoned buildings now dotting the Known Lands. When coming upon an ancient city, it's very possible for it to be infected with hooskiibahal packs, although there would rarely be more than two or three packs in a given town or city. Remote buildings, such as outlying temples, would only have one pack.

Once the creatures detect the presence of movement near where they feast, they begin hunting. Their preference is to steal victims away unseen and avoid combat, but they will definitely resort to attacking if necessary.

Motivation: Hooskiibahals are vicious creatures that survive and proliferate by feasting on the flesh and blood of live victims. Once the body begins to decay, the required nutrients begin to disappear and the creature discards the remains (often in the same building they feast in). As soon as a living, walking target is detected, the pack responds accordingly.

Horned Devil [hohr-nd dev-əl]

DEMONIC, HUMANOID, SUBSERVIENT

Horned devils are the foot soldiers of the chaos realm. Completely subservient to their demon masters, they serve in the demon armies with an amazing passion for their work. They are skilled combatants and have one of the greatest qualities a demon master could ask for: they're expendable.

Throughout the chaos realm horned devils are everywhere. They reproduce seemingly out of thin air and no one quite to know where they come from. Sometimes a horde of hundreds will appear or disappear in the blink of an eye. It is as if they are the dark energy of the chaos realm made real. This becomes even more apparent when one considers that the typical horned devil is driven by a desire to fight with little regard for tactics and strategy. What makes them so good at being foot soldiers is that they always follow orders and never question what their masters say and require little to no persuasion to do it.

Some gray elf scholars claim the horned devils are mindless thralls enslaved by the chaos realm itself. Those who can manipulate the realm, such as the enslavers, can attune themselves to these invisible tethers and manipulate the horned devils much like a puppeteer with the Known Lands as his stage. This isn't too far from the truth as horned devils are a by-product of the evil brewing throughout the chaos realm and are essentially at-

tached to it. If the chaos realm wishes to create more, many more will appear. If it wishes to purge hundreds of them, they simply vanish. Beings that are the embodiment of the chaos realm (i.e. have the Chthonic Special Ability) can manipulate the energy that spawned these creatures, dominating them with very little effort.



PHYSIOLOGY

Horned devils have many goat-like features. Their horns are hard like a goat, although not shaped like one, their feet are hooves, and a goat-like tail springs from their rear. Their hands and faces are otherwise humanoid and they are quite capable of wielding weapons found amongst the civil races; typically stolen, of course.

Size/Weight: Horned devils are roughly 6ft tall and weigh 225lbs with very muscular and athletic bodies.

Digestion: Unknown. It's possible they don't eat at all.

Mobility: Standard bipedal, although their feet are actually hooves.

Senses: Standard humanoid except for their vision; they are capable of seeing much like other demons.

HORNED DEVIL

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Pace: 8; **Parry:** 5; **Toughness:** 8 (2)

Skills: Climbing d10, Fighting d8, Intimidation d10, Notice d8, Taunt d8

Weapons: Great axe (Str+d10, AP 1, Parry -1, 2 hands) or great sword (Str+d10, Parry -1, 2 hands)

Special Abilities

- **Demon:** +2 to recover from being Shaken; immune to disease, poison, and extreme environments; half-damage from non-magical attacks; immune to Fear and Intimidation.
- **Leathery Skin:** Armor +2
- **Supernatural Vision:** Ignores all penalties for lighting.
- **Weakness (Cold Iron):** Takes full damage from cold iron weapons.

ENCOUNTERS

Horned devils are trained for combat. They have little purpose other than serving in the demon armies, protecting their masters, and overcoming mortal armies. They only attack when commanded to do so as their demon masters pull at the very essence that allows them to live. Random encounters would rarely be possible unless the encounter involved some type of puppeteer playing a sick and twisted game against the PCs.

Horned devils are always subservient to demon masters, but anyone capable of manipulating the chaos realm is capable of enforcing their will over these subservient beings. They are easily dominated in this fashion and can quickly become willing servants to whoever can control their minds. If two demon masters are working against each other, this could create a vying of domination over the horned devils turning back and forth between masters until one finally prevails. If a mortal were capable of exuding this type of domination, they too could join the power struggle and hopefully become the new master.

Motivation: Horned devils never need a reason to attack; it's simply a part of their being. When a master tells them to kill, they do so until the target is eliminated or they are eliminated. They stop at nothing in battle, even though their minds are easily manipulated. Ultimately, they submit to whoever, or whatever, is currently controlling them and thus do whatever they're told to do.

Horned devils have been the poor unfortunate victims of genocide for as long as the chaos realm has existed. As is common amongst mortals, demons and their kin don't always get along. When disagreements turn into war, it is the millions of horned devils that pay the price. Armies of them are formed on each side of the conflict, pinning horned devil against horned devil. Because these soldiers are a product of the chaos realm, they serve little purpose in these wars other than allowing their demon masters to release their rage and flex their superior psychological power. When all is said in done, nothing is truly resolved, but millions of horned devils have been eliminated.



Horus [hohr-uss]

HUMANOID

The second of the humanoid races in the Land of the Pharaohs is the hori. Hori are more intelligent, crafty, and outspoken than their anubis brethren, but they don't treat the anubi as inferior. Instead, they treat them as valuable soldiers and workers who promote the protection and survival of the pharaohs and their people. These soldiers and workers need someone to lead them; they may worship the pharaohs, but their armies need commanders and their people need teachers. Hori fill all those needs.

Hori are extremely dedicated to their pharaoh emperor and always uphold his every command. They serve as an extension of his desires when it comes to outsiders and his anubis followers. As such, they have been the pharaohs' keepers of all scholarly and esoteric knowledge since the beginning of pharaoh rule millennia ago. Knowledge is handed down

from scholar to scholar, ranging in subjects from history, geography, theology, and biology. Military knowledge is handed down amongst the nobles and elites who serve as commanders, captains, and the highly-skilled shock troopers (i.e. horus fliers). Esoteric knowledge is kept tucked away by only the most prized noble houses, being those who are closest to the pharaoh's ear. Although the transference of knowledge may seem trivial to some humanoid races, it is highly prized by the people in the Land of the Pharaohs and kept as a treasure never to be shared with outsiders.

Hori have capabilities extending beyond knowledge, but are ultimately a by-product of their higher intellect compared to the anubi. Hori serve as shock troopers in the form of horus fliers, a type of evolution discovered by scholars centuries before. This evolution was dutifully exploited to the best of the scholars' abilities to create what are now the horus fliers supporting the anubis armies. Additionally, they serve in leadership roles with a more commanding presence than their anubis soldiers, although no less capable in combat.

PHYSIOLOGY

Hori are very human-like aside from their eagle-like faces. Their legs, body, and arms are akin to a human, although they grow long, pointed, black fingernails that can serve as claws if needed. Their skin is extremely dark brown, almost black, just like their anubis brethren. Those who've evolved into horus fliers also have wings that sprout from their back, much like an angel's wings.

Size/Weight: Hori are around 6.5ft tall and weigh around 185lbs.

Digestion: Omnivores, although they have a penchant toward fish.

Mobility: Standard bipedal.

Senses: Hori have acute sight, otherwise they have standard humanoid senses.

HORUS SPECIAL ABILITY

All hori have the following Special Ability unless otherwise noted.

- **Huntsman:** Hori are very good hunters. They have a special knack for detecting tracks and following the telltale signs of a target. They gain a +2 bonus to Tracking when following a target.

HORUS

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d10, Vigor d8

Pace: 6; **Parry:** 7; **Toughness:** 7 (1)

Skills: Fighting d10, Guts d10, Intimidation d6, Knowledge (Engineering or History) d8, Notice d8, Persuasion d6, Repair d6, Throwing d8, Tracking d8

Armor: Decorative leather (torso, legs +1), brass bracers (arms +2), brass headdress (head +2, 50% chance versus called head shot)

Weapons: Sickle sword (Str+d4, +2 bonus to disarm an opponent), studded mace (Str+d4, +1 damage versus unarmored target)

Special Abilities

- **Acute (Sight):** Gains a +2 bonus to Notice for seeing.
- **Claws:** Str+1
- **Huntsman:** Gains a +2 bonus to Tracking when following a target.
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.

ENVIRONMENT

As with the anubi, hori survive in the desert of the Land of the Pharaohs thanks to their dark skin, which helps keep them cool by absorbing the sun's harmful rays. While anubi are people of the desert, hori are people of the oases and coastlines, preferring a diet rich in fish compared to the blended diet of the anubi. When the two first met, thanks to the machinations of the pharaohs, an opportunity to excel arose and the hori stepped up to aid in leading the anubi, soon becoming a homogeneous civilization.

As the trusted advisors to the pharaoh and essentially a governing body for each pharaoh's city, hori see many different aspects of the Land of the Pharaohs compared to the simple things experienced by the anubi. They become directly involved in the construction of all buildings, temples, and monuments, requiring a better understanding of engineering and how the composition of the desert drives those engineering decisions. Besides requirements for education (typically in the form of apprenticeship), hori must also know how to best take advantage of the surrounding environment. The desert doesn't have too much to offer, but the sand can be used for adobe, brick, concrete, and glass, the typical building material in the Land of the Pharaohs.

Although the Land of the Pharaohs is known for its fish, highly sought after by traders from abroad, it's also known for its glass ornaments and building bricks that nobles in the Known Lands are willing to pay a lot of money. These items are rare in the Known Lands due to the large tracts of forests and foothills extending to the sea, creating a demand for their import. Hori are responsible for creating this type of export due to their knowledge of the desert and the different by-products that can be made from sand. While anubi hunt, gather, and farm (what little land can be farmed) to support the basic survival of the cities, hori are responsible for bolstering its economy, which mainly serves to fill the pharaoh's coffers.

Pharaohs have extremely high expectations of their horus advisors and scholars, and if it wasn't for their capabilities, life in the desert would be a continuous struggle.

Political games amongst the horus nobles are very similar to those played by human nobles. Political power is quite important as those who have the most power and influence tend to be given the most recognition and rewards by the pharaoh. During military campaigns, many nobles become something akin to warlords to show their worth to the pharaoh. Whoever's army is capable of quashing the opposition is provided the greatest reward. Although most scholars frown upon this use of horus resources, the noble houses see it as a necessary evil to prove one's worth to their great pharaoh.

MOTIVATION

As with the anubi, a horus's daily life is at the whims of the pharaoh he serves. Although this fluctuates on a regular basis, there's no shortage of things of how and where the horus can apply his unique skills. The pharaoh may demand a great monument constructed in his likeness or a new temple for his followers to worship him. These desires often bring the hori and the anubi near the Known Lands when defensive escarpments are demanded, lookout towers are to be built, statues denoting the pharaoh's land are required, or a force is sent out to deal with "bothersome neighbors." Any of these requests could bring the pharaoh's forces to the Known Lands for possible encounters with the civilized races.

When hori must build outside of the confines of the city, they bring a small army for protection. Leading this army is a horus commander with a small support force of horus fliers. Attached to the band are anubis warriors, who ensure the pharaoh's bidding is completed without harassment to the builders. However, this force tends to get a bit overzealous when anyone draws near; after all, the safety of the engineer and his builders are of the utmost importance to the pharaoh (as is the inflation of his ego that comes from the fulfillment of his never-ending demands).

During the course of construction, the engineer and his builders cannot leave the area until construction is complete. A camp is established, requiring the continuous watch of the pharaoh's forces, which means the group must be able to survive away from the city. Food must be found and shelter must be erected. This often becomes an infringement on someone else's territory, which quickly escalates into a conflict between the horus and anubis force and whoever else is being accosted by that force. The force tends to be a little skittish with scouts always on the prowl to quickly exterminate any supposed threats (which are typically everyone who isn't a known trader). Horus scouts may first question those they encounter, but it quickly degenerates into a conflict if they don't receive the "right answers." Being that Tradespeak is not one of their languages (some scholars know it, but only the few who serve as advisors and historians), it's often all but impossible to provide the answers the horus seek.

SOCIETY

Hori live a more sophisticated life compared to anubi. Regardless of their station in the pharaoh's city, they are treated equally unless one is of a noble bloodline. Nobles are continuously vying for power and regularly treat those with the most as superior to all others. Outside of the petty desires of the nobles, all hori contribute equally to society.

Hori have a long history of retaining the greatest knowledge regarding the Land of the Pharaohs and other advanced principles. They use this knowledge to attain greater positions throughout the city and the army. While anubi comprise the rank-and-file soldiers, battle-hardened assassins, and capable necromancers, hori are the frontline shock troopers (horus fliers), leaders of the army, and the elite few chosen to perform special tasks (such as scouting).

Unlike their anubis brethren, all hori are free. They are allowed to come and go as they please and may even choose which pharaoh they wish to serve. When performing a task for their chosen pharaoh, they are given a lot of leeway in terms of how to execute that task. Many hori take that opportunity to do things that benefit them or their noble house (such as searching for treasure). This often brings them well into the Known Lands, forcing them to bring a group of anubis warriors for additional protection.

**HORUS COMMANDER**

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d10, Vigor d8
Charisma: +4; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

Skills: Fighting d10, Guts d12, Intimidation d10, Notice d8, Persuasion d10, Riding d10, Throwing d8, Tracking d8

Armor: Decorative leather (torso, legs +1), silver bracers (arms +3), silver headdress (head +3, 50% chance versus called head shot)

Weapons: Long sword (Str+d8)

Special Abilities

- **Acute (Sight):** Gains a +2 bonus to Notice for seeing.
- **Claws:** Str+1
- **Huntsman:** Gains a +2 bonus to Tracking when following a target.
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.

HORUS FLIER

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d10, Vigor d8

Pace: 6; **Parry:** 7; **Toughness:** 7 (1)

Skills: Fighting d10, Guts d12, Notice d10, Throwing d10, Tracking d12

Armor: Decorative leather (torso, legs +1), brass bracers (arms +2), brass headdress (head +2, 50% chance versus called head shot)

Weapons: Sickle sword (Str+d4, +2 bonus to disarm an opponent), flanged mace (Str+d4, AP 1)

Special Abilities

- **Acute (Sight):** Gains a +2 bonus to Notice for seeing.
- **Claws:** Str+1
- **Flight:** Flying Pace of 8" and a climb of 4".
- **Huntsman:** Gains a +2 bonus to Tracking when following a target.
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.



Hullghasts are large, threatening creatures. They stomp about on the ground, shaking it up to a thousand feet out as an intimidation tactic. The hope is that by stomping on the ground, the hullghast can knock their target down and scare them into unconsciousness. The creatures can cover a great distance as they move about, but they aren't particularly quick and catching a target can prove difficult. If they can use their threatening nature to their advantage, their next meal becomes that much easier to obtain.

Hullghast [hul-gast]

ANIMAL

Hullghasts are one of many dangerous creatures that hail from the Plane of Elements. During the time of the pantheon, many crossed from the Plane of Elements into the Mortal Plane, coming to rest in the volcanic area southwest of the Known Lands. During its existence, the pantheon kept the creatures isolated to the volcanic peninsula, which suited the creatures just fine. Once the pantheon was destroyed, the creatures began to wander and can now be seen traveling through the Bygrass Marsh and into the fringes of the Known Lands.

Civilizations rarely have anything to fear when it comes to the hullghasts. The creatures may be extremely violent and tough, but they never travel as far as the civilizations, finding it difficult to traverse the thick forest. However, many warriors exploring the lands to the west have come into contact with a hullghast, often finding retreat a superior option to fighting.

Hullghasts are amazing creatures to behold, without getting close. They are large with an incredible appetite, capable of taking down a fowdobahal if necessary. Attacking one is a foolish endeavor, but it's often necessary for survival. When a hullghast spots a humanoid target (i.e. a potential meal), it charges and does what it can to consume the target. Harlocks that venture outside the jungle are regular victims of hullghast attacks.

While it may seem odd to go anywhere near a hullghast and fall victim to its attacks, there is a large prize awaiting the victor: the hullghast's hide. The leathery skin of a hullghast is very thick and durable. Although only a truly gifted artisan



could turn it into suitable armor, it's frequently used as a protective layer for remote keeps as a type of structural armor. Not only does it endure through the seasonal changes (more prominent in the mountains), it's quite good at repelling enemy tools designed to bring down fortifications. This added protective layer, which can be soaked and stretched to consume an area larger than a hullghast, is crucial for establishing remote outposts susceptible to attacks from creatures and humanoids alike.

PHYSIOLOGY

Hullghasts are large, dinosaur-like mammals with skin similar to an elephant. Their body is gray with large fin-like protrusions extending from their back. They have eight legs, a massive tail, and a set of vicious teeth.

Size/Weight: Hullghasts are 20ft long, 10ft high, and weigh 5 tons.

Digestion: Hullghasts are strictly carnivores, preferring a living target over an already dead one.

Mobility: Hullghasts walk like a quadruped with their eight feet. Their feet are paired with each set moving cohesively.

Senses: Similar to a standard quadruped.



HULLGHAST

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+4, Vigor d10

Pace: 8; **Parry:** 6; **Toughness:** 17 (4)

Skills: Fighting d8, Intimidation d8, Notice d8

Special Abilities

- **Claws:** Str+d8
- **Fear:** Forces Fear checks to be made.
- **Fearless:** Immune to Fear and Intimidation.
- **Large:** Attack rolls against it gain a +2 bonus.
- **Size +6:** Hullghasts are 20ft long and weigh 5 tons.
- **Tail:** Hullghasts can sweep all opponents in its rear facing in a 2" long by 4" wide square. This is a standard Fighting attack, and damage is equal to Strength +1.
- **Thick Hide:** Armor +4
- **Trample:** Hullghasts can attempt to trample a target. This is a standard Fighting attack, and damage is equal to Strength +6 minus the Size of the target.

ENCOUNTERS

Random encounters with hullghasts don't occur. They are much too big and make way too much noise when moving about to sneak up on someone. Additionally, they are too large to move through the forest, forcing them to spend their time in the open where they can be easily seen. What is more common is for a group to be pulled together to hunt a pack of hullghasts (2-3 at the most) for the purpose of harvesting their hide. However, if a group of explorers is caught out in the open where a hullghast dwells, they can easily become a target.

Motivation: As with many creatures, hullghasts are simply driven by survival. They don't know the difference between the Plane of Elements and the Mortal Plane, thus making the latter their new home. As long as they can find food, they can procreate and survive. Although there aren't that many hullghasts in Dhuran, there's enough that settlement in that area is impossible due to the continued threat they pose.

Ilaahbahals used to battle the heroic races in the Plane of the Fey often. Their dwindling numbers and inability to procreate has done little to quell their anger, but has done much to force them to choose their battles wisely. They lack both the numbers and are unable to organize well, and are vulnerable to the sheer number of humanoids living on the planet, resulting in a limited capacity to engage in large military operations. They would lose any battle of attrition and instead choose to use their immortality to their advantage; let the humanoids come to them piecemeal and they will be dealt with swiftly.

Ilaahbahal [ee-lah-bə-hahl]

WEIRD

Ilaahbahals are an almost majestic creature to behold. Originally hailing from the Plane of the Fey, they are an amalgamation of magical energy and indigenous creatures, resulting in a new species with combined features. However, they are not animals and are instead sapient beings with a high level of intelligence and an innate ability to manipulate arcane energy. So long as they dwell in the Plane of the Fey, this innate ability is tremendous as the arcane energy is much stronger there. After being trapped in the Mortal Plane due to the destruction of the planar barriers, their magical abilities have become fettered and they are not as strong as they once were.

In the tribal elf tongue, ilaahbahal means 'deity monster'. In the Plane of the Fey, these creatures were seen as an extension of the pantheon due to their magical prowess and majestic features. It was believed that the pantheon sent the ilaahbahals to the planet to punish the people for sins committed against the pantheon. This however, is untrue and the creatures have no affiliation with the pantheon, and are instead malevolent against the humanoid races they feel are unworthy of existence. In the eyes of an ilaahbahal, only creatures created by nature should be allowed to exist; those created by cosmic interference are unnatural and should be eliminated.

Very few ilaahbahals crossed into the Mortal Plane. Although the creatures are immortal, being a by-product of magical energy, they have no means of procreating. The arcane energy is weak on Dhuran, more so with the abandonment of the pantheon, and new ilaahbahals have to form. The dozen or so that remain are all that remain on Dhuran. They tend to live isolated lives in the forests or mountains, but may be seen with one other ilaahbahal, though never more than three though as they struggle to get along. The majority of those on Dhuran live in the Belmead Mountains or the forests that lie adjacent to the Belmead Mountains; only one or two live west of there.



Justin Hernandez

PHYSIOLOGY

Ilaahbahals are a difficult creature to describe as they can express a number of different features. The most common ones have ram-like horns, a wolf-like face with multiple eyes, arms that look like an eagle's legs, and a very long tail that looks like a scorpion's tail. The upper half of their body is covered in fur, while the lower half and the tail are covered with thick chitinous plates.

Size/Weight: Ilaahbahals stand about 7ft tall, but their tail is another 9ft long. They weigh around 500lbs.

Digestion: Omnivore; they don't actually eat humanoids, they only seek to eliminate them.

Mobility: Ilaahbahals stand erect on their tail, moving about like a snake. Unlike a snake, they don't have to lie down on the ground to move quickly.

Senses: Supernatural senses empowered by magic.



ILAAHBAHAL

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d12+2, Vigor d12

Pace: 8; **Parry:** 8; **Toughness:** 12/15 (1/4)

Skills: Arcana d8, Fighting d12, Guts d12, Intimidation d10, Notice d10, Taunt d8

Special Abilities

- **Chitinous Plates:** Tail armor +4
- **Claws:** Str+d4, can be used to make an extra attack incurring no multi-action penalty.
- **Fear -1:** Forces Fear checks to be made.
- **Fearless:** Immune to Fear and Intimidation.
- **Fur:** Torso, arms, head armor +1
- **Powers:** Using Arcana, has 20 Power Points and knows the following Powers: *blast, confusion, farsight, fear*
- **Size +3:** Ilaahbahals are 9ft long and weigh 500lbs.
- **Supernatural Vision:** Ignores all penalties for lighting.
- **Tail:** Str+d6, can be used to make an extra attack incurring no multi-action penalty. Additionally, ilaahbahals can wrap their tail about their body for protection, requiring an action to do so.

ENCOUNTERS

Ilaahbahals are hunters: they don't like humanoids and will seek them out for elimination. However, due to their limited numbers they don't do this very often, preferring to wait until a group of humanoids draws near. They can use their *farsight* Talent to monitor a large territory.

Motivation: Ilaahbahals tout themselves as the protectors of the natural world. Although they're only half natural in that they were once a group of indigenous creatures before turning into what they are now by magical forces, they still see themselves as an evolution of the natural world. The heroic races, however, are not part of the natural world being placed there by the gods and goddesses. They are seen as an invasive species that will someday destroy the natural world. Their personal vendetta is to remove the "infestation."

Janasaur [jan-ə-sohr]

ANIMAL

Janasaurs are large poisonous lizards (large for a lizard) that live on the fringes of the Land of the Pharaohs. They cannot survive in the desert proper, but need the warmth it provides along the foothills that border the desert. For anyone entering that area, janasaurs are a serious threat that should never be overlooked.

Roughly the sizes of dogs, janasaurs are another creature that was placated by the pantheon. Although they may not seem like a serious threat, the poison they produce is extremely toxic and the lizards are quite capable of swarming an entire adventuring force to take everybody down. Those they kill become that day's meal. Traders that move through the foothills on their way to and from the Land of the Pharaohs have to be extremely cautious and typically take the trails closer to the mountains, which bring them to the vicinity of other dangerous beings that appear less frequently. Although their territory isn't very expansive, they are numerous enough to guard it with ease.

Halflings have become quite accustomed with hunting janasaurs. Although the lizards' territory doesn't infringe on halfling land, they're "harvested" for their poison which is often used on the tips of halfling arrows, spears, and javelins. Halflings also brew special anti-venom which is regularly sold to traders going to the Land of the Pharaohs. Some traders go so far as hiring small bands of halflings to accompany them across the foothills, as the janasaurs aren't the only threat to be concerned about. The halflings often are quite willing as any janasaurs that are encountered are brought back to the halfling village to have their venom harvested. They also use janasaur hides to cover the roofs of particularly important buildings,

use janasaur teeth and claws as decorative jewelry, and feed the remaining janasaur carcass to indigenous creatures to keep them from entering the village.

PHYSIOLOGY

Janasaurs are large lizards with eight legs and jagged teeth (akin to shark teeth). Their teeth are made for grabbing and tearing, allowing their venom to seep into the target's skin. Their scaly skin is a mixture of brown and green hues.

They are roughly the size of a large dog with a mouth that can open to swallow a full-sized duck.



Size/Weight: Janasaurs are 3ft tall and 7ft long from tail to snout. They weigh 200lbs.

Digestion: Carnivore.

Mobility: Janasaurs move about like a quadruped, although with eight legs. They can stand on their hind six legs, using the front two to claw at a target.

Senses: Janasaurs have relatively poor hearing and average sight. They use their tongue to detect, taste, and smell the environment around them, much like other lizards do. They have poor night vision, but typically sleep at night anyway.

JANASAUR

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d10

Pace: 6; **Parry:** 7; **Toughness:** 8 (2)

Skills: Fighting d10, Guts d10, Notice d6

Special Abilities

- **Bite:** Str+1
- **Claw:** Str+d4
- **Fleet-Footed:** Rolls d10s when running instead of d6s.
- **Immunity (Disease, Poison):** Immune to the effects of disease and poison.
- **Scaly Skin:** Armor +2
- **Size -1:** Janasaurs are only 3ft tall, although their tails are about 3ft long.
- **Poisonous:** Janasaurs secrete a dangerous neurotoxin that shuts down the body quickly. On a successful bite attack, the target gains one level of Fatigue. Every round thereafter, he must make a Vigor roll; failure means he gains one more level of Fatigue. The venom attacks the body for 2 minutes (or 12 rounds) and the roll must be made every 6 seconds (or every round). If the target does not become Incapacitated by the end of the 2 minutes, he has successfully fought the venom. If he does, his body begins to react negatively and he dies in 1d4+2 hours. Anti-venom cures this, but the Fatigue is removed at a rate of one level per day.

ENCOUNTERS

Janasaurs are predators. They typically hunt in groups to allow for the take down much larger targets. Typically their prey is larger herbivores, but humanoids traveling through their territory are fair game. Although they are pack hunters, they aren't particularly skilled and tend to attack recklessly; they're also not very patient and tend to attack quickly. When traveling through their territories, random encounters are incredibly likely and characters would be wise to carry anti-venom with them.

Motivation: Like all animals, janasaurs are motivated by the desire to survive. They are crazed defenders of their territory, always acting on the offensive rather than waiting to see if an interloper is a threat. They lack any type of common sense and will attack anything at least once before realizing they're overwhelmed. They are smart enough to run away if they are outclassed, though they will attack again once reinforcements arrive.

Janasaurs are territorial creatures with a limited territory. Being ectothermic, they require the warmth of the grasslands adjacent to the desert. This places them in the foothills leading to the desert, but well before the high plains (which are too cold for them to survive). Because they cover such a limited territory and are relatively high in number, they are a common sight within their territory. The best way to avoid them is to travel at night when the janasaurs are sleeping. Otherwise, a fight is often imminent. Telltale signs of janasaur activity, such as deer carcasses, may help to tip-off the PCs that a janasaur pack is probably nearby.

Metjinku [met-jeen-koo]

DEMONIC, HUMANOID

Every species appears to have some type of leader or authoritative figure. Humans have the nobility, dwarves have their kings, halflings have chieftains, and demons have metjinkues, or master demons. These master demons are the emperors of the Abyss, ruling everyone and everything within their domain with an iron fist. They are ruthless, malevolent, and exude chaos in every way. Worst of all, they often lead their demon armies into battle, preferring to command the army themselves, as opposed to appointing a lesser being as commander.

Aside from the chaos gods, metjinkues are the most powerful and influential beings within the chaos realm. Each one rules an entire empire, which often comes into conflict with other empires, creating fiefdoms that all other demons and demonic beings must adhere to. There is no free reign in the Plane of Chaos; everyone must choose a side.

Metjinku domains are extremely large, but defy all logic of space as understood in all other planes. Space and time have little meaning in the Plane of Chaos as its alignment to the other planes continually shifts, grows, and shrinks. The result is that different domains to align with the Known Lands when a tear in the fabric occurs, allowing a completely new, and fresh, demon army to pour through.

Each metjinku domain is essentially a single kingdom. All those dwelling in the domain are supposed to be subservient to their master demon; those who aren't are dealt with swiftly. When one domain clashes with another, a war between demonic occurs, pitting one metjinku against another. Oftentimes, demons and demonic beings that dwell near the edges of a domain get caught-up in the waxing and waning of influence among the metjinkues, forcing their "homes" to change domains without ever appearing to move.

Of course, demons typically care little about this so long as their new master demon proscribes to the same ideals of chaos as the previous.

The only ones who truly care about the political machinations of the Abyss are those who can influence it.

PHYSIOLOGY

No two metjinkues are alike, but each of them has very similar features. They are all humanoid and native to the Plane of Chaos. Some have wings, some of horns, and some have flaming auras around their head. When creating a unique metjinku, adjust the following stats accordingly.

Size/Weight: Metjinkues are huge; each one has a native size of 100-120ft tall and weighs 30

tons. However, they do have the ability to shrink down in order to communicate with their demon lords and enslavers.



Hershey - 10

Digestion: Unknown.

Mobility: Bipedal, although some can fly and others hover.

Senses: Standard bipedal with supernatural vision and acute hearing.



METJINKU

Attributes: Agility d10, Smarts d12, Spirit d12+3, Strength d12+6, Vigor d12+3

Pace: 12; **Parry:** 8; **Toughness:** 23 (4)

Skills: Entropy d12+3, Fighting d12, Intimidation d12+3, Notice d12, Taunt d12

Special Abilities

- **Acute (Hearing):** Gains a +2 bonus to Notice for hearing.
- **Chthonic:** Immortal; can only be killed by another immortal being. Upon dying, its body disintegrates and returns to the chaos realm.
- **Claws:** Str+d4
- **Demon:** +2 to recover from being Shaken; immune to disease, poison, and extreme environments; half-damage from non-magical attacks; immune to Fear and Intimidation.
- **Flight:** Flying Pace of 14" and a climb of 7".
- **Gargantuan:** Attack rolls against it gain a +4 bonus.
- **Hardy:** Does not suffer a Wound from being Shaken twice.
- **Powers:** Using Entropy, has 65 Power Points and knows all Powers **except** *divination, burrow, fly, and warrior's gift*.
- **Size +10:** Metjinkues are 100-120ft tall.
- **Supernatural Vision:** Ignores all penalties for lighting.
- **Terror -4:** Forces Fear checks to be made with all failures resulting on a roll on the Fright Table.
- **Trample:** Metjinkues can attempt to trample a target. This is a standard Fighting attack, and damage is equal to Strength +10 minus the Size of the target.
- **Very Thick Hide:** Armor +4
- **Weakness (Cold Iron):** Takes full damage from cold iron weapons.

ENCOUNTERS

Metjinkues bask in the environment of chaos. They crave conflict, power, death, decay, and disorder, and they will stop at nothing to achieve their desires. They may appear with an army of demons, or by themselves for the thrill of reveling in victory. They can appear both in their true form or disguised as a human to manipulate the actions of humanoids from within their cities. They do as they please, when they wish to do so.

Metjinkues have one special capability that no others have – the ability to pass from plane to plane at will. Metjinkues can travel the cosmos in the blink of an eye, moving from one universe to the other. However, doing so disconnects them from the Abyss, placing them in a fettered state. Similarly, when they assume the visage of a human, they cannot call upon their full strength (both physical and metaphysical). Spirit, Strength, Entropy, and Intimidation are reduced to d12, they appear only as Size +1 (with Pace 6), and their Power Points are reduced to 45. It can, at any time, return to the Plane of Chaos. However, as soon a tear between planes appears, the metjinku regains its full power and all stats return. If killed, it automatically returns to the Plane of Chaos.

When metjinkues travel across the cosmos to enter a different plane, they cannot call upon their subservient demons. They cannot create a rift in the fabric, cannot allow others to travel to other planes, and have no control over cosmic energy. They are simply able to wield chaos energy so masterfully that they can overcome the design of the multiverse and enter another plane without divine influence (i.e. the pantheon).

Each metjinku is an adherent to one of the chaos gods. The desires of the chaos god become the desires of the metjinku, which are then propagated throughout the metjinku's domain. This is essentially a religion for demonkind, although the desires of the chaos gods are unlike anything the pantheon would support. Beneath the metjinku are the demon lords that serve as a combination of gentry and warlords. They enforce the rule of the metjinkues and serve as conduits to the chaos gods. These conduits, in turn, exploit the chaotic desires of all subservient demons and demonic beings, whipping them into a frenzy right before combat ensues.

The typical oclyt has a light brown coat with shades of brown mixed throughout and periodic dark brown spots with no common patterns. Their teeth and claws are large and their eyes are a vivid blue. Plague oclyts lose much of their coloring and exhibit an ashen gray coat that looks like brown mixed with soot. Their eyes glow red and their teeth become jagged.

Oclyt [ahs-lit]

ANIMAL, PLAGUED

Oclyts are ferocious felines found throughout the forested areas of the Known Lands. Although their numbers are limited, they are skilled, efficient hunters that can easily fell much larger animals. They have no qualms about attacking civilized areas and have been known to attack human urban centers in their quest to find food. Although they are a territorial species, they have been known to travel great distances when food becomes difficult to find, such as during the cold months.

Oclyts look like demonic leopards with teeth from resembling something in the Ice Age. They are not pack animals, but do protect their den with a violent passion. Since that they mate for life, their family is the heart of their territory and they will do anything to protect said territory. Although they may not eat everything they kill, they will attack anything that appears to be a threat.

Oclyts primarily used to live in the mountains until they ran out of potential dens. Once the space for dens was depleted they spread out into the forests, spreading closer and closer to the Inner Sea. Although their homes have yet to reach the Inner Sea, their hunting territories do. Most oclyts only travel a mile at the most to hunt, but when forced to do so, they will travel as far as necessary in their quest for food. They are a nurturing creature that will never abandon its family.

Many scholars believe oclyts are a misunderstood species. They have many qualities akin to a civil humanoid species. Their purpose in life is simply to survive and it's not unheard of for a humanoid to rescue an oclyt at an extremely young age and raise it as a "friendly" animal. They can never truly be domesticated, but if they view another as family, they stop at nothing to protect that bond. However, creating that bond is near impossible.

PHYSIOLOGY

Physiologically, oclyts are like any other wild feline that survives in the wilderness. Their bodies are meant to withstand the harsh weather changes throughout the mountains, although they struggle to survive in the sweltering jungles along the Outer Sea. They prefer moderate to cooler temperatures, although they are not averse to hunting where necessary.



Hershey - 10

Size/Weight: Oclyts are very large animals, with backs around 5ft tall while on all fours and reaching well over 7ft when standing on their hind legs. However, they are lean and only weigh around 250lbs.

Digestion: Oclyts are carnivorous and only eat fresh kills.

Mobility: Four legs with non-retractable claws usable for climbing and ripping meat from bones. They are sharp enough to be used for attacking.

Senses: Regular feline senses.

OCLYT

Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d8, Vigor d6

Pace: 10; **Parry:** 6; **Toughness:** 5

Skills: Climbing d10, Fighting d8, Notice d10, Stealth d10, Tracking d8

Special Abilities

- **Bite/Claws:** Str+d4
- **Fleet-Footed:** Rolls d10s when running instead of d6s.
- **Leap:** Oclyt's can perform a standing leap up to 8".
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.

OCLYT, PLAGUE

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d8

Pace: 10; **Parry:** 6; **Toughness:** 8

Skills: Climbing d8, Fighting d8, Notice d8, Stealth d8, Tracking d8

Special Abilities

- **Bite:** Str+d6
- **Claws:** Str+d4
- **Plagued:** +2 Toughness; +2 to recover from being Shaken; does not suffer from disease or poison; does not suffer a Wound from being Shaken twice.
- **Fleet-Footed:** Rolls d10s when running instead of d6s.
- **Leap:** Oclyt's can perform a standing leap up to 8".
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Size +1:** Plagued oclyts are larger than regular ones.

ENCOUNTERS

Coming upon the territory of an oclyt is very bad luck. If the creature detects the intrusion, it immediately switches to survival mode. The animal begins by stalking its prey, following it to the edge of its hunting territory. Before the target can leave the area, it springs an ambush and attacks, typically aiming for the throat. If the target is lucky enough to survive the initial attack, the creature circles back around and will try to knock its prey prone in the hopes of puncturing its throat.

When an oclyt becomes possessed by a bloodline spirit, it loses some of its hunting abilities. The instinct for stealth tactics typically fades with the rage of the spirit and the creature is more apt to attack wildly rather than with some type of strategy. However, the spirit benefits from the quite agile body of the oclyt and its ability to cut down a victim using its sharp teeth.

Motivation: Oclyts are motivated by survival. They never hunt humanoids, but have been known to enter civilized areas while hunting other animals. Encounters are much more common within the oclyt's territory.

Parumbahal [parr-um-bə-hahl]

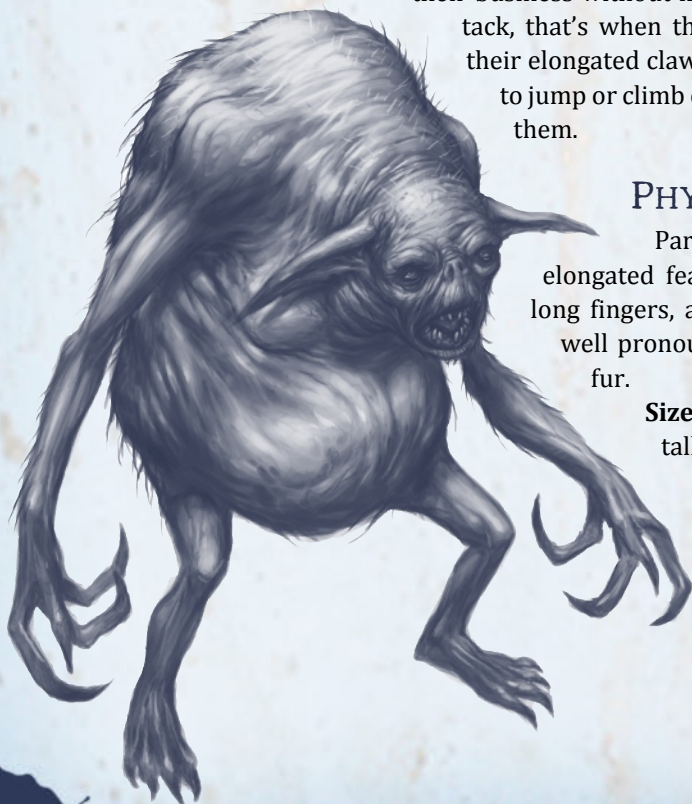
DRIFTER, HUMANOID

Parumbahals, or little monsters, are a peculiar creature that is more bothersome than it is dangerous. Known for their tendencies to wander about the land, they are much like raccoons in that they dig in the refuse and scavenge for scraps. However, they are much more violent, and much larger, than raccoons and thus are considered a threat when encountered. These short creatures lash out at anything that disturbs their scavenging.

Parumbahals live in forests and mountains, sleeping in trees and caves. They are incredibly adept at climbing with long fingers that can wrap around branches and claws that grip the wood. They are also quite capable of scaling walls and climbing the sides of houses.

Parumbahals are nocturnal, compounding their pesky behavior. Crowds and the noises of urban areas scare them away, but at night things are quieter and there are fewer people to encounter. They rarely go so far as entering one's home and thus typically become a problem for the night watch. Alone they are no threat and are easily dispatched or scared away, but in large groups, they prove to be a true problem.

Parumbahals are not pack hunters, but they do gain a sense of bravery when in large groups. When alone, they typically flee; when in large groups, they attack recklessly with all parumbahals in the area seeking out the irritating obstacle. Their intent is to get rid of the obstacle so that they can get back to scavenging for food, as opposed to hunting a humanoid as a meal. They simply wish to go about their business without interference. When these large groups attack, that's when the parumbahals become quite deadly as their elongated claws can be quite devastating and they tend to jump or climb onto their victims in the hope of subduing them.



PHYSIOLOGY

Parumbahals are short, furry creatures with elongated features. They have long ears, long arms, long fingers, and a very pudgy stomach. They have a well pronounced hunch with brown to dark brown fur.

Size/Weight: Parumbahals are roughly 4ft tall and weigh around 120lbs.

Digestion: Omnivores; they do not feed on carrion and prefer a diet of fruits, nuts, insects, and crustaceans.

Mobility: Standard bipedal.

Senses: Standard humanoid with acute hearing.

PARUMBAHAL**Attributes:** Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d8**Pace:** 5; **Parry:** 5; **Toughness:** 5**Skills:** Climbing d10+2, Fighting d6, Guts d4, Notice d6, Stealth d4, Survival d6**Special Abilities**

- **Acute (Hearing):** Gains a +2 bonus to Notice for hearing.
- **Claws:** Str+d6
- **Climbing:** Parumbahals are incredible climbers. They gain a +2 bonus to Climbing due to their long hooked claws, long fingers, and small toe claws.
- **Size -1:** Parumbahals are 4ft tall.

ENCOUNTERS

Parumbahals never approach a humanoid alone. They are frightened of humanoids until being “bolstered” by a group of their brethren. Then the creatures gain a sense of bravery in numbers and will lash out at anyone that draws near. However, when that target draws near, nearby parumbahals join in the effort to subdue the obstacle to ensure the group can go about their scavenging business peacefully.

As soon as the sun sets, the parumbahals begin foraging and scavenging for food. They wander about in their search, rarely spending more than a couple days in a given area. When the sun begins to peek over the horizon, the creatures find a place to rest. Those who end up sleeping near civilization are prone to wandering into that settlement when the sun sets. If they find food, they alert all other parumbahals nearby who quickly descend on the settlement as well. This can prove disastrous for the settlement as the parumbahals make a large mess during their efforts.

Parumbahals are more commonly encountered in the wilderness shortly after sunset. Upon waking, they begin wandering until a food source is found. Once they’ve accomplished this, the wandering tends to stop as the creatures focus on that food source. Those camping in the wilderness become potential targets of that scavenging unless capable of scaring the creatures away.

Motivation: Parumbahals are motivated by the need to eat. They hibernate during the winter, when food supplies are generally low in the wilderness, and spend the rest of the year building up fat to allow for that hibernation. Unfortunately, the creatures don’t choose a homeland to store food and thus are left to wander about searching for food to build fat for hibernation. Once hibernation season comes, they find large caves and pile together to preserve warmth.

Parumbahals are primitive creatures, but they have a greater than-animal intelligence. They are capable of scrutinizing threats and understand how to “read” an area to know when the best time to scavenge for food is. For example, if they see a group of guards walking past a copse of fruit-bearing trees, they wait until the guards are gone before crossing to the trees to search for food. They are not capable of advanced thinking, but are definitely of knowing when to move and when to wait.

The civilized races occupied many lands in and around the Belmead Mountains before the apocalypse rained down. Afterwards, the survivors congregated in a smaller area creating what is now known as the Known Lands. Due to dwelling near these ancient cities, they are prone to possession by bloodline spirits and often fall victim to demon army attacks, created diseased versions of themselves.

Ragbahal [rahg-bə-hahl]

DISEASED, HUMANOID, PLAGUED

Ragbahals, or beastmen, are a humanoid race from northeast of the Known Lands in and around the Belmead Mountains. At first glance they appear to be affiliated with the chaos realm due to features they exhibit that match other beings from the chaos realm (horns, goat-like legs, and claws), but they are actually native to Dhuran. Much like seadogs, anubi, and harlocks, ragbahals are one of the humanoid species that called Dhuran home before the pantheon arrived and created the civilized races.

Ragbahals were the first to evolve into a sapient species. Due to their chaotic and primal nature, however, they never quite developed past living in their mountain villages and waging wars with their neighbors. Although their features have continued to evolve from their first upright steps as an intelligent species, they retain their bestial look, giving rise to the name that the ancient tribal elves gave them.

Ragbahals are a misunderstood species. While those in the Known Lands realize they are violent and prone to pillaging, they are also a very honorable species that prizes their tenacious warriors and druids. Although their forces are comprised mainly of conscripts, it is the elite few that lead from the frontlines. When any warrior proves his worth in battle, he is rewarded handsomely with a grand ceremony that takes place at the village after the battle is over. Regardless if the ragbahals win or not, the greatest warriors, that survived at least, are honored for their bravery and tenacity.

Honor runs quite deep throughout the ranks of the ragbahal armies. Although they are bestial and prone to Viking-like tendencies, there are rules regarding their conduct including the treatment of enemy women and children, unless they are brandishing a weapon, honoring the sanctity of artifacts and relics, and never attacking unless first ordered to do so. These warriors revel in the thrill of the fight and the spoils of victory; they do not kill recklessly and never steal for personal gain (their pillaging must somehow benefit the entire village).

PHYSIOLOGY

Ragbahals have many bestial features that make them hard to describe. Their legs are akin to those of a bull, with a wide torso leading to a wide neck. Their legs are covered in fur, their torsos are mostly covered in fur, and their shoulders and neck are covered in fur. Their arms lack fur but have leathery skin with long claws at the end of each finger. Bone-hard, fin-like protrusions jut from around their elbow, providing them the ability to parry incoming attacks. Their heads have short, pointed horns above their ears and pincers that form on both sides of their mouth. They also have a long furry tail that ends in a scorpion-like stinger, though it is not venomous.

Size/Weight: Ragbahals are 6.5-7ft tall and fairly heavyset. They typically weigh 300-350lbs.

Digestion: Omnivores.

Mobility: Bipedal ungulates with powerful legs.

Senses: Standard humanoid.

RAGBAHAL SPECIAL ABILITY

All ragbahals have the following Special Ability unless otherwise noted.

- **Tail:** Ragbahals have a powerful tail with a stinger on the end. They can make an additional attack using their tail against targets within a 180° arc of their rear without incurring a multi-action penalty.

RAGBAHAL

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

Pace: 7; **Parry:** 7; **Toughness:** 9 (2)

Skills: Climbing d8, Fighting d8, Guts d10, Notice d6, Tracking d8

Weapons: Double-bladed Scimitar (Str+d6; Parry +1, 2 hands)

Special Abilities

- **Claws/Tail:** Str+d4
- **Leathery Skin:** Armor +2
- **Size +1:** Ragbahals are 7ft tall and weigh 300lbs.
- **Tail:** Can make an additional attack using their tail against targets with a 180° arc of their rear without incurring a multi-action penalty.

RAGBAHAL, DISEASED

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d10, Vigor d8

Pace: 7; **Parry:** 7; **Toughness:** 11 (2)

Skills: Climbing d8, Fighting d8, Notice d6

Weapons: Double-bladed Scimitar (Str+d6; Parry +1, 2 hands)

Special Abilities

- **Claws/Tail:** Str+d4
- **Diseased:** +2 Toughness; does not suffer from disease or poison; immune to Fear and Intimidation.
- **Leathery Skin:** Armor +2
- **Size +1:** Ragbahals are 7ft tall and weigh 300lbs.
- **Supernatural Vision:** Ignores all penalties for lighting.
- **Tail:** Can make an additional attack using their tail against targets with a 180° arc of their rear without incurring a multi-action penalty.

RAGBAHAL, PLAGUE

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12, Vigor d8

Pace: 7; **Parry:** 7; **Toughness:** 12 (2)

Skills: Climbing d8, Fighting d8, Guts d12, Notice d8, Tracking d8

Weapons: Double-bladed Scimitar (Str+d6; Parry +1, 2 hands)

Special Abilities

- **Claws/Tail:** Str+d4
- **Leathery Skin:** Armor +2
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Plagued:** +2 Toughness; +2 to recover from being Shaken; does not suffer from disease or poison; does not suffer a Wound from being Shaken twice.
- **Size +2:** Plague ragbahals are 9ft tall and weigh 400lbs.
- **Tail:** Can make an additional attack using their tail against targets with a 180° arc of their rear without incurring a multi-action penalty.



ENVIRONMENT

Ragbahals live in the northern reaches of the Belmead Mountains and beyond. The expanse of the Belmead Mountains located in the Known Lands is hot summer continental, the lands north of that are warm summer continental. The closer one travels to the Inner Sea, and out of the mountains, the warmer the climate gets. Within the mountains, the temperature is cooler.

Ragbahals live within the mountains; the fur that covers their body keeps them warm in these cooler temperatures. North of the Known Lands, they tend to live at lower elevations due to the temperature, and while within the Known Lands they live at higher elevations. This places them within ancient dwarven and dark elf boundaries.

The weather is cold but the mountains offer much to the ragbahals. There is no shortage of food with a large population of herbivores, well-stocked lakes and rivers, and groves bursting with fruit. The only farming that can be performed involves hardy fruit trees, but this is more than capable of sustaining life.

The terrain of the Belmead Mountains makes travel quite difficult. The ragbahals' legs are capable of providing excellent balance among the rocks, allowing them to climb about with ease. Of course, over the centuries many paths have been formed throughout the mountains, but even they are prone to rock slides and erosion. Ragbahals don't possess the technology to improve these roads, nor do they want to. This method of travel through the mountains offers a natural defense against those who cannot travel as safely, warding off possible attacks from other humanoid races.

VILLAGES

The Belmead Mountains are quite rugged and difficult to build on. Ragbahals live in small hovels along the slopes of the mountains, near or adjacent to an alpine river. Their villages are quite expansive due to the lack of available space to safely build a dwelling. Wherever large tracts of flat land exist, communal buildings are constructed for social and military purposes.

There are numerous ragbahal villages throughout the Belmead Mountains and areas beyond. Some are so expansive that they blend into other villages with only rudimentary markers defining some type of border. However, each village is led by a chieftain with his own force of warriors and druids. Most ragbahal tribes get along with each other, but squabbles due occasionally occur which sometimes escalate into a full-out feud. Ragbahals don't particularly care for the views of those

outside their village, and when those views clash with their own, conflict is sure to arise. Often times, the only resolution to a feud between clans is the supplanting of the chieftain.

Ragbahals are spiritual worshipers of nature, led by the teachings of their druids. Equivalent to the chieftain is the head druid that serves as the spiritual leader and ultimate guide of nature. Each village takes those beliefs seriously and each village contains a large temple for the head druid to provide his sermons, offer a place to worship, and “connect” the ragbahals with the spirit of nature. These temples are truly sacred places and are never to be harmed by a rival clan. In fact, their vow of honor prevents them from ever causing damage to a holy or sacred place.

WARRIORS

Ragbahals don't have a specific societal system outside of the chieftain and head druid leading the tribe. All others are expected to perform duties that benefit the tribe, although their elite warriors and respected druids are prized much more highly than the regular ragbahal conscript.

All ragbahals are considered conscripts upon coming of age, and remain so until honored as an elite warrior or being trained by the head druid to become one of the druids. These honored positions do not take a backseat to the conscripts during a battle or raid; they are always among the swirling miasma on the battlefield and relish in the opportunity to show off their skills in front of the conscripts.

RAGBAHAL, ELITE

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12, Vigor d8

Pace: 7; **Parry:** 8; **Toughness:** 9 (2)

Skills: Climbing d10, Fighting d10, Guts d10, Intimidation d8, Notice d6, Throwing d6, Tracking d8

Weapons: Double-bladed Scimitar (Str+d6; Parry +1, 2 hands)

Special Abilities

- **Claws/Tail:** Str+d4
- **Leathery Skin:** Armor +2
- **Size +1:** Ragbahals are 7ft tall and weigh 300lbs.
- **Tail:** Can make an additional attack using their tail against targets with a 180° arc of their rear without incurring a multi-action penalty.



RAGBAHAL DRUID

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d8

Charisma: +2; **Pace:** 7; **Parry:** 6; **Toughness:** 9 (2)

Skills: Climbing d8, Fighting d6, Guts d12, Healing d8, Naturology d10, Notice d6, Persuasion d8

Weapons: Staff (Str+d4; Parry +1, Reach 1, 2 hands)

Special Abilities

- **Claws/Tail:** Str+d4
- **Leathery Skin:** Armor +2
- **Powers:** Using Naturology, has 20 Power Points and knows the following Powers: *barrier*, *beast friend*, *deflection*, *elemental manipulation*
- **Size +1:** Ragbahals are 7ft tall and weigh 300lbs.
- **Tail:** Can make an additional attack using their tail against targets with a 180° arc of their rear without incurring a multi-action penalty.

Ragbahal hovels are large, one roomed huts for sleeping and daily living. Many of them have a loft for the adults to sleep while the youth sleep below. They are built from wood, rock, mud, and tall grass. Eating is typically done while in one of the communal build-ings, though most hovels have a space where its occupants can sit and eat. They all have doors and a window or two and most have some type of wood-burning ce-ramic oven in or near the center to provide heat, though this is not really designed for cooking. The ground around each hovel is relatively level, but often times retain-ing walls of rock are necessary to provide flat space for the hovel to be built.

Ragfowdo [rahg-fow-doh]

HUMANOID, WEIRD

Ragfowdo translates to chaos men. However, this is not a descriptive name as the creatures are not men in any sense of the word. First encountered millennia ago, these creatures were once believed to be a humanoid race that allied itself with the Abyss in order to gain some type of power. The power corrupted them into the creatures known simply as chaos men. Although the ancient tribal elves' theories were wrong, they weren't too far from the truth.

Since ancient time, energy from the chaos realm periodically bleeds into the other realms, much like cosmic energy can bleed from the pantheon. This energy is capable of penetrating the fabric between the planes, disturbing the balance amongst them. When this imbalance occurs, the multiverse attempts to rebalance itself by absorbing the bleeding chaotic energy. This energy is absorbed by nature, which then begins to swell and become animate, creating the humanoid creatures known as ragfowdos.

This process occurs within every plane, creating forces of ragfowdos on every plane. When the magical barriers between the planes existed, the creatures could pass between them and link up to create an army. Now that the barriers are gone, the creatures are relegated to small, isolated forces, but no less dangerous than before. An entire army, though rare, of ragfowdos is a truly formidable threat: a small force of them is more manageable (hopefully) when the right warriors are available to deal with the threat. The only problem is the creatures form quite randomly and strike with little to no warning. When the small force is dealt with, no additional ragfowdos remain within that plane to continue the assault.



PHYSIOLOGY

Ragfowdos appear to be the wilderness has come to life. They are comprised mostly of thick vines and roots with strong hands made of hard wood. A smattering of grass appears across their body, allowing them to completely blend in with the plains when lying on the ground, though this is a rare behavior. They are the same green and brown colors as the ground and emit a noxious gas that smells like a swamp or decaying plants.

Size/Weight: Ragfowdos are large creatures, although their heads are completely hunched over. They are 7-8ft tall and weigh in excess of 350lbs.

Digestion: Ragfowdos don't really eat; they ingest like an alligator, but not likely for any type of sustenance.

Mobility: Standard bipedal.

Senses: Ragfowdos don't have any senses. They "see" the world around them through supernatural means.

RAGFOWDO

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+2, Vigor d12+2

Pace: 8; **Parry:** 7; **Toughness:** 9

Skills: Fighting d10, Intimidation d10, Notice d6

Special Abilities

- **Claws:** Str+d4
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** Does not suffer a Wound from being Shaken twice.
- **Immunity (Disease, Poison):** Immune to the effects of disease and poison.
- **Size +2:** Ragfowdos are 8ft tall and weigh 350lbs.
- **Supernatural Vision:** Ignores all penalties for lighting.
- **Terror -1:** Forces Fear checks to be made with all failures resulting on a roll on the Fright Table.

ENCOUNTERS

Random encounters with ragfowdos are extremely rare. When the chaotic energy bleeds into the mortal realm to create the force of chaos men, they strike hard and fast, seeking devastation by any means necessary. They might go as far as setting a trap to lure an incoming force into their hands, but that would be the extent of their combat tactics.

Although the encounter may not be random, most targets are completely blindsided by an attack. Because of the unpredictability of where and when chaotic energy will seep into the mortal realm, it rarely enters the plane in the same location and the ragfowdos spring-up quite quickly once contact into the plane is made. The cosmos attempts to neutralize the chaotic energy quite quickly, creating a force of the creatures in mere minutes. Once complete, the entire force is drive onward by chaotic energy.

Motivation: Like many other creatures of chaos, ragfowdos are driven by a need for the proliferation of chaos and destruction. They have no target other than whatever settlement is closest or proves the least difficult to locate. When the creatures are formed, they begin searching the land for whatever target they can find. Once a target is found and "dealt with," they search for a new target. They are always drawn to the living, but if the wilderness gets in the way, it too becomes a target.

Demons can often be rationalized due to many of their natural humanoid qualities. One of the reasons ragfowdos and creatures like it are terrifying because of their divergence from anything natural. Everything about ragfowdos is wrong and it's enough to drive the mind insane. They look like the wilderness is revolting against civilization, but without any type of intelligence to empower them. They have no eyes, ears, or nose to sense the world. Their hands are made of a wood-like substance that looks nothing like a hand or wood. Their bodies are covered in chaotic patterns that even nature would never devise. To matters even worse, their heads don't really reside on their shoulders. Regardless of their violent nature, the appearance of a ragfowdo is enough to drive a man to his knees, begging for a swift death.

Rahbahals have always been one of the most feared creatures in all of Dhuran. During the warm seasons, they are capable of migrating thousands of miles at a time, leaping about as they move across the land. They are even capable of leaping from one island to another, as long as the islands are relatively close and the creature has a clear path for leaping. In optimal conditions, rahbahals have been known to leap up to 1,000ft. This is how they've managed to spread across Dhuran, searching for a new den to call home over the past centuries.

Rahbahal [rah-bə-hahl]

ANIMAL

It is written within the ancient texts that certain hidden areas throughout the Known Lands are home to some of the most terrifying creatures around. While it may seem that the worst of these dwell within the chaos realm, this assumption is simply not true, as is the case with the rahbahal.

Rahbahal means “toad monster” in the ancient language. It is an indigenous creature, albeit one with extremely limited numbers, living for centuries within underground caves protecting them from almost everything (such as environmental changes). When civilization spills into one of those underground networks, such as a sewage outlet, the rahbahal become that much more of a threat to the people above.

Rahbahals are monstrous toad-like creatures that hang their victims from the roofs of their massive caves, only to pluck one down periodically to enjoy as a meal. They eat all manner of humanoid and animals alike and have been known to “serve” the most depraved individuals as a means of eliminating a threat. These individuals have either lured the rahbahal into the nearby area or have located their den and turned it into a dumping ground for those who get in their way. The only catch is that the target needs to be alive otherwise the rahbahal throw the body back. Yet rahbahals cannot be domesticated in any sense and serve no one; if the wicked individual steps too close to the cavernous opening while the beast is hungry, he will become the next victim.

PHYSIOLOGY

Rahbahals are amphibious creatures with very toad-like qualities. They have legs, heads, and bodies much like a toad, although they're capable of grasping objects with their hind legs, almost as if they're using hands. Their tongues are long, but are not used to catch prey. Instead they are used to bind a victim and assist in swallowing it whole. Their backs are a series of growths protruding in a haphazardly, completing their monstrous look.

Size/Weight: Rahbahals are huge. When on their bellies, they are 12ft tall, 18ft long, and 18ft wide. Their mouths are large enough to swallow a giant whole.

Digestion: Rahbahals are strictly carnivores and only eat fresh meat. If a captive dies, they are thrown out of the cave and left for a carrion to find.

Mobility: Rahbahals hop about much like a toad. They have incredibly strong legs and can cover great distances at one time.

Senses: Standard animal senses.



RAHBAHAL

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+5, Vigor d10

Pace: 4; **Parry:** 7; **Toughness:** 19 (4)

Skills: Fighting d10, Notice d8

Special Abilities

- **Claws (Hind Legs):** Str+1
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** Does not suffer a Wound from being Shaken twice.
- **Huge:** Attack rolls against it gain a +4 bonus.
- **Kick:** As an action, rahbahals can attempt to kick a target as a standard Fighting attack. If successful, the target is thrown 10", taking 2d6 damage on impact that ignores armor. If the target hits a solid wall, he instead takes

2d8+2 damage on impact that ignores armor.

- **Leap:** Rahbahals can leap up to 60”.
- **Leathery Skin:** Armor +4
- **Size +8:** Rahbahals are 18ft long and 18ft wide.
- **Swallow:** As an action, rahbahals can attempt to latch onto a target using their tongue, and then swallowing it whole as a standard Fighting attack. If successful, the target is grappled by the tongue and pulled into the mouth, gaining one level of Fatigue. After 1d4+2 rounds, he incurs another level of Fatigue. Upon reaching Incapacitated, he is digested by the rahbahal. He may attempt to cut himself free against an inanimate object with a Toughness of 6, requiring a cutting or piercing weapon.
- **Terror -3:** Forces Fear checks to be made with all failures resulting on a roll on the Fright Table.
- **Tongue:** Str; Reach 3
- **Trample:** Rahbahals can attempt to trample a target. This is a standard Fighting attack, and damage is equal to Strength +8 minus the Size of the target.



ENCOUNTERS

Random encounters with rahbahals are mostly unheard of. What's more common is for a group of warriors to be lured to the den of a rahbahal by a particularly vile person who regularly feeds the creature. The creature itself could have been lured to the den or it just happens to be the centuries-old dwelling of a rahbahal, as they rarely leave once a den has been established. They are not particularly intelligent creatures and have little understanding when it comes to danger. They fear nothing and thus will live their life in a single spot until death or disaster.

Rahbahals only eat once a day, and then they only eat about 150lbs of meat during a single feeding. Most dens consist of victims hanging from the roof after being captured and affixed there, waiting to become another meal. Those served by humanoids are gifted with living victims hanging from the ceiling. The usually happens when the rahbahal is sleeping to avoid its tongue lashing out and capturing all who draw near.

Rahjinku [rah-jeen-koo]

ANIMAL, DEMONIC

Also known as the “demon toad,” rahjinkues are monstrous toads that come from the chaos realm. Animals live on every plane and rahjinkues are one of the unfortunate ones to live on the Plane of Chaos. Dwelling within the overgrown swamps and wetlands found there, these creatures have swelled to enormous sizes. Although not as large as the rahbahal, they can swallow a humanoid whole, including demons who stumble into their bog.

There was once a theory among the tribal elves that rahbahals and rahjinkues were the same species, simply living on different planes. They could have both come from the Plane of Shadows and then migrated in opposite directions, coming to rest in their respective realms. Although they are both giant toads, they are not the same creature nor do they originally hail from the same plane. Toads just happen to be a common evolutionary path, with each turning into megafauna.

Rahjinkues have an interesting migratory pattern as they tend to spend their entire lives in the same bog, until given the chance to go elsewhere based on the appearance of tears in the fabric. When a tear appears over the bog where these creatures dwell, they literally “hop” at the opportunity to leave their bog and enter the mortal realm. Once there, they immediately become lost, looking for a new home. However, if no tear in the fabric appears, the creatures never leave their bog.

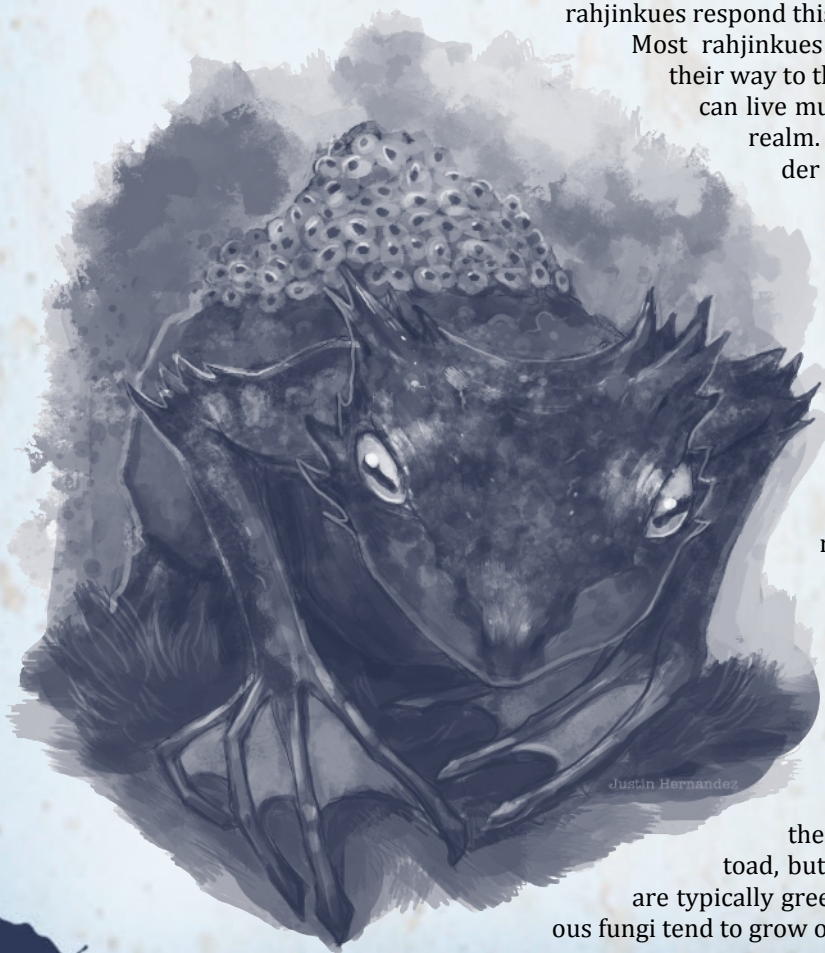
The behavior is quite odd and it’s quite unexplained why the rahjinkues respond this way.

Most rahjinkues in the mortal realm make their way to the Bygrass Marsh where they can live much like they did in the chaos realm. Those that don’t tend to wander the land aimlessly searching for an appropriate home.

During this time, they are prone to extremely violent attacks and eat anything that gets in their way. They are a serious problem, causing wanton destruction everywhere they leap, and never give up the opportunity to eat a target. Being that they have no other means of attacking, their long sticky tongues are the only thing used to pull a target into the rahjinkues mouth.

PHYSIOLOGY

Rahjinkues are part animal, part demon. They have the instinctual properties of a toad, but the “soul” of a demon. They are typically green or brown and non-poisonous fungi tend to grow on their back.



Size/Weight: Rahjinkues are about 8ft tall, 10ft long, and 10ft wide. They weigh at least a ton and their mouths are large enough to swallow a humanoid whole.

Digestion: Carnivores.

Mobility: Rahjinkues hop about like toads.

Senses: Standard animal senses, although they can sense movement on the ground.

RAHJINKU

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+3, Vigor d10

Pace: 3; **Parry:** 6; **Toughness:** 13 (2)

Skills: Fighting d8, Notice d6

Special Abilities

- **Demon:** +2 to recover from being Shaken; immune to disease, poison, and extreme environments; half-damage from non-magical attacks; immune to Fear and Intimidation.
- **Fear -2:** Forces Fear checks to be made.
- **Kick:** As an action, rahjinkues can attempt to kick a target as a standard Fighting attack. If successful, the target is thrown 6", taking 2d4 damage on impact that ignores armor. If the target hits a solid wall, he instead takes 2d6+1 damage on impact that ignores armor.
- **Large:** Attack rolls against it gain a +2 bonus.
- **Leap:** Rahjinkues can leap up to 30".
- **Leathery Skin:** Armor +2
- **Size +4:** Rahjinkues are 10ft long and 10ft wide.
- **Swallow:** As an action, rahbahals can attempt to latch onto a target using their tongue, and then swallowing it whole as a standard Fighting attack. If successful, the target is grappled by the tongue and pulled into the mouth, gaining one level of Fatigue. After 1d4+2 rounds, he incurs another level of Fatigue. Upon reaching Incapacitated, he is digested by the rahbahal. He may attempt to cut himself free against an inanimate object with a Toughness of 4, requiring a cutting or piercing weapon.
- **Tongue:** Str; Reach 2
- **Tremorsense:** Can make a Notice roll to locate anything moving without having to see, hear, or smell it. This ability extends to 10x the creature's Pace.
- **Weakness (Cold Iron):** Takes full damage from cold iron weapons.

Rahjinkues are semiaquatic creatures that cannot survive away from fresh water. They are sometimes drawn to the smell of the Inner Sea, which proves fatal to the creature. If the rahjinku enters these salt waters, it immediately gains one level of Fatigue. It must then fight to get out of the water (typically by swimming to the shore) or suffer an additional level of Fatigue every Combat Round. It's not unheard of for a group of rahjinkues to appear, only to have half of them end up as floating, bloated corpses in the Inner Sea while the other half make it to the Bygrass Marsh.

ENCOUNTERS

Upon entering the mortal realm, rahjinkues continuously hop about as they search for a new home. They don't stop until that home is found and anything that gets in their way becomes a target of destruction. If any humanoid gets in their way, they become a meal, although the rahjinku won't go as far as chasing the humanoid across great distances.

If they find a home within a swamp or wetland, the creatures become top predators as they eat anything nearby. This is extremely invasive and truly alters the natural balance of life within the wilderness. Expeditions are then launched to eradicate the land of the creatures, hopefully restoring some sense of balance to the cycle of life.

Motivation: Rahjinkues care nothing about anything other than finding a home. They are drawn to the smell of water and move in that direction until hopefully finding a swamp or wetland. There they live and eat much like a toad would. They don't hunt and never leave their territory once relocated. Finding that new home is what leads to the most wanton destruction.

Plague raiders look a lot like those not possessed by bloodline spirits. They are clearly taller and a bit smarter, but their skin doesn't really change and their eyes are always bloodshot. What does become obvious is that plagued raiders are in much better control of their anger than those not possessed. They are more capable at fighting, although they lose their improvisational ability. When one encounters a raider using tactics and strategy in a fight, it should be a warning sign that the creature is actually a plague raider.

Raider [ray-dər]

HUMANOID, NOMADIC, PLAGUED

From across the vast lands surrounding the Inner Sea come the raiders. These foul smelling humanoids have survived for centuries by preying upon unsuspecting travelers, traders, and villages. They live to loot and loot to live, providing them with food, water, and gear. Of course, they're not very skilled with traditional gear and instead gravitate toward items that a standard warrior would simply ignore. They are thus the kings of improvisation when it comes to combat.

Raiders are awkward beings originally hailing from the northern reaches of the Inner Sea coastline. Centuries of searching for their next big score have brought them to the Known Lands, even if only for a brief period of time. As a nomadic race, they tend to move about often while in search for food. They are scavengers in every sense and have even been known to steal deer carcasses from the unwilling paws of an oclyt. Their ferocity in combat is such that they can manage to scare off the vicious oclyt while it's feasting. It's not so much that they are brave enough to make this attempt, but rather they are too stupid to reconsider. That and their foul odor makes it difficult for even the oclyt to remain close to them for too long.

Raiders stem from an ancient bloodline that journeyed too far into the chaos realm. Their ancestors learned how to harness the energy throughout the chaos realm, imbuing it with their bodies to create a resistance against hostile neighbors, but that energy does not take lightly to this type of act and the once-great ancestors became the degenerate beings now known simply as raiders. The name of that original bloodline has long been lost, but sources say they may have been related to giants. Regardless, they are now fully tainted by that chaotic energy, producing a body with exaggerated features and a foul smell.

PHYSIOLOGY

Raiders look like a mash-up of humanoid features that don't necessarily go together. Their fingers are quite long and end in sharp claws, although they only have four on each hand. Their feet are akin to a lizard, but with four toes and a rear dewclaw that end in sharp claws. Their noses, ears, and arms are quite exaggerated and their teeth are jagged and sharp. Their torsos show almost emaciated ribs with partially distended stomachs. They look much like a demon, but are far from matching those truly evil beings.

Size/Weight: Raiders are 8ft tall and weigh around 300lbs.

Digestion: Mostly carnivores, but capable of eating fruit if necessary.

Mobility: Standard bipedal.

Senses: Standard humanoid, although weak by most comparisons.

RAIDER

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Skills: Climbing d6, Fighting d8, Guts d6, Intimidation d8, Notice d6, Taunt d6

Weapons: Cleaver (Str+d6)

Special Abilities

- **Arcane Resistance:** Raiders act as if they have 2 points of Armor when hit by damage-causing arcane powers and gain a +2 bonus to Trait rolls when resisting opposed powers.
- **Improvisational Fighter:** Raiders do not suffer penalties for fighting with improvised weapons.
- **Size +1:** Raiders are 8ft tall.

- **Stench:** The side-effect of a body filled with chaotic taint has produced a putrid smell emanating from the raider in an area equal to a LBT. Anyone within this area suffers from one level of Fatigue due to the overwhelming odor. This level of Fatigue is removed after the character is no longer within that area for at least two rounds.

RAIDER, PLAGUE

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12, Vigor d8

Pace: 6; **Parry:** 7; **Toughness:** 10

Skills: Climbing d8, Fighting d10, Guts d8, Intimidation d8, Notice d8

Weapons: Cleaver (Str+d6)

Special Abilities

- **Arcane Resistance:** Raiders act as if they have 2 points of Armor when hit by damage-causing arcane powers and gain a +2 bonus to Trait rolls when resisting opposed powers.
- **Improvisational Fighter:** Raiders do not suffer penalties for fighting with improvised weapons.
- **Plagued:** +2 Toughness; +2 to recover from being Shaken; does not suffer from disease or poison; does not suffer a Wound from being Shaken twice.
- **Size +2:** Plague raiders are 10ft tall.
- **Stench:** The side-effect of a body filled with chaotic taint has produced a putrid smell emanating from the raider in an area equal to a LBT. Anyone within this area suffers from one level of Fatigue due to the overwhelming odor. This level of Fatigue is removed after the character is no longer within that area for at least two rounds.

ENCOUNTERS

Raiders are group hunters. What they lack in combat prowess, they make up for in numbers and the fear they instill in their victims. They attack quite recklessly and are driven by an instinct to maim and steal. Additionally, due to their nomadic nature, they have been encountered anywhere a large wall doesn't prevent their activities.



Rama [rə-mah]

DEMONIC

Ramas are a partially-humanoid species of demonic beings from the Plane of Chaos. They are essentially a large anthropomorphic canine-like being with demonic features. They also have many non-humanoid features such as tentacled hands, long forked tongues, and a spine curving out near the top placing its head at equal height to its shoulders.

Ramas are one of the few demonic creatures within the Abyss that ignore the domains of the demon lords and metjinkues. They're only able to get away with this because they're treated more like an animal than a sapient being. They do possess a higher intelligence, albeit on a monstrous level rather than a humanoid one with advanced and tactical thinking.

Ramas possess an interesting trait that few within the Abyss do; they can be summoned to another plane of existence. Being a creature ignored by those who rule or lord over the Plane of Chaos, ramas are not as tightly woven with the plane as most demonic beings are. As such, they can be summoned into the mortal realm with the need for a barrier to exist as their essence dissolves

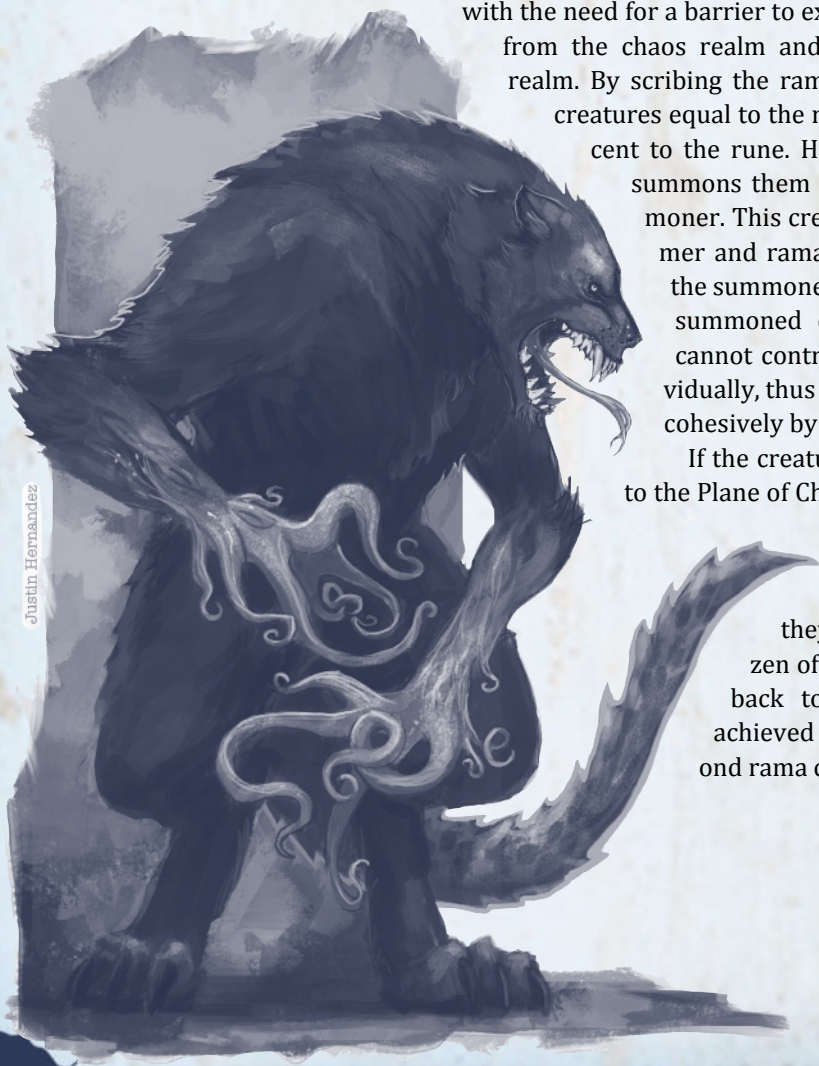
from the chaos realm and reforms within the mortal realm. By scribing the rama chaos runes, a number of creatures equal to the number of runes appear adjacent to the rune. However, the chaos rune that

summons them also binds them to the summoner. This creates a link between the summoner and rama's consciousness that allows the summoner to control the actions of the summoned creatures. Most summoners cannot control more than one rama individually, thus forcing a group of them to act cohesively by following the same orders.

If the creature is killed, it doesn't return to the Plane of Chaos nor does its body turn to ash. By transplanting their

essence from the chaos realm to the mortal realm,

they essentially become a denizen of the mortal realm unless sent back to the chaos realm. This is achieved through the scribing of a second rama chaos rune.



Justin Hernandez

PHYSIOLOGY

Ramas resemble upright cougars with several mutated features, such as their tentacled hands, forked tongue, and jagged turtle-like tail. They are covered in dark brown fur with hands and a tail of gray. They typically walk upright, but have been known to sit on their haunches like a dog or cat.

Size/Weight: Ramas are about 9ft long from head to tail and 6ft tall when standing upright. They weigh around 250lbs.

Digestion: Ramas are ambush predators. They eat herbivores and omnivores alike.

Mobility: A rama's legs are akin to a cougar, but capable of standing upright. They have a bit of a bounce when they walk.

Senses: Standard senses with enhanced sight.

RAMA

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d8

Pace: 8; **Parry:** 7; **Toughness:** 7 (1)

Skills: Fighting d10, Guts d8, Notice d8, Stealth d10, Tracking d8

Special Abilities

- **Bite:** Str+d4
- **Demon:** +2 to recover from being Shaken; immune to disease, poison, and extreme environments; half-damage from non-magical attacks; immune to Fear and Intimidation.
- **Fear -1:** Forces Fear checks to be made.
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Tail:** Str+d4; can make a second standard attack against targets within a 180° arc of their rear without incurring a multi-action penalty.
- **Tentacles:** Str+1; gains a +2 bonus to grapple an opponent.
- **Thick Hide:** Armor +1
- **Weakness (Cold Iron):** Takes full damage from cold iron weapons.

Raziel rarely teaches a rune priest the rama chaos runes to summon and return the creatures. The only ones who currently possess that knowledge discovered it after a countless number of months scouring the libraries of the ancient cities to unravel the secrets of runicism. Those that now possess this knowledge keep it extremely well hidden and refuse to share what they know with anyone else. These beings are always vindictive and would rather use their abilities for evil purposes than to improve life within the Known Lands.

ENCOUNTERS

Ramas rarely enter the mortal realm of their own accord, such as through a tear in the fabric. They are most often summoned there by those who know the correct chaos rune. If they do enter there on their own, they begin hunting and random encounters are quite possible. If they are summoned there, their psyche is driven to do whatever they are instructed to by their summoner. This becomes a planned encounter rather than a random one, unless the party stumbles upon the ramas fulfilling whatever deed they were ordered to perform.

Motivation: When not driven by a summoner, ramas are driven by primal instincts to hunt for food and protection. They typically find a region that can serve as a home and that becomes their hunting territory. When being driven by the desires of a summoner, their minds lack any type of overriding motivation and they only do what they are instructed to do. They become the perfect puppets thanks to the rama chaos rune defined long ago by Raziel. In part, these creatures are a portion of Raziel's influence over the planes as his runic energy is able to fully control them.

In the history of Dhuran, ratmen existed in a much greater population than they do today. The invasion of their lands by humans reduced much of their territory and with so many predators in the hinterlands, they migrated into the mountains where they could burrow their way into the higher elevations and create a new homeland. Food was scarce compared to the low plains, forcing much of their population to die off until a sustainable size was achieved. Compounded with this forced migration were the changing attitudes in leadership and the inability to sustain multiple tribes in a given area, forcing the tribes to live far from each other. This only served to increase the rift between the tribes, essentially pitting them against each other along with all other humanoid threats.

Ratman [rat-man]

DISEASED, HUMANOID, PLAGUED

Ratmen, also known as ratfolk, are a primitive species of humanoids evolved from giant rat-like creatures millennia ago. Like ragbahals and harlocks, they are native to Dhuran and have always lived in the mountains of the Known Lands. Each tribe is generally unfriendly with other tribes, forcing them to spread their homelands outwards. One tribe lives in the mountains backing up to the Steppes Region, one tribe lives in the western half of the Merriton Mountains while another lives in the eastern half of the Merriton Mountains, and the fourth and final tribe lives in the southernmost region of the Belmead Mountains.

Ratmen are enemies to all, including ragbahals, harlocks, and the barbarians. They remain quite elusive and generally dodge all attacks from the heroic races, such as the dwarves and dark elves. They build villages deep into the highest peaks of the mountains, keeping them safe from invasions or hunting parties. Because of their superior climbing ability, they can easily traverse the rocky terrain while other humanoids struggle or cannot at all.

Ratmen are not particularly intelligent, but they are incredibly crafty. Instead of using scholarly knowledge to overcome problems, they engineer something haphazardly and use it to great effect. Rarely do they understand why their design works, but they will continue to use it until haphazardly engineering a replacement. This process of chaotic engineering often has a psychological side-effect on the battlefield as the opposition struggles to determine what it is their up against in the hopes of destroying it.

Ratmen are mechanically inclined, but not always in a good way. They are amazingly adept at disassembling mechanical devices, but they rarely understand how to put them back together. They instead prefer to repurpose the parts from the disassembled object, turning it into a much more ratman-like device with varying capabilities.



PHYSIOLOGY

Ratmen look just like giant humanoid rats. They are covered in brown, black, or gray fur from head to toe, have large, overgrown top incisors, a thick tail, and small, sharp claws. Unlike rats, they are completely bipedal and capable of intelligent communication. They're even capable of learning another species' language.

Size/Weight: Ratmen are 4ft tall and weigh around 80lbs.

Digestion: Omnivores and capable of eating carrion.

Mobility: Standard bipedal.

Senses: Ratmen can't see very well, but they have excellent hearing and sense of smell.

RATMAN SPECIAL ABILITY

All ratmen have the following Special Ability unless otherwise noted.

- **Rodent:** Ratmen retain many of the physical abilities of their heritage. They gain a +2 to Climbing on any rough vertical surface, jump their full Pace horizontally, jump 3/4 of their Pace vertically, and drop 50ft without incurring any damage (anything above 50ft is 1/4 damage, rounded down).

RATMAN

Attributes: Agility d10, Smarts d4, Spirit d10, Strength d6, Vigor d10

Pace: 6; **Parry:** 6; **Toughness:** 7 (1)

Skills: Climbing d10, Fighting d8, Guts d8, Lockpicking d8, Notice d6, Shooting d8, Stealth d8, Survival d10, Tracking d6

Armor: Leather (torso, arms, legs +1)

Weapons: Spear (Str+d6, Reach 1), crossbow (15/30/60, 2d6, AP 2, 1 action to reload)

Special Abilities

- **Acute (Hearing, Sight):** Gains a +2 bonus to Notice for hearing and seeing.
- **Immunity (Disease):** Immune to the effects of disease.
- **Rodent:** +2 to Climbing on rough vertical surfaces; jump full Pace horizontally; jump 3/4 Pace vertically; drop 50ft without incurring damage; dropping above 50ft 1/4 damage.
- **Size -1:** Ratmen are 4ft tall and weigh 80lbs.

ENVIRONMENT

Ratmen are generally hardy and can survive in the harsh climate of the mountains. They are well adapted for the cold temperatures and live within cave systems, which they create by burrowing into the mountains, and keep their homes at a relatively consistent temperature during the cold season. If the temperature gets too cold for their survival, they're capable of hibernating for up to 30 days, living off the nutrients stored in their bodies.

Ratmen are also very efficient survivalists. They can live off a varying diet, extracting the maximum amount of nutrients from everything they consume. Being immune to diseases, they can even consume rotten food and those other animals discard. As food is not very abundant throughout these higher elevations, ratman villages are forced to sustain a small population. Each village rarely has more than



100-200 ratmen at one time, allowing the population to fend off starvation due to inadequate food supplies.

Ratmen live in the lower peaks of the mountain, just below the snow melt line. For half of the year, the surrounding land is covered with a blanket of snow. The rest of the year the snow is just a few hundred feet above them. Temperatures range from cool to cold all year long, with an occasional string of 60° weather. The ratmen's fur keeps them warm during these cold days, although truly cold snaps force them to hibernate for a short period of time. Other humanoid races are capable of surviving these temperatures, but few could ever traverse the rocky terrain like the ratmen, gaining access to the network of tunnels regulating the temperature of their homes.

MOTIVATION

Ratmen are more commonly on the defensive than the offensive. They spend most of the year in survival mode, but the warmest months of the year offer them time to explore, searching for food to bring home. This also provides them the ability to lash out at anyone who's caused them problems in the past. This could be retaliation to a direct attack or an exertion of anger over the depletion of food sources the ratmen need to survive.

Ratmen are extremely protective of their fragile environment and defend it tooth and nail against all humanoid invaders. If a group of humanoids is seen entering their territory, a force of ratmen gear up and attack. They never hesitate, seeing everyone as a threat, even if the humanoids meant no harm at all. If the humanoids escape, the force of ratmen may go back for reinforcements and begin hunting the lower elevations in search of those who got away, fearing they may return with an army and eradicate the tribe. They may be crafty, but they're also very irrational.

RATFOLK OF THE DEEP

Ratmen have been able to accomplish one thing no one else has: when a ratman becomes possessed by a bloodline spirit or corrupted by chaotic energy, they have devices to ensnare and imprison the creature to be later used as a puppet warrior. The act seems quite suicidal, but it's an ingenious way of protecting their own warriors while unleashing the denizens of the deep upon their enemies. These ratfolk of the deep are not controlled by the ratmen, but they are unleashed amongst the target to wreak havoc before the ratmen warriors arrive. They're used to soften-up the target as the ratmen warriors wait until the crazed warriors have been killed.

Plague ratmen are difficult to contain as they are quite driven to break free. Ratman engineers develop what is essentially a concrete-like cage made from crushed rocks, tree sap, shredded wood, and hardened clay from deep within the mountains. The cage can be opened by using what is essentially a battering ram that shatters the sealed door.

Diseased ratmen are easier to contain as they lack the intelligence to break free. Ratman engineers develop special cages constructed on wheels made of strong wood from trees in the mountains and fortified by ratman droppings mixed with crushed rock. The cage can be opened by running a rope from the door and handle up a tree from a relatively safe distance.

RATMAN, DISEASED

Attributes: Agility d10, Smarts d4, Spirit d10, Strength d6, Vigor d10

Pace: 6; **Parry:** 6; **Toughness:** 9 (1)

Skills: Climbing d10, Fighting d8, Notice d6, Shooting d8

Armor: Leather (torso, arms, legs +1)

Special Abilities

- **Acute (Hearing, Sight):** Gains a +2 bonus to Notice for hearing and seeing.
- **Bite:** Str+d8
- **Claws:** Str+d4
- **Diseased:** +2 Toughness; does not suffer from disease or poison; immune to Fear and Intimidation.
- **Rodent:** +2 to Climbing on rough vertical surfaces; jump full Pace horizontally; jump 3/4 Pace vertically; drop 50ft without incurring damage; dropping above 50ft 1/4 damage.
- **Size -1:** Ratmen are 4ft tall and weigh 80lbs.

RATMAN, PLAGUE

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d8, Vigor d10

Pace: 6; **Parry:** 6; **Toughness:** 10 (1)

Skills: Climbing d10, Fighting d8, Guts d8, Lockpicking d8, Notice d6, Shooting d8, Stealth d8, Tracking d6

Armor: Leather (torso, arms, legs +1)

Special Abilities

- **Acute (Hearing, Sight):** Gains a +2 bonus to Notice for hearing and seeing.
- **Bite:** Str+d6
- **Claws:** Str+d4
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Plagued:** +2 Toughness; +2 to recover from being Shaken; does not suffer from disease or poison; does not suffer a Wound from being Shaken twice.
- **Rodent:** +2 to Climbing on rough vertical surfaces; jump full Pace horizontally; jump 3/4 Pace vertically; drop 50ft without incurring damage; dropping above 50ft 1/4 damage.

Ratmen live in very simple cave networks. The only buildings within the caves are for the current alpha male and another serving as a military training structure and equipment depot. All other ratmen sleep in dens with straw piles, a central fire pit, and a small canal built to channel melting snow into the tunnels.





Reaper [ree-per]

ETHEREAL, HUMANOID

The spirit realm is much more powerful than any mortal understands. Besides being able to house an infinite number of souls passing between levels of existence, it is also home to a number of beings who never achieve a state of mortality. One of those species of creatures is the reapers.

Reapers serve a particular function: they usher the souls of the dying from the mortal realm into the spirit realm. Their job may seem particularly mundane, but many souls resist their transference of existence, desiring the need to complete some type of task or remaining with their loved ones. Unless extenuating circumstances exist, these are not allowed and the reapers serve as a force to ensure those souls are ushered into the afterlife. They do this by hunting those souls within the immaterial layers of Dhuran and forcing them to cross over into the spirit realm.

Reapers are also known to serve a particularly malicious function within the spiritual communities. They have the

ability to transcend into a different level of existence allowing them to interact with the living. Although they cannot cause physical harm, they have the ability to create powerful mental anguish, which has the effect of destroying a person from within. This is often done in response to orders received from a much more powerful spiritual being or the fulfillment of some devilish plan between the reaper and the recently deceased (kind of like satisfying a curse or prophecy). When someone escapes the hand of fate, it is the reapers' job to correct the resulting spiritual imbalance. If the target succeeds in escaping the wrath of the reaper, the spirit realm instead lashes out at the reaper to create the proper spiritual balance.

PHYSIOLOGY

Reapers are ethereal creatures appearing as shrouded, decrepit humans hiding beneath a dark cowl. They bear the weapon of a simple man (a supernatural scythe that appears much like its farm equivalent) and carry with them the knowledge of millennia. Those who do their job well may someday transcend to become a greater spiritual entity. Those who fail are destroyed in an effort to correct the spiritual balance.

Size/Weight: Reapers are generally 6ft tall, but are weightless due to being ethereal.

Digestion: None

Mobility: Standard bipedal.

Senses: Humanoid, but enhanced through supernatural means.

REAPER**Attributes:** Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6**Pace:** 6; **Parry:** 6; **Toughness:** 5**Skills:** Fighting d8, Intimidation d10, Notice d8, Taunt d8, Tracking d10**Weapons:** Supernatural scythe (Str+d6; Reach 1, 2 hands)**Special Abilities**

- **Ethereal:** Reapers are immaterial and can only be harmed by magical attacks.
- **Fear -1:** Forces Fear checks to be made.
- **Fearless:** Immune to Fear and Intimidation.
- **Psychic Assault:** A reaper's scythe is immaterial and attacks the mind rather than the physical body while inflicting Wounds as normal. Its attacks are considered magical.
- **Supernatural Vision:** Ignores all penalties for lighting.

ENCOUNTERS

Random encounters with reapers simply aren't possible. The ethereal creatures only attack when empowered to do so in order to rebalance the spirit realm. Otherwise they can only interact with the souls of those fleeing the spirit realm. It's possible for a group of warriors to come upon a reaper as he's hunting another target, but that would require them to possess the ability to see or somehow sense the presence of the reaper. If the reaper's duties are interrupted, it will lash out and attack for the sake of driving the bothersome people away.

Motivation: The duties of a reaper are similar to a bounty hunter's contract. They are ordered to fulfill those duties by the greater power of the spirit realm and must complete those duties at all costs. No matter how long it takes, the reaper will pursue its quarry until the duty is completed and the balance is restored. While the reaper must still spend time searching for its target, it typically uses supernatural means to locate the target as opposed to traditional tracking means.

Whenever a person dies, the spirit realm creates a minute burst of energy meant to guide the soul into the spirit realm and the afterlife. If that soul fails to follow the guiding energy into the spirit realm, that energy burns a hole into the fabric between the spirit realm and all other planes. This hole slowly repairs itself, but not until the soul is reunited with that burst of energy, thus completing the circle of life. While that hole exists, the spirit realm becomes imbalanced.

When the apocalypse rained down and the bloodline spirits were trapped by the divine warding, none of their souls were released into the spirit realm, causing many thousands of these holes to be created. When the divine ward is breached, its energy bursts out and exploits these holes, causing a massive tear in the fabric that reaches into the depths of the chaos realm.

Unfortunately, the divine warding prevents the reapers from claiming the lost souls due to the curse bestowed upon them. The culmination of these many thousands of holes has created a serious imbalance within the spirit realm that often allows beings from within (such as restless spirits and shades) to escape.

Because rippers retain some remnants of their former selves, they act as potential shells for blood-line spirit possession. Their minds are easily overcome by the spirit and their mutated body is ideal for attacking. The plague ripper still suffers from blindness as its eyes simply do not function due to the taint of chaos.

Ripper [rip-er]

DRIFTER, HUMANOID, PLAGUED

Rippers are an unfortunate by-product of the taint that remains after an incursion from the chaos realm. Much like a humanoid who gets pulled into the chaos realm and mutates into a tormentor, this dark energy still has an effect on weak-willed individuals in the mortal realm.

When the fabric between the mortal and chaos realms is torn, denizens from the chaos realm are allowed to pour through the rift and wreak havoc everywhere. Once those beings are fought back, either eliminated or driven back into the chaos realm, the fabric heals and seals the rift. However, the taint from the rift remains for several weeks, albeit in a considerably weakened state. When a humanoid draws near and cannot psychologically resist the taint, their body becomes enslaved by the dark energy, mutating the humanoid into what is known as a ripper.

Humans are the most common sufferers of this mutation as many farmers, axemen, hunters, and foragers often pass precariously close to where the dark energy has yet to fully dissipate. Those strong enough to resist the taint (i.e. Spirit d8 or higher) are not affected. Those not strong enough become enslaved and begin mutating in the visage of chaos. After 10 painful minutes of succumbing to this taint, little of their former selves remain and they are forced to live the rest of their painful lives as hideous beasts.

This mutation causes a few very unfortunate side-effects. First, rippers are driven by the chaotic taint to serve as a continued threat to all civilizations. They are drawn to the sounds of civilization and what little more than to rip it apart. Second, rippers are completely blind, using their tongues and a type of echolocation to move about. Their eyes become mostly black with piercing, unusable white orbs in the center.

Third, the taint becomes a living being as it combines with the former human's spirit, allowing it to transfer to another body upon death, although it can only survive without a living host for three days and can only extend its dominating energy up to 500ft. Finally, the creature is easily subdued with the right magic (i.e. *puppet*), destined to become a puppet to some deranged spellcaster.

PHYSIOLOGY

Rippers are hideous mutations of humanoid beings, typically humans, with exaggerated features. Their backs become hunched, spines run across their skin, arms become elongated, their mouths become quite large, and their tongues grow drastically in length. They lose all their hair and claws grow on their fingers and toes.



Size/Weight: Due to their hunched back, rippers are only 5ft tall. Their emaciated bodies typically weigh less than 125lbs.

Digestion: Rippers no longer need to eat. Although their teeth are capable of tearing flesh from bone, they don't eat what they kill.

Mobility: Standard bipedal.

Senses: A rippers tongue is used for sensing the world around it, along with echolocation to "see" what its eyes cannot.

RIPPER

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d8

Pace: 8; **Parry:** 7; **Toughness:** 6

Skills: Fighting d10, Guts d8, Notice d8, Tracking d8

Special Abilities

- **Blind:** Rippers are essentially blind and use their tongue and a type of echolocation to sense the world around them. If a ripper attacks someone behind cover, it incurs a -2 penalty to Fighting as the cover makes it more difficult for the ripper to sense its target. Additionally, they ignore all penalties for lighting and receive a +2 bonus to Notice to detect movement.
- **Claws:** Str+d4
- **Fleet-Footed:** Rolls d10s when running instead of d6s.

RIPPER, PLAGUE

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Pace: 8; **Parry:** 7; **Toughness:** 8

Skills: Fighting d10, Guts d8, Notice d8, Tracking d8

Special Abilities

- **Blind:** Rippers are essentially blind and use their tongue and a type of echolocation to sense the world around them. If a ripper attacks someone behind cover, it incurs a -2 penalty to Fighting as the cover makes it more difficult for the ripper to sense its target. Additionally, they ignore all penalties for lighting and receive a +2 bonus to Notice to detect movement.
- **Claws:** Str+d4
- **Fleet-Footed:** Rolls d10s when running instead of d6s.
- **Plagued:** +2 Toughness; +2 to recover from being Shaken; does not suffer from disease or poison; does not suffer a Wound from being Shaken twice.
- **Size +1:** Plague rippers are 7ft tall.

ENCOUNTERS

Rippers wander about across the entire Known Lands and beyond looking for civilizations to strike at. They are called rippers because of their tendencies to rip their victims apart while leaving body parts behind. It is as if the chaos taint is manifesting as rage and being unleashed through the ripper, much like a puppet master pulls the strings of his puppets.

Motivation: Rippers seek out civilizations to attack. They tend to use hit-and-run tactics as best as possible, striking hard and fast and then quickly flee. They then spend the next several days wandering about until a new civilization is found.

Seadog [see-dog]

DISEASED, HUMANOID, PLAGUED

Seadogs are often called the pirates of the Known Lands. Unlike pirates who live throughout the shoreline of the Inner Sea, seadogs make their homes in caves along the shoreline of the Known Lands, creating small villages with easy access to the water and areas inland. They pillage much like pirates do and are one of the first threats to be encountered when leaving the docks. Their boats are much smaller than typical pirates, but they're also much faster and easier to hide within the sea caves that house their villages.

Seadogs are not actual pirates, but they live a life much like the real ones. They aren't particularly efficient nor are they particularly effective at pirate activity, but coming across a horde of these small seafarers can prove fatal to any unprepared captains. Additionally, roving bands of seadogs are not afraid to make direct attacks on docks and warehouses before ships even get a chance to leave. This is unlike true pirates that always isolate ships out in the sea where they're safer from a city's defenses.

Seadogs are named as such due to their seaside homes and their canine language. Their speech is a series of sounds akin to dogs barking, howling, and growling.

What those in the Known Lands don't realize is that these sounds are only used during combat situations as a type of code rarely understood by the opposition. While in their seaside villages, their speech is mostly intelligible, albeit quite guttural, sounding like an actual language and not animal noises. Seadogs are trained at an early age that if they are ever captured, they are to only use their raiding barks to avoid revealing their true language and risk having it discerned by another humanoid race.

PHYSIOLOGY

Seadogs look a bit like deformed halflings. Their size and shape is akin to a halfling, but some of their features are exaggerated, such as their nose and ears, in a way that a halfling would never look. They also have small claws on their hands and feet which aid in climbing and moving about barefooted. They're not usable in combat.

Size/Weight: Seadogs are no more than 4ft tall and weigh around 50lbs.

Digestion: Omnivores, although they enjoy dining on insects.

Mobility: Standard bipedal.

Senses: Standard humanoid with an acute sense of smell.



SEADOG SPECIAL ABILITY

All seadogs have the following Special Ability unless otherwise noted.

- **Small Claws:** Seadogs have small, hard claws on their hands and feet that aid in climbing, gaining them a +2 bonus to Climbing (this bonus is lost if the surface is metal or glass).

SEADOG

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8

Pace: 5; **Parry:** 6; **Toughness:** 6 (1)

Skills: Boating d8, Climbing d8+2, Fighting d8, Guts d6, Notice d6, Repair d8, Taunt d6, Throwing d6, Tracking d6

Armor: Leather (torso, arms +1)

Weapons: [2] Dagger (Str+d4; 3/6/12)

Special Abilities

- **Acute (Smell):** Gains a +2 bonus to Notice and Tracking for smelling.
- **Size -1:** Seadogs are 4ft tall and weigh 50lbs.
- **Small Claws:** Gains a +2 bonus to Climbing.

SEADOG, DISEASED

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d8

Pace: 5; **Parry:** 6; **Toughness:** 8 (1)

Skills: Climbing d8+2, Fighting d8, Notice d6, Tracking d6

Armor: Leather (torso, arms +1)

Weapons: [2] Dagger (Str+d4)

Special Abilities

- **Acute (Smell):** Gains a +2 bonus to Notice and Tracking for smelling.
- **Diseased:** +2 Toughness; does not suffer from disease or poison; immune to Fear and Intimidation.
- **Size -1:** Seadogs are 4ft tall and weigh 50lbs.
- **Small Claws:** Gains a +2 bonus to Climbing.
- **Supernatural Vision:** Ignores all penalties for lighting.

SEADOG, PLAGUE

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Pace: 6; **Parry:** 6; **Toughness:** 9 (1)

Skills: Climbing d8+2, Fighting d8, Guts d6, Notice d6, Taunt d6, Tracking d6

Armor: Leather (torso, arms +1)

Weapons: [2] Dagger (Str+d4)

Special Abilities

- **Acute (Smell):** Gains a +2 bonus to Notice and Tracking for smelling.
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Plagued:** +2 Toughness; +2 to recover from being Shaken; does not suffer from disease or poison; does not suffer a Wound from being Shaken twice.
- **Small Claws:** Gains a +2 bonus to Climbing.

ENVIRONMENT

Dotted along the shoreline of the Inner Sea, across all of the Known Lands, are large sea caves fed by the tide. At low tide, a small stream flows from the cave back

Seadogs originally came from lands on the other side of the Inner Sea. Before the apocalypse, they were a continued threat along the eastern coastline of the Inner Sea. Afterwards, much of their population was devastated and those that remained fled to the southern coastline of the Inner Sea where they could continue their raiding activities. The eastern coastline of the Inner Sea has become a neglected stretch of ruins filled with all manner of dangerous creatures. Even seadogs wouldn't be able to survive there.

out to the sea. These streams are only large enough for wading or canoes. During high tide, the beach leading into the cave becomes submerged to a height of around 5ft.

As one travels deeper inside, the terrain becomes quite rocky with many deposits of thick mud capable of securing the posts supporting the seadog village. Most caves are 15ft wide and high at the mouth, widening to 100ft at the rear and reaching 25ft in height. These caves are always carved into bluffs providing stability against the crashing waves of the sea and keeping the village free from falling boulders. At the farthest end of the cave is a large tidal pool where boats are moored during the ebb and flow of the tide.

Seaside caves are kept at a relatively stable temperature, much cooler than the environment outside. Little sunlight penetrates into the vast chamber inside, forcing the seadogs to continuously burn torches for light.

BOATS

Due to living in tide-fed caves, seadogs only employ boats with extremely shallow hulls that are all but flat. They may not be able to leave or enter the cave at low tide, but for most of the day, the boats are capable of traversing the waterways. This design also allows the boats to be fast as they skim across the water, but they must remain close to shore as they cannot handle rough waters.

These boats are built short to allow safe passage into and out of the cave, but the seadogs care little about that. The small claws on their hands and feet allow them to easily and quickly scale the side of a larger ship when raiding. Unprepared captains can quickly become overrun by seadogs, who take all the food, equipment, and coins they can carry. The seadogs can then use the stolen merchandise to trade with true pirates or shady merchants from the human urban centers.

Seadogs care more about food and supplies, such as wood to maintain their village, than they do about coins. The only thing they use coins for is trading with civilized races.

MOTIVATION

Seadogs have little regard for personal wealth and instead place importance on dominance over others as a sign of leadership. Those who can build the greatest boats, docks, houses, and places for social gatherings (like a human tavern) are seen as the greatest leaders. This requires large stockpiles of resources and seadogs have very little resources to speak of.

Instead of finding ways to cut down trees, hunt for food, and brew ale, seadogs pillage others in the hopes of finding goods they can use to barter for the supplies they need (or steal those supplies if they know where they are). They gladly kill all those who get in their way, but they never seek out particular individuals for elimination. Those who become victims of seadog attacks can easily survive them simply by allowing the seadogs to take what they want. However, trade is quite profitable throughout all of the Known Lands and allowing the seadogs to steal those goods is like handing them a pile of money. No merchant, trader, sailor, or warrior would ever want that to happen.

SOCIETY

Seadogs society functions much like the crew aboard a ship. Each ship, which correlates to a societal group while in their seaside caves, is comprised of a single captain, a first mate, many warriors, and a handful of young deckhands. Most encounters occur with the seadog warriors, but sometimes others get involved. First mates are responsible for interacting with the merchants and traders who do business with the seadogs and deckhands are responsible for the general care of the boat.



SEADOG CAPTAIN

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Charisma: +4; **Pace:** 5; **Parry:** 7; **Toughness:** 6 (1)

Skills: Boating d10, Climbing d8+2, Fighting d10, Guts d10, Intimidation d8, Notice d8, Persuasion d6, Taunt d8, Throwing d10, Tracking d6

Armor: Leather (torso, arms +1)

Weapons: [2] Dagger (Str+d4; 3/6/12)

Special Abilities

- **Acute (Smell):** Gains a +2 bonus to Notice and Tracking for smelling.
- **Size -1:** Seadogs are 4ft tall and weigh 50lbs.
- **Small Claws:** Gains a +2 bonus to Climbing.



SEADOG FIRST MATE

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

Charisma: +2; **Pace:** 5; **Parry:** 6; **Toughness:** 6 (1)

Skills: Boating d8, Climbing d8+2, Fighting d8, Guts d8, Notice d6, Shooting d8, Streetwise d8, Taunt d6, Throwing d8, Tracking d6

Armor: Leather (torso, arms +1)

Weapons: [2] Dagger (Str+d4; 3/6/12), crossbow (15/30/60, 2d6, AP 2, 1 action to reload)

Special Abilities

- **Acute (Smell):** Gains a +2 bonus to Notice and Tracking for smelling.
- **Connections (Merchants, Traders):** Seadog first mates spend much time dealing with civilized merchants and traders.
- **Size -1:** Seadogs are 4ft tall and weigh 50lbs.
- **Small Claws:** Gains a +2 bonus to Climbing.

SEADOG DECKHAND

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Pace: 5; **Parry:** 5; **Toughness:** 5 (1)

Skills: Boating d4, Climbing d6+2, Fighting d6, Notice d4, Repair d6

Armor: Leather (torso, arms +1)

Weapons: Dagger (Str+d4)

Special Abilities

- **Acute (Smell):** Gains a +2 bonus to Notice and Tracking for smelling.
- **Size -1:** Seadogs are 4ft tall and weigh 50lbs.
- **Small Claws:** Gains a +2 bonus to Climbing.

Seadogs are regular victims of bloodline spirit possession and enslavement by the chaos realm. They are found throughout the same regions as humans and often get involved in mercantile and noble political "games". They are a race of opportunists, always seeking a way of getting the resources they need to demonstrate superiority over their kin. It's not unheard of for a wealthy noble to promise a vast cache of supplies to a seadog captain in exchange for what amounts to seadog mercenaries.

Shades are one type of being from the spirit realm that is never able to leave the spirit realm unless a hole within the fabric appears. When the spirit realm is properly balanced, all shades are trapped within, never allowed to spread their taint upon the living. After so many years, the manifesting dark energy dissipates and the shade disappears. As long as sinful humanoids exist, their dark energy will appear within the spirit realm and eventually bond to form a shade.

Shade [shayd]

ETHEREAL

Shades are relatively harmless creatures when kept within the confines of the spirit realm. They often harass the souls of the dead, but are more of a nuisance than a problem. However, with the spirit realm imbalanced due to bloodline spirits not following their path into the spirit realm, shades are able to exploit the holes within the fabric and enter the mortal realm, where they have become a real threat.

Shades are essentially an embodied cloud of taint. The sinful desires of the living form wisps of dark, swirling energy that can bond to each other and when it reaches critical mass, a shade is then formed, consuming the dark energy to create a sentient fog with arms and hands. While in the spirit realm, this sentient fog harmlessly passes through the souls of the dead. While in the mortal realm, the taint contained within the fog, and the dark energy that created it, causes mental and physical strain throughout a living body and reacts in a considerably negative way. This undue stress rapidly wears down the body and can eventually cause internal organs to stop functioning altogether.

Shades usually move on before death occurs, but all they truly need to do is pass through someone for the taint to react to a living body. While this may seem trivial as the target will recover within days, it has the side-effect of reducing the target's immune system, making them susceptible to the spread of disease. The appearance of rats within the vicinity of the target can make matters worse as the target lies unconscious while the rats draw near.

Shades are extremely difficult to defeat. They have no combat capabilities themselves, but are immune to everything except attacks empowered by some type of energy. Being that they are a manifestation of dark energy, they can only be damaged by other forms of energy that serve to oppose it. Fortunately, shades are completely tangible in the mortal realm due to the visible color of that embodied energy and the wicked arms that protrude from it. They can pass through all objects and people, allowing them to travel wherever they please.



PHYSIOLOGY

Shades are a manifestation of dark energy. They look like a cloud moving with definite purpose along with a pair of arms protruding from the sides. The cloud looks completely unnatural and even leaves a filmy residue behind after passing through an object or person.

Size/Weight: Shades are weightless, but are generally 3ft tall and 2ft wide.

Digestion: None

Mobility: Shades don't walk; they hover about roughly 2-3ft off the ground. They can't fly and always follow the ground as they move about.

Senses: Completely supernatural.

SHADE

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Pace: 8; **Parry:** 2; **Toughness:** 5

Skills: Notice d6, Stealth d8

Special Abilities

- **Ethereal:** Shades are immaterial and can only be harmed by magical attacks.
- **Fear -1:** Forces Fear checks to be made.
- **Fearless:** Immune to Fear and Intimidation.
- **Move Through:** Shades serve to spread tainted energy by moving through an object or person. When doing so, the target immediately gains one level of Fatigue and incurs a -2 penalty to Vigor. At the beginning of each subsequent round for the next 30 seconds (five rounds), the target must make a Spirit roll to fight the dark taint. If he fails, he gains one additional level of Fatigue and incurs an additional -2 penalty to Vigor. If he succeeds, he fights the Fatigue and incurs no additional Fatigue levels or penalties. Once the target reaches Incapacitated, no additional rolls need to be made, but he is susceptible to all Vigor rolls (such as the spreading of a disease); this stacks with all penalties for Fatigue. Fatigue acquired this way improves by one level each day. With each level of improvement, the penalty to Vigor is reduced by 2.
- **Shadows:** Shades are darkness incarnate; they gain a +2 bonus to Stealth when hiding in the shadows.
- **Supernatural Vision:** Ignores all penalties for lighting.

ENCOUNTERS

Shades move about in chaotic patterns while spreading taint in the mortal realm. It's quite possible to randomly encounter one virtually anywhere within the Known Lands. They seek out humanoids of all types in the hopes of corrupting their soul. If the shade succeeds in spreading the taint ultimately resulting in the target's death, it has successfully increased the number of souls that can potentially be targeted by others, such as reapers.

Motivation: Shades have no reason for doing what they do other than the desire to render humanoids unconscious. Once unleashed, they're quite capable of bringing an entire town to its knees before someone can find a way to rid the town of the shade. Most recover from this onslaught, but many succumb to diseases or drastic environmental changes their bodies cannot handle in its weakened state.

Shaydaanbahal [shay-dahn-bə-hahl]

DRIFTER, HUMANOID

Shaydaanbahals are horrific monsters originally hailing from the Plane of Shadows. Once believed to be demons or devils from the Abyss, their name means “devil monster.” This was an incorrect classification as the creatures have no ties to the chaos realm, though they have been known to worship those within the chaos realm. They are, in fact, sapient creatures from the Plane of Shadows living much like their former dark elf neighbors.

Shaydaanbahals were well known to the dark elves that migrated from the Plane of Shadows. These creatures tend toward drifting about between underground cave networks, elaborate labyrinths, and abandoned dungeons. Their purpose for living is often quite simple: become the dominant being within their dwelling. All those who already called that dwelling home become the play things of the shaydaanbahal and all those who enter become prey. If the creature is dispossessed for any reason, it seeks out a new dwelling with the aims of disposing whoever is the current dominating being there.

Shaydaanbahals often spend more time attempting to overthrow the inhabitants of a potential dwelling than they do actually lording over that domain. They put forth an immense amount of effort to defeat the target and are too bullheaded to just give-up and move on. The strength of the dominant being (or species) is often times too much for a single shaydaanbahal, resulting in the creature finding a new domain or ending his efforts in death. If the creature succeeds, it defends that domain with immense voracity against all those who enter and fail to subjugate themselves to the demands of the shaydaanbahal.



Shaydaanbahals have managed to retain some of their arcane power from the Plane of Shadows after traveling to the mortal realm and becoming isolated from their native plane. This comes in the form of their fire whips, which burn eternally in the hands of the shaydaanbahals and activated through a command only pronounceable by these creatures.

PHYSIOLOGY

Shaydaanbahals are an interesting creature with a body and face akin to a demon. They have human-like skin, but their face is a terrifying sight. Thick horns grow from the sides of their head, fingers and toes end in sharp claws, and bat-like wings protrude from their back. Their skin is a muted dark red, which contrasts starkly with the whiteness of their claws.

Size/Weight: Shaydaanbahals are 8ft tall and weigh around 400lbs. They have a wingspan of 25ft.

Digestion: Omnivore.

Mobility: Standard bipedal.

Senses: Like many from the Plane of Shadows, they have standard humanoid senses with the ability to see in the dark.



SHAYDAANBAHAL

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+1, Vigor d10

Pace: 8; **Parry:** 7; **Toughness:** 10 (1)

Skills: Fighting d10, Guts d10, Intimidation d12, Notice d8, Throwing d8

Armor: Leather (torso, arms, legs +1)

Weapons: Short sword (Str+d6), flaming whip (Str+1; Reach 3)

Special Abilities

- **Claws:** Str+1
- **Darkvision:** Ignores penalties for Dim and Dark Lighting and Pitch Black, but incurs a -2 penalty to all actions when in direct sunlight or bright light.
- **Fear:** Forces Fear checks to be made.
- **Flight:** Flying Pace of 8" and a climb of 4".
- **Resistance (Fire):** Shaydaanbahals take half damage from fire and fire attacks.
- **Size +2:** Shaydaanbahals are 8ft tall with a 25ft wingspan.
- **Wings:** A shaydaanbahals wings are large enough to wrap around its body. Using an action, it can completely wrap itself with its wings, increasing its Armor by +2 until it unfurls its wings.

Shaydaanbahals are capable flyers. They prefer underground dwellings featuring a main room with a very high ceiling allowing the creature full use of its wings to maximum advantage. If desired, it can grab large rocks, fly into the air, and drop them on a target below. Or the creature can hover just overhead and attack with its flaming whip. This keeps the creature free from melee attacks and allows it to better control the battlefield.

ENCOUNTERS

Shaydanbaabahals are best used as the main antagonist in an underground delve. They use intimidation to all but enslave all other residents of that underground domain in an effort to defeat anyone or anything that would attempt to take that domain away from the shaydaanbahal. Although the creature is typically without other shaydaanbahal allies, it surrounds itself in denizens from that underground lair for protection.

Motivation: Shaydaanbahals are motivated by the need to dominate. Each one wishes to control its own domain with a plethora of subservient beings throughout. They do not enslave, but rather subjugate all others into submission.

Sil [sil]

DEMONIC, HUMANOID

Sils are manipulative demonesses with the peculiar ability to travel from the Abyss into the spirit realm. From the spirit realm, they can be summoned into the mortal realm, assuming a humanoid form. In the mortal realm, their humanoid form is one of a seductive demoness with a human-like figure, bat-like wings, and a tail. This form is meant to lure humans visually while the sil attempts to control the human psychically. Their natural, chaotic form while dwelling within the Abyss is a vicious demon with numerous tentacle-like arms sprouting from their back with large horns protruding from their head. They lose their seductive figure, but are nonetheless female and partially humanoid. While in the spirit realm, they can assume either form, humanoid or chaotic, but only their humanoid form while in the mortal realm.

Sils are never involved with demonic armies, preferring to operate alone utilizing their ability to pass from the chaos realm into the spirit realm to great advantages. Once in the spirit realm, they can contact mortals in their sleep and seduce them through their dreams. If successful, the sil can plant the seed of immortality and convince the mortal to summon the demoness with a simple ritual. Once summoned to the mortal realm, the sil can further extend its abilities to control humanoids psychically, causing them to

do any number of devious acts otherwise inconceivable.

Sils don't particularly care for direct conflict. Their preference is to manipulate others into fulfilling the sil's desires, often causing dire ramifications later on. The sil could convince a great leader to launch an attack on its neighbor or simply convince a husband to commit adultery. All desired acts are counterintuitive to whatever the target wants, as it is all for the purpose of entertaining the sil. When the sil is done, the target is left alone to deal with the consequences.

PHYSIOLOGY

In their chaotic form, sils lose a lot of their humanoid shape.

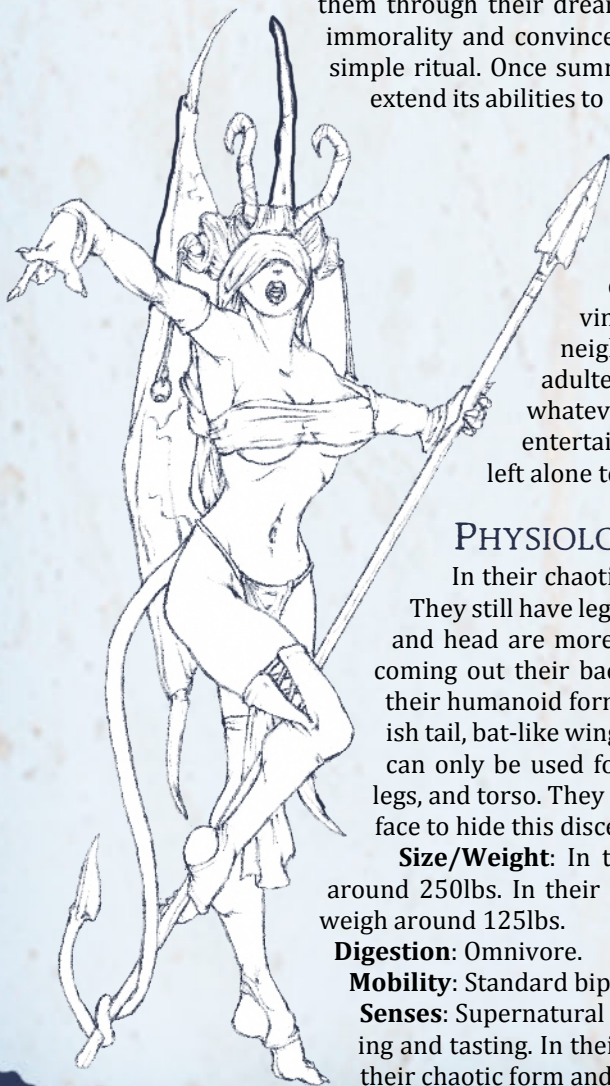
They still have legs, but their body has little definition; their torso and head are more like a worm than a humanoid with tentacles coming out their back, large horns on their head, and no eyes. In their humanoid form, they look like seductive women with a devilish tail, bat-like wings (although they can't actually fly – their wings can only be used for gliding), small horns, and human-like arms, legs, and torso. They still don't have eyes and wear a cloth over their face to hide this discerning feature.

Size/Weight: In their chaotic form, sils are 8ft tall and weigh around 250lbs. In their humanoid form, sils are less than 6ft tall and weigh around 125lbs.

Digestion: Omnivore.

Mobility: Standard bipedal.

Senses: Supernatural means for vision, but they are capable of smelling and tasting. In their humanoid form, they have ears but do not in their chaotic form and instead sense the tremors of movement.



**SIL, CHAOTIC FORM**

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d10

Pace: 6; **Parry:** 5; **Toughness:** 8

Skills: Entropy d10, Fighting d6, Intimidation d10, Notice d8

Special Abilities

- **Chthonic:** Immortal; can only be killed by another immortal being. Upon dying, its body disintegrates and returns to the chaos realm.
- **Demon:** +2 to recover from being Shaken; immune to disease, poison, and extreme environments; half-damage from non-magical attacks; immune to Fear and Intimidation.
- **Hardy:** Does not suffer a Wound from being Shaken twice.
- **Powers:** Using Entropy, has 30 Power Points and knows the following Powers: *confusion, fear, puppet*
- **Realm Walk:** Once summoned into the mortal realm, the sil can pass between the chaos, spirit, and mortal realms. It can spend an action to move between realms, but it can only travel to the mortal and chaos realms from the spirit realm. However, once it enters the chaos realm, it cannot travel back into the mortal realm until summoned.
- **Size +1:** Sils are 8ft tall in their chaotic form.
- **Supernatural Vision:** Ignores all penalties for lighting.
- **Tentacles:** Str+d4; multiple tentacles allow the sil to make two attacks without incurring a multi-action penalty.
- **Terror -1:** Forces Fear checks to be made with all failures resulting on a roll on the Fright Table.
- **Transformation:** While in the spirit realm, the sil can spend an action to shapeshift between its chaotic and humanoid forms. Although the creature resides within the spirit realm, it's not ethereal, but rather gains the ability to manipulate its shape.
- **Tremorsense:** Can make a Notice roll to locate anything moving without having to see, hear, or smell it. This ability extends to 10x the creature's Pace.
- **Weakness (Cold Iron):** Takes full damage from cold iron weapons.

**SIL, HUMANOID FORM**

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d10

Charisma: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Skills: Entropy d10, Fighting d6, Notice d8, Persuasion d10

Weapons: Can use all humanoid weapons.

Special Abilities

- **Chthonic:** Immortal; can only be killed by another immortal being. Upon dying, its body disintegrates and returns to the chaos realm.
- **Claws:** Str+1
- **Demon:** +2 to recover from being Shaken; immune to disease, poison, and extreme environments; half-damage from non-magical attacks; immune to Fear and Intimidation.
- **Hardy:** Does not suffer a Wound from being Shaken twice.
- **Powers:** Using Entropy, has 30 Power Points and knows the following Powers: *confusion, fear, puppet*
- **Realm Walk:** Once summoned into the mortal realm, the sil can pass between the chaos, spirit, and mortal realms. It can spend an action to move between realms, but it can only travel to the mortal and chaos realms from the spirit realm. However, once it enters the chaos realm, it cannot travel back into the mortal realm until summoned.
- **Supernatural Vision:** Ignores all penalties for lighting.
- **Transformation:** While in the spirit realm, the sil can spend an action to shapeshift between its chaotic and humanoid forms. Although the creature resides within the spirit realm, it's not ethereal, but rather gains the ability to manipulate its shape.
- **Weakness (Cold Iron):** Takes full damage from cold iron weapons.

ENCOUNTERS

Sils are driven to manipulate mortals for entertainment purposes. They don't care about the ramifications of their actions or the actions of the humanoid they control. Once they get bored, they tend to move on.

The standard stat block for a rage skeleton assumes a creature that is mostly humanoid with enough bone structure to easily target from a distance. When creating a unique skeleton, that structure can change significantly, giving rise to different aspects than those below. For instance, if the skeletal structure is very narrow, it may be impervious to ranged attacks, gaining Immunity (Ranged Attacks). Only melee attacks can do any real damage as missiles simply go right through or fail to damage its skeletal frame.

Skeleton, Rage [rayj skel-ə-tən]

DRIFTER, HUMANOID, UNDEAD

Rage skeletons are a curious lot. It's quite rare that two ever look alike as they are assembled by the reanimation of skeletal remains scattered along radiating energy from the chaos realm. Unlike other skeletons, they become an amalgamation of different skeletal remains, including animal and humanoid and the result is a creature of unique design driven to evil by the energy that assembled it.

Rage skeletons have a type of supernatural intelligence stemming from the dark energy that empowers them. This energy knows little outside of anger and violence, turning the skeleton in a rampaging construct bent on killing. Those with humanoid hands can grasp weapons while those without rely on mutated claws to do the job. They scavenge as much as they can from their successful kills, providing them with new weapons for the next kill. Fortunately, they have no bodily shape, being nothing more than bones, preventing them from wearing any type of armor.

Rage skeletons can appear almost anywhere, but rarely stay in one place for more than a couple of hours. They are driven by an insatiable appetite for violence and wander about the Known Lands looking for viable targets (which is pretty much anyone). They are not averse to attacking animals nor do they differentiate between ally and enemy. Everyone is a potential target, from the simple human farmer to the diseased giant standing in the way.



PHYSIOLOGY

Rage skeletons have very few common physiological traits. Whatever skeletal remains are nearby become susceptible to the energy attempting to reassemble them, but this energy usually appears where humanoid remains lay, allowing most to assemble humanoid torsos with legs and arms. Their feet, hands, head, and even upper torso may come from something else, but they are generally humanoid in shape.

Size/Weight: Rage skeletons vary in size and weight with most of them being 5-6ft tall and weighing little more than 50lbs.

Digestion: None.

Mobility: Typically bipedal, but the occasional quadruped has appeared.

Senses: Completely supernatural; they are comprised of nothing more than bones.

SKELETON, RAGE**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8**Pace:** 6; **Parry:** 6; **Toughness:** 8**Skills:** Fighting d8, Notice d10, Throwing d8**Special Abilities**

- **Bite:** Str+d4
- **Claws:** Rage skeletons with humanoid hands can use any humanoid weapon. Those that don't have claws (Str+d4).
- **Supernatural Vision:** Ignores all penalties for lighting.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called Shots do not extra damage.

ENCOUNTERS

Rage skeletons roam about looking for new victims. They eschew all tactics and strategic attacks, acting in a bloodthirsty frenzy attacking whatever gets in their way. The chaotic energy that assembles them is drawn to violence. They rarely have a target in mind and instead wander about until someone or something grabs their attention. This may be caused by making eye contact, detecting a loud noise, the sounds of someone running away, or the smell of combat.

Random encounters with rage skeletons are quite common. Although their numbers are limited, they are often animated from a large pile of skeletal remains, creating a small force of them with each chaotic intrusion. Sometimes they roam about in a group, sometimes they roam about alone. Being drawn by the sounds of violence, if one nearby locates a target and attacks, the sound emitted from its skull draws other rage skeletons closer.

Motivation: Rage skeletons are completely reckless combatants. They will run and jump about to reach whatever target has caught their attention, never letting anything get in the way. They don't specifically choose targets for any reason. The chaos energy cannot formulate a level of intelligence that allows the skeleton to choose its target, but rather latches on to whatever signature it can. Once the signature of a target is detected, the rage skeleton is driven to attack.

The chaos energy animating the rage skeleton lacks the ability to discern any particular details of a target. Each target instead looks like a moving shadow against a light background, thus creating the signature of the target. Because of this, targets are difficult to detect at night, especially on cloudy nights, as there's little difference between the fuzzy shadow of the target and the darkness surrounding it. However, if the signature can be "seen" by the chaos energy, the rage skeleton stops at nothing to eliminate it.

Snake, Fog [fahg snayk]

DRACONIC

When it comes to land-based serpents, there are none as large and dangerous as the fog snake. These snakes are not only giants, they share a close relation to fowdobahals and other giant draconic creatures. Instead of having animal intelligence like most snakes, they are considered sapient even though they live a life similar to that of a normal snake. What sets them apart is their ability to follow commands, experience emotion, and understand right from wrong.

Fog snakes live in humid conditions, primarily in and around the Bygrass Marsh. They are capable of traveling through shallow waters, although they cannot swim like a sea snake does; they are only semiaquatic. They build their own homes along the edges of the marsh, appearing much like a giant beaver lodge. From there they can stay safe and care for their family.

Fog snakes are a natural predator, but they aren't reckless hunters. They only hunt for food and only attack in self-defense. They do not strike out against those just passing through unless they feel threatened by their presence. They are instead very protective of their families and wish to survive, however they only eat once or twice a year, requiring the consumption of a very large prey. Most humanoids are too small to quench a fog snake's hunger, requiring

it to look for something larger. Farm animals would be a more likely target, unless the fog snake was attacked by some humanoids, then those humanoids would all become a meal unless left to rot for scavenging animals to pick apart.

Very few fog snakes exist. They only bear one or two children in their entire lifetime, compelling adults to fight vigorously to keep them safe. At one time, many more fog snakes existed and were used as war beasts by highly skilled armies. They have the capability to be trained, but this requires a particular skill lost to ancient times (though possibly recoverable). These ancient trainers treated the snake like a companion, found them to be extremely loyal, and of course extremely powerful. They are capable of understanding commands, but in a sapient way, not in a way of training a domesticated animal.



PHYSIOLOGY

Fog snakes are giant, green snakes with webbing that flairs back from their head. They look much like a typical snake, although their face lacks the standard serpentine shape. Their face is more akin to an eagle than a snake.

Size/Weight: Fog snakes are 40-50ft long and 6ft thick. They weigh around 2 tons.

Digestion: Fog snakes can distend their jaws to a full 9ft wide to swallow their prey whole. The muscles in their throat attempt to compress the meal as much as possible to find into the 6ft thick body, but even that can swell to greater widths.

Mobility: Fog snakes slither about like all snakes, but prefer to skim across the swamp.

Senses: Standard serpentine senses, otherwise they feel vibrations through their body and "smell" by licking the air with their forked tongues.



Snake, Fog

Attributes: Agility d8, Smarts d8 (A), Spirit d6, Strength d12+4 Vigor d12+2

Pace: 10; **Parry:** 7; **Toughness:** 16 (3)

Skills: Climbing d8, Fighting d10, Notice d8, Swimming d8

Special Abilities

- **Beak:** Str+1
- **Constrictor:** With a successful grapple, the fog snake can constrict its target, using its Strength as damage. If the target is wearing rigid armor (e.g. plate mail), this reduces the armor's protection by one with each successful grapple.
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** Does not suffer a Wound from being Shaken twice.
- **Large:** Attack rolls against it gain a +2 bonus.
- **Semiaquatic:** Fog snakes gain a +2 bonus to Swimming in shallow water. Additionally, they can hold their breath up to 25 minutes.
- **Size +4:** Fog snakes are 40-50ft long.
- **Swallow Whole:** Fog snakes can attempt to swallow a target whole as a standard Fighting attack. Because their digestion period is so long, the target can act as normal, but must find a way out. Cutting through the snake's skin is done against a Toughness of 3.
- **Tail:** Str+1; can make a second attack against targets within a 90° arc of their rear without incurring a multi-action penalty.
- **Thick Scaly Skin:** Armor +3
- **Tremorsense:** Can make a Notice roll to locate anything moving without having to see, hear, or smell it. This ability extends to 10x the creature's Pace.

While it seems few would ever disturb a fog snake's home, some seek them out to harvest their skin, which can be made into hide armor. A full grown adult can make at least 20 sets of hide armor, each fetching a considerable price. The act of hunting down a fog snake for this purpose is perilous, but the reward can be astounding. Of course, most don't live to reap their reward and fail to kill the fog snake, choosing to flee instead, but many still try.

ENCOUNTERS

Encounters with fog snakes are extremely rare. When they happen, the snake will fight to the death to protect its family and home if it feels threatened.

Jungle snakes can be used in a variety of ways other than their standard stat block. First, their teeth are about the length and sharpness of small daggers, with each one being capable of puncturing flesh. GMs can choose to make each tooth an individual weapon (Str+d4 each), and attempt to measure how many teeth are puncturing the target. Each of them would inflict damage, the same way attacking with two daggers would. Another option is due to the length of the body and the absence of arms and legs, each 3-5ft becomes a section of torso with its own Armor rating. Roll randomly to determine which section is hit, allowing each section to incur Wounds.

Snake, Jungle [jung-gəl snayk]

ANIMAL, DRACONIC

Most snakes are not a true threat to civilized beings. Some may be poisonous or constrictors, but few have the ability to overpower humanoids. Jungle snakes don't fall into that category.

Throughout the Orley Jungle are vicious predators such as the jungle snake. These snakes are not only quite large, they have vicious teeth that can latch onto anything and not let go until the victim has stopped thrashing about. They are the deadliest snake on land, but thankfully they only feed once a month or so. The only reason most people survive an encounter with a jungle snake is because the creature is not feeding at that time. Only when they're feeding do they go to great lengths to kill their prey. Otherwise, they render the target unconscious to ensure they don't fall prey to the intruder into their domain.

Jungle snakes should always be considered a predatory creature, even if they're only hunting for defensive purposes and not for their next meal. They spend most of their time slithering through the jungle canopy, but occasionally drop to the ground when a meal comes by. They tend to not move around much and use the front half of their body to lunge at a target while still wrapped around a tree. Using their elongated teeth, they sink their jaws into the flesh of their victim, holding on until it stops moving. Then the snake drops to the ground and drags its meal to a safe place.

If the target proves too difficult to catch that way, the snake drops to the ground and continues attacking along with attempting to wrap itself around its prey. Once wrapped around its target, the jungle snake uses its jaws to engulf the prey's head, sinking its teeth into the meal's neck until death finally overcomes it.

PHYSIOLOGY

The body of a jungle snake looks like the body of most snakes.

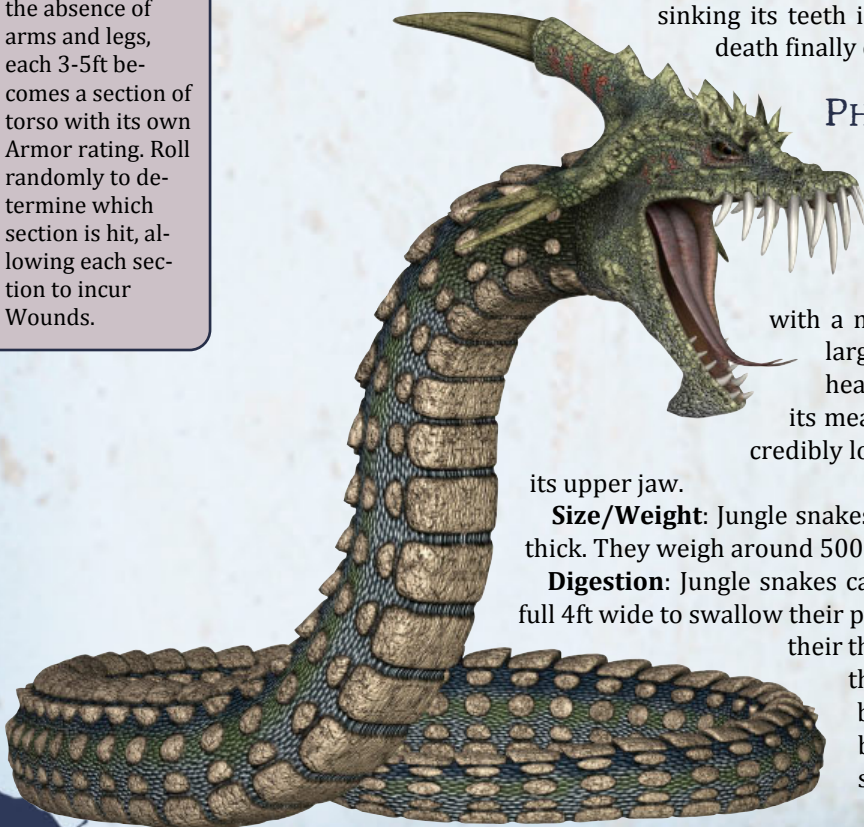
However, its head is considerably different

with a more lizard-like tongue, a large horn on the back of its head that it can use to hook its meal to drag it along, and incredibly long teeth protruding from

its upper jaw.

Size/Weight: Jungle snakes are 15-25ft long and 3ft thick. They weigh around 500lbs.

Digestion: Jungle snakes can distend their jaws to a full 4ft wide to swallow their prey whole. The muscles in their throat attempt to compress the meal as much as possible to fit into the 3ft thick body, but even that can swell to greater widths.



Mobility: Jungle snakes slither about like all snakes, but prefer to move about through the trees.

Senses: Standard animal vision, otherwise they feel vibrations through their body and “smell” by licking the air with their wide tongues.

SNAKE, JUNGLE

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d12

Pace: 6; **Parry:** 7; **Toughness:** 12 (2)

Skills: Climbing d8, Fighting d10, Notice d8

Special Abilities

- **Bite:** Str+d4
- **Constrictor:** With a successful grapple, the jungle snake can constrict its target, using its Strength as damage. If the target is wearing rigid armor (e.g. plate mail), this reduces the armor’s protection by one with each successful grapple.
- **Fearless:** Immune to Fear and Intimidation.
- **Scaly Skin:** Armor +2
- **Size +2:** Jungle snakes are 15-25ft long.
- **Tremorsense:** Can make a Notice roll to locate anything moving without having to see, hear, or smell it. This ability extends to 10x the creature’s Pace.

ENCOUNTERS

Encounters with jungle snakes are not very common. They don’t exist outside of the Orley Jungle and if not looking to feed, they’re easy to outrun through clear paths in the jungle. It is, however, advised to stick to the jungle paths as doing otherwise can spell disaster for a number of reasons. However, hunting a jungle snake is not unheard of as their giant teeth are made of ivory that can be used in a number ways. Wealthy human nobles have been known to launch expeditions into the Orley Jungle, taking a dozen able-bodied guards with them, to hunt for a jungle snake (and possibly other creatures) only to return with a small basket full of ivory teeth from just a single snake.

Jungle snakes are not considered endangered, although there aren’t many full-grown ones around (and only a full-grown snake would be worth ivory harvesting), making these hunts lengthy and quite dangerous. There are many other predators amongst the Orley Jungle, not to mention the dangerous humanoids that live there.

Motivation: For a jungle snake to attack, it must first spot the target and must care about its presence. Spending much of their time sleeping, jungle snakes rarely care about the occasional passer-by, especially if they’re in a large group that can kill the snake. If a lone wanderer passes through, the snake may take notice and size-up the target for a possible future meal. Otherwise, if the target or group of targets appears to be a threat (such as shaking the tree the jungle snake resides in), it moves to attack.

While hunting to feed, jungle snakes attack anything and anyone larger than a rabbit (anything smaller is a waste of time) as it must consume at least 150lbs of meat to satiate its appetite for another 4-6 weeks.

Stalker [stahk-er]

DRIFTER, HUMANOID

There is, on occasion, a humanoid being toes the line between an intelligent species and an indigenous animal. Stalkers are often a source for debate for gray elf scholars to determine whether or not they are an intelligent species or not with the result always being mostly undetermined. Instead of attempting to properly define this, they are essentially referred to as a degenerate humanoid species with nothing more than prehistoric tendencies.

Stalkers are curious creatures and should never be taken lightly. They hunt anything they can and scavenge when necessary. Their methods of hunting are purely instinctual, lacking intelligence necessary to form a proper strategy. This means that all civilized humanoids are potential targets, and they'll have to deal with a creature that always attacks using rage. They are incredibly unpredictable and overcoming an encounter requires brute strength and solid teamwork.

Stalkers are nocturnal and naturally drawn to things that don't belong in the wilderness (such as campfires and voices). They spend their nights wandering aimlessly across the land, typically through the forest or lower half of the mountains, looking for a target. Indigenous creatures are typically ignored, although those that stand out amongst the backdrop of a dark forest have been known to become victims of a stalker attack. They hunt and travel in groups as lone stalkers aren't strong enough to stand up to the common victim of an attack. They tend to gang-up on their opponents and use their quickness, raw strength, and vicious teeth and claws to get the job done as quickly as possible.

PHYSIOLOGY

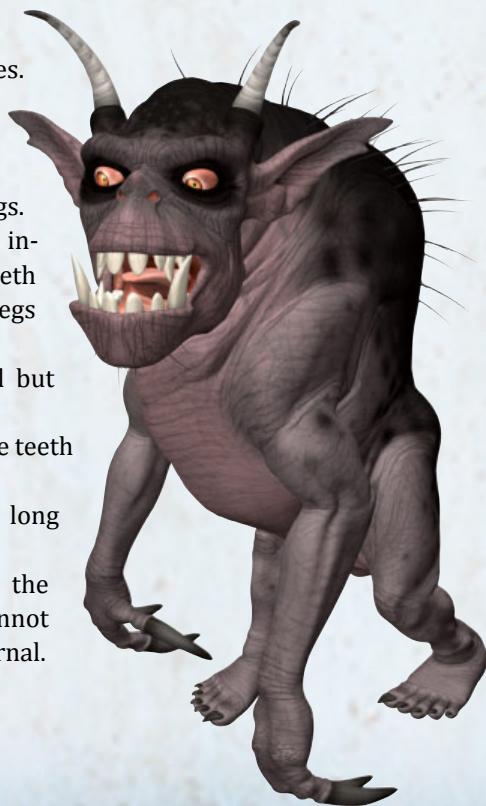
Stalkers look a bit like mutated apes. They have long ape-like arms that drag on the ground while they walk, though they are used for are used for running, a hunched back, and short legs. Many of their features are elongated including their ears, faces, fingers, and teeth while others are stubby such as their legs and toes.

Size/Weight: Stalkers are 3-4ft tall but very stocky, weighing close to 200lbs.

Digestion: Carnivores with very large teeth for ripping meat from bones.

Mobility: Bipedal although their long arms are used for running.

Senses: Standard humanoid with the ability to see in the dark. Stalkers cannot see well in the light and are thus nocturnal.



STALKER**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d4**Pace:** 5; **Parry:** 5; **Toughness:** 6 (2)**Skills:** Climbing d8, Fighting d6, Notice d6, Tracking d6**Special Abilities**

- **Ape-like:** Stalkers have long arms and use them when running. They cannot attack during the same round in which they ran.
- **Bite/Claws:** Str+d4
- **Darkvision:** Ignores penalties for Dim and Dark Lighting and Pitch Black, but incurs a -2 penalty to all actions when in direct sunlight or bright light.
- **Immunity (Disease, Poison):** Immune to the effects of disease and poison.
- **Leathery Skin:** Armor +2

ENCOUNTERS

Stalkers may be slow and dimwitted, but they are quite capable in combat and prefer to use maneuvering to their advantage. They are incredibly adept at acrobatic maneuvers given their build and always gang-up on a single target when possible. One of their most common “tactics” is to jump onto a target and attempt to knock it prone. Longer weapons often cannot reach the stalker when it’s on the target’s chest and the stalker can use the opportunity to sink its claws into the target.

While this sounds like a strategic method of attack, stalkers rarely execute it properly and often end up letting their rage get the best of them. They instead flail about haphazardly with their claws at the armored torso of the target, stomp on the prone victim like a victory dance, or neglect to follow-up with the attempt to bite the victim. However, their bulk is enough that, with two of them on a victim, it is all but impossible to get off the ground.

Motivation: Stalkers are frenzied creatures with no reasoning behind their attacks. If something grabs their attention and is seen as a potential meal, the stalkers attack. Random encounters are frequent as roving bands of stalkers can be found throughout the woods and part of the mountains. The only places they will never be found are near urban centers, near the seas, or in areas where the woods become thin.

Stalkers are recurring visitors to outlying farmlands. Although they rarely catch a farmer out after dusk, pasturing animals are frequent targets. If a farmer wakes up and finds a slaughtered horse or cow in the pasture, it’s a pretty good guess that a group of stalkers is nearby. The creatures rarely travel far from day to day and tend to circle back frequently. Because of the threat they pose to the farm animals, stalker hunts are called immediately to dispatch of the pesky creatures.

The mind of a stalker lacks even the most rudimentary thinking, even though they’re not considered to have animal intelligence. Saying they have animal intelligence would be an insult to animals everywhere. Because of this, they never fall victim to possession by bloodline spirits. Their psyche is simply too difficult to control and is completely unresponsive to spiritual influence. It is as if they function like mindless thralls of the chaos realm without actually being tied to it.

Most tetbahals are male. When one finds a female without a child, it brings the female to its home for the sole purpose of procreation. Once the male impregnates the female, it keeps the female around until the child is old enough to survive on its own (roughly seven years). The male then proceeds to either force the female to leave or it abandons the cave and leaves the female behind. The female must then find a new male to bear another child. Most tetbahal females bear twins, allowing the species to somewhat thrive. However, they often become the victims of attacks by much larger animals and other beings.

Tetbahal [tet-bə-hahl]

HUMANOID, NOMADIC

Tetbahals are bothersome creatures. They are a variation of giant that lacks any sense of wisdom, despite being sapient creatures. They dwell deep within cave systems and stay there until their food supply runs out; then they abandon their cave and find a new one. Often times they move back into previous cave dwellings once the food supply has replenished itself. However, the creatures are too stupid to figure out how to aid the replenishment of their food supply and cannot properly hunt or forage to find food far from their cave.

The reason tetbahals are so bothersome is because they're an invasive species. They sit at the top of the food chain, but consume more than is necessary, robbing food from other animals that need it. What they don't eat, they tend to damage or desecrate. This often results in driving off potential prey, such as herbivores, which travel elsewhere to find food. Once the tetbahal has depleted an area of food, it tromps off to find a new cave home and repeats the cycle. Thankfully, after the beast leaves, the former cave and its immediate area begin to replenish themselves with the animals returning.

This type of behavior may never affect civilization, but often times the creatures find caves connected to dark elven cities or dwarven kingdoms, causing residual damage. However, the tetbahals are extremely tough, so defeating them is difficult; this is only worsened by the fact they are difficult to locate within their cave home. Most cave systems branch off in multiple directions or contain small, hidden grottos the tetbahal uses for shelter. A large portion of the cave system becomes their home and they could be located anywhere within that system at any time.

PHYSIOLOGY

Tetbahals are large, primitive creatures that look like unintelligent, savage brutes from an earlier stage of evolution. Their name means "head monster" due to the fact they have two heads. One head is dominant, controlling the legs and the left arm; the other head is subservient, controlling only the right arm. They are covered in dark brown skin with seemingly random patches of fur. Their hair is often long and unkempt and little more than a loin cloth covers them. They use large branches as giant clubs, swinging them about with tremendous force.

Size/Weight: Tetbahals are 10ft tall and weigh around 800lbs.

Digestion: Omnivore.

Mobility: Standard bipedal.

Senses: Standard humanoid, although they can see well in the dark.



TETBAHAL

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d12+3, Vigor d12+2

Pace: 8; **Parry:** 6; **Toughness:** 15 (2)

Skills: Fighting d10, Notice d4, Throwing d10, Tracking d4

Weapons: Giant tree branch (Str+d6, Parry -1), unarmed (Str+d4, Parry -1, is not susceptible to regular rules for being unarmed)

Special Abilities

- **Dual Attacks:** Tetbahals have two heads capable of acting independently. Each one controls a single arm, providing it with two attacks without incurring any multi-action penalties. However, the each attack must be made with a different weapon.
- **Fearless:** Immune to Fear and Intimidation.
- **Large:** Attack rolls against it gain a +2 bonus.
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Size +4:** Tetbahals are 10ft tall and weigh around 800lbs.
- **Spinning Attack:** The tetbahal can forgo making two attacks and instead grip the giant tree branch with two hands and making a spinning attack. Fighting rolls are made against each adjacent participant, friend or foe, with damage being assessed as normal.
- **Thick Skin:** Armor +2

ENCOUNTERS

Random encounters with a tetbahal are only possible within its territory. The beasts don't wander the land looking for a conflict, but will face any humanoids that enter its territory with ferocity. They are top predators and remain there by killing anything that may serve as a problem. Even bears aren't safe in a tetbahals territory.

Motivation: Tetbahals are driven by primitive instincts of survival. They are poor survivalists and jump in with their tree branch or other weapon swinging before gauging whether or not something is a threat. If they are teetering on the brink of death, they finally find the wisdom to flee and look for a new home. They may be stupid and reckless, but they rarely fight to the death.



Tormentor [tohr-men-tor]

DEMONIC, HUMANOID

Tormentors are far from the beings they once were. Each one was once a mortal being, before becoming lashed by an enslaver, dragged down into the depths of the chaos realm. After fighting the psychological effects of the taint of the chaos realm, they learned that none of them were strong enough to fight for long, and they eventually succumbed. The chaos realm forever corrupts their minds, bodies, and souls, and they mutate into horrific beings.

Tormentors are the product of mortals being forced into the chaos realm and being overwhelmed by its taint. The dark energy that swirls about the chaos realm engulfs their bodies and begins to take over, corrupting their spirit and turning the once mortal into a being of chaos. Everything about them mutates in whatever fashion the taint desires, turning them into mindless thralls who care about nothing more than killing and eating their victims. No two tormentors look exactly alike, and it's rare for two to look even somewhat alike. The taint dictates and the body is forced to conform to its desires.

Tormentors are the embodiment of chaos. They are hideous in every sense of the word and their bodies often lack conformance to typical humanoid standards. Elongated features are common, but they lack symmetry in their features. Skin covered bone spikes protrude from their form in a haphazard fashion. Body parts twist and bend in unnatural ways. It's as if everything about them is meant to confuse and cause insanity.

PHYSIOLOGY

Tormentors have few common features from one creature to another. They are chaotic mutations of former mortal beings, ranging from halflings to giants. However, due to population size and being frequent targets of demon enslavers, tormentors that were formerly humans are the most commonly encountered.

Size/Weight: Formerly human tormentors are typically 6-7ft tall but only weigh around 175lbs.

Digestion: Tormentors eat people, although they don't require the blood of others to survive.

Mobility: Most often bipedal.

Senses: Supernatural, although they do have the ability to see and hear like a human does.



**TORMENTOR****Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10**Pace:** 6; **Parry:** 7; **Toughness:** 9 (2)**Skills:** Climbing d10, Fighting d10, Intimidation d10, Notice d8, Taunt d10**Special Abilities**

- **Claws:** Str+d6, AP 2
- **Deformed Hand:** Str+d10
- **Demon:** +2 to recover from being Shaken; immune to disease, poison, and extreme environments; half-damage from non-magical attacks; immune to Fear and Intimidation.
- **Hardy:** Does not suffer a Wound from being Shaken twice.
- **Leathery Skin:** Armor +2
- **Poisonous:** Tormentors have a poison-like saliva they use to subdue a target. Once per round, they can make a grapple move to grab or hold their target; they can then use another action to make a bite attack (their bite attack is only usable if they grapple an opponent). Each successful bite attack does Str+d4 damage and the target must make a Vigor (-1) roll to resist the poison. Failure to resist the poison inflicts one level of Fatigue.
- **Supernatural Vision:** Ignores all penalties for lighting.
- **Terror -1:** Forces Fear checks to be made with all failures resulting on a roll on the Fright Table.
- **Weakness (Cold Iron):** Takes full damage from cold iron weapons.
- **Ability:** Description

ENCOUNTERS

Once a tormentor is created within the chaos realm, it is unleashed upon the mortal realm to cause as much havoc as possible. The creatures are drawn to the smell of mortal, humanoid blood and stop at nothing to kill as many targets as they can smell. They are somewhat intelligent; if someone gets in the way of their target, that person becomes the new target until it is dispatched, then the previous target is once again pursued. However, they don't go to great lengths to catch a fleeing target and quickly turn to find a new one.

Random encounters are extremely likely as tormentors can be found wandering the Known Lands anywhere and at anytime. They have no sense of direction; the smell of blood is the only thing that draws them in any particular direction. If there is no smell, then they wander aimlessly until a target is located. As a result, it is quite common for a tormentor to be drawn to a group of warriors camping for the night.

Motivation: Tormentors don't care who they kill, although they do care what they kill. They only attack mortal humanoids and once the target is dead, they feast on its flesh and entrails. The creatures don't consume the entire body, leaving most of it behind, causing carrion animals to often follow behind. After feasting, they typically leave the area and wander off to find a new target. However, they have been known to slaughter entire families.

Due to their varied appearances, tormentors are often mistaken for other denizens of the deep, such as ghouls. This is a dangerous assumption to make as tormentors are typically much more dangerous than other denizens they may resemble. They are considerably stronger, very resilient, tough to kill, terrifying to behold, and have a poisonous bite. It's quite plausible for a GM to present a lone tormentor as a wandering undead or other creature, only to lure the PCs into a dangerous encounter. Knowledge (Cryptozoology) can be used to determine the tormentor is definitely not an undead being with Knowledge (Demonology) allowing them to determine it's actually a tormentor.

Treors are resilient and strong creatures that make optimal shells for blood-line spirits. The standard treor has green scales and dark blue eyes. Plague treors have flecks of gray throughout their green scales and piercing red eyes. Their teeth elongate and become jagged. Their bodies swell about 1ft up and out, although their scales don't seem to grow with them. This produces the gray flecks as if the body is attempting to fill the gaps where the scales have come apart.

Treor [tray-ohr]

ANIMAL, PLAGUED

Treors are cold-blooded creatures that can only survive in the sweltering heat of the Orley Jungle and the encroaching desert near the Land of the Pharaohs. They are technically classified as lizards, although they don't really look the part. They have scaly skin and long, sticky tongues, but their bodies are more akin to a dog with a stubby tail. However, they are definitely reptiles, even if they don't look like one.

Other than having the length and girth of alligators and crocodiles, treors are the largest reptiles that fall under the animal category (reptiles larger than treors are considered draconic). They are one of the top predators in their environments and have the benefit of dog-like legs and teeth. This allows them to hunt like a mammal instead of methods typically employed by reptiles.

Treors are also known to be one of the most intelligent animal species in the jungles and deserts. They exhibit advanced hunting and tracking skills and a type of tactical thinking when hunting in a pack. When alone, they tend to use stealthier methods of catching their prey, allowing them to catch their target completely off guard.

These simple yet effective methods of survival have allowed the treor species to survive for what may have been millions of years. While there is no evidence to support this, treor bones have been located deep within the walls of cave systems that clearly must have taken millions of years to form. This theory is only supported by the treors' long lifespan, estimated to be 125 years, and the number of eggs the females lay each year, upwards of 150. They are also an important part of the ecosystem as many animals feast on treor eggs and hatchlings before they can climb into a tree or cactus and begin growing in relative safety (their scale colors blend in with the trees and cacti).

PHYSIOLOGY

Treors are an awkward looking lizard that looks like a dog with scales and a forked tongue. They have green scaly skin with non-retractable claws, used for climbing, sharp teeth with a strong jaw, protruding ears, and a stubby tail.



Size/Weight: Treors are large for lizards being about 4ft tall and 6ft in length. They weigh around 500lbs.

Digestion: Treors are omnivores, but their diet consists mainly of meat.

Mobility: Standard quadruped.

Senses: Treors actually have senses akin to a mammal

TREOR

Attributes: Agility d10, Smarts d8 (A), Spirit d4, Strength d12, Vigor d12

Pace: 8; **Parry:** 6; **Toughness:** 11 (2)

Skills: Climbing d8, Fighting d8, Notice d8, Survival d8, Tracking d8

Special Abilities

- **Acute (Hearing):** Gains a +2 bonus to Notice for hearing.
- **Bite:** Str+d6
- **Scaly Skin:** Armor +2
- **Size +1:** Treors are 6ft long and weigh around 500lbs.
- **Small Claws:** Treors have small, non-retractable claws that confer a +1 bonus to Climbing. However, they're not long enough to be used as a weapon.

TREOR, PLAGUE

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d12+1, Vigor d12+1

Pace: 8; **Parry:** 6; **Toughness:** 14 (2)

Skills: Climbing d8, Fighting d8, Notice d8, Survival d8, Tracking d8

Special Abilities

- **Acute (Hearing):** Gains a +2 bonus to Notice for hearing.
- **Bite:** Str+d6
- **Plagued:** +2 Toughness; +2 to recover from being Shaken; does not suffer from disease or poison; does not suffer a Wound from being Shaken twice.
- **Scaly Skin:** Armor +2
- **Size +2:** Plague treors are 7ft long and weigh around 700lbs.
- **Small Claws:** Treors have small, non-retractable claws that confer a +1 bonus to Climbing. However, they're not long enough to be used as a weapon.

ENCOUNTERS

Treors are predators; anyone smaller than them is a potential meal for them and their families. Anyone larger than them is a potential threat, requiring the pack to work together to dispatch of the threat. They are extremely territorial and will stop at nothing to protect their home. They eat what they kill, and that which cannot be eaten is simply left behind. Otherwise the meal is dragged to the treor's den. In the desert, these dens are often large holes dug into the ground. In the jungle, these are thickets of brambles with clearings for the treors to live.

It's quite easy to come across a treor family's territory without knowing it. Although that territory is typically small, maybe five acres or so, it is there territory and they will fight to the death to protect. Additionally, treor territories often overlap with other treor's considered to be part of their extended pack. The extended pack is called upon when needed to take down a larger predator.

Motivation: Treors are motivated by the same thing most indigenous animals are: survival. Unless the target is too small to be considered a meal, the treor will act offensively while hunting, or defensively while protecting its home.

Yarjinku [yahr-jeen-koo]

DEMONIC, HUMANOID

Yarjinkues are degenerate demons whose name means “little demon”. They only appear little as they walk about while crouched, being unable to stand upright. However, they are quite powerful and capable of incredible feats of magic.

The reason yarjinkues are so decrepit is because their bodies have absorbed a large portion of arcane energy that combines with the chaotic energy they are capable of wielding. This all but cripples the demon’s body as the arcane energy is stored within, ready to be exploded outward.

Yarjinkues don’t start off as degenerates; they are created as such due to the absorption of arcane energy. Each one started as a regular demon of some type and then became exposed to arcane energy due to its proximity to a tear in the fabric at the moment the tear occurs. When the fabric is torn, arcane energy from the mortal realm rushes in and bombards whatever is in its way. When a demon is exposed to this, it may mutate into a yarjinku. Most demonic beings exposed to this energy, however, cannot handle the impact and perish on the spot. Those strong enough to resist turn into yarjinkues and are never to return to their previous form.

Yarjinkues already possessed the ability to manipulate chaotic energy before being bombarded with arcane energy. Although this ability may have been limited, once the arcane energy invades their body, they learn to weave and manipulate it with chaotic energy until it becomes second nature. Although they suffer hideous mutations from the absorption of the arcane energy, it becomes a part of them and they are then capable of doing with it as they please.

Yarjinkues are powerful on their own, but ultimately incapable of truly protecting themselves. Although their magical abilities are quick and powerful, their legs are slow and they cannot properly grip melee weapons. They rely on their manipulation of energy to keep them safe, which is only good for so long before the enemy closes in. Most yarjinkues thus attach themselves to a small force of demonic warriors for safety. They then become a ranged threat that most enemies cower before. This can be achieved by the yarjinku seeking out a group willing to cart it along, they typically ride in wagons or are carried by a couple minions, or by being fortunate enough to come under the watchful gaze of a demonic warlord who needs that kind of power in its arsenal.

PHYSIOLOGY

Yarjinkues very much look the part of a degenerate demon. They have hideously mutated features that cover their body. However, they retain their overall wisdom and the ability to interact with others; they just look like mutated demons. Their skin is a variety of colors, depending on their previous form, although they can no longer wear demon armor and are relegated to wearing whatever rags fit.

Size/Weight: In their ever-crouching stance, yarjinkues are only about 3ft tall. However, if they could stand up straight, they would be closer to 6ft tall. They generally weigh around 200lbs.

Digestion: Omnivore.

Mobility: Yarjinkues move about in a crouched stance as they can no longer straighten their backs.

Senses: Standard humanoid with acute vision.

**YARJINKU****Attributes:** Agility d4, Smarts d10, Spirit d12+2, Strength d4, Vigor d12**Pace:** 3; **Parry:** 4; **Toughness:** 9 (1)**Skills:** Entropy d12+2, Fighting d4, Notice d8**Special Abilities**

- **Acute (Vision):** Gains a +2 bonus to Notice for seeing.
- **Claws:** Str+1
- **Demon:** +2 to recover from being Shaken; immune to disease, poison, and extreme environments; half-damage from non-magical attacks; immune to Fear and Intimidation.
- **Fear:** Forces Fear checks to be made.
- **Powers:** Using Entropy, has 65 Power Points and knows the following Powers: *animate, barrier, blast, boost/lower trait, burst, confusion, deflection, dispel, fear, puppet, smite, zombie*
- **Thick Skin:** Armor +1
- **Weakness (Cold Iron):** Takes full damage from cold iron weapons.

ENCOUNTERS

Random encounters with yarjinkues are not possible. They never travel alone if they can help it and choose to instead attach themselves to a force of demon warriors. This force could be roving about, hunting for targets, but PCs would never stumble into their domain accidentally and cause a possible encounter. Upon becoming a yarjinku, the creature can do little more than find a group to protect it.

Motivation: The arcane energy that mutates the demon into a yarjinku comes from the mortal realm. As such, all yarjinkues make it their personal vendetta to avenge becoming a hideous monstrosity. They hate all mortals and prefer to see every last one dead and will do everything they can to further these desires. The only thing that holds them back is their inability to move about and their vulnerability to being overwhelmed during combat.



Yarjinkues are often carried about on the back of a subservient demon. Horned devils are extremely good at following orders and have no qualms about carrying a yarjinku into battle with them. Although degenerate, they are extremely powerful and are capable of offering a tremendous amount of support to the army. They can help to boost the warriors and stifle the opposition in addition to performing ranged attacks.

Zojinku [zhoh-jeen-koo]

DEMONIC, HUMANOID, SUBSERVIENT

Zojinkues are fairly common demons to encounter. They are found in mass quantities throughout the chaos realm, frequently attaching themselves to demon armies, often serve as minions to greater demons, and are easily summoned into the mortal realm. In fact, zojinkues are so common that they were one of the first demons ever encountered shortly after the planes were aligned.

Although most demons, or types of demons, have existed for millennia, interaction with the Mortal Plane was rare. Many of the original inhabitants of Dhuran, those species that existed before the pantheon appeared, followed cult-like beliefs and had the ability to call upon zojinkues for aid – although they were simply called bone demons back then. As a result, the ability to summon a zojinku was written down for later generations to follow, and for the species created by the pantheon to later, accidentally, stumble upon. At first, summoning a zojinku was done out of curiosity. After a while, it became a means of seeking a subservient minion to perform sinful deeds before being sent back to the Abyss.

After the apocalypse, the knowledge of how to summon a zojinku was lost to the civilized people, but not to all humanoids. Some ragbahal druids still know how to summon a zojinku, as do a few harlock druids. Additionally, the means of summoning a zojinku were written down a few scrolls, one of which has been recovered, but was shortly thereafter lost and never seen again. The scroll has been stolen by an upstart cult with aspirations of gaining immortality by manipulating the Abyss. It is their belief that Dhuran can be saved by bowing to the lords of the Plane of Chaos rather than seeking some type of other intervention.

Between the cultists and ragbahals, zojinkues are still summoned to perform devilish deeds along with being seen attached to chaotic forces as they burst through the tear in the fabric. They are clever demons and capable of moving about with some sense of stealth, giving them the edge necessary to perform desired duties quietly and efficiently. They do this quite willingly as they revel in the idea of ruining the lives of a humanoid within the mortal realm.



PHYSIOLOGY

Zojinkues look much like animated skeletal frames with muscle and skin pulled tightly over it. They go beyond emaciated, as most of their bones can be seen bulging their skin. They are completely hairless, have brown skin and have claws on their fingers and toes. They possess powerful hands for crushing a target and are incredibly athletics.

Size/Weight: Zojinkues are about 5.5ft tall when standing upright, although they typically slouch when they move about. They weigh around 100lbs.

Digestion: Omnivore.

Mobility: Standard bipedal.

Senses: Standard humanoid with the ability to see well in the dark.

ZOJINKU

Attributes: Agility d10, Smarts d4, Spirit d10, Strength d6, Vigor d10

Pace: 8; **Parry:** 5; **Toughness:** 8 (1)

Skills: Climbing d6, Fighting d6, Stealth d10, Throwing d10

Special Abilities

- **Claws:** Str+1; capable of wielding all humanoid weapons.
- **Demon:** +2 to recover from being Shaken; immune to disease, poison, and extreme environments; half-damage from non-magical attacks; immune to Fear and Intimidation.
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Thick Skin:** Armor +1
- **Weakness (Cold Iron):** Takes full damage from cold iron weapons.

Zojinkues are not particularly skilled in weapon combat. They prefer an unarmed approach that utilizes maneuvers instead of standard attacks. By grabbing onto a target, they can often disarm said target, force it prone, and shortly thereafter render it unconscious. They can then proceed with torturing and killing the victim without worrying about being injured in the process.

ENCOUNTERS

Random encounters with zojinkues are highly possible. They rarely leave the chaos realm of their own accord and instead are at the behest of a demonic leader or someone capable of summoning them to the mortal realm. When that occurs, they always follow orders exactly as dictated and don't stop until the order is completed. These orders often result in them being on the hunt for a target. Upon completion of those orders, they disappear and are sent back to the Abyss.

Motivation: Zojinkues are driven by a deep hatred of mortal beings. More specifically, they hate that the pantheon arrived on Dhuran, aligned the planes, and created new mortal humanoids. These new species interfered with the regular fighting between the existing humanoid species along with creating barriers between the planes that made it harder to pass through. Although they lack the ability to work as a cohesive force on their own, zojinkues instead pour everything they can into performing whatever deeds they are called upon to perform that work against the progress of the civilized mortal beings.

CATALOG

Look for these titles wherever Mystical Throne Entertainment products are sold.

Ancient World

- ❑ MYL10601 \$10.00 Ancient World (Savage Worlds) – 2nd Edition
- ❑ MYL40601 \$10.00 Ancient World (EGS)
- ❑ MYL40602 \$10.00 Bestiarum Vocabulum (EGS)

Entropic Gaming System

- ❑ MYL40001 \$5.00 Entropic Gaming System
- ❑ MYL40002 \$10.00 Xenopedia
- ❑ MYL40003 PWYW Quick Start Guide
- ❑ MYL42001 \$2.95 Entropic Adventures: The Secret of Isla de Monos
- ❑ MYL42002 \$3.95 Entropic Adventures: Once and Once and a Long Time Ago
- ❑ MYL42003 \$1.95 Entropic Adventures: Dogs of War
- ❑ MYL42201 \$15.00 Entropic Heroes: Science Fiction
- ❑ MYL42301 \$1.95 Entropic Settings: Underhome
- ❑ MYL42302 \$2.95 Entropic Settings: Norlynn

Killshot (from the Broken Ruler Games development studio)

- ❑ BRGKS001 \$10.00 The Director's Cut
- ❑ BRGKS002 \$5.00 An Assassin's Journal
- ❑ BRGKS003 \$5.00 Direction
- ❑ BRGKSF00 PWYW Killshot Files #0: Retribution
- ❑ BRGKSF01 \$2.95 Killshot Files #1: Blaze of Glory
- ❑ BRGKSF02 \$4.95 Killshot Files #2: Bad Company

Licensed Campaign Settings

- ❑ MYL20303 \$15.00 Portsmouth 1745 (Colonial Gothic)

Mercenary Breed

- ❑ MYL10501 \$10.00 Mercenary's Handbook (Savage Worlds)
- ❑ MYL10502 \$10.00 Galaxy Guide (Savage Worlds)
- ❑ MYL10503 \$10.00 Xenopedia (Savage Worlds)
- ❑ MYL30501 \$10.00 Mercenary's Handbook (Legend)
- ❑ MYL30502 \$10.00 Galaxy Guide (Legend)
- ❑ MYL30503 \$10.00 Xenopedia (Legend)

Mythos

- ❑ MTEMY001 \$15.00 Mythos (Savage Worlds)
- ❑ MTEMY002 \$7.50 Player's Guide (Savage Worlds)
- ❑ MYL10902 PWYW Quick Start Guide (Savage Worlds)
- ❑ MYL10903 \$1.95 Battle of Thermopylae (Savage Worlds)
- ❑ MYL10904 \$3.95 Wine and Blood (Savage Worlds)
- ❑ MYL10905 \$3.95 Queen of the Labyrinth (Savage Worlds)
- ❑ MYL40901 \$15.00 Mythos (EGS)
- ❑ MYL40902 \$10.00 Hero's Handbook (EGS)
- ❑ MYL40903 \$10.00 Epic Gamemastering (EGS)
- ❑ MYL40904 PWYW Quick Start Guide (EGS)
- ❑ MYL40905 \$1.95 Battle of Thermopylae (EGS)
- ❑ MYL40906 \$3.95 Wine and Blood (EGS)

Savage Insider (Savage Worlds)

- ❑ MTESI001 Free Issue 1: Building the Savage Worlds Community
- ❑ MTESI002 Free Issue 2: How the Dice Roll
- ❑ MTESI003 Free Issue 3: What Lurks in the Shadows
- ❑ MTESI004 Free Issue 4: Shaking Things Up
- ❑ MTESI005 Free Issue 5: CONventional Gaming
- ❑ MTESI006 Free Issue 6: Holidays and Havoc
- ❑ MTESI007 Free Issue 7: End of Days
- ❑ MYL10201 Free Issue 8: Technology at the Table
- ❑ MTESI009 Free Issue 9: Tales of the Weird
- ❑ MYL10202 \$5.00 Issue 10: Make it Epic
- ❑ MTESI01D \$10.00 Deluxe Issue 1: Modularity

Shadowed Earth

- MYL11501 \$2.95 Cryptozoology #01: Chaos Realm (Savage Worlds)
- MYL41501 \$2.95 Cryptozoology #01: Chaos Realm (EGS)
- MTESJ001 \$1.95 Shadow Journal #1: The Burning Crow (Savage Worlds)
- MTESJ002 \$2.95 Shadow Journal #2: Of Orchids and Oaths (Savage Worlds)
- MYL00101 \$5.00 Shadowed Earth
- MYL00102 \$1.99 Box of Blades (Fiction)
- MYL00103 \$4.99 Anthology, Volume I (Fiction)
- MYL40101 \$1.95 Veiled Supplements #01: The Burning Crow (EGS)
- MYL40102 \$2.95 Veiled Adventures #01: Of Orchids and Oaths (EGS)
- MYL40103 \$1.95 Veiled Adventures #02: The Temple of St. Benjamin (EGS)
- MYL40104 \$1.95 Veiled Supplements #02: The Realm of Lord Bane (EGS)

Judgment Day

- MYL11101 \$15.00 Judgment Day (Savage Worlds) – 2nd Edition
- MYL41101 \$15.00 Judgment Day (EGS)

Ultimate Guides

- MTEUG001 \$2.95 Ultimate Mass Battle Guide (Savage Worlds)
- MTEUG002 \$3.95 Ultimate Roman Legions Guide (Savage Worlds)
- MTEUG003 \$3.95 Ultimate Roman Legions Guide (Legend)
- MTEUG004 \$4.95 Ultimate Three Kingdoms Guide (Savage Worlds)
- MTEUG005 \$4.95 Ultimate Three Kingdoms Guide (Legend)
- MYL10401 \$4.95 Ultimate Pirates, Privateers, and Plunder Guide (Savage Worlds)
- MYL10402 \$3.95 Ultimate Mongol Empire Guide (Savage Worlds)
- MYL10404 \$4.95 Ultimate Knights Templar Guide (Savage Worlds)
- MYL30401 \$3.95 Ultimate Mongol Empire Guide (Legend)
- MYL40401 \$3.95 Ultimate Roman Legions Guide (EGS)
- MYL40402 \$4.95 Ultimate Three Kingdoms Guide (EGS)
- MYL40403 \$3.95 Ultimate Mongol Empire Guide (EGS)
- MYL40404 \$4.95 Ultimate Knights Templar Guide (EGS)

Bestiarum Vocabulum presents a collection of dark fantasy bestiary for *Ancient World* and is usable with any dark fantasy setting.

Bestiarum Vocabulum includes:

- 57 unique creatures.
- Over 75 adversary stat blocks.
- Fully illustrated entries.
- Full description and physiology of each creature.
- Plagued and Diseased versions of many creatures.
- ... and more!

Bestiarum Vocabulum is a dark fantasy bestiary guide for **Savage Worlds**. It is not a standalone book and requires use of the **Savage Worlds** core rulebook. To be used within the context of Dhuran, a copy of *Ancient World* is also required.

