



HÂRN MASTER GOLD

THE BESTIARY

BY N. ROBIN CROSSBY

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THE BESTIARY — VERSION 2.1

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SO MANY PEOPLE HAVE HELPED OVER THE YEARS THAT THIS LIST MAY WELL BE INCOMPLETE. I WANT TO THANK EVERYONE, AND IF YOU'VE BEEN LEFT OFF, PLEASE ACCEPT OUR SINCERE APOLOGIES.



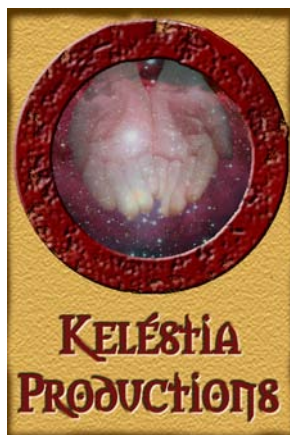
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HÂRNMASTER GOLD

While several editions of HârnMaster and the HârnMaster Bestiary have been published over the past twenty years, as of this date, the Gold editions are the only ones officially approved by the author, N. Robin Crossby. All present and future official HârnMaster publications are identified by the “HârnMaster Canon” label.

HârnMaster Gold is divided into several volumes, and is distributed in several formats.



ABOUT THE ENTRIES

This bestiary contains most of the creatures of Hârn and western Lýthia that are likely to be generated by the Encounter Tables, as well as a selection of creatures that may be encountered in other worlds in the Kéthrian Family. It is not a definitive list of all possible beasts. Each entry includes attribute generation which the GM may use to randomly generate NPCs. The average for each attribute is also given in case the GM wants a “typical” creature.

In this publication the various entries into eight categories of creature: Beasts; Mythic Beasts; Elementals; Ethereals; Folk; Gârgûn; Ívashú and Undead. Each category has an introductory article. However, it is recognised that all such divisions are arbitrary, especially since many of the creatures could reasonably fit into two or more categories. You have the option to rearrange the entries and articles in any order you wish.

SKILLS & WEAPONS

Combat skills are listed in order of typical preference. That is, if “claws” are listed before “bite”, the creature is more likely to claw than bite. This does not apply to defence. All creatures use viable defensive options; an intelligent creature with a shield is likely to use it for blocking and an animal is likely to dodge or counterstrike rather than use a paw to block. This is just common sense.

The numbers given for each combat skill are **ML** then **Impact**. Hence, “Claws.....75/5bt” indicates that the creature can use its claws at ML75 with a blunt **or** tear impact of 5. Aspect abbreviations are: **b** blunt, **e** edge **f** fire/frost, **p** point, **s** squeeze, and **t** teeth/claw/tear. Statistics given are averages, GMs should vary as they deem appropriate. The Factor Variation Table may be used for this purpose. Mobility, Dodge, Initiative, and Fatigue Rate, are not necessarily determined in the same way as for humans and/or demi-humans.

ARMOUR

Each creature has typical armour in standard format indicating protection against various kinds of strike. For example, a line reading B3 E4 P2 F4 S1 T4 means that the creature has a protection of 3 against blunt strikes, 4 against edge strike, 2 against point strikes, and so on.

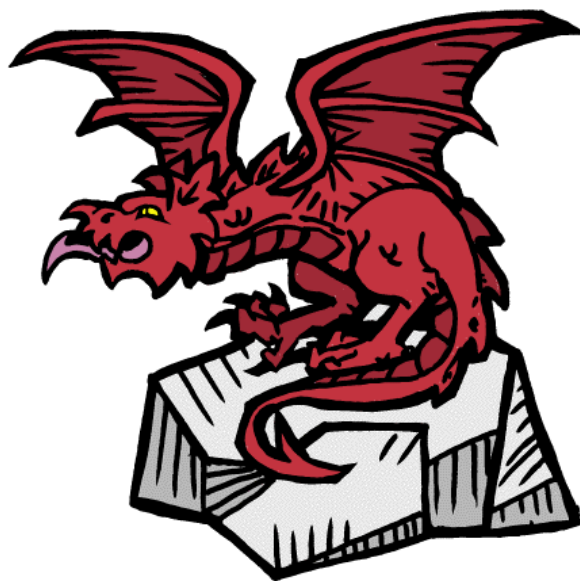
Exceptions may include intelligent, armour wearing creatures, and those with special types of protection. For intelligent creatures, the GAC may be indicted (E.g., “Light” or “Light B”). Armour protection values may be determined on the fly in these cases.

Because some creatures may defy categorisation, their attributes and descriptions may vary from standard format. These are either beasts with special abilities such as elementals, or creatures whose statistics are too dependant on other factors to be easily averaged.

ABOUT THE ILLUSTRATIONS

Some of the illustrations included in this publication are attributed to the artist Irân Ongâra of Chérafir (b. TR632, d. TR704). While his images are as accurate as he could make them, many were based on descriptions provided by others.

Irân had an apprentice known as Limner the Mad, also of Chérafir. He inherited his master’s library, and has been studying the flora and fauna of the Hârníc Isles for decades. When Irân died, Limner continued his work. Because Limner has never personally seen many if not most of the creatures, they sometimes lack precision.



However, the uncanny accuracy of *some* of his illustrations has caused certain members of the Guild of Arcane Lore to wonder whether he may be collecting exotic specimens. In itself, this may not be a problem, but there have also been rumours of escaped creatures, causing considerable injuries to innocent bystanders.

Slaughtering the 'mundane' kvikîr is considered an unfortunate happenstance, even among the most jingoistic of arcanists. An investigation of Limner's methods has been proposed by mages in Chérafir. The proposal is gaining support, and may commence within a year or two.

FACTOR VARIATION TABLE

This table may be used to randomly generate variations for attributes found in the creature entries.

None of the rules conventions or numerical assignments in this publication should be taken to overrule Gamemaster discretion.

FACTOR VARIATION	
3-5	-20%
6-7	-15%
8-9	-10%
10-11 ..	No Variation
12-13	+10%
14-15	+20%
16-17	+30%
18	+40%

ANIMAL INTELLIGENCE

Animal intelligence is presumed to include a degree of 'instinct', and should never be directly compared to that of humans or other sentient creatures. Except as otherwise indicated may be assumed that animal intelligence (which is rarely, if ever needed in play) may be generated by rolling 3d4 and modifying at GM discretion.



NOTES FOR THE GAMEMASTER

This bestiary is not intended to be a definitive exposition on all Hârnîc creatures. Its purpose is to provide a brief introduction to the creatures, and to allow the Gamemaster to generate creatures and get them 'into play' as needed. The Gamemaster is encouraged to add any detail deemed necessary for his or her campaign.

The illustrations provided are not intended to be photo realistic. Rather, they provide an overall (and perhaps somewhat inaccurate) impression for the Gamemaster, whose task it is to provide more detailed descriptions to the players.

CHARACTER GENERATION

Most of the creatures in this bestiary are not recommended for use as Player-Characters. However, this is up to the GM. Interdependent Attribute variations (such as Strength modifications due to Weight) may be ignored when generating attributes from the data block for each creature.

BEASTS

Beyond the tilled and settled lands of the civilised folk of Hârn and Lýthia lie vast areas of wild forest and mountains, rivers, lakes and marshes. These lands are the domain of the wild beasts. While these 'mundane' animals are nowhere as feared, nowhere as storied as the mythical chimeras, demons, Ívashù, or dragons, they can certainly be useful or dangerous, and should not be ignored or underestimated.

Some creatures range across virtually the entire world, while others are confined to small areas. Some species number in the billions, while others are on the verge of extinction.

The variety of beasts in the vast (but shrinking) wild lands of Kèthîra seems almost infinite; scholars have devised many systems to classify them. Some scholars have defined 'beast' as a corporeal entity that slithers, crawls, goes on four or more legs, or that relies on wings or fins. Bipedal creatures usually seem to be 'folk' or 'people', rather than beasts. The distinction between 'folk' and 'beast' is far more complex; each scholar seems to draw that line in a different place. In most cases the distinction seems to involve sentience and the ability to communicate fairly complex ideas and form cultures.

SMALL BEASTS

Only a tiny fraction of the world's beasts are as large as men. Many are too small or too furtive to ever be seen by men. Most are relatively harmless although some very small beasts, particularly the snakes of warmer climes can be perilous.

HERD BEASTS

Large herbivorous beasts are typically herd animals. The size and organisation of herds appears to vary with the habitat — wide plains are inhabited by herds of grazing beasts that number in the thousands, while a herd of mountain-dwellers may consist of only a few individuals.

FLESH EATERS

The most recognisably dangerous beasts are the large carnivores. Predatory flesh-eaters tend to be of higher intelligence and travel in small packs or family groupings. Most solitary creatures are carnivores, socialising only to mate or raise or protect their young. The largest of the land-dwelling 'mundane' carnivores are the great bears.

FOLK & BEASTS

The tribal peoples of Kèthîra hunt almost all the beasts of the wilds, either for food, security or according to the ritual needs of their people.

Most wild animals are presumed to possess attributes that humans may somehow take or borrow. The wolf is clever, the lion swift and supple, the bear is powerful, and the boar is courageous. Hunters who take their lives, consume their flesh, or wear their skins may, through mystical transference, assume these attributes. Tribesmen, mages and mystics who adopt 'familiars' or 'spirit guides' also believe that they can benefit from spiritual relationships with the beasts.

Most beasts of the wild are wary of humankind. Carnivores rarely hunt humans, partly because they have learned that man is the most dangerous of all predators, and partly because, to most large carnivores, human flesh is not pleasant to taste.



DOMESTICATED BEASTS

Most human cultures depend to some degree on the domestication of beasts. Animals contribute labour, meat, eggs, wool, manure, dairy products, bone, fur, hides and companionship to human cultures, and the easiest way to secure such services and commodities is through domestication.

In feudal cultures, the horse is deemed the noblest of the beasts, making a critical military contribution. Where the horse collar is extant, it also provides useful labour. Different breeds of horse are valued for their distinctive qualities, and breeders may jealously guard their bloodlines. In peace and war, the horse is a symbol of status and value.

Cattle are equally important, although not so noble. The ox is central to the agricultural practices of many peoples, and the cow provides essential nutrients in the diet of most. The hides of cattle provide leather for many purposes.

The taming of the sheep, and related beasts such as the goat, has provided humankind with the essential ingredient to a whole industry – the textile industry. Even the most primitive of cultures harvest the fleece of these beasts to provide the raw material for the production of fabric for clothing. Some cultures make use of the skins of sheep and goats for vellum and parchment.

The pig is the domesticated boar, and is considerably less dangerous. It is a rapidly growing animal, and produces the most readily available source of protein for most Lýthians. Some cultures, however, particularly in warmer climes, have cultural prohibitions against the consumption of pork.

ANIMAL INTELLIGENCE

The minds of beasts operate on different levels than those of the speaking folk. While many people use terms such as 'dumb animal', a lack of intelligible speech should not indicate a total lack of intelligence. Many beasts possess what seems a kind of native cunning, and some can outwit the most canny hunters. The majority of 'beasts' seem to rely, however, on what scholars term 'instinct': patterns of behaviour that seem to inevitably arise in response to specific circumstances.

Many folk argue that beasts are not self-aware; some hold that they cannot even feel pain. This may be comforting to those who choose to kill and eat meat, yet there is strong evidence that animals feel pain, are fully aware of their environments, and often display indications of self-awareness. People who live with animals typically claim that they demonstrate wisdom, affection, and the ability to learn. No one who owns a dog or a pig would argue that it lacks self-consciousness.

ANIMAL BEHAVIOUR

One thing that sets most 'animals' apart from 'folk' is the predictability of their behaviours. Most beasts are focussed on simple purposes — finding enough to eat and drink, avoiding predators, resting, or producing young to propagate their kinds. For most species, these fundamental activities consume virtually all of the beast's time. Only a few wild 'beasts' seem to have what could be termed 'leisure' time.

Most animals are territorial to one degree or another. Their territories may be large or small, depending on their size and needs. They may define territories to supply them with adequate food and drink, to obtain and retain mates, or to protect young.

The mating rituals and habits of beasts are varied and wondrous. In many species there is intense competition between males for the right to breed. In herd and grazing animals this unending competition accounts for features such as horns, claws and other weapons, which beasts use for combat or display. When animals fight among themselves, unlike their 'wiser' human cousins, they rarely fight to the death. In birds, song and bright plumage play similar roles. These attributes are often highly prized by folk, who see them as symbolic of the creatures' character, perhaps something that can be taken and inherited.



URSA LÝTHIUS

The Lýthian bear ranges in colour from black to light brown and/or off white and inhabits the temperate and sub-arctic wilderness regions of the entire continent. While all bears are omnivorous, they are, with the exception of polar bears, *mostly* herbivorous and generally quite placid, unless threatened or irritated. The females are slightly larger and *much* more ferocious, especially when they have young

URSA KYÁNI

Ursa Kyáni, the Lýthian polar bear ranges in colour from light brown or cream to off-white and inhabits the arctic and sub-arctic regions of the continent. They may be extinct on Hârn; there are rumours of a few dozen in the coastal mountains of Orbáal. Polar bears are almost exclusively carnivorous, living mostly on fish and sea mammals. Their pelts are highly prized among the Ivínians, although some feel it is sacrilegious to hunt these magnificent creatures.



BEAR (PL. BEARS)

Body..... Humanoid/Quadruped (Ursine)
 Height (standing).....8d6+3866"
 Frame Massive
 Weight.....500–900 lbs.

Strength3d6+10 20.5
 Endurance.....4d6+4 18
 Dexterity.....3d6+1 11.5
 Agility3d6+1 11.5
 Speed.....3d6+2 12.5
 Eyesight3d6–1 9.5
 Hearing3d6+1 11.5
 Smell/Taste3d6+6 16.5
 Touch3d6–2 8.5
 Voicen/a n/a

Intelligence.....n/a n/a
 Aura3d2–2 2.5
 Will3d6+2 12.5
 Moralityn/a n/a

Fatigue Rate..... 1	Mobility..... 60
Dodge 60	Initiative..... 60
Condition 80	Spirit 18

Paw/Claw..... 65/6bt
 Bite 45/6t
 Hug.....30/10s

Armour..... B4 E3 P2 F4 S2 T4 (except eyes)

URSA KYÁNI ATTRIBUTE ADJUSTMENTS

Height (standing)... 8d6+50.....78"
 Weight.....900–1100 lbs.

Strength3d6+18 28.5
 Endurance.....4d6+10 24
 Agility3d6 10.5
 Speed.....3d6+2 12.5
 Hearing3d6 10.5
 Touch3d6–1 9.5
 Will3d6+3 13.5

Paw/Claw..... 75/9bt
 Bite 55/8t
 Hug.....30/12s

BOAR (Wild Pig)

A boar is the adult male of any species of swine; the female is called a sow. The term is also applied to any wild swine. Boars are typically brown to greyish-black, have short woolly hair mixed with bristles forming a mane along the spine. The lower teeth grow into impressive tusks, sometimes a foot in length. Boars eat roots and grain, but sometimes kill smaller animals. No animal, except man, is willing and able to consume a wider range of foodstuffs.

Boars are found throughout temperate Lýthia, and have relatives in nearly all climes throughout the world, but their preferred habitat is marshy forest or woodlands.

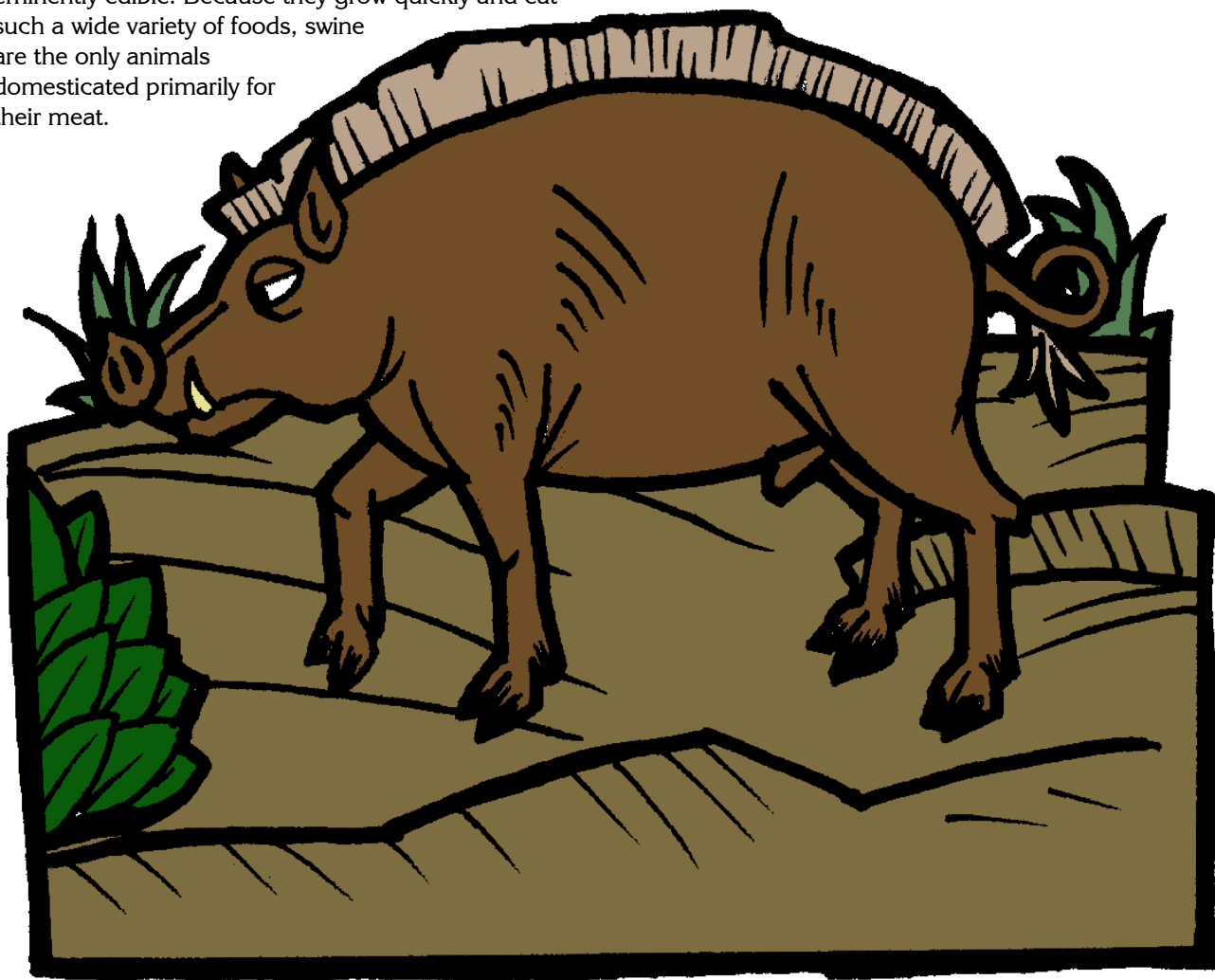
Because of its ferocity and cunning (swine are even more intelligent than dogs), the wild boar is the favourite game animal of many Lýthian gentlefolk. The boar has the misfortune to be regarded as eminently edible. Because they grow quickly and eat such a wide variety of foods, swine are the only animals domesticated primarily for their meat.

A boar's tenacity is such that a special three-pronged spear has been developed to hunt it. Without some device to stop it, a boar will work its way up a conventional spear to kill its adversary. In parts of Lýthia, boars are hunted with lances from horseback; this "sport" is called "pig-sticking".

Its attributes have also made the wild boar popular as a heraldic device, symbolic of courage, ferocity and intelligence.

Boars typically attack by charging and goring with their tusks. Wild sows lack tusks or have smaller tusks, and are quite shy (except when their young are threatened). They can nevertheless inflict nasty bites.

Feral Pigs are quite similar to their wild cousins, but having been bred for meat, they tend to be fatter and slower. Once they have reverted to the wild, most of their original attributes resurface, but feral pigs may take several generations to regain their wild attributes.



BOAR (PL. BOARS)

Body.....Quadruped
 Length (excluding tail)6d6+2748"
 Height (to shoulder).....4d6+2236"
 Frame Large
 Weight..... 150–350 lbs.

Strength4d6+2 16
 Endurance.....4d6+2 16
 Dexterity.....n/a n/a
 Agility3d4+1 6.5
 Speed.....4d6+1 15
 Eyesight 3d6-2 8.5
 Hearing3d6+1 11.5
 Smell/Taste4d6+5 19
 Touch3d3 6
 Voicen/a n/a

Intelligence.....n/a n/a
 Auran/a 1
 Will4d6+1 15
 Moralityn/a n/a

Fatigue Rate.....3	Mobility..... 60
Dodge35	Initiative..... 60
Condition85	Spirit 18

Tusk/Charge/Gore 50/6p 4b
 (Female)..... 50/4b

Armour..... B4 E3 P1 F3 S1 T3 (except eyes)



BULL/WILD CATTLE

Any of a large variety of cattle-like, herding, mammalian species including cows, oxen, and (for our purposes) buffalo.

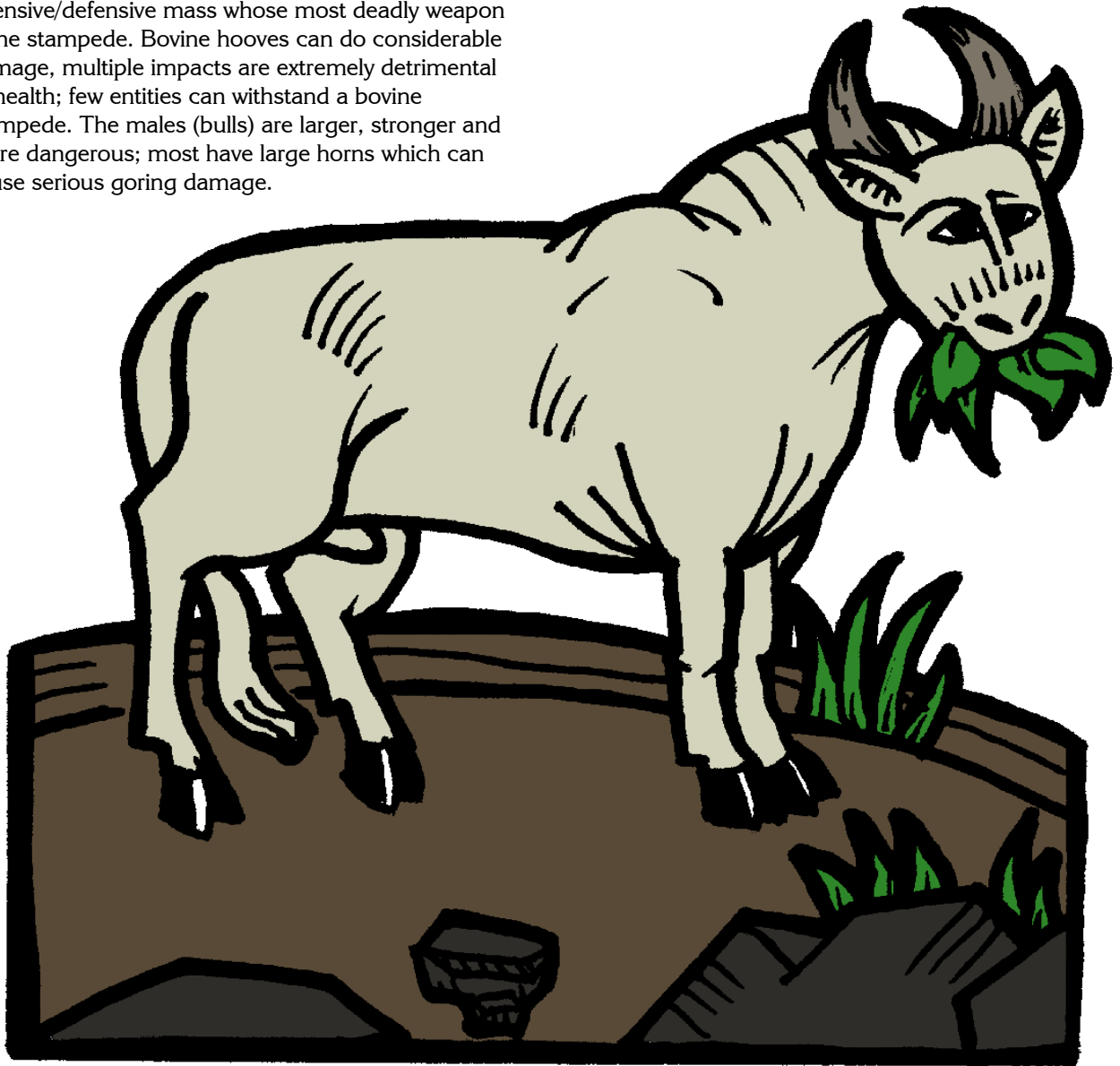
Wild bovines eat grasses and other low vegetation, and tend to be found in grass or woodlands. Domestic bovines are kept for labour, dairy products and meat (in that order).

Depending on available food resources, a herd of wild bovines might number in the hundreds (or even in the thousands). Their behaviour is conditioned by their numbers. The herd functions as a offensive/defensive mass whose most deadly weapon is the stampede. Bovine hooves can do considerable damage, multiple impacts are extremely detrimental to health; few entities can withstand a bovine stampede. The males (bulls) are larger, stronger and more dangerous; most have large horns which can cause serious goring damage.

The smallest bovine species is the Shôrkýni Árah a small, rare bison found in Shôrkýnè, Hârn, and parts of North-western Lýthia. The Árah is only three about feet at the shoulder (physical attributes at 60% Mobility and Speed 130%).

The largest bovine is the Ketâri Môúa typically seven feet at the shoulder, and weighing in at several tons, there are reported sightings (legends) of Môúa over seventeen feet at the shoulder. (Physical attributes 200% Mobility & Speed 50%).

Feral cattle are those that have escaped from captivity. After a few generations, their attributes are similar to those of their wild cousins.



BOVINE (PL. BOVINES)

Body.....Quadruped
 Height (to shoulder)..... 6d6+39"60"
 Frame Massive
 Weight..... 1500-2000 lbs.

Strength4d6+10 24
 Endurance.....4d6+4 18
 Dexterity.....n/a n/a
 Agility3d3+1 7
 Speed.....3d6+1 11.5
 Eyesight3d6-1 9.5
 Hearing3d6+1 11.5
 Smell/Taste4d6+2 16
 Touch3d2 3
 Voicen/a n/a

Intelligence.....n/a n/a
 Auran/a 1
 Will3d6-1 9.5
 Moralityn/a n/a

Fatigue Rate..... 2	Mobility..... 50
Dodge 35	Initiative..... 45
Condition 75	Spirit 12

Stampede/Trample..... 35/7b
 Horn-Gore..... 50/5bp
 Bite 35/4t

Armour..... B4 E3 P1 F3 S1 T3 (except eyes)

DOMESTIC BREEDS

The statistics given are for typical feral/wild cattle.
 Physical attributes may be varied by species.

HORSE (PONY)

Originally a wandering herd animal that inhabited the wide steppes and vast grazing lands of northern and central Lýthia, the pony was the first horse breed that became domesticated by nomadic humans approximately 5000 BT. Wild ponies survive by vigilance, herd instinct and quick flight in the face of danger. They are still found as wild animals, but most are bred and kept by human nations as pack and riding animals.

Ponies are 13 to 14 hands high and weigh less than 1000 pounds. They appear rather stocky with short but strongly built limbs, and a bushy mane and tail. They are not as fast as horses, but very agile and sturdy. Many ponies tend to be quite intelligent and headstrong. Most ponies, especially those with a northern habitat, grow a thick fur during the winter and should not be kept in a closed stable as they might sweat and catch a cold. Ponies also have a tendency to get fat quickly and need regular exercise in order to stay fit and healthy.

The Hârníc Chélni and Hodíri tribes breed a unique war-pony to carry their lightly armed warriors into battle. Despite being strong and fast, the war-pony is not suitable for an armoured knight. Chélni mounts are rarely sold, but Hodíri ponies can be acquired from some well stocked ostlers.



PONY (PL. PONIES)

Body.....Quadruped
 Height (to shoulder).....4d6+3650"
 FrameMedium
 Weight.....700–800 lbs.

Strength.....3d6+818.5
 Endurance.....3d6+313.5
 Dexterity.....n/an/a
 Agility.....3d610.5
 Speed.....3d6+414.5
 Eyesight.....3d610.5
 Hearing.....3d6+212.5
 Smell/Taste.....3d6+212.5
 Touch.....n/an/a
 Voice.....n/an/a

Intelligence.....animal
 Aura.....3d24.5
 Will.....3d610.5
 Morality.....n/an/a

Fatigue Rate.....2	Mobility.....70
Dodge.....45	Initiative.....50
Condition.....65	Spirit.....21

Hooves.....40/4b
 Bite.....35/1t
 Gore.....35/3p
 Trample.....40/4b

Armour.....B4 E3 P1 F3 S1 T3 (except eyes)

Load.....180 lbs.

HORSE (Riding PALFREY)

Palfreys are riding horses that are untrained for the use in combat. Palfreys are easy to handle but panic quickly in the face of danger. They are used for normal transportation, especially as riding animals for noble ladies who appreciate their gentle trot and friendly disposition. Horses are sometimes used as pack animals and to draw carts and wagons. Plough horses are rare since oxen are more commonly used for that purpose.

While some of the wild horse races take several years to mature and can get up to 40 years old, most horses bred by humans are fully grown at the age of 2 and can expect to reach 18 to 20 years.

Domestication has brought many changes to the natural lifestyle of horses, many of which can be harmful to their health and shorten their life expectancy. It requires considerable skill and expensive fodder to keep a horse healthy. Horses from southern regions tend to be unaccustomed to the cold of northern regions, while horses with a northern habitat suffer from heat exhaustion in warmer climates. Special treatment might be required if a horse is kept far from its natural habitat. So owning horses tends to be a privilege for the wealthy. Many horse owners employ a bonded ostler or specialized grooms to care for their expensive mounts.



PALFREY (PL. PALFREYS)

Body.....Quadruped
 Height (to shoulder).....4d6+4458"
 FrameMedium
 Weight.....800–1000 lbs.

Strength3d6+10 20.5
 Endurance.....3d6+5 15.5
 Dexterity.....n/a n/a
 Agility3d6–2 8.5
 Speed.....3d6+8 18.5
 Eyesight3d6 10.5
 Hearing3d6+2 12.5
 Smell/Taste3d6+2 12.5
 Touchn/a n/a
 Voicen/a n/a

Intelligence.....animal
 Aura3d2 4.5
 Will3d6–2 8.5
 Moralityn/a n/a

Fatigue Rate..... 1	Mobility..... 80
Dodge 40	Initiative..... 27
Condition 65	Spirit 18

Hooves..... 40/5b
 Bite 30/2t
 Gore 25/3p
 Trample..... 30/5b

Armour..... B4 E3 P1 F3 S1 T3 (except eyes)

Load.....220 lbs.

HORSE (WARHORSE)

Warhorses are used for mounted combat. Most are exceptionally big and strong, averaging 15 to 18 hands in height and often weighting in excess of 1500 pounds. A wide variety of breeds is trained for battle and for the different types of cavalry. The preferred qualities of a warhorse vary according to the type of trooper the horse is supposed to carry.

Knights generally favour stallions from the larger breeds which are stronger and carry their rider into the thickest melee. Mounted archers and light cavalry mostly prefer mares which tend to be faster and follow commands more readily, both useful traits for hit-and-run tactics.

Training a steed for combat is a laborious and time consuming process and generally leaves the horse with a rather unfriendly disposition. Warhorses require even more skilful care and high quality fodder than normal riding horses. A saying among cavalymen states that lack of appropriate care kills as many mounts as enemy attacks do.



WARHORSE (PL. WARHORSES)

Body.....Quadruped
 Height (to shoulder).....4d6+5266"
 FrameMedium
 Weight..... 1200–1600 lbs.

Strength3d6+12 22.5
 Endurance.....3d6+5 15.5
 Dexterity..... n/a n/a
 Agility3d6 10.5
 Speed.....3d6+8 18.5
 Eyesight3d6 10.5
 Hearing3d6+2 12.5
 Smell/Taste3d6+2 12.5
 Touch n/a n/a
 Voice n/a n/a

Intelligence..... animal
 Aura3d2 4.5
 Will3d6 10.5
 Morality n/a n/a

Fatigue Rate..... 2	Mobility..... 80
Dodge 50	Initiative..... 55
Condition 70	Spirit 21

Hooves..... 50/6b
 Bite 40/2t
 Gore 40/4p
 Trample..... 60/7b

Armour..... B4 E3 P1 F3 S1 T3 (except eyes)

Load.....300 lbs.

Líon (Mountain Cat or Catamount)

Hárn's lions tend to the small side and are confined to wilderness, usually mountain regions. They can, nevertheless, be quite dangerous when cornered. Fortunately, humans do not seem to taste very good to cats and this may be one reason why humanity has not become extinct. Mountain cats range in colour from pale buff to reddish brown, with a darker tail tip and light or white fur on the rump and underbelly. The lion has no economic value to man, although some barbarian tribes seek to capture the spirit of the beast by wearing its fur.

Habitat, Diet & Predation

The catamount, ranges throughout western Lýthia, from the icy mountains of northern Ivínia, to the last remaining wild places in Ázeryàn and Góthmîr. This animal is at the top of its food chain; it preys on deer, goats, sheep, and occasionally boar. In lean times, the cat will hunt squirrels, field mice, and even birds such as geese, cranes, and ducks.

The only creatures that prey on the catamount are dragons and humans. Even wyverns and griffins will not tangle with a mountain cat because their sharp claws and raking attack to do significant amounts of damage to their delicate wing surfaces, not to mention the wounds wrought by the cat's terrible, crushing bite.

BEHAVIOUR

Mountain cats are not afraid of water but they do not seek it out; they will swim across streams and rivers if they must, but they prefer to find alternative routes if they are available. Breeding can occur at any time of the year, the female usually bearing one to five cubs every second year. The cubs are playful and adventurous; they follow the female on hunts after only about two months. Hunters deem it wise to quickly leave the home range of a female with cubs, as she will surely attack if her cubs are threatened.

If a mountain cat is cornered, it will seek to defend itself, laying its ears back, and growling. It will often vent a harsh scream, and this sound has been known to make even brave men quiver and doubt their courage, if only for a moment. If the threat seems overwhelming, the cat will attack in a frenzy of claw strikes and bites, twisting, turning, and jumping until it sees an opportunity to flee.



Lion (PL. Lions)

Body.....Quadruped
 Length (excluding tail)3d6+5565.5"
 Height (to shoulder).....3d6+3040.5"
 FrameMedium
 Weight..... 130–150 lbs.

Strength4d6+6 20
 Endurance.....4d6–1 13
 Dexterity.....n/a n/a
 Agility4d6+4 18
 Speed.....4d6+2 16
 Eyesight4d6+2 16
 Hearing4d6+3 17
 Smell/Taste4d6+4 18
 Touchn/a n/a
 Voicen/a n/a

Intelligence.....n/a n/a
 Aura3d2–2 2.5
 Will3d6–1 9.5
 Moralityn/a n/a

Fatigue Rate..... 2	Mobility..... 85
Dodge 90	Initiative..... 75
Condition 60	Spirit 15

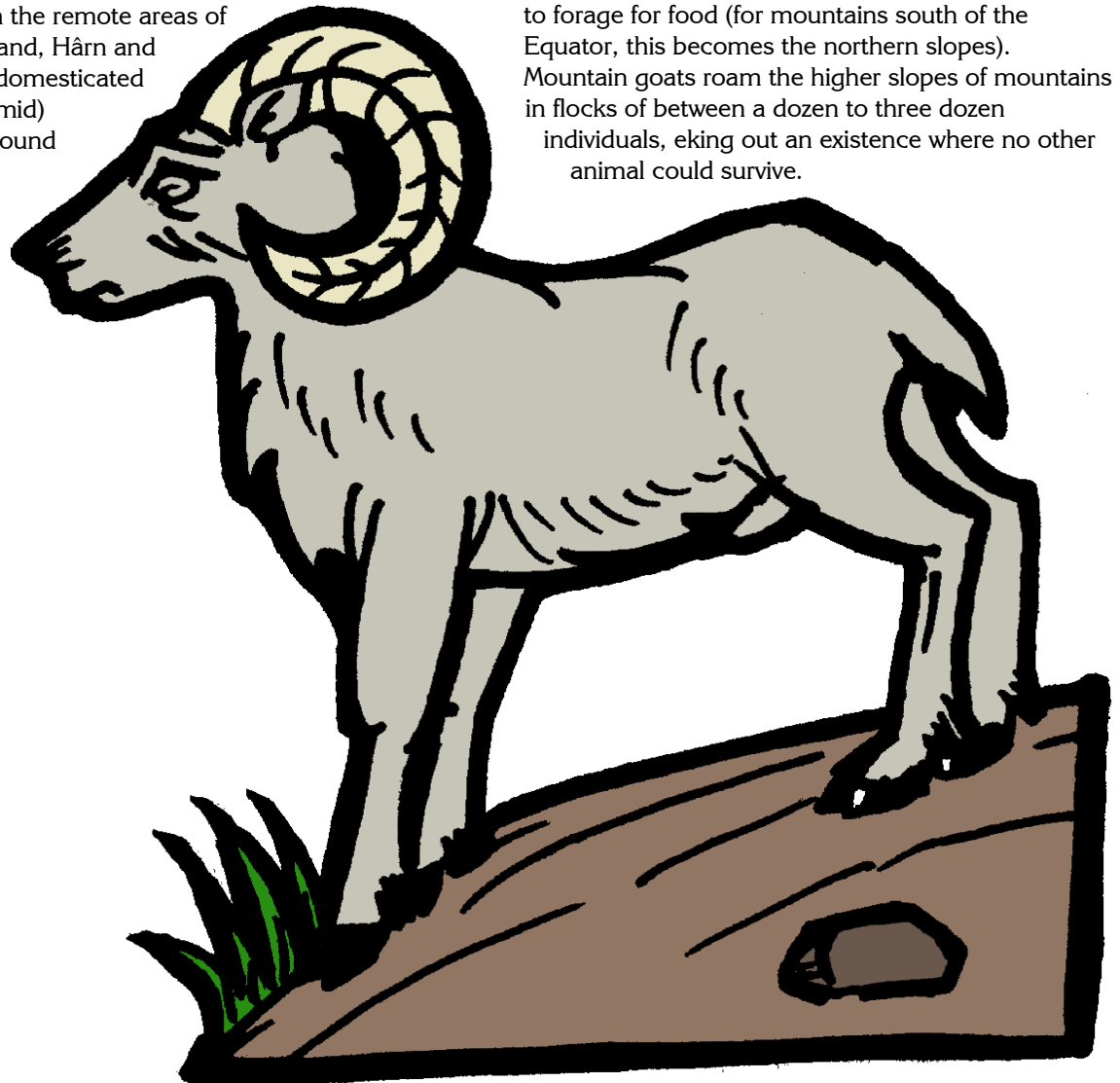
Bite 75/10t
 Claws 70/8bt

Armour..... B4 E3 P1 F3 S1 T3 (except eyes)

RAM/MOUNTAIN

GOAT/SHEEP

These herbivores are familiar to most people, but many don't understand how dangerous they can be. Although they are skittish and flock together for safety, the males of all goats and sheep species have horns that can deliver crushing blows. Goats and sheep are related, although goats are lighter of build, have horns that arch backward, a short tail, and hair that is generally straighter. Both goats and sheep can be easily raised, are thought to be among the first domesticated animals, and produce milk, meat, wool, and skins that are useful. Male goats are known as rams or billies, while female goats may be known as does or nannies, while the young are called kids. Male sheep are known as rams, females are ewes, and the young are lambs. Wild sheep are now found in the remote areas of northern Áltland, Hårn and Ivínia. Their domesticated (and more timid) cousins are found throughout Lýthia.



MOUNTAIN GOATS

Mountain goats have short, sturdy legs and strong, heavyset bodies, aiding them in agility and balance on sheer mountain slopes. They have been known to leap 10 feet from one ledge to another, and turn around on a platform that is only inches wide. They can also pull themselves up from ledge to ledge with just their front feet. There are many different species of mountain goats; some have short, pointed horns and others thick, rounded horns that curve back behind their ears and forward again. All use their horns in rutting season to establish breeding rights to the fertile females, and this is when they are most dangerous.

HABITAT

Mountain goats live, naturally, in alpine regions, and migrate between alpine meadows. They do not abandon their steep home even in the hardest winter, although they will migrate to lower, southern slopes to forage for food (for mountains south of the Equator, this becomes the northern slopes). Mountain goats roam the higher slopes of mountains in flocks of between a dozen to three dozen individuals, eking out an existence where no other animal could survive.

RAM/GOAT/SHEEP

(PL. RAMS/GOATS/SHEEP)

Body.....Quadruped
 Height (to shoulder).....6d6+2142"
 Frame Large
 Weight.....250–450 lbs.

Strength4d6+3 17
 Endurance.....4d6+1 15
 Dexterity.....n/a n/a
 Agility4d6+3 17
 Speed.....4d6+2 16
 Eyesight4d6+1 15
 Hearing4d6+5 19
 Smell/Taste4d6+5 19
 Touchn/a n/a
 Voicen/a n/a

Intelligence.....n/a n/a
 Aura2d2 3
 Will4d6+1 15
 Moralityn/a n/a

Fatigue Rate..... 1	Mobility..... 80
Dodge 85	Initiative 80
Condition 75	Spirit..... 21

Horns 75/6b
 Hooves..... 35/3b

Armour..... B5 E4 P1 F3 S1 T4 (except face/eyes)

SNAKE (CONSTRUCTOR)

Constricting snakes are rare in the temperate zone, but a few do appear. They surprise their prey, by dropping from trees, or sliding stealthily through the undergrowth. An average constrictor is fifteen feet long, with a densely mottled, camouflaging skin. The underbelly is lighter, almost green in colour, with darker stripes. When lying on a branch, or even stretched out in readiness to drop, they are difficult to notice.

Like most reptiles, constrictors favour warmer climes, but can be found in diverse locales; from the islands of Târkáin and southern Trierzòn, into the remnant forests of Ázeryàn. There are several species throughout the islands of the Venârian Sea, and more in the coastal forests of Býria. But it is Anzelòria where the greatest variety and numbers of constrictors can be found. Some species are said to grow to thirty feet. Constrictors prey on rabbits, rodents, birds and other snakes. But larger specimens have been known to attack small pigs, fawns or children. It is said that the large constrictors of Anzelòria can consume fully grown men.

Like all snakes, constrictors need the warmth of the sun to get started in the morning. Being large, they need a lot of warmth, but they tend to retain heat longer than smaller snakes, and so can function when other reptiles stop. They spend the night in underground burrows, or in the hollow boles of trees, tightly coiled to retain as much body heat as possible. When the sun is sufficiently high, they slowly make their way up a handy tree and lie in the sun. This behaviour is consistent across all species of constrictors, except in the depths of the Anzelòrian jungle, where it is nearly always warm.

FOREST CONSTRUCTOR

The most common constricting snake, the Forest Constructor can be found in almost all locales.

EMERALD CONSTRUCTOR

So-called because of its brilliant green colour, the Emerald Constructor is commonly found on the islands of the Venarian Sea. It grows no longer than about ten feet. Uniquely, it spits a mild, blinding poison at its prey's eyes,.

ISLAND CONSTRUCTOR

Confined to Târkáin and the southern forests of Trierzòn, this fearsome creature has been known to attack and kill men, though there is no hope the snake could consume them. Attacks on humans are especially prevalent in Autumn, as leaves fall. This behaviour may be a kind of madness; few walk unprotected in these forests. The Island Constructor drops onto the head and shoulders, coils around the throat, and constricts.



Snake (Pl. Snakes)

Body.....	Serpentine
Length.....	10d6+145 180"
Frame	Medium
Weight.....	100–150 lbs.
Strength	4d6+2 16
Endurance.....	4d6–2 12
Dexterity.....	n/a n/a
Agility	3d6–1 9.5
Speed.....	4d6 14
Eyesight	4d6–1 13
Hearing	4d6–1 13
Smell/Taste	4d6+4 18
Touch	n/a n/a
Voice	n/a n/a
Intelligence.....	n/a n/a
Aura	n/a 1
Will	3d3+2 8
Morality	n/a n/a
Fatigue Rate.....	1
Dodge	50
Condition	55
Mobility	65
Initiative	55
Spirit.....	9
Squeeze	45/12s
Bite	35/4t
Armour.....	B2 E1 P0 F2 S0 T2 (except eyes)

Býrian Constrictor

Larger than its forest cousin, the Býrian Constrictor is found in the coastal forests of Býria. It preys on small species of antelope, such as duikers and tak-taks. At thirty inches in height, these small antelopes are a big meal of any snake, and can last the snake several weeks. The skin of the Býrian is slightly blue, has an underlying diamond pattern highly prized by locals; the Býrian Constrictor is hunted for both food and it's beautiful skin

Anzelôrian Constrictor (Legendary)

The only evidence that this creature exists is a few legends told by sailors and wild-eyed travellers to amaze and enthrall their listeners. Said to be thirty feet or more in length, the Anzelôrian Constrictor is supposed to live in the vast marshes of the Konánga River, and prey on giant rodents the size of wild boars. There are many fantastic tales about this creature, not least of which is the mating frenzy, where dozens of smaller males compete with one another to mate with a single gigantic female in a squirming ball of slithering snake flesh up to ten feet thick. Naturally, rational people must dismiss such nonsense as fanciful inventions to entertain the gullible.

SNAKE (POISONOUS)

While venomous snakes are certainly dangerous, they rarely attack anything as big as even a small human unless they are threatened or startled. Snakes are rarely encountered when it is cool or cold. While they may be active in northern climes during warm weather, they are more commonly found in the tropics. They are typically carnivorous with diets consisting of small mammals and other reptiles, which they typically hunt with stealth. Venomous snakes swallow their prey whole, sometimes dislocating their jaws for the purpose. They are typically dormant for several days after a meal.

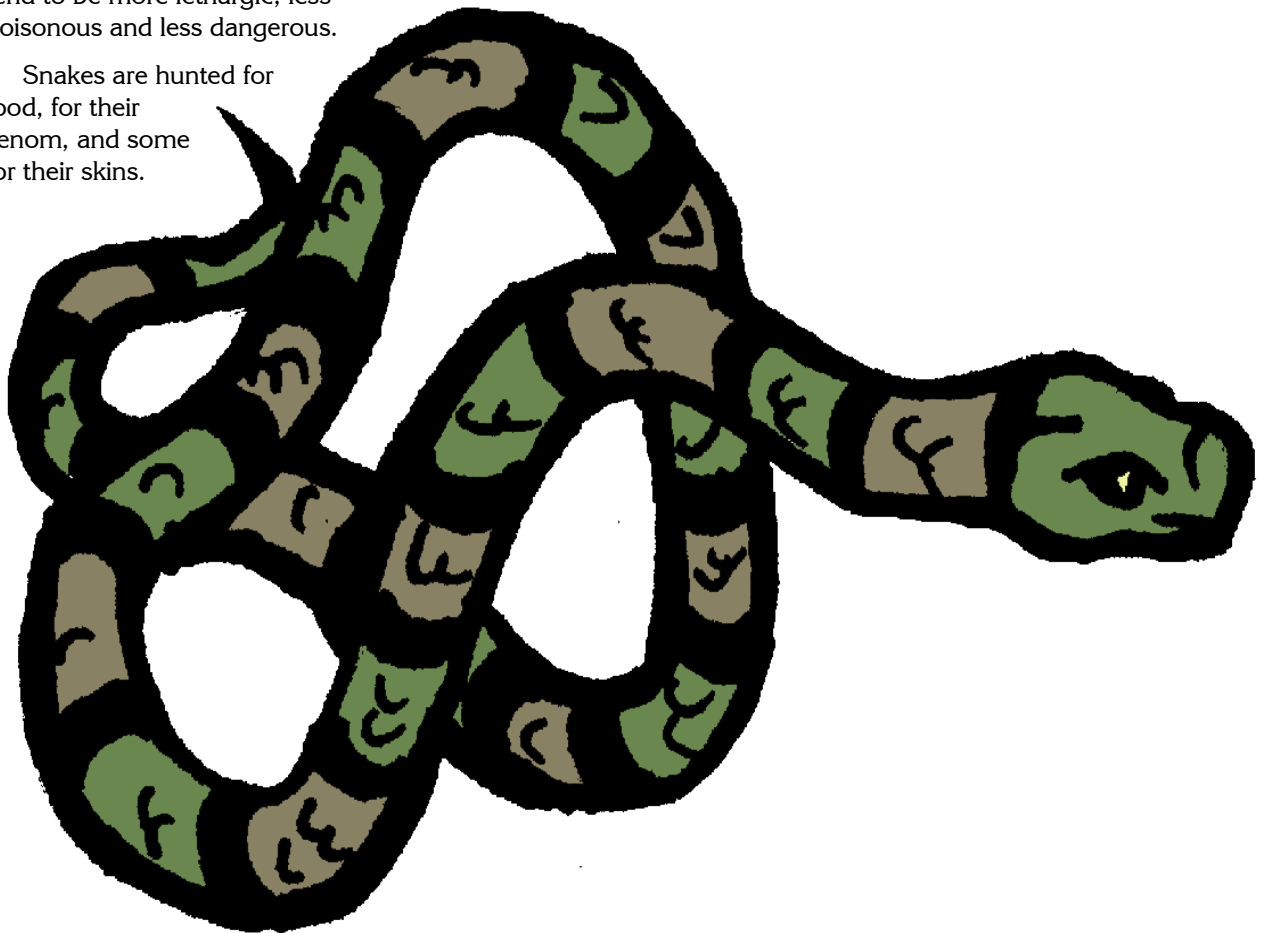
Snakes do not see well, but their sense of smell and sensitivity to vibration (such as approaching footsteps) are remarkable. It is difficult to surprise an active snake unless one approaches upwind with very light steps.

There are a vast variety of poisonous snakes. The deadliest varieties tend to inhabit tropical and sub-tropical zones. Venomous snakes in temperate zones tend to be more lethargic, less poisonous and less dangerous.

Snakes are hunted for food, for their venom, and some for their skins.

Oddly, eighteen of Kèthîra's twenty most poisonous snakes are native to the continent of Mêrnat. There are, however, more than enough venomous snakes in the rest of the world.

Perhaps because they are well-camouflaged, are typically strike without warning, snakes are often taken to embody somewhat underhanded characteristics such as cunning and treachery. When a snake appears in an heraldic achievement, it is usually meant to stand for the former rather than the latter.



Snake (Pl. Snakes)

Body.....	Serpentine
Length.....	2d6+3542"
Frame	Medium
Weight.....	15–20 lbs.
Strength	3d6–2 8.5
Endurance.....	3d6 10.5
Dexterity.....	n/a n/a
Agility	4d6 14
Speed.....	4d6+2 16
Eyesight	3d6–2 8.5
Hearing	4d6–1 13
Smell/Taste	4d6+7 21
Touch	3d6+6 16.5
Voice	n/a n/a
Intelligence.....	n/a n/a
Aura	n/a 1
Will	3d3+2 8
Morality	n/a n/a
Fatigue Rate.....	1
Dodge	70
Condition	50
Mobility.....	75
Initiative.....	85
Spirit	9
Bite	55/2t (see below)
Armour.....	B2 E1 P0 F2 S0 T2 (except eyes)

Surprise

A potential victim might test Awareness to detect a snake. If there is no detection, the snake has surprise which may be used to escape or attack.

Aggressiveness

- 01-50 Snake attempts escape
- 51-00 Snake attacks.

Poison Bite

The GM may assign a specific Healing Rate (HR) to a particular variety of snake, or roll 2d3–1 to generate the HR for the venom.



STAG/DEER/ANTELOPE

Any of a number of slender-legged, horned herbivore species. The primary difference between deer and antelope are the horns. Deer have antlers, many-branched horns usually (but not always) borne only by the male of the species. Antelope horns are tough, bony, and curve backward. Although commonly borne only by male, they are borne by both sexes in a number of antelope species. These animals are prized for their meat and hides, and their antlers and horns are often mounted as trophies by hunters.

HABITAT

Both deer and antelope can be found all over the world, in many different species and in many different habitats. Antelopes are primarily plains and grasslands dwellers, especially in warmer climes. Deer tend to inhabit wooded hills and mountains. All species are

herders, and

congregate

in numbers –

sometimes huge

numbers – as

protection against

predators. Many species

migrate throughout the year,

leaving spent feeding ground

in search of newer pastures

or water, and safer

breeding grounds. These

trek can sometimes be

thousands of miles long,

and take much of the year.



BEHAVIOUR

Only the male (*stag* for deer, *buck* for antelope; females are called *does*) is dangerous, as the female of all species will try to run. Only if captured will she try to kick. The males will sometimes charge with their antlers or horns, especially during the rut (mating season) when they are protecting their breeding ground and does. At other times, their behaviour is less predictable. Often they will try to flee, and yet at other times they will charge. Especially dangerous are the larger deer species of northern climes.

STAG (PL. STAGS)

Body.....Quadruped
 Height (to shoulder).....4d6+4054"
 FrameMedium
 Weight.....600–800 lbs.

Strength4d6+3 17
 Endurance.....4d6–1 13
 Dexterity.....n/a n/a
 Agility3d6–2 8.5
 Speed.....4d6 14
 Eyesight4d6+5 19
 Hearing4d6+5 19
 Smell/Taste4d6+5 19
 Touchn/a n/a
 Voicen/a n/a

Intelligence.....n/a n/a
 Aura2d2 3
 Will4d6–2 12
 Moralityn/a n/a

Fatigue Rate..... 1	Mobility..... 60
Dodge 45	Initiative..... 60
Condition 65	Spirit 18

Antlers..... 70/4b
 Hooves..... 60/3b

Armour..... B4 E3 P1 F3 S1 T3 (except eyes)



A carnivore that preys mostly on hoofed animals and small mammals, the wolf lives and hunts in packs of 4 to 24. Packs have a distinct social hierarchy and cooperate closely while hunting and to protect and feed their young. The pack is led by a dominant pair, the alpha male and female. Lesser wolves submit themselves to this hierarchy as long as the alpha pair remains strong. Occasionally, a pack member leaves to wander as a lone wolf, sometimes founding a new pack. Offspring are born once a year during the spring in a cave or den. Wolves may live up to nine years.

Wolves can survive in almost any climate and terrain, but are most common in mountainous needle leaf or mixed forest. A typical wolf pack inhabits a territory of roughly sixteen to thirty-two square leagues, depending on the size of the pack and the availability of prey. The pack marks its territory and vigorously defends it against other packs or lone wolves.

Wolves use various hunting tactics, typically initiated by the alpha pair. Pack members communicate by facial play, body language and sounds. Their howling serves as a gathering signal before and after hunts and can be heard over many leagues on clear nights. Hunting tactics include chasing and encircling the prey, separating single animals from herds if possible. Wolves sometimes enter settled districts to kill domestic animals and may become dangerous to humans if attacked or unusually hungry.

A lone wolf will rarely attack a creature larger than itself.



THE LEGENDARY GREAT WOLVES

Legends tell of wolves in the deep woods that surpass others in size strength, speed, ferocity and cunning. While most scholars dismiss these stories, the dire wolves recur in legends and bedtime stories where they frighten children and serve as symbols of utter disaster. It is one thing to have the wolf at the door, quite another if it is dire.

WOLF (PL. WOLVES)

Body.....Quadruped
 Height (to shoulder).....6d6+1536"
 FrameMedium
 Weight.....140–160 lbs.

Strength4d614
 Endurance.....4d6–113
 Dexterity.....n/an/a
 Agility4d614
 Speed.....4d6+115
 Eyesight4d6+216
 Hearing4d6+519
 Smell/Taste4d6+620
 Touchn/an/a
 Voicen/an/a

Intelligence.....n/an/a
 Aura2d23
 Will.....4d6–113
 Moralityn/an/a

Fatigue Rate.....2	Mobility.....75
Dodge70	Initiative.....70
Condition65	Spirit18

Bite80/7t
 Claws75/6t

Armour.....B4 E3 P1 F3 S1 T3

DIRE WOLF (VARIATIONS)

Height (to shoulder).....6d6+3948"
 Weight.....210–280 lbs.

Strength4d6+418
 Agility4d6–212
 Eyesight4d614
 Hearing4d6+418

Fatigue Rate.....1	Mobility.....75
Dodge70	Initiative.....70
Condition85	Spirit36

Bite90/9t
 Claws75/7t
 Armour.....B5 E4 P1 F3 S2 T4

ELEMENTALS

While the classification of elementals clearly overlaps that of ethereals and other entities, most p̄v̄aric scholars at least will agree that an elemental is: any of a variety of other-planar entities with strong affinity for air, fire, metal, earth, water, or spirit (the six p̄v̄aric elements). Like the grouping of principles into the six p̄v̄aric elements, the grouping of entities into six elementary classes may seem arbitrary, but this is true of most classification systems.

NATURE OF ELEMENTALS

It is difficult to describe the *substance* of which an elemental is made. It is one thing to say that it is made of “primal elemental substance” it is quite another to grasp what this means. In some ways, elementals are the ‘younger cousins’ to the *first gods*. It is possible that, like the first gods, elementals arose when Keléstia was born and will last as long.

Elementals can move between the material plane and their elemental planes, but whether they have *native* continua remains unknown. Most elementals seem to alternate between at least two planes. Their *primal, elemental* planes are ineluctable, and each type of elemental has specific elemental planes (an Àhvisian comes from a plane of “primal air”, a Béleras from one of “primal fire”). The different types of elemental can only co-exist on a mundane plane (such as Kéthîra) where more than one element can exist at the same time.

Elementals vary a great deal in terms of size and power. Some will “fit in one’s hand”, while Àhvisian may occupy several cubic leagues. To most scholars, what they “eat”, how they dispose of waste products, how they procreate, how they think and what they think about remain complete mysteries.

Few elementals have good memories or fully-realised personalities. Certainly there are sentient elementals, but their personalities could not be recognised as “human”. Communication may be possible, empathy and understanding are not.

One reason for this may be that (at least some) elementals experience different time scales. An earth elemental may lie quiet in the ground for centuries. At other times it may move hills or dam rivers in seconds.

It should be remembered that the term *elemental* is a catch all for a vast number of diverse entities, some of which are considered “species” in their own right. The *asîri*, for example may be considered ‘air elementals’, but they are only one of several (possibly hundreds or thousands) of distinct types. Because of their primal nature, and because most of them do not appear to breed, it may be argued that elementals are (usually minor) demi-deities, rather than species. It has been suggested that the gods themselves are merely complex, powerful elementals, but this assertion involves risk.

SUMMON & CONTROL

Each convocation of the Shèk-Pv̄ar has developed spells to summon elementals; they work with varying success; none are perfect. In general, only smaller, weaker elementals can be summoned; great ones usually lie beyond the scope of mortal mages (unless they want to be summoned).

Elementals may be conjured/summoned into a sufficient volume of their ‘element’, which they then animate. Elementals have no mass or size of their own, but may have volume. If the available volume of host element is less than this, they may not be conjured. The summoner of an elemental must test Spirit to control it. If s/he fails, the elemental will follow its own inclinations. In some regions, a ‘controlled’ elemental is called a jinn or efreet.



ELEMENTAL INVULNERABILITY

An Elemental may be attacked by spells, miracles and/or enchanted weapons in an effort to disrupt the “binding” between the elemental and its host mass. Elementals have no armour or strike locations. Injury points inflicted on elementals is converted into fatigue. Once fatigue exceeds CONDITION, the elemental is disrupted and banished from the corporeal plane(s).

CREATING ELEMENTALS

Like the Ívashù, elementals offer the GM an opportunity to create unique creatures. Since each elemental can be treated as a species unto itself, the scope for origination is vast. When an elemental is encountered the GM may generate its element and strength. The latter is measured in “Levels”.

TYPE/ELEMENT	
Roll 1d6 to determine type as required.	
1	Àhvisían Air (Lyáhvi)
2	Béleras Fire (Pèleáhn)
3	Ôrivax Metal (Jmôrví)
4	Ívrihn Earth (Fývria)
5	Shéôr Water (Odívshè)
6	Sáviris Spirit (Sävôrya)
ELEMENTAL LEVEL	

Roll 1d20 to determine Elemental Level

□ NATURAL MAGIC

Each elemental has some instinctive magic simulated by giving the elemental the ability to cast all (in play) spells of its convocation, up to one half its level. Hence, a Level VIII Ôrivax knows all Jmôrví spells up to Complexity Level IV. Round attainable level normally (hence a VII Level Elemental can cast spells up to Complexity Level IV).

Some spells may not be appropriate and should be ignored (GM discretion). The ML for spells is 5×the Elemental’s Level. Elementals accrue spell-casting Fatigue normally.

FATIGUE & DISSOLUTION

Elementals are not subject to injury points; any IP they receive are converted into fatigue. An Elemental whose accrued fatigue points exceed its Condition suffers dissolution. The usual result of dissolution is that the elemental disappears from the mundane plane, and returns to its elemental plane in 1d100 days.

□ VULNERABILITIES

Magic, artefacts or effects of diametric element are effective against elementals. Hence, it is possible to inflict damage normally upon a Sáviris with an un-enchanted metal sword, or upon an Àhvisían with a wooden staff. If the ‘weapon’ is also appropriately enchanted, damage is doubled.

Àhvisían Air (Lyáhvi)	Stone, Wood, etc.
Béleras Fire (Pèleáhn)	Water, Ice
Ôrivax Metal (Jmôrví)	Spirit
Ívrihn Earth (Fývria)	Air
Shéôr Water (Odívshè)	Fire
Sáviris Spirit (Sävôrya)	Metal

Vulnerabilities depend on the nature of the material. While an Àhvisían may be ‘vulnerable’ to earth, the effect of throwing dirt in its ‘face’ will not be to inflict injuries, but rather to make it uncomfortable. An object does not become a weapon just because it is used on the appropriate elemental. These effects demand GM discretion and should not be consistent in their application.



(AIR ELEMENTAL)

The Áhvisi are 'creatures of primal air' which, when they manifest on the corporeal plane, are able to manipulate meteorological phenomena, including anything from a light breeze, heat haze or "dust devil" to storms of great destructive power.

When Áhvisi manifest, their presence may be indistinguishable from the air which they animate. Their boundaries are amorphous, and they are able to increase and decrease the density and volume of the air they occupy.

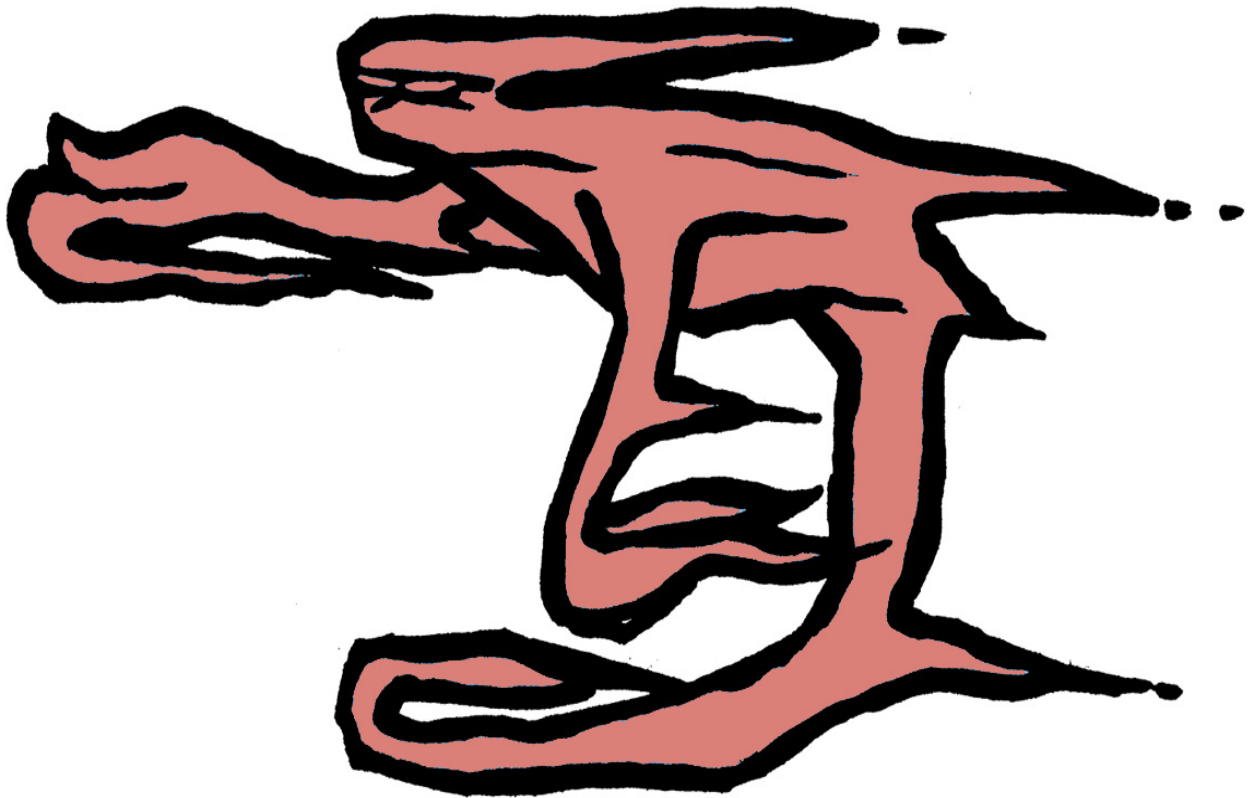
Áhvisi are not generally hostile to corporeal entities, whom they rarely pay any notice, but there are exceptions, typically when they are summoned and manipulated. One Áhvisían, named Bjáka, takes the form of a mighty storm and is the terror of Járin Bay off the east coast of Hárn. Stories about Bjáka seem to indicate that, while sentient, Bjáka is insane. Part of the reason may be that he is somehow trapped (perhaps by a deity he offended) in the vicinity of Mount Fýso.

ARTEFACTS

Because they embody air, light and illusion, some Lyáhvi mages have attempted to use Áhvisi as familiars, or to trap them in objects (typically gemstones) and use them as major artefacts and/or foci.

One mage perfected a technique over several years to concentrate an Áhvisían to its minimum size and maximum density; he reported that the concentrated entity assumed the aspect of a multi-faceted red gemstone 'like unto a ruby of beauteous figure, yet harder than untainted adamant, and deceptive to the eye's gaze'. The mage thought he had created an artefact that could be the finest focus and thing of power that had ever been, and began the enchantments necessary to realise its almost unbounded potential.

Áhvisi do not like being trapped, and the story ends when the 'ruby' exploded, destroying the mage, his sanctum, the building in which it was located, and several adjoining buildings.



ÀHVÍSÍAN (PL. ÁHVISI)

Body.....	n/a Amorphous
Level.....	1d20
Volume (max.).....	☒ Level×d1000 cubic feet
Strength	Level×d10 36.75
Endurance.....	3d6-2 8.5
Dexterity.....	n/a n/a
Agility	3d6+4 14.5
Speed.....	3d6+6 16.5
Eyesight	3d6 10.5
Hearing	3d6 10.5
Smell/Taste	2d2 3
Touch	3d6 10.5
Voice	n/a n/a
Intelligence.....	3d6 10.5
Aura	3d6-4 6.5
Will.....	3d6 10.5
Morality	n/a n/a
Fatigue Rate.....	1
Dodge	75
Condition	45
Push.....	see below
Armour.....	n/a
Fly	40 hexes/turn (or with the wind)
Mobility.....	80
Initiative	70
Spirit.....	24

- ☒ Áhvisi are able to vary their volumes (the amount of air which they are animating at any given time). The smaller the volume, the more visible they become. At half or less density, the Àhvisían may be visible (as a haze within its host air mass).

☐ NATURAL MAGIC

To simulate its command of natural magic, Each Àhvisían is able to cast all (in play) Lyáhvi spells, up to its one half its level. Hence, a Level VIII Àhvisían knows all Lyáhvi spells up to Complexity Level IV. Some spells may be inappropriate and should be ignored at GM discretion. The ML for all known spells is 5×the Elemental's Level. Áhvisi accrue spell-casting Fatigue normally.

FATIGUE & DISSOLUTION

Áhvisi are not subject to injury points. Any injury points they receive are converted into *fatigue*. When an Àhvisían's fatigue exceeds its CONDITION, it suffers dissolution and, after 1d100 days it is reconstituted on its native plane.

PUSH

Air elementals are able to push as might a wind (maximum wind force = Str/25) create vortices which can suffocate creatures who need to breathe, or stir up dust to blind and confuse. However, they rarely take much interest in corporeal entities. All such effects are highly variable and demand considerable GM discretion in their application.

Vulnerabilities see page: ELEMENTALS 2

ÉLERAS (FIRE ELEMENTAL)

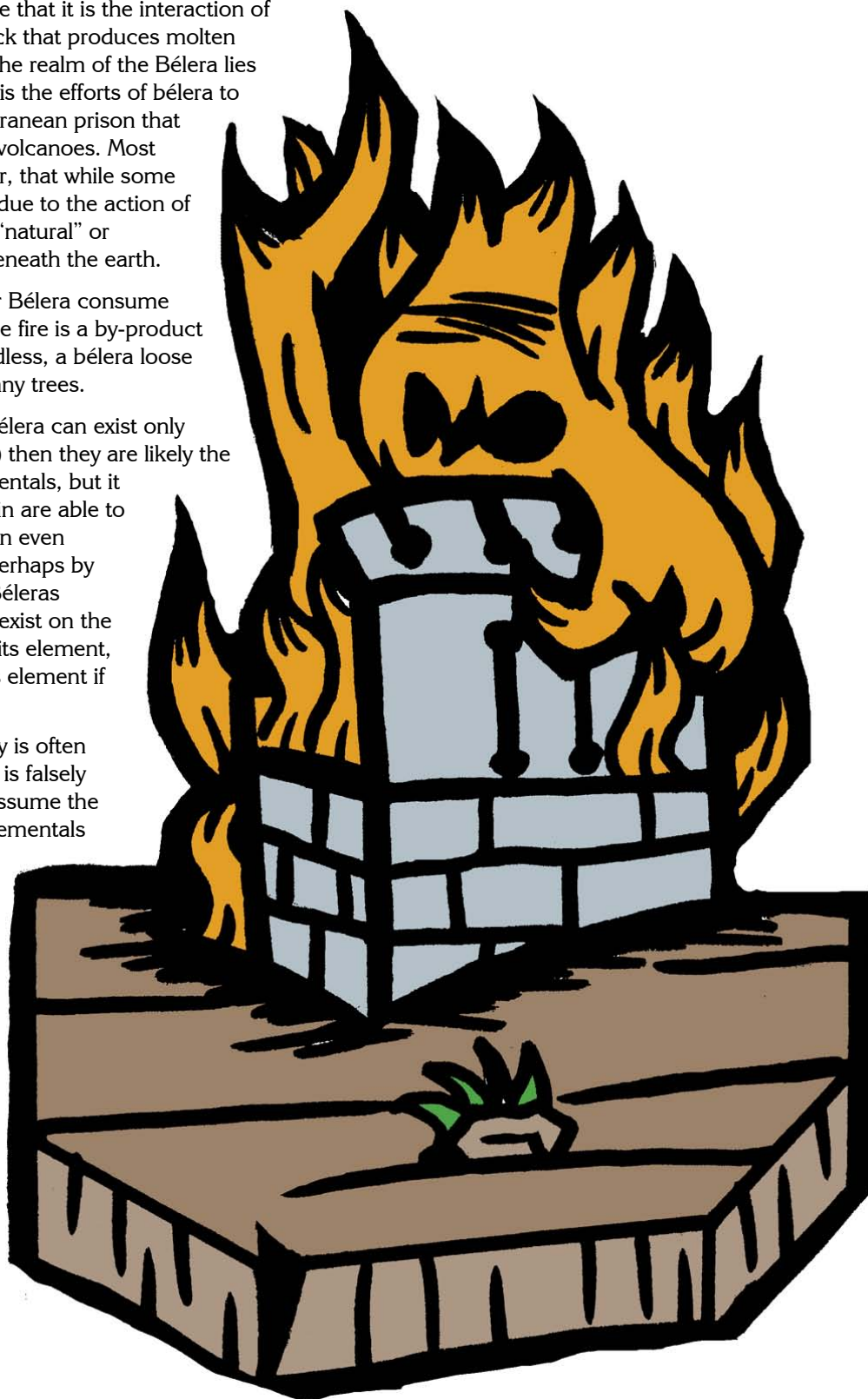
Some scholars believe that it is the interaction of Bélera with earth and rock that produces molten lava. Some believe that the realm of the Bélera lies beneath the earth and it is the efforts of bélera to break free of their subterranean prison that causes the formation of volcanoes. Most scholars believe, however, that while some volcanic activity may be due to the action of Bélera, most are due to “natural” or “mundane” processes beneath the earth.

It is not clear whether Bélera consume fuel, or whether mundane fire is a by-product of their presence. Regardless, a bélera loose in the forest will burn many trees.

If it is the case that Bélera can exist only within their element (fire) then they are likely the most limited of the elementals, but it seems that some Bélerhin are able to live in a state of slow burn even without mundane fuel, perhaps by burning the air itself. A Béleras cannot (or will not) long exist on the mundane plane without its element, although it can create its element if there is fuel available.

The free-willed variety is often called a salamander and is falsely believed to sometimes assume the form of a small lizard. Elementals rarely stay long in the material world since they tend to quickly run out of fuel.

Like other elementals, the Béleras usually takes little interest in corporeal creatures.



BÉLERAS (PL. BÉLERHIN)

Body.....	Variable/Amorphous
Level.....	1d20
Height	n/a
Frame	n/a
Weight.....	n/a
Strength	3d6+2 12.5
Endurance.....	3d6+2 12.5
Dexterity.....	n/a n/a
Agility	3d6+2 14.5
Speed.....	3d6+4 16.5
Eyesight	3d6 10.5
Hearing	3d6 10.5
Smell/Taste	2d2 3
Touch	3d6 10.5
Voice	n/a n/a
Intelligence.....	3d6 10.5
Aura	3d6-4 6.5
Will	3d6 10.5
Morality	n/a n/a
Fatigue Rate.....	1
Dodge	75
Condition	60
Mobility	80
Initiative	70
Spirit.....	24
Burn	70 (see below)
Armour.....	none

□ NATURAL MAGIC

To simulate its command of natural magic, Each Béleras is able to cast all (in play) Pèleáhn spells, up to half its level. Hence, a Level VIII Béleras knows all Pèleáhn spells up to Complexity Level VIII. Some spells may be inappropriate and should be ignored at GM discretion. The ML for all known spells is 5× the Elemental's Level. Bélerhin accrue spell-casting Fatigue normally.

BURN

Bélerhin can inflict ethereal burns on anything they touch. The impact is 3d6+Level. They are also able to start and spread mundane fires and victims may be subject to burns from these as well.

FATIGUE & DISSOLUTION

Béleras are not subject to injury points. Any injury points they receive are converted into *fatigue*. When fatigue exceeds CONDITION, it suffers dissolution and, after 1d100 days it is reconstituted on its native plane.

Vulnerabilities see page :ELEMENTALS 2

“Béléra” lose in the forest” is a Hârníc term for someone who does immense damage without meaning to. Lóthrim the Foulspawner, Arlún the Barbarian, and Bálsha the Prophet were all referred to as “Béleras loose in the forest” The term was not always appropriate.



(EARTH ELEMENTAL)

An earth elemental “burrows” in the earth, is able to disrupt, crush, compact or solidify earth, stone or mud. It typically has no direct effect on an opponent, but could conceivably turn the earth into something like quicksand. Even the smallest Ívríhn can start a landslide.

Some Ívríhn are able to animate their host masses into shapes which may resemble humanoid bodies (they may be mistaken for golems), but they rarely manifest above ground level at all. When Ívríhn move through the earth, there may be a (usually small) rippling effect, like a wave, on the surface. This effect may disrupt buildings, but far more earthquakes are blamed on the Ívríhn than they actually cause.

When Fývrian mages summon Ívríhn, they usually do so without coercion. The relationship between mage and elemental is more akin to that between mage and familiar than one of servitude. Some pairs have reportedly become quite fond of each other; of all the elementals, the Ívríhn come closest to having fully realised personalities and take the greatest interest in the affairs of mortals.



ÍVRİHN (PL. ÍVRİHN)

Body.....	Variable
Level.....	1d20
Volume (max)	64 cubic feet/level
Height	Variable
Frame	Variable
Weight.....	Variable
Strength	3d6+6 16.5
Endurance.....	3d6+8 18.5
Dexterity.....	n/a n/a
Agility	3d6 10.5
Speed.....	3d6 10.5
Eyesight	3d6 10.5
Hearing	3d6 10.5
Smell/Taste	2d2 3
Touch	3d6 10.5
Voice	n/a n/a
Intelligence.....	3d6 10.5
Aura	3d6-4 6.5
Will	3d6 10.5
Morality	n/a n/a
Fatigue Rate.....	1
Dodge	55
Condition	80
Unarmed	60/Level×2
Armour.....	n/a
Mobility	55
Initiative	55
Spirit.....	24

□ NATURAL MAGIC

To simulate its command of natural magic, Each Ívríhn is able to cast all (in play) Fývrian spells, up to one half its level. Hence, a Level VIII Ívríhn knows all Fývrian spells up to Complexity Level IV. Some spells may be inappropriate and should be ignored at GM discretion. The ML for all known spells is 5× the Elemental's Level. Ívríhn accrue spell-casting Fatigue normally.

FATIGUE & DISSOLUTION

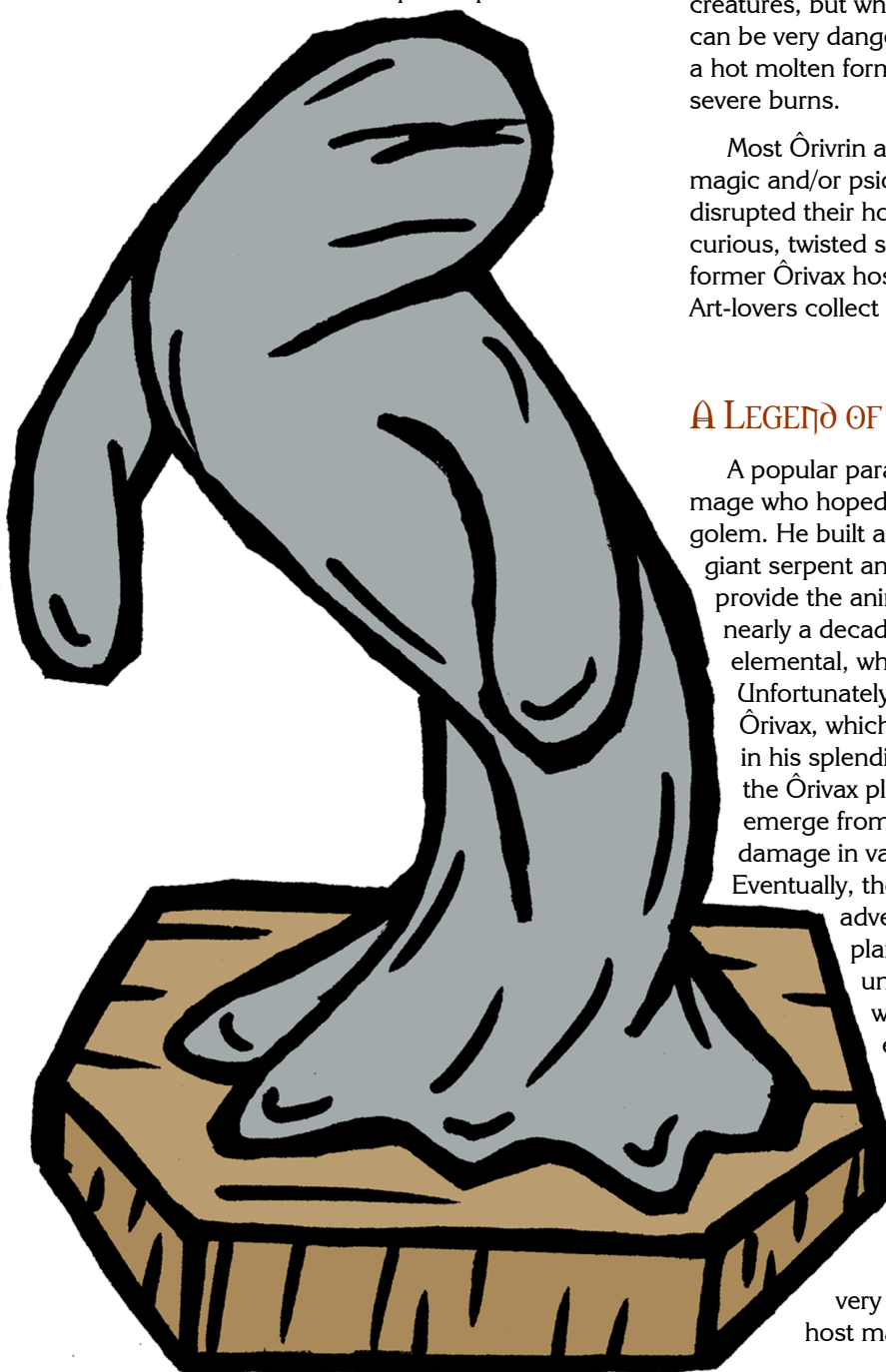
Ívríhn are not subject to injury points. Any injury points they receive are converted into *fatigue*. When fatigue exceeds CONDITION, it suffers dissolution and, after 1d100 days it is reconstituted on its native plane.

Vulnerabilities see page: ELEMENTALS 2



(METAL ELEMENTAL)

Ôrivax is a name applied to any of a variety of elementals whose basic element is metallic. Ôrivrin manifest in almost any type of metal including alloys such as pewter, brass or bronze. Because native (or manufactured) instances of appropriate host mass tend to be limited in size, only smaller, weaker Ôrivrin tend to be encountered on the corporeal planes.



Some scholars believe that each Ôrivax has an affinity for a particular type of metal. One might prefer gold, another silver, a third brass.

Among Jmôrvi artificers, the Ôrivax is highly prized as a familiar, as a focus, or as the animus of other major artefacts. They are, however, exceedingly difficult and dangerous to handle. Sometimes an Ôrivax will manifest of its own volition in an artefact; this is usually a mixed blessing. The artefact typically becomes far more powerful and far less manageable.

Like most other elementals, the average Ôrivax takes little interest in the affairs of corporeal creatures, but when they do become hostile, they can be very dangerous. An Ôrivax is able to assume a hot molten form and in this state, its touch causes severe burns.

Most Ôrivrin are highly susceptible to Sàvôryan magic and/or psionic talents. When they are disrupted their host masses, tend to be left in curious, twisted shapes. Some scholars collect former Ôrivax host masses for their scholarly interest. Art-lovers collect them for their aesthetic appeal.

A LEGEND OF THE ÔRIVAX

A popular parable of the Shèk-Pvâr tells of one mage who hoped to construct a kind of elemental golem. He built a forty foot, solid bronze statue of a giant serpent and summoned a powerful Ôrivax to provide the animus. The whole endeavour took nearly a decade. He successfully summoned the elemental, which animated the statue.

Unfortunately, the mage failed to control the Ôrivax, which promptly left to explore the world in his splendid new 'body'. The tale tells of how the Ôrivax plunged into the earth, and would emerge from time to time to inflict great damage in various spots around the world.

Eventually, the entity wearied of its 'corporeal adventure' and departed for another plane. The moral of the tale is unclear, unless it is simply that when dealing with great powers, it is best to employ extreme caution.

The mage was lucky; he escaped with his life. The city of Kotîrin (?) was not as fortunate (the 'Lost City of Kotîrin' as it is now called)...

Somewhere, there is a very large, very ornate, and quite expensive former host mass.

ÔRIVAX (PL. ÔRIVRIN)

Body.....	Amorphous
Level.....	1d20
Volume (max.).....	Level×1d3 cubic feet
Strength.....	3d6+6 16.5
Endurance.....	3d6+10 20.5
Dexterity.....	n/a n/a
Agility.....	3d6 10.5
Speed.....	3d6 10.5
Eyesight.....	3d6 10.5
Hearing.....	3d6 10.5
Smell/Taste.....	2d2 3
Touch.....	3d6 10.5
Voice.....	n/a n/a
Intelligence.....	3d6 10.5
Aura.....	3d6-4 6.5
Will.....	3d6 10.5
Morality.....	n/a n/a
Fatigue Rate.....	1
Dodge.....	55
Condition.....	85
Mobility.....	55
Initiative.....	55
Spirit.....	24
Unarmed.....	75/8bepf
Armour.....	none

□ NATURAL MAGIC

To simulate its command of natural magic, Each Ôrivax is able to cast all (in play) Jmôrvî spells, up to one half its level. Hence, a Level VIII Ôrivax knows all Jmôrvî spells up to Complexity Level IV. Some spells may be inappropriate and should be ignored at GM discretion. The ML for all known spells is 5× the Elemental's Level. Ôrivrin accrue spell-casting Fatigue normally.

FATIGUE & DISSOLUTION

Ôrivrin are not subject to injury points. Any injury points they receive are converted into *fatigue*. When an Ôrivax's fatigue exceeds its CONDITION, it suffers dissolution and, after 1d100 days it is reconstituted on its native plane.

Vulnerabilities see page: ELEMENTALS 2



(SPIRIT ELEMENTAL)

Some scholars believe that there is no such thing as a Sâvirîs, and that all such entities are merely ethereals. The Sâvôrya Shèk-Pvâr believe that such entities exist, and sometimes find them very useful.

The 'host mass' for a Sâvirîs that visits the corporeal plane, is the aura of a living entity. The fact that the Sâvrhin like to take up residence in plants and animals may have give rise to several schools of animistic 'spirit magic'. An animal being 'visited' by a Sâvirîs tends to act with unusual intelligence. And shamans sometimes summon particular Sâvrhin as 'spirit guides'.

The Sâvrhin do not *possess* their hosts. They may stay if welcome, but make no attempt to dominate or enter into mental conflict. If they are threatened, they simply leave. Those who summon Sâvrhin tend to form a relationship with a particular individual. By establishing a specific relationship, the Sâvirîs is more likely to stay when summoned and more likely to lend its powers and guidance to its host.

The experience of hosting a Sâvirîs can be quite strange. It is difficult to function normally (impossible without a great deal of 'practice'). The host typically enters a 'dream state' for the duration of the visit, during which s/he 'confers' with the Sâvirîs. Some Shèk-Pvâr use this time to cast particularly difficult spells, or simply to commune with their own natures. To many, the experience is akin to that provided by certain hallucinogenic drugs.

The duration of a Sâvirîs 'visit' is usually determined by mutual understanding, but the host is typically obliged to terminate (to eat or drink) within a few hours and a Sâvirîs would rarely be willing to stay more than 1d100 hours.

Those who establish relations with particular Sâvrhin generally host them at least every few days.

Some scholars believe that each human has a particular Sâvirîs with whom s/he has particular affinity, a kind of 'soul mate'. There is, of course, no way to verify this belief.



SÂVIRÏS (PL. SÂVRHIN)

Body.....	Amorphous
Level.....	1d20
Volume (max.).....	n/a
Strength.....	n/a
Endurance.....	3d6-2
Dexterity.....	n/a
Agility ☒.....	3d6+4
Speed ☒.....	3d6+4
Eyesight ☒.....	3d6
Hearing ☒.....	3d6
Smell/Taste.....	n/a
Touch.....	n/a
Voice.....	n/a
Intelligence.....	3d6+2
Aura.....	3d6+6
Will.....	3d6
Morality.....	n/a
Fatigue Rate.....	1
Dodge ☒.....	75
Condition.....	45
Mobility.....	75
Initiative.....	65
Spirit.....	60
Aural Shock.....	75
Armour.....	n/a

☒ These attributes/factors are only applicable on an ethereal plane (and perhaps not even then).

☐ A Sâviris loans one half its Intelligence, Aura, Will, and Spirit to its host for the duration of its stay.

A Sâviris summoned may decide to stay voluntarily (25% chance for a 'strange' Sâviris). It is also possible to induce one to stay by mental conflict (this is not, however, recommended as the Sâviris is able to inflict serious damage if it so chooses).

☐ NATURAL MAGIC

To simulate its command of natural magic, Each Sâviris is able to cast all (in play) Sâvôryan spells, up to one half its level. Hence, a Level VIII Sâviris knows all Sâvôryan spells up to Complexity Level IV. Some spells may be inappropriate and should be ignored at GM discretion. The ML for all known spells is 5× the Elemental's Level. Sâvrhin accrue spell-casting Fatigue normally.

The Sâvrhin do not normally use their natural magic, while visiting corporeal planes (except to defend themselves, and only then if no escape is possible).

FATIGUE & DISSOLUTION

Sâvrhin are not subject to injury points. Any injury points they receive are converted into *fatigue*. When its fatigue exceeds its CONDITION, it suffers dissolution and, after 1d100 days it is reconstituted on its native plane.

Vulnerabilities see page: ELEMENTALS 2



WATER ELEMENTAL (Undine)

Free willed water elementals are called Undines. Left to themselves they typically fall to the lowest possible level and remain dormant. Some scholars speculate that the bottoms of oceans are covered with Sheôri to depths of several leagues.

Sheôri can change the viscosity of their watery host masses, cause currents and turbulence in large bodies of water, create whirlpools, even draw ships or swimmers under.

Sheôri rarely take much interest in corporeal creatures, but some have reportedly gone mad after being summoned and controlled by mages. It is 'common knowledge' that the turbulence in the Gulf of Edérwyn (south of Hârn) is caused by an entity called Edêr. Most scholars believe that Edêr is a demigod or demon, but some suspect he is a Shéôr (or at least a Shéôr-like entity). No one supposes that there are only a few types of Shéôr.

There are also tales of Sheôri helping sailors who fall overboard, by bearing them up to the surface. Several tales tell of Sheôri who held sailor under the water until they drowned. One mage in Kandáy has been studying Sheôri for nearly a decade. After dozens of expeditions into areas where Sheôri have been reported, he has yet to meet one, and is beginning to suspect that they are no more than legend.

LEGEND OF KÂL THE MARINER

Ivínian lore tells of a sailor by the name of Kâl who hated being wet. He would complain bitterly whenever it rained. This was inconvenient because he spent a good deal of time with his companions in an open boat on the Sea of Iváe. Perhaps he did not realise that a good seafarer endures hardships like these in silence. One day, Kâl fell overboard in a storm, and the god Sárajin turned him into a Shéôr. Whether this was reward or punishment none know.

The legend tells that, for many years afterward, a medium-sized wave would wash onto ships from calm seas: Kâl trying to get aboard to get dry.



SHÉÔR (PL. SHEÔRI)

Body	Ethereal & Amorphous
Level.....	1d20
Volume.....	1000 cubic feet × Level
Strength	3d6+6 16.5
Endurance.....	3d6+8 18.5
Dexterity.....	n/a n/a
Agility	3d6 10.5
Speed.....	3d6 10.5
Eyesight	3d6 10.5
Hearing	3d6 10.5
Smell/Taste	2d2 3
Touch	3d6 10.5
Voice	n/a n/a
Intelligence.....	3d6 10.5
Aura	3d6-4 6.5
Will	3d6 10.5
Morality	n/a n/a
Fatigue Rate.....	1
Dodge	55
Condition	80
Armour.....	n/a
Mobility	55
Initiative	55
Spirit.....	24

□ NATURAL MAGIC

To simulate its command of natural magic, Each Shéôr is able to cast all (in play) Odívshè spells, up to one half its level. Hence, a Level VIII Shéôr knows all Odívshè spells up to Complexity Level IV. Some spells may be inappropriate and should be ignored at GM discretion. The ML for all known spells is 5× the Elemental's Level. Sheôri accrue spell-casting Fatigue normally.

FATIGUE & DISSOLUTION

Sheôri are not subject to injury points. Any injury points they receive are converted into *fatigue*. When fatigue exceeds CONDITION, it suffers dissolution and, after 1d100 days it is reconstituted on its native plane.

Vulnerabilities: Sheôri are about as difficult to hurt as water (see page: ELEMENTALS 2).

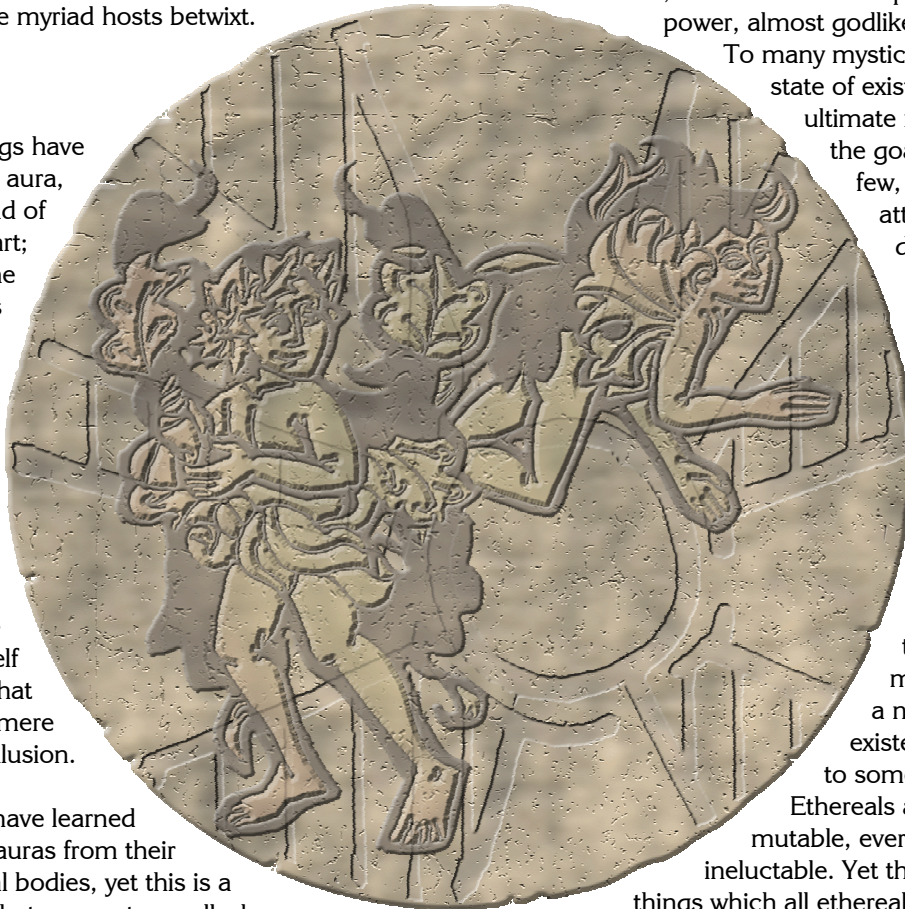
ETHEREALS, SPIRITS, & THE DEMI-DIVINE

No class of entity has a larger number of individuals than that of the ethereals. It is said that behind every man there stands ten ghosts, and the spirits of the departed account for only a fraction of all the ethereals that exist. Nor does any class of being have a greater variety of types, for the ethereals include faded, lost spirits, great demons and demi-gods and the myriad hosts betwixt.

ETHEREALITY

All living things have some kind of aura, some kind of ethereal part; some call it the soul, and it is the seat of consciousness, the root of being. Scholars believe that the body is merely a manifestation of aura, in a sense that reality is itself ethereal and that the physical is mere illusion.

Some folk have learned to detach their auras from their corporeal bodies, yet this is a proficiency that comes to us all when we die. Astrals and Dreamers are the auras of corporeal entities detached, for a time from their bodies. They are able to wander the ethereal planes and, hopefully, return to their physical selves. Some mystics are able to disembody their physical selves while their souls wander. Some have this state imposed upon them. Yet for a naturally corporeal creature, the body lends strength and, without it, the spirit is never as strong. Detached corporeal creatures are the weakest of the ethereals.



NATURAL ETHEREALS

There are also natural ethereals, those whose native form includes no corporeal component. Some of these are powerful spirits.

MULTI-STATE ENTITIES

Some creatures are equally comfortable with or without a physical form. Such 'multi-state' ethereals are able to freely translate themselves from one nature to another, go where they please, manifest as they wish, and do as they like. To many, this is the ideal state, unlimited in its scope, of expansive power, almost godlike in its versatility.

To many mystics, this is the ideal state of existence, the ultimate nature of being, the goal of evolution. A few, perhaps, have attained such demi-divinity.

It can also be said that no two ethereals are alike, that each is a specie unto itself; no system or set of rules applies equally to all ethereals. Each time an ethereal manifests itself on a new plane of existence, it changes to some degree.

Ethereals are amorphous, mutable, ever-changing, ineluctable. Yet there are some things which all ethereals share in common, and scholars, undeterred by the difficulty of the task, persist in arranging ethereals into classes, if only in their own minds.

THE TASK

Because of the immensity of the task, it is impossible to organise and present all possible ethereals within the scope of a single written work. All that can ever be achieved is a representative cross-section.

DEMONS & DEMI-GODS

The distinction between demons and demi-gods is a matter of perspective. One is good, the other evil. Since the viewpoint depends on religious beliefs, and since each individual has a practical freedom of conscience which typically fall into line with one's church dogma.

INDEPENDENT & SERVILE

Apart from distinctions of good and evil, demons & Demi-gods can be divided into two classes: Those who serve a particular deity, and those who do not.

Some deities have classes of demi-divine beings to form 'sub-pantheons'. These classifications are vague because the degree to which each creature is 'bound', depends on it's nature and that of its divine master:

Ágrik	the V'hîr
Haléa	the Seven Handmaidens
Ilvîr	The Ívashù
Laráni	The Knights of Tîrith
Môrgath	The Amôrvrin & the Gûlmôrvrin
Navéh	The Gytévsha
Peóni	Saints & Martyrs
Sárajîn	the Pradeyálkri & the Elkýri
Sávè-K'nôr	The Althâr & the Vaénia
Siém	The Ilsîri, the Àulamíthri & others

Creatures who are not on this list (and some that are) may not be accurately classed as servants of particular deities, or even as ethereals. This list might also include several unique 'major' demi-deities (such as Klýss the Necromancer or Swéldrè the Scribe who are semi-independent servants of Môrgath and Siém, respectively).

THE V'HÎR

The Àgríkan sub-pantheon consists of Ágrik and the lesser immortals that serve him. Ágrik's servants include those whom he has created directly or indirectly, and those who have joined his cause by choice or otherwise. The V'hîr are creatures of fire and shadow, known for their combative demeanours and their callous disdain for those weaker than themselves. There are eight orders of V'hîr, including Ágrik himself, with the eight 'sons of Ágrik' being the highest ranking after the God himself. This article of dogma is often overlooked on Kèthîra because few of the lesser orders ever appear there, and when they do appear, many of them favour the same general appearance. The eight orders are:

- The Supreme (Ágrik)
- The Ar'v'hîri (The Sons)
- The Tan' V'hîri (Third Order)
- The Su'ûra (Fourth Order)
- The Hesa V'hîr (Fifth Order)
- The Ban' V'hîr (Sixth Order)
- The Vayêra (Seventh Order)
- The Vii (Eighth Order)

The best known of these demi-divine servants of Ágrik are the Eight Greater Demons (The Ar'v'hîr), which are typically referred to as "V'hîr". In theory, each order has eight times the membership of the one above. Therefore there are eight Ar'v'hîri, 64 Tan' V'hîr, 512 Su'ûra, and so on. The number of Vii is thought to be just over two million.

Even within each order, individuals vary considerably in size strength and ability. While church dogma asserts that higher order entities are more powerful, this is not always the case. It is believed that the second order, being made from the blood of Ágrik himself, are completely loyal to the superior order (the God). This is not always the case among the lower orders where truancy and dereliction of duty are commonplace. Open defiance of individuals of higher order is unheard of.

It is in the nature of the Àgríkan sub-pantheon that some aspects of the nature and power of the lesser orders flows from the deity through the higher orders. Because of this, the V'hîr may be referred to as 'undead', although their nature is vastly different from that of the gûlmôrvrin.



(THE SONS OF ÁGRİK)

Chief among the Ágríkan sub-pantheon (the V'hîr) after the deity himself, are the Sons of Ágrík, the 'Eight Demons'. The Ar'v'hîr are creatures of fire and shadow, known for their callous and violent disdain for those weaker than themselves.

The fact that there are eight orders of V'hîr is often overlooked on Kèthîra because few of the lesser orders ever appear there, and when they do appear, many of them favour the same general appearance. Consequently, the Ar'v'hîr are generally referred to as the V'hîr.

The Ar'v'hîr are said to have sprung, by the art of the God llvîr, from eight drops of blood that fell when Laráni cut the claws from Ágrík's hand. It is said that not even the gods can create souls; consequently like other products of the art of llvîr, the Sons do not possess 'fully realised' identities. They are, however, the most loyal of Ágrík's servants.

In appearance, the V'hîr are much like Ágrík, although smaller and less powerful. Nevertheless, they are often confused with the god by those unfortunate enough to encounter them.

The V'hîr, and especially the Ar'v'hîr, exemplify the survival of the fit dogma for which the church of Ágrík is well known, and are famous for their passionate disregard for the weak and inferior. When one of the eight demons puts in an appearance, death is usually close by.



AR'V'HÎR (PL. AR'V'HÎRĪ)

Body..... Winged Humanoid
 Height 8d6+50 78"
 Frame 3d6 Medium
 Weight..... 201 lbs.

Strength 3d6+17 27.5
 Endurance..... 3d6+17 27.5
 Dexterity..... 3d6+5 15.5
 Agility 3d6+2 12.5
 Speed..... 3d6+5 15.5
 Eyesight 3d6 10.5
 Hearing 3d6 10.5
 Smell/Taste 3d6 10.5
 Touch 3d6 10.5
 Voice 3d6 10.5

Intelligence..... 3d6+4 14.5
 Aura 3d6+10 20.5
 Will 3d6+14 24.5
 Morality 3d6-8 2.5

Fatigue Rate..... 3	Mobility 75
Dodge 65	Initiative 90
Condition 85	Spirit..... 66

Whip	75/8bef
Mace	75/10bf
Sword.....	75/10ef
Claws	75/6tf

Armour..... B9 E6 P5 F5 S5 T6 (except eyes)

Flyer 30 hexes/turn

DISSOLUTION

The Ar'v'hîr are demons of the 'second order' and cannot be slain, although they can be 'injured' in the same manner as any mortal or corporeal creature. All the injuries they receive are translated into fatigue points. When total fatigue exceeds CONDITION, they suffer dissolution, their physical forms burn away to nothingness and they return to their divine master.



(AIR SPRITE)

Any of a variety of minor, ethereals whose elemental base is air, and who can become non-corporeal at will. The Asîri are of diverse and ancient origins and occur in many parts of Keléstia. About half are nocturnal, the rest diurnal. To rest, they secrete themselves within various (usually) inanimate objects. Many Asîri possess (usually minor) magical and/or psionic power(s), are often mischievous and sometimes dangerous.

Asîri do not manifest effectively in the material plane. Their effects are usually psycho-spiritual. When an asîr is hostile, it is most likely to impose emotions such as fear, love, doubt, courage, etc. All of these are subject to the victim's Will. Because they are ethereal, the Asîri can sometimes possess material entities, such as humans (see MENTAL CONFLICT).

FORM AND VISIBILITY

Most Asîri are transparent, bordering on invisible, but most can also vary their visibility from almost total invisibility (something like a heat haze) to almost opaque. While Asîri sometimes mimic mortals, it is difficult to mistake one for human in good light. Most can also assume any shape at will, but have a tendency to assume humanoid forms. Asîri can also vary their sizes. They usually appear no more than a few inches in any dimension, but they can be larger if they wish.

HABITS

Most Asîri are lethargic and solitary, although they become more active in the presence of strong magic and/or psionic effects, and occasionally group into "tribes" of 2-12 individuals.



ASÎR (PL. ASÎRI)

Body.....	Variable
Height	Variable
Frame	Variable
Weight.....	None
Strength	3d6 10.5
Endurance.....	3d6-2 8.5
Dexterity.....	3d6+3 13.5
Agility	3d6+4 14.5
Speed.....	3d6+6 16.5
Eyesight	3d6+5 15.5
Hearing	3d6+1 11.5
Smell/Taste	2d2 3
Touch	3d6 10.5
Voice	3d6 10.5
Intelligence.....	3d6 10.5
Aura	3d6+3 13.5
Will.....	3d6 10.5
Morality	n/a n/a
Fatigue Rate.....	1
Dodge	75
Condition	45
Charm (Psionic Talent).....	65
Emotion Invocation	50
Armour.....	none

COMBAT

An Asîr may begin its turn by *charming* an adjacent opponent. See *TALENTS*. Most Asîri can only be detected by those with appropriate psionic or magical powers.

The asîri are not usually subject to physical damage, although enchanted weapons may disrupt them.

The asîri do not carry weapons (they find metal repellent), and on the rare occasions when they fight, they rely on their 'aural' powers.

DISSOLUTION

When an asîr sustains injuries, the injury points are translated into fatigue. When fatigue exceeds Condition, they suffer dissolution for 1d100 days.



(INCUBUS)

A variety of male asír. Atánasíri visit mortal women as they sleep. The woman does not awaken during intercourse, but may experience the encounter as a dream and be exhausted in the morning. Atánasíri often prefer celibate women. It is unclear whether the atánasíri procreate in any other way.

A woman impregnated by an Atánasir becomes pregnant in the normal way, and may, in the course of time, give birth to a superior child. Some great wizards have been attributed with Atánasíri parentage.

The female equivalent of the Atánasir is the VÁÉNÁSÍR (succubus).

The incidence of atánasir encounters is difficult to gauge because it has sometimes been the habit of maidens who experience 'improper' pregnancies to blame their condition on the incubus. If the claim is believed, the moral considerations are reduced and the child may receive special attention (this may amount to a better start in life).

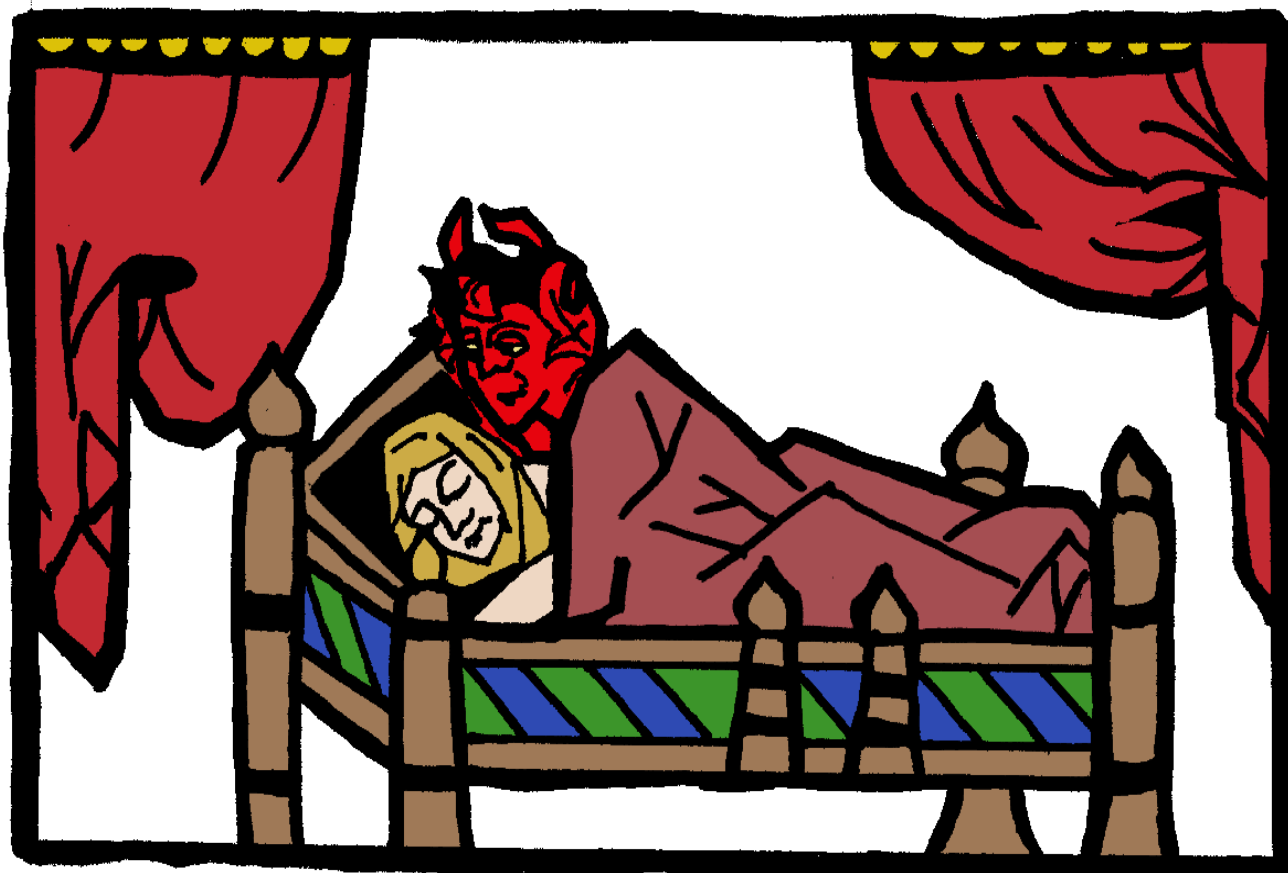
Atánasíri rarely present any danger to mortals, since they seem to have very little interest. Like the asíri, they tend to alternate between inactivity and inexplicable activity.

ATÁNASÍR & MORTAL HYBRID

Children of mixed mortal and atánasíri parentage combine the attributes of both parents, and are typically superior to mortal children in terms of talents and the ability to work magic. Authenticated cases remain rare. See *CHARACTER DEVELOPMENT*.

It has been suggested that the elves originated through the union of humans and atánasíri. While circumstantial evidence may suggest this is possible, most scholars believe that the elves were somehow 'brought forth' as 'original works' by the god Siém.

It is generally believed that an atánasir who fathers a child with a mortal woman pays no further attention to the child or its mother. There is no evidence either way, although it is true that these hybrid offspring do tend to more frequently encounter asíri than do ordinary mortals, and some people choose to believe that the father acts as a kind of ethereal advocate and helper for his child. When, in the fullness of time, the child dies, its spirit becomes an asír of some kind.



Atánasir (Pl. Atànasîri)

Body.....	Humanoid/Ethereal
Height	5d6+50 67.5"
Frame	3d6 Medium
Weight..... 152.5lbs
Strength	n/a n/a
Endurance.....	3d6 10.5
Dexterity.....	3d6+2 12.5
Agility	3d6+2 12.5
Speed.....	3d6+5 15.5
Eyesight	3d6-2 8.5
Hearing	3d6-2 8.5
Smell/Taste	3d4-2 5.5
Touch	3d4-2 5.5
Voice	3d6 10.5
Intelligence.....	3d6-2 8.5
Aura	3d6+6 16.5
Will	3d6 10.5
Morality	3d6 10.5
Fatigue Rate.....	1
Dodge	65
Condition	55
Mobility	75
Initiative	65
Spirit.....	45
Charm (Psionic Talent).....	65
Aural Shock.....	50 (see below)
Emotion Invocation	50 (see below)
Armour.....	none

Combat

An Atánasir may begin its turn by *charming* an adjacent opponent. See *TALENTS*. Most Atànasîri can only be detected by those with appropriate psionic or magical powers.

The atànasîri are not usually subject to physical damage, although enchanted weapons may disrupt them. They do not carry weapons (they find metal repellent), and on the rare occasions when they fight, they rely on their 'aural' powers.

Dissolution

When an asîr sustains injuries, the injury points are translated into fatigue. When fatigue exceeds Condition, they suffer dissolution for 1d100 days.

Aural Shock

When pressed, Atànasîri have the ability to defend themselves by lashing out at the spirit of their target. If successful, the victim makes an immediate Aural Shock roll.

Emotion Invocation

Atànasîri can manipulate the spirit of their victims, generating any desired emotional response. If successful, the victim tests Will to see if they can resist the effects.



(DREAM-BEARER)

The tiny ethereal messengers of the deity Síém. These are harmless “bearers of dreams”, and are generally immune to normal damage. If provoked, however, their **scratch** and **bite** can cause bad luck or mental disorders respectively.

The Àúlamíthri are shape-changers, insofar as they can be said to have shapes, but most often appear as humanoids some four to eleven inches in height. Rarely, one manifests as a giant of its type at 24–36 inches. They are ethereal and invisible at will.

They are fliers, but seem to carry their delicate, translucent wings more for their decorative value than any other reason. An Àúlamíth’s wings seem to be shaped, sized and coloured according to the strength of its aura. An Àúlamíth with large, complex, multi-hued wings has a high Aura.



ÀULAMITH (PL. ÀULAMÍTHRI)

Body.....	Humanoid/Shape-shifter
Height	1d8+3 7.5"
Frame	Light
Weight.....	2–3 lbs.
Strength	3d3 6
Endurance.....	3d3–2 4
Dexterity.....	3d6+4 14.5
Agility	3d6+4 14.5
Speed.....	3d6+5 15.5
Eyesight	3d6 10.5
Hearing	3d6+4 14.5
Smell/Taste	3d3 6
Touch	3d6 10.5
Voice	3d6 10.5
Intelligence.....	3d6–2 8.5
Aura	3d6+4 14.5
Will	3d6–2 8.5
Morality	3d6+4 14.5
Fatigue Rate.....	1
Dodge	75
Condition	30
Mobility	75
Initiative	65
Spirit.....	39
Charm (Psionic Talent).....	65
Aural Shock.....	40 (see below)
Scratch (bad luck)	85/1t
Bite (mental disorder).....	75/3t
Armour.....	none

AURAL SHOCK

Àulamíthri have the ability to defend themselves by lashing out at the spirit of their target. If successful, the victim makes an immediate Aural Shock roll.

COMBAT

An Àulamith may begin its turn by *charming* an adjacent opponent. See *TALENTS*. Most Àulamíthri can only be detected by those with appropriate psionic or magical powers.

The Àulamíthri are not usually subject to physical damage, although enchanted weapons may disrupt them. They do not carry weapons (they find metal repellent), and on the rare occasions when they fight, they rely on their 'aural' powers.

DISSOLUTION

On the rare occasions on which an Àulamith sustains injuries, the injury points are translated into fatigue. When fatigue exceeds Condition, the Àulamith suffer dissolution for 1d100 days.

SCRATCH: CURSE OF BAD LUCK

If the Àulamith successfully scratches someone, the victim is 'cursed' with bad luck. The curse works as follows: each time the cursed victim tests a skill/attribute the GM (secretly) tests the victim's Spirit.

CF The test result is reduced by two levels (eg: from MS to CF).

MF the test result is reduced by one level (eg: from MS to MF).

MS the bad luck does not effect this particular skill test, but the curse remains in effect.

CS the curse is lifted.

BITE: MENTAL DISORDER

When an Àulamith successfully bites a victim, the victim acquires a mental disorder. Use the *Psyche Table* (in *CHARACTER DEVELOPMENT*) to generate mental disorder(s). If the 'disorder' is benign, it may (at GM discretion) be ignored.

The disorder maybe treated as a neutral enchantment whose level may be determined by rolling 1d8.



The Dhírikri are satyr-like creatures with cloven hooves, horns, very hairy legs, and small, vestigial, webbed wings. They have red forked tongues which are very mobile and sensitive to smell. Adult Dhírikri range from three and a half to four and a half feet in height. They wear no clothes and have leathery grey skin. When faced with dire stress a Dhírik teleports himself to safety; he has no control over the process and “lands” randomly.

The Dhírikri may be classed as weak, independent demons. Many possess multiple psionic talents and quite a few dabble in magic. Clerics of other species and worlds are sometimes able to summon the Dhírikri with appropriate invocations.

Dhírikri who have their eyes, horn and tongue removed lose their free-will, and those who dabble in Dhírikri-summoning use this odd feature to control them. There are Dhírikri colonies on several worlds, but nowhere are they the majority.

A Dhírik can be of any moral inclination. They tend to be irreverent with little sense of decorum and rarely any respect for institutions or individuals. They enjoy alcohol and are sexually *very* active.



DHÍRÍK (PL. DHÍRÍKRÍ)

Body..... Winged Humanoid
 Height 4d6+46 60"
 Frame 3d6 Medium
 Weight..... 124 lbs.

Strength 4d6+3 17
 Endurance..... 4d6-1 13
 Dexterity..... 3d6-1 9.5
 Agility 3d6-1 9.5
 Speed..... 3d6-1 9.5
 Eyesight 3d6 10.5
 Hearing 4d6-2 12
 Smell/Taste 4d6-1 13
 Touch 3d6 10.5
 Voice 3d6 10.5

Intelligence..... 3d6-1 9.5
 Aura 4d6+1 15
 Will 3d6-2 8.5
 Morality 3d6 10.5

Fatigue Rate..... 1	Mobility 50
Dodge 50	Initiative 45
Condition 60	Spirit..... 39

Psionic Talents see below
 Shortsword..... 65/4ep
 Buckler..... 60/1b
 Unarmed 50/2b

Natural Armour ... B7 E8 P6 F6 S7 T7 (except eyes)

Flier..... 20 hexes/turn

PSIONIC TALENTS

A Dhírik possesses 1d6 randomly generated Psionic Talents. These are often active. See TALENTS. Generate MLs by rolling 1d5 × Aura.



(WATER SPRITE)

The Élmith is a free-willed quasi elemental, able to become fluid at will (which it will do to escape). An élmith has the ability to charm some corporeal creatures, and legends tell of seafarers taken into 'service' for years at a time.

Élmithri rarely take much interest in mortal creatures, although they do take offence at anyone foolish enough to pollute their homes, and sometimes at persons crossing their water without leave. They have also been known to play tricks on mortals, presumably for their own amusement.

Élmithri may be found in rivers, streams or in the sea, but rarely in standing water, although there is thought to be a variety of less pleasant Élmithri who do dwell in marshes.

Sometimes, an élmith will move into a mill pond. This can be inconvenient for the miller, but some millers have learned to co-exist with the sprites and may even consider them good luck. Much depends on the nature of the élmith.

Élmithri are able to metamorphose into almost any corporeal form they choose. They are most often encountered as humanoids, fish-tailed humanoids, or as fish. They always seem to prefer female forms.

They never wander far from water. They must immerse themselves several times a day. If kept dry, an élmith will dry out and die in about forty-eight hours.



ÉLMÍTH (PL. ELMÍTHRI)

Body..... Amorphous
 Height Variable
 Frame Variable
 Weight..... Variable

Strength3d6-19.5
 Endurance..... 3d6.....10.5
 Dexterity..... 3d6.....10.5
 Agility 3d6+111.5
 Speed..... 3d6.....10.5
 Eyesight 3d6.....10.5
 Hearing 3d6.....10.5
 Smell/Taste3d6-2.....8.5
 Touch 3d6.....10.5
 Voice 3d6.....10.5

Intelligence.....3d6-19.5
 Aura 3d6+111.5
 Will.....3d6-2.....8.5
 Morality 3d6.....10.5

Fatigue Rate.....3	Mobility55
Dodge60	Initiative50
Condition50	Spirit.....33

Charm.....special (see below)
 Unarmed35/1b
 Club35/4b
 Armour.....special (see below)

CHARM

An Elmíthri may begin its turn by attempting to charm an adjacent opponent; roll 3d6, if the result exceeds the victim's Will, he will remain stationary (ignore) until the Elmíthri's next turn.

ARMOUR

Elmíthri are immune to all but enchanted weapons and fire, but the amount of fire needed to damage one is not easily wielded. No one in living memory has ever killed an élmíth, the most that has been achieved is to drive one into its liquid form.



The demonic servants of the deity Navéh. The Greater Gytévshai number three and are major demons. Their servants, the “Lesser Gytévshai”, vary in power and form..

All Gytévshai are about half as powerful in full daylight. They are ethereal, but can become corporeal at will. They remain habitually invisible until

injured. They rarely fight in any material manner, but may attempt possession, or attempt to drive mortals insane.

The Gytévshai visit mortals while they sleep to bring nightmares. While they are not the cause of all bad dreams, they are often blamed for the worst of them. Gytévshai are rarely encountered during the day.

The Gytévshai are typically regarded as the ‘evil’ version of the Aùlamíthri



GYTÉVSHA (PL. GYTÉVSHAI)

Body	Variable
Height	Variable
Frame	Variable
Weight	Variable
Strength	3d6 10.5
Endurance.....	3d6+1 11.5
Dexterity.....	3d6 10.5
Agility	3d6+2 12.5
Speed.....	3d6+3 13.5
Eyesight	3d6 10.5
Hearing	3d6 10.5
Smell/Taste	3d6+3 13.5
Touch	3d6+2 12.5
Voice	3d6 10.5
Intelligence.....	3d6-2 8.5
Aura	3d6+4 14.5
Will.....	3d6+1 11.5
Morality	3d6-4 6.5
Fatigue Rate.....	1 Mobility..... 65
Dodge	65 Initiative 65
Condition	60 Spirit..... 42
Attack 1: (Aural Shock).....	40 (see below)
Attack 2 (Mental Disorder).....	65 (see below)
Attack 3 Charm (Psionic Talent)	75 (see below)
Attack 4 (Possession)	(see below)
Armour.....	immune (see below)

These data are for a reasonably typical Lesser Gytévsha.

ML for all attacks reduced by 50% in full daylight.

COMBAT

If the Gytévsha is invisible (which they usually are) and the victim is unable to detect it, the defence against a Gytévsha attack is usually 'ignore'. Fortunately, Gytévshai rarely attack any single victim more than once. The attack is usually noticeable to the victim while it is happening (the victim experiences pain, and may cry out or otherwise alert her/his companions).

All Attack types involve the Gytévsha symbolically slapping the victim's face. In actuality all attacks are mental attacks.

Attack 1: Gytévshai have the ability to lash out at the spirit of their target. If successful, the victim makes an immediate Aural Shock roll.

Attack 2 is an attempt to inflict a mental disorder; if the Gytévsha succeeds, the victim tests Spirit; if the victim fails, generate one mental disorder using the *Psyche Table* (CHARACTER DEVELOPMENT). This may be treated as a neutral enchantment whose level is generated by rolling 1d8.

Attack 3: Charm is a Psionic TALENT and functions normally.

□ Gytévshai have more difficulty charming victims of high morality. The Gytévsha reduces its ML by 10 if the victim's morality is over 12 and by 20 if it is over 16.

Attack 4: Attack Type 1, is an attempt at possession (see MENTAL CONFLICT).

ARMOUR

Gytévshai are immune to all but enchanted weapons.



(CLOUD DEMON OR SPRITE)

A race of other-plane ethereals that appear (especially on Yàsháin) as faintly perceived "clouds of light". Few know the Lekerétri for what they are; many assume them to be natural phenomena, like dust devils or mirages brought on by questionable beverages. The appearance of a Lekerétri invokes vivid illusions among witnesses. The higher the observer's Aura, the more dramatic the effect.

The Lekerétri have been trying for centuries, without success, to establish a dialogue with material creatures of the corporeal planes. They are intelligent, but their 'culture is wholly alien.

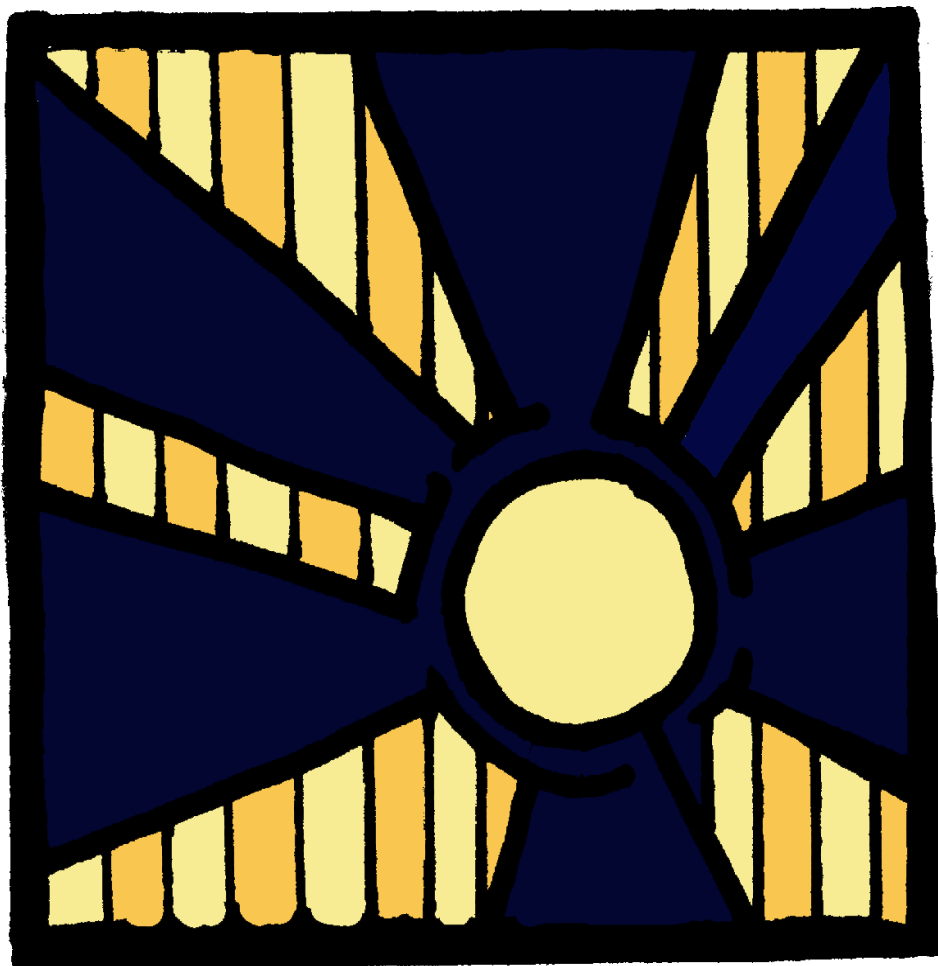
Lekerétri have powerful psionic powers, but rarely use them because they need their energy for other purposes. Because of the large amounts of energy they must expend to remain on a corporeal plane, Lekerétri rarely manifest for more than a few minutes.

When they manifest on corporeal planes, the Lekerétri seem drawn to locations of mystic import, interesting aural or ethereal phenomena, thereby confusing the issue further. They can be hard to distinguish from the phenomena already present. They have been known to visit Járind Burial Grounds at Hlen/Varáxis, Earthmaster sites (especially Télumâr), and chantries (especially Lyáhvi chantries).

Some of the very few scholars who know anything about the Lekerétri suspect they may be some kind of Áhvisían (air elemental), and they certainly share some attributes with them.

The City of Nascent Visions on Yàsháin is so named because of the frequent appearances of Lekerétri and the reactions they invoke as they attempt to communicate.

Wherever they are encountered, the Lekerétri are typically presumed to be natural phenomena, or mirages brought on by certain stimulants.



LEKERÉTRI (PL. LEKERÉTRI)

Body.....	Incorporeal		
Height	n/a		
Frame	n/a		
Weight.....	none		
Strength	n/a		
Endurance.....	3d6-4	6.5	
Dexterity.....	n/a	n/a	
Agility.....	3d6+6	16.5	
Speed.....	3d6+6	16.5	
Eyesight	3d6+1	11.5	
Hearing	3d6+1	11.5	
Smell/Taste	n/a	n/a	
Touch	n/a	n/a	
Voice	n/a	n/a	
Intelligence.....	3d6	10.5	
Aura	3d6+6	16.5	
Will.....	3d6	10.5	
Morality		n/a	
Fatigue Rate.....	1	Mobility.....	85
Dodge	85	Initiative	75
Condition	40	Spirit.....	75
Psionic Talents			varies
Armour.....			none

Psionic Talents

Open talents according to Aura. For all open talents set ML at 70.



(SUCCUBUS)

A variety of ethereal which is able to become (semi) corporeal to copulate with sleeping male humans. Thought to be a 'female' variety of Asîr, vâénasîr may simply be an activity undertaken by several types of ethereal.

Like their male equivalents (the Atânasîri) the vâénasîri seem to concentrate their 'affections' on celibate individuals. Their visits are typically mistaken for erotic dreams, and the vâénasîr leaves no physical evidence other than exhaustion.

The succubus may become pregnant, and returns to her ethereal plane to give birth and raise the hybrid offspring.

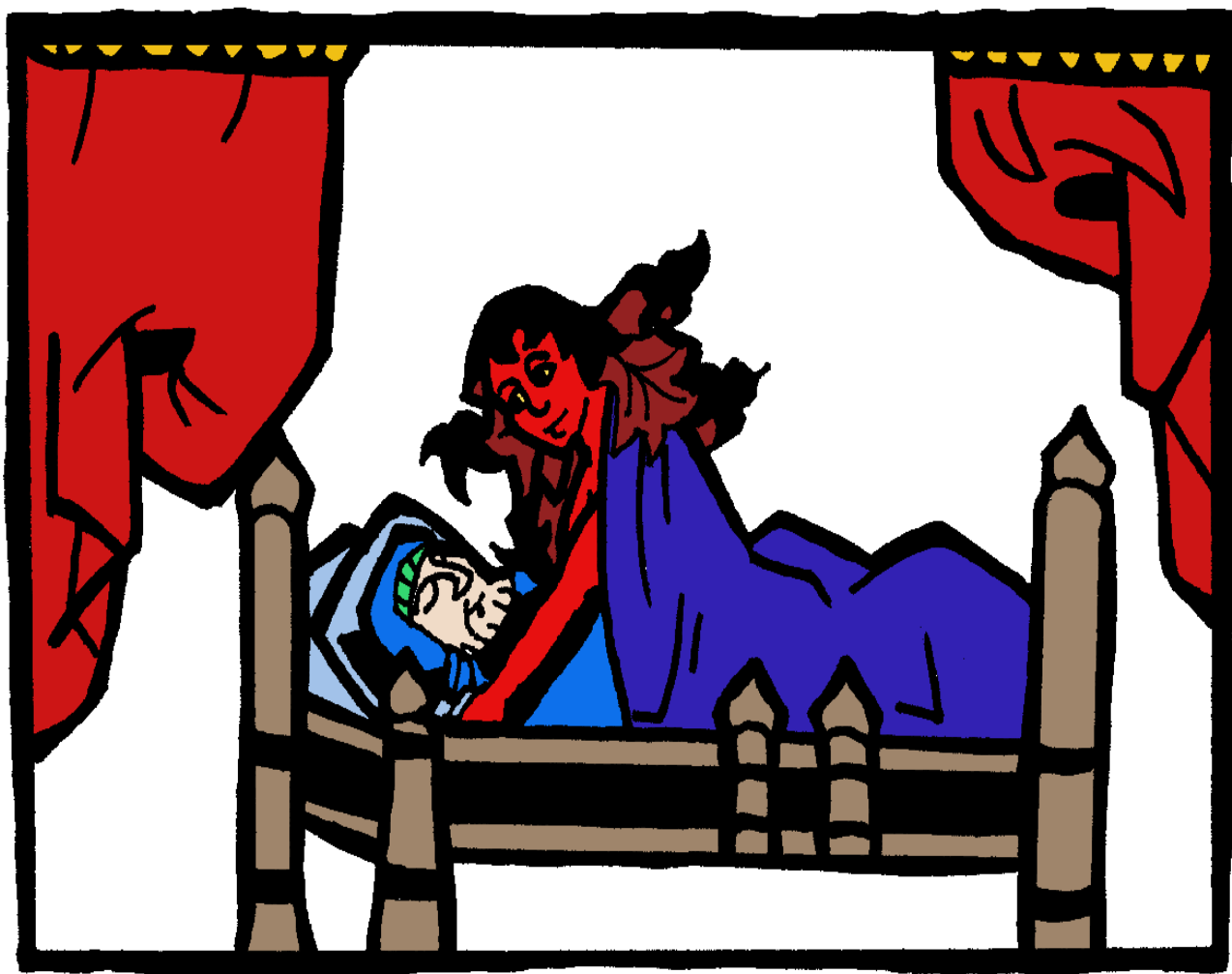
Such children tend to be mostly of the ethereal realm, although they typically inherit the ability to become corporeal, and some seem to find corporeal

states more natural. These latter individuals may be abandoned by their mothers on the corporeal plane, sometimes in the beds of their sleeping fathers. Few products of such unions ever feel completely 'at home' in either realm, and while they may have exceptional abilities, they often live difficult lives.

Scholars sometimes attribute humans of exceptional ability with vâénasîri heritage, especially when their early histories are vague or unknown. Among those who have been so attributed are Génin, and Lóthrim.

Nor are the elves excluded from vâénasîr visitations. The great king Daélða, as well as most of the renegade 'dark elves', have frequently been attributed with vâénasîri or atânasîri ancestry.

It has even been suggested that the atânasîri and the vâénasîri are the spirits of deceased elves who have for one reason or another never reached the Blessed Realm. It has also been suggested that the elves came into being as a result of unions between the asîr and mortals (this is not, however, a popular view).



VÀÈNASÎR (PL. VAÈNASÎRI)

Body.....	Humanoid
Height	5d6+46 63.5"
Frame	3d6 Medium
Weight.....	135 lbs.
Strength	n/a n/a
Endurance.....	3d6 10.5
Dexterity.....	3d6+2 12.5
Agility	3d6+2 12.5
Speed.....	3d6+5 15.5
Eyesight	3d6-2 8.5
Hearing	3d6-2 8.5
Smell/Taste	3d4-2 5.5
Touch	3d4-2 5.5
Voice	3d6 10.5
Intelligence.....	3d6-2 8.5
Aura	3d6+6 16.5
Will	3d6 10.5
Morality	3d6 10.5
Fatigue Rate.....	1
Dodge	65
Condition	55
Mobility	75
Initiative	65
Spirit.....	45
Charm (Psionic Talent).....	65
Aural Shock.....	50 (see below)
Emotion Invocation	50 (see below)
Armour.....	none

AURAL SHOCK

When pressed, Vaènasîri have the ability to defend themselves by lashing out at the spirit of their target. If successful, the victim makes an immediate Aural Shock roll.

EMOTION INVOCATION

Vaènasîri can manipulate the spirit of their victims, generating any desired emotional response. If successful, the victim tests SPIRIT to resist the effect.

COMBAT

A vaènasîr may begin its turn by *charming* an adjacent opponent. See *TALENTS*. An invisible vaènasîr can only be detected by those with appropriate psionic or magical powers.

The vaènasîr are not usually subject to physical damage, although enchanted weapons may disrupt them. They do not carry weapons (they find metal repellent), and on the rare occasions when they fight, they rely on their 'aural' powers.

DISSOLUTION

When a vaènasîr sustains injuries, the injury points are translated into fatigue. When fatigue exceeds Condition, they suffer dissolution for 1d100 days.

AURAL SHOCK

When pressed, vaènasîri have the ability to defend themselves by lashing out at the spirit of their target. If successful, the victim makes an immediate Aural Shock roll.

EMOTION INVOCATION

Vaènasîri can manipulate the spirit of their victims, generating any desired emotional response. If successful, the victim tests SPIRIT to resist the effects.

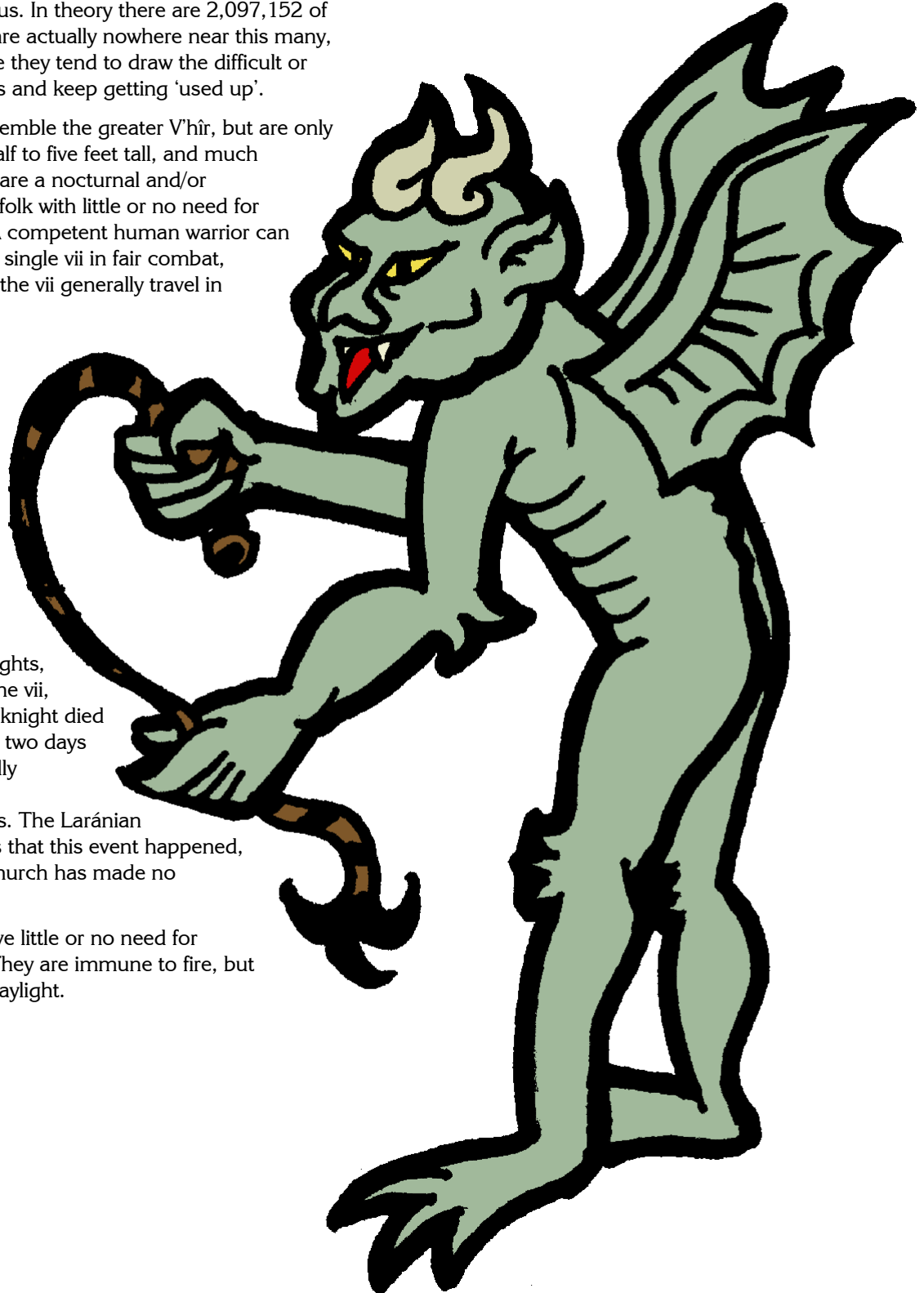


The eighth and lowest order of V'hîr is also the most numerous. In theory there are 2,097,152 of them. There are actually nowhere near this many, partly because they tend to draw the difficult or hopeless tasks and keep getting 'used up'.

The Vii resemble the greater V'hîr, but are only three and a half to five feet tall, and much weaker. They are a nocturnal and/or subterranean folk with little or no need for sustenance. A competent human warrior can often defeat a single vii in fair combat, consequently the vii generally travel in small groups.

There is a legend that during Ézar's war, a band of two thousand vii was sent to attack a column of twenty Kándian knights. Only one of the knights, and none of the vii, survived. The knight died of his wounds two days later, never fully recovering consciousness. The Laránian church denies that this event happened, the Ágríkan church has made no comment.

The Vii have little or no need for sustenance. They are immune to fire, but afraid of full daylight.



Vii (PL. Vii)

Body.....	Winged Humanoid
Height	4d6+3044"
Frame	3d6Medium
Weight.....	83 lbs.
Strength	3d6-2 8.5
Endurance.....	3d3+2 8
Dexterity.....	3d6-1 9.5
Agility	3d6 10.5
Speed.....	3d6 10.5
Eyesight	4d6-1 13
Hearing	3d6 10.5
Smell/Taste	3d6-1 9.5
Touch	3d6 10.5
Voice	3d6-2 8.5
Intelligence.....	3d3+2 8
Aura	3d3+2 8
Will	3d3 6
Morality	3d6 10.5
Fatigue Rate.....	1 Mobility..... 55
Dodge	55 Initiative..... 45
Condition	35 Spirit
Light Mace	70/5b
Whip	65/3b
Buckler.....	60/1b
Armour.....	B6 E5 P4 F5 S5 T5 (except eyes)

The vii are immune to all forms of fire, but suffer double injury from cold/frost.

Dissolution

When a vii sustains injuries, the injury points are translated into fatigue. When fatigue exceeds Condition, it suffers dissolution for 1d100 days.

FOLK:

THE SPEAKING PEOPLES

Perhaps the question of which creatures fall into the category of 'folk' is the hardest of all. Most scholars, being human, seem to rely on a comparison with their own species. Certainly the elves and dwarves are folk. Grudgingly, they accept that the gârgún may also warrant the designation, but what of creatures with whom humankind shares even less? To be a folk, rather than just a specie, most would argue that the attributes of

sentience and culture are essential. Some would add numbers, after all, 'folk' is a plural term, it is not possible to have a folk of one member. Other indications of 'folk-hood' might include language, for unique languages are possibly the most obvious clues that a culture exists. Another would be art, for the arts are probably the most fundamental kinds of communication, almost meta-languages, able to breach the bounds of race and culture.

For many species, the nature of the mind and spirit, and the very idea of culture is so alien that human scholars have difficulty identifying them. How can we say that a specie has culture when we cannot recognise it as such? To limit our definition of culture to human-like cultures may be jingoistic, but how is it to be avoided?

Perhaps the simplest definition of folk might be a specie or more than one individual with whom other folk can communicate. Clearly this qualifies such species as the gârgún (the kyáni anyway), the Malákta, the Bánshori and the Nâdi because humans can learn their languages at least well enough to conduct trade with them.

A DEFINITION OF FOLK

All reasonable definitions seem to incorporate a huge variety of creatures, such as the Centâurin or even the vii, who are more often grouped into other classes. In these cases, scholars have decided that it is not the 'folkishness' of these species, but some other characteristics that define their essential nature. The Centâurin, for example, while clearly 'folk', are also chimeras and that this fact is more usually deemed more significant to their nature.

Moral considerations are of no use when it comes to identifying 'folk'. Not all human cultures share a common set of values, nor even all members of particular cultures.

Most scholars seem to favour the notion that a folk/culture must have a means of propagation. In humans, this is achieved by teaching children (who have a tendency to remain children for many years for this very purpose). In this way, language and culture can be passed down from one generation to the next; children allow human culture to be preserved, yet also to change.

It is the attribute of changeability that causes some scholars to disqualify the elves or the gârgún. The former because the individuals do not die, and the culture never changes, and the latter because they are born as adults with racial memories. The elven cultures change little over time; gârgún culture does not seem to change at all.

CULTURAL EVOLUTION

It can be very difficult to convince most scholars of the idea of cultural evolution. This is something that cannot easily be discerned. Culture cannot usually be seen to change in a single generation. It is very difficult to fit cultural evolution into the definition of 'folk'.



THE STUDY OF FOLK

Certainly, the study of folk (and 'almost-folk') is complex enough to arouse the interest of many scholars. Humans, of course seem to display the greatest variance in language, culture, and mythology, and there are certainly those who spend all their time studying humans. Even when they study non-human cultures, human scholars do so comparatively.

Kèthîra is of particular interest to those who would study cultures, for so many of the local species seem to have arrived from other worlds. Some scholars suspect that Kèthîra has no native species: that humans, elves, dwarves and gârgún all immigrated from off world.

Certainly elves, dwarves and men each exist on several worlds of the Kéthrian family. Obviously, they either came into being on several worlds independently or they have moved between the worlds in prehistoric times, or both. It is also clear that several of these species are closely related, if for no other reason than that they can interbreed.

It is easy to conclude that classification of 'folk' will be arbitrary, or even to decide that all species have equal worth and should be treated as if they have equal virtue, but few scholars actually do this.



DOMINANCE AND SURVIVAL

Except for humankind, the folk of the worlds seem peripheral. The overwhelming success of humanity seems to marginalise them. Even the most vigorous and dynamic of non-human cultures seem to huddle in isolated enclaves. They often seem mere objects of curiosity, rare and magical, almost like an enterprise that somehow failed.

It is in the nature of cultures that they modify their environments. Some more than others. It is human cultures that seem to have the greatest effect (and do the greatest damage) to the natural environment. The elves seem to mostly blend in with the world around them; the Khúzdul mostly limit their building to realms beneath the earth; even the seemingly destructive gârgún do most of their damage in the nether regions of the world. It is man, that to the greatest degree, spreads across the living landscape, changing it to meet his needs and, as the elves might say, perverting it to his greed.

In a sense, human cultures tend to cut away the supports for other species. For once the land is made suitable to the needs of human civilisation, it becomes worthless for most other purposes. This is, perhaps, the 'secret' of human success; this is the reason that other cultures and other species become peripheral. The Agríkans might say that this is the whole point of existence, that the purpose of life is conflict and that survival is the only meaningful indicator of worth. All that perish are unworthy, all who survive do so of virtue. If nothing else, this view demonstrates a pragmatic essence of morality.

To those who seem to be losing this ongoing cultural genocide, and even to some who are on the winning side, the equation that survival equals value is absurd. Such people do not view the extinction of others as cause for victory celebrations, but rather as a matter for regret. They feel as their heart tells them; they feel that more is lost than has been gained. They do not rejoice.



Most scholars believe that the Bánshori are either native to Yàsháin, or that they arrived there before they arrived anywhere else in the Kéthrian family. They are still more numerous on Yàsháin, but they are gradually spreading themselves throughout the Kéthrian family.



The Bánshori are in many ways similar to humans. They are somewhat smaller than the human norm. They have larger ears than humans, and their posture is somewhat stooped.

These differences are sufficiently minor that they can, by covering their ears (usually by growing their hair) pass for humans when they so desire.

The Bánshori seem to have a cultural or species predisposition toward trade and financial activities. They tend to include an unusually large number of very clever traders. They also seem to have a distaste for violence; most Bánshori seem to believe that war is bad for profits. Consequently, when they operate in potentially dangerous areas, they tend to hire guards of other species. On Yàsháin, their economic relationship with the Malákta (whom they consider to be most reliable) is almost symbiotic. On Kèthîra they tend to hire humans for this purpose.

The Bánshori are subtle, and have an undeserved reputation for cowardice and avarice. They are active and secret traders and make an effort to pass unnoticed by the more warlike. Curiously, the Bánshori do not establish independent cultures as often as they co-exist within or on the edges of others' societies.

Bánshori honour revolves around profit and clan welfare. The highest ethic for a Bánshori is to increase the clan's assets and security. They tend to live well, yet they are not usually conspicuous in their consumption. Reputation is viewed as an asset, vital to successful commerce; so Bánshori keep their agreements.

BÁNŠHORÌ (PL. BÁNŠHORÌ)

Body.....Humanoid
 Height 4d6+3650"
 Frame 3d6Medium
 Weight.....95 lbs.

Strength 3d6-2 8.5
 Endurance..... 3d6-2 8.5
 Dexterity..... 3d6-1 9.5
 Agility 4d6-2 12
 Speed..... 3d6 10.5
 Eyesight 3d6-2 8.5
 Hearing 3d6-2 8.5
 Smell/Taste 3d6-2 8.5
 Touch 3d6 10.5
 Voice 3d6 10.5

Intelligence..... 3d6 10.5
 Aura 3d6-2 8.5
 Will 3d6-2 8.5
 Morality 3d6 10.5

Fatigue Rate..... 2	Mobility 55
Dodge 60	Initiative 50
Condition 45	Spirit..... 27

Shortsword..... 65/4ep
 Buckler..... 65/1b
 Whip 50/1b

Armour.....superior light armour

POSSESSIONS

Many Bánshori (60%) carry enchanted weapon(s) and/or armour. They also tend to own the finest clothing and other possessions.

CHÓSTOR (THE DEEPEST)

All this is known of the Chostôri are a few barely-remembered Khúzan legends. They are a race of deep burrowers, related to the Khúzdul.

The Chostôri are shape-shifters whose natural form is vaguely Khúzan. Legend holds that the Chostôri once built great underground cities, akin to those of the dwarves, but wars with the more numerous Khúzdul forced them ever-deeper underground until they disappeared from view, and almost from legend. Now, if any cities remain, they are so deep that few not of their race have ever claimed to have seen them.

Sometimes, however, an individual or small group of Chostôri come up to Khúzan strata where they imitate Khúzdul and do great mischief. The Khúzdul regard the Chostôri as evil, killers in the night and stealers of children. The Chostôri regard the Khúzdul as barbaric usurpers.

The Chostôri are also able to imitate gârgún, and occasionally attack gârgún hives. Such attacks are rarely identified for what they are; the Chostôri are shape-shifters and such attacks are invariably blamed on the Khúzdul or on internal strife.

At least some of the Chostôri are able to liquefy or etherealise themselves and penetrate through cracks in rock; if in danger, this is their preferred means of escape.

While in normal corporeal form, they are vulnerable to mundane harm. They eat organic matter (including coal and animals), but they are also able to absorb heat directly from the environment.

Sometimes, when it comes into an open area, a Chóstor sings with its hauntingly beautiful voice; this typically causes every dwarf in earshot to experience fear and even to flee; the dwarves do not remember why they are fleeing; they flee out of instinct.

The Chostôri cannot stand bright lights, and smell a little like brimstone and coal. They spend two-thirds of their lives resting. These weaknesses may be some of the reasons that the Khúzdul were able to drive them below.

Some Chostôri cities may remain here and there. Most have probably been taken over by the Khúzdul. It is possible that the Khúzdul inherited (stole) their architectural culture from their more ancient cousins, but no dwarf would ever consider such a possibility, and it is not likely that anyone would ever be so foolish as to suggest such a thing.

After centuries of exile to the lowest levels of the underworld, the Chostôri have lost much of their culture, but they remember their days of glory and are filled with bitterness.



CHÓSTOR (PL. CHOSTÔRI)

Body..... Humanoid/Shapeshifter
 Height 4d6+40 54”
 Frame Heavy
 Weight..... 117 lbs.

Strength 3d6+4 14.5
 Endurance..... 3d6+2 12.5
 Dexterity..... 3d6+1 11.5
 Agility 3d6 10.5
 Speed..... 3d6 10.5
 Eyesight 3d6 10.5
 Hearing 3d6+2 12.5
 Smell/Taste 3d6 10.5
 Touch 3d6+1 11.5
 Voice 3d6+6 16.5

Intelligence..... 3d6-4 6.5
 Aura 3d6-2 8.5
 Will 3d6+3 13.5
 Morality 3d6-2 8.5

Fatigue Rate..... 1	Mobility..... 55
Dodge 55	Initiative 60
Condition 65	Spirit..... 30

Axe (scavenged) 55/7e
 Shield (scavenged) 50/2b

Armour..... typically Medium (scavenged)

Scavenged equipment is more likely to be carried or worn by Chostôri isolated from their own cultures. The deeper an encounter occurs, the more likely there will be newer or custom-made equipment from a surviving Chostôri cities.

There is a 20% chance overall that an encountered Chóstor is ‘civilised’. In which case, his/her armour and weapons will be more newly made (the Chostôri do retain enough of their lore to make excellent arms).



The Malákta are a warrior-folk most populous in the Maráki Mountains of Yàsháin. They have small colonies here and there on several worlds of the Kéthrian Family. Everywhere the Malákta dwell in mountain fastnesses of great craft.

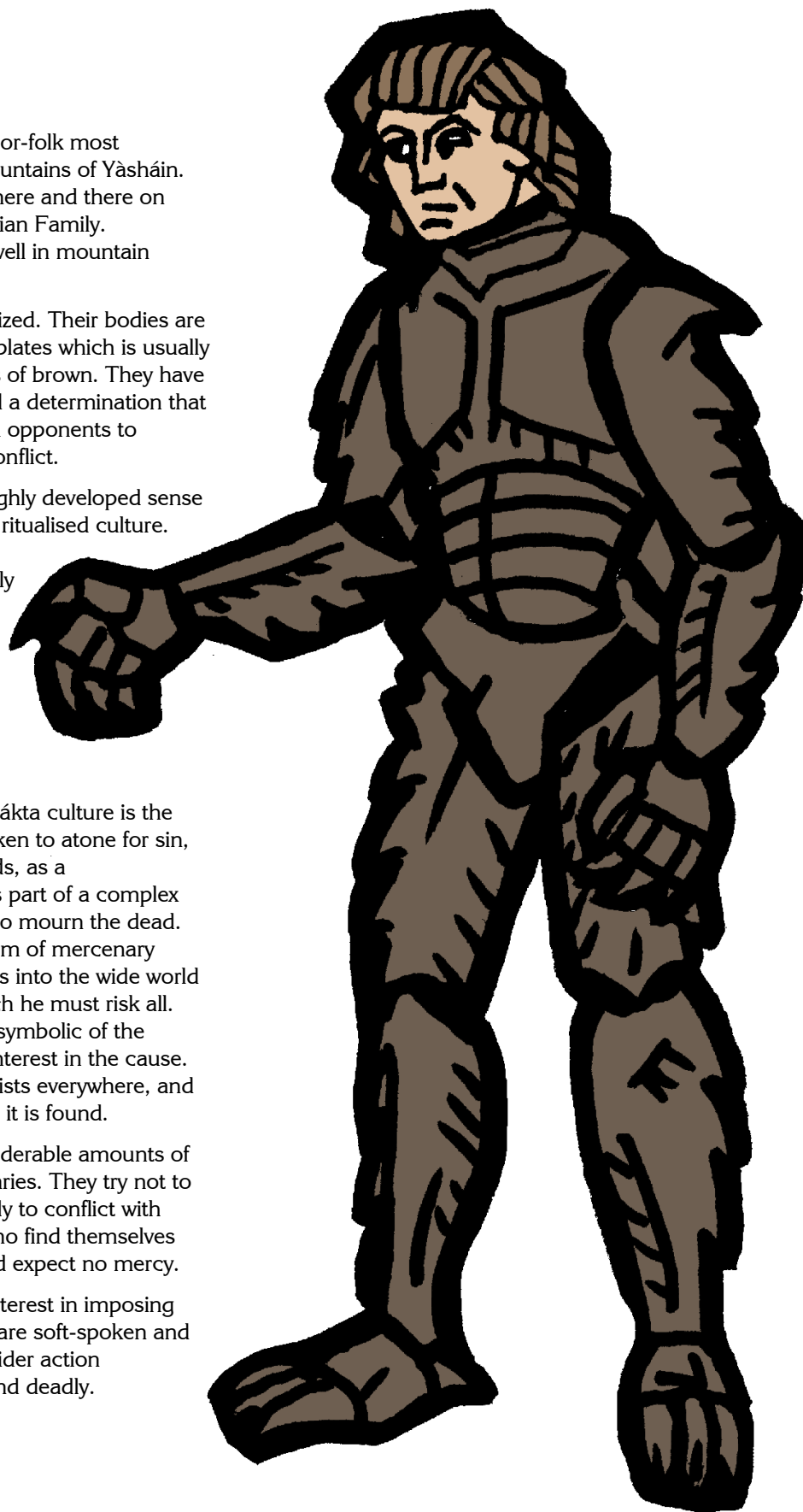
The Malákta are man-sized. Their bodies are covered with tough chitin-plates which is usually coloured in various shades of brown. They have long, retractable claws and a determination that encourages most potential opponents to choose negotiation over conflict.

Most Malákta have a highly developed sense of honour, part of a highly ritualised culture. Malákta females seem ill-equipped for childbirth, fully half of them die at their first attempt. Children are, perhaps, more highly prized and more jealously guarded than in any other folk. Wives are also highly valued.

A central feature of Malákta culture is the quest. Quests are undertaken to atone for sin, to earn favour with the gods, as a demonstration of virtue, as part of a complex coming of age ritual, and to mourn the dead. Quests usually take the form of mercenary service. The individual goes into the wide world and finds a cause, for which he must risk all. The payment of money is symbolic of the Malák's lack of personal interest in the cause. The Malákta believe evil exists everywhere, and should be fought wherever it is found.

The Malákta earn considerable amounts of money serving as mercenaries. They try not to serve masters who are likely to conflict with each other, but Malákta who find themselves on opposite sides, give and expect no mercy.

The Malákta have no interest in imposing their wills on others. They are soft-spoken and polite, but when they consider action necessary, they are swift and deadly.



MALÁK (PL. MALÁKTA)

Body.....Humanoid
 Height 5d6+50 67.5"
 Frame 3d6 Medium
 Weight..... 151 lbs.

Strength 4d6-2 12
 Endurance..... 4d6-1 13
 Dexterity..... 4d6+3 17
 Agility 4d6+3 17
 Speed..... 4d6+3 17
 Eyesight 4d6-1 13
 Hearing 3d6 10.5
 Smell/Taste 4d6-2 12
 Touch 3d6 10.5
 Voice 3d6 10.5

Intelligence..... 3d6-1 9.5
 Aura 3d3+2 8
 Will 4d6-1 13
 Morality 3d6 10.5

Fatigue Rate..... 1	Mobility..... 85
Dodge 85	Initiative 80
Condition 65	Spirit..... 30

Unarmed 90/3bept
 Bastard Sword..... 85/6e
 Shortsword..... 85/4ep
 Buckler..... 80/1b

Armour..... B8 E10 P9 F9 S8 T9 (except face)

REGENERATION

The natural armour of the Malákta has remarkable regenerative properties. Virtually any damage is completely healed within a few days at most. Some folk have tried using Malákta chitin plates as armour, but when separated from the living body of a Malák, it dries out and become brittle.



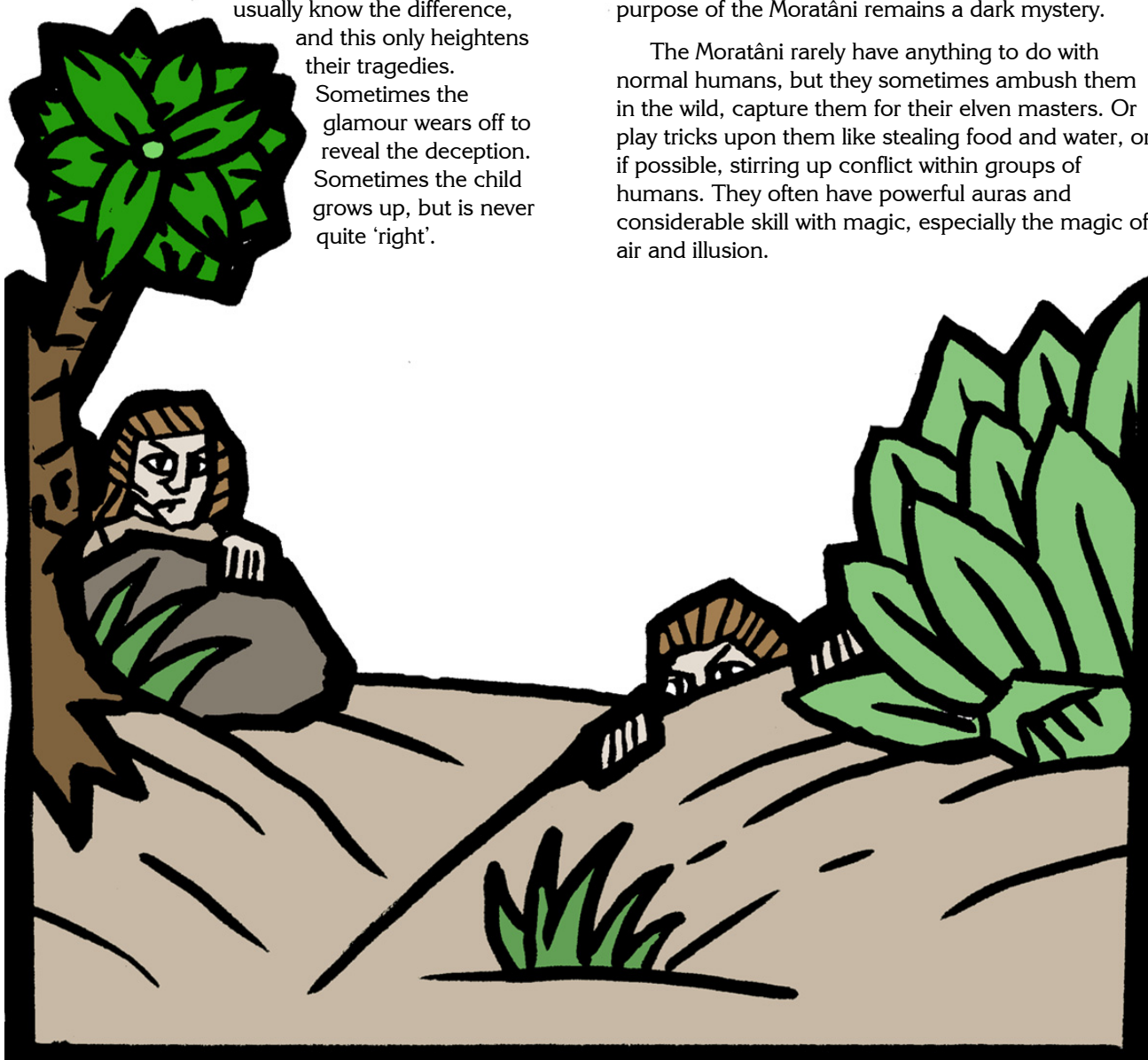
(CHANGELING OR DARK MAN)

Few legends hold more power, more terror over humans than those of the dark elves and their changelings. What greater fear might a mother possess than that of her child stolen in the night and seen nevermore? From time to time, the dark elves steal human babies, take them away, and turn them against their folk.

Often when they steal a child, the dark elves leave some substitute; an enchanted piglet, a wispy creature of air and flesh, or a captive asîr in a fleshy coat. Usually, the substituted creatures offer good likenesses of the stolen children, but the mothers

usually know the difference, and this only heightens their tragedies.

Sometimes the glamour wears off to reveal the deception. Sometimes the child grows up, but is never quite 'right'.



The Moratani are stolen children of this dread practice, and their descendents. The Moratani are humans changed by the followers of Gwýdriel into something new. They are a race of short, dark, furtive creatures, crafty in the ways of the wild woods, subtle in their woods craft.

The changelings, like their dark-elven masters, despise normal men, whom they believe to be crude and inferior. They also despise the followers of King Áranath, whom they believe betrayed their elven kin by giving up dominion of Hârn some 1,400 years ago.

The Moratani travel in bands of ten to thirty, usually with dark elven leaders. There are only a few bands. Gwýdriel may plan to breed enough of them to eventually overwhelm all other Hârnîc humans, but scholars argue that, after 1,400 years, if this were her intent, she would have achieved it by now. The purpose of the Moratani remains a dark mystery.

The Moratani rarely have anything to do with normal humans, but they sometimes ambush them in the wild, capture them for their elven masters. Or play tricks upon them like stealing food and water, or if possible, stirring up conflict within groups of humans. They often have powerful auras and considerable skill with magic, especially the magic of air and illusion.

MÔRATAN (PL. MORATÂNI)

Body.....Humanoid
 Height 4d6+2236"
 Frame 3d6Medium
 Weight.....70 lbs.

Strength 3d6-2 8.5
 Endurance..... 3d6-2 8.5
 Dexterity..... 3d6+2 12.5
 Agility 3d6+2 12.5
 Speed..... 3d6 10.5
 Eyesight 3d6 10.5
 Hearing 3d6+4 14.5
 Smell/Taste 3d6+5 15.5
 Touch 3d6 10.5
 Voice 3d6 10.5

Intelligence..... 3d6 10.5
 Aura 3d6+2 12.5
 Will 3d6 10.5
 Morality 3d6-2 8.5

Fatigue Rate.....2	Mobility..... 60
Dodge 65	Initiative 55
Condition 45	Spirit..... 33

Shortsword or longknife 65/4ep
 Buckler..... 60/1b
 Armour..... Light



(THE MIZÚŊi)

A clever, rare and secretive folk dwelling primarily in the Nadámi mountains of southern Shôrkýnè and northern Trierzôn. The Nâđi are somewhat canine in appearance, with long snouts and recessed eyes. Some scholars believe they were created by some great power as a chimera of humans and dogs.

The Nâđi have hands with slim, dexterous fingers and thumbs. They are covered from head to foot with dense, well-groomed fur ranging in colour from white to dark brown. The lighter shades are more common and the Nâđi are well able to blend into snowy mountain landscapes.

They also wear clothes and ornamental items for both functional and aesthetic purposes.

The Nâđi are competent tool-users who practice metalcraft, woodcraft, mining, and a full range of 'civilised' crafts. Nâđi pottery and woodcarvings have an alien quality and are in high demand among collectors. A few humans are permitted to trade under the full moon at Mizúna [tL1] the chief city of the Nâđi.

The Nâđi are wise in the ways of men, and of other folk, and tend to avoid them

whenever possible, but they do rely on itinerant merchants to keep them informed as to the goings on in the wider world. The Nâđi believe that it is best to keep informed. The Nâđi share their range with the Eméla, and have good relations with most of the nearby Eméla chieftains. They also periodically entertain embassies from surrounding human, kingdoms (particularly the kingdom of Emélrenè).

The Nâđi rarely travel abroad, because their appearance attracts attention, but some of the more adventurous Nâđi, may travel from time to time. When they do this, they typically disguise themselves

in hoods and cloaks and may pass for human at a glance.

Nâđi have spiritual attributes similar to those of men. Some Nâđi practice Shèk-Pvâr magic, and have occasionally been known to study in the chantries of Emélrenè or Mèlderyn.

ŊÂđi RELIGION

Among the Nâđi, religion is considered a personal matter. There are no temples and no priests. Public discussion of religion is taboo. Some scholars believe that the Nâđi might have been created by the god llvîr, but it is a more common belief that they were 'woken of the earth' by the god Siém, as were the Khúzduł.

Most Nâđi pray to their ancestors whom they view as intermediaries between themselves and whatever gods should be worshiped. They believe that it might even be pretentious to seek a personal relationship with a deity, or to know the deity in any way, even as to its identity. Nâđi show respect for the religious beliefs of others because they wish to avoid pointless conflict. Of their own beliefs, they volunteer nothing.



Πᾶδι (PL. Πᾶδι)

Body.....Humanoid
 Height 4d6+50 64”
 Frame 3d6Medium
 Weight..... 137 lbs.

Strength 3d6 10.5
 Endurance..... 3d6 10.5
 Dexterity..... 3d6 10.5
 Agility 3d6 10.5
 Speed..... 3d6 10.5
 Eyesight 3d6–2 8.5
 Hearing 3d6–2 8.5
 Smell/Taste 3d6+2 12.5
 Touch 3d6 10.5
 Voice 3d6 10.5

Intelligence..... 3d6 10.5
 Aura 3d6 10.5
 Will 3d6 10.5
 Morality 3d6 10.5

Fatigue Rate..... 1	Mobility..... 55
Dodge 55	Initiative..... 55
Condition 55	Spirit 33

Shortsword..... 75/4ep
 Dagger 60/5p
 Roundshield 65/1b

Armour.....Light or Medium



The great mage, Lóthrim the Foulspawn created, or led the five races of the gârgún to Kèthîra sometime around TR110. His motivation is unclear.

Since then, they have spread into most of the wilderness regions of Hârn, and have reached parts of Lýthia. The gârgún are known for their malevolence and hostility, and seem to possess an abiding hatred for the other speaking peoples.

The Gârgún reproductive system is unique among the culture-forming races. They are warm-blooded humanoids, but the young hatch from eggs. They are physically mature within a few days, and eat adult food from birth. Also called Foulspawn, orcs, or goblins, the gârgún are divided into five subspecies, or races, which are generally unable to interbreed.

A gârgún tribe will generally contain one fertile female (the queen) and one fertile male (the king). Male gârgún are potent, but become fertile only through continued social exposure to the opposite sex, a right reserved for the king and queen. Infertile females (princesses) show little interest in reproduction, until forcibly exposed to male company for a period of time.

A month after impregnation, a queen will, depending on her age and health, lay up to eighty gelatinous eggs. If the eggs are stored in a dark, humid environment, and given a good supply of decomposing organic material (offal), they will hatch in three to six months. Newborn Gârgún have an extensive racial memory, permitting almost immediate social interaction. Racial memory preserves Gârgún culture from one generation to the next, but does not allow much social evolution.

About one percent of the eggs hatch as females (princesses). If exposed to males for about six consecutive hours they become fertile queens. Since only one queen is generally tolerated, the princesses are segregated after hatching to form a “Queen’s Guard”; they are reckoned the most vicious fighters of the tribe. Occasionally, a princess escapes with, or is abducted by, a group of males with the intention of starting a new colony. Tribes without queens usually strive to kidnap a princess (the alternative is extinction). Since queens become bloated and immobile, few princesses desire the role. Contrary to widely held belief, gârgún cannot fertilise human females, but are not above trying. Gârgún are fully grown within a year and rarely live past twenty five, although most die violently before that.

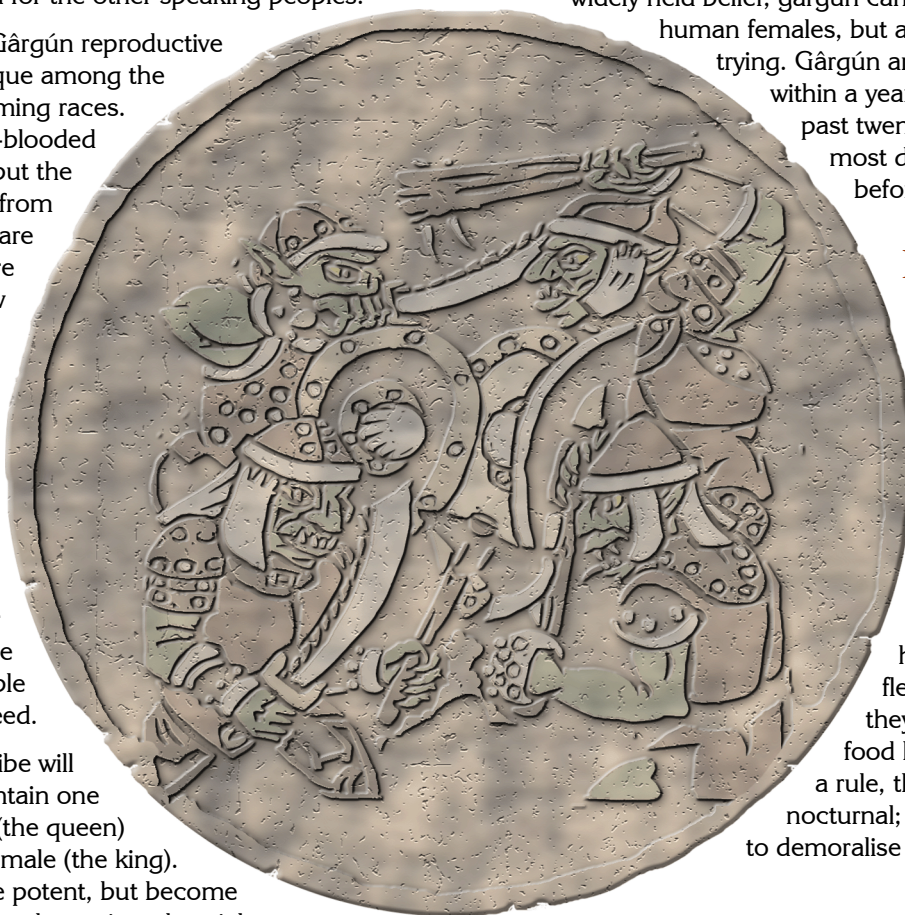
Diet

By choice, gârgún eat only meat and sometimes keep food animals. They will not hesitate at cannibalism and very much enjoy eating human or Khúzan flesh; sometimes they cook or kill their food before dining. As a rule, the gârgún are nocturnal; sunlight seems to demoralise them.

Society

Gârgún society is harsh and violent. There are few limits to the competition among the tribe’s strongest males to become king, thereby winning access to the queen. Methods chosen by candidates range from open challenge to knives in backs. Once kingship is achieved, the difficulty lies in surviving long enough to enjoy it. Few last more than a few months.

Gârgún squabble, maim, and kill among themselves, with other Gârgún tribes, and with any other cultures unfortunate to have them as neighbours. The Gargú Kyáni (white orcs) are something of an exception. Left to themselves, they are relatively placid and sociable.





Only when there is an exceptionally strong king, or an external power manages to enslave them, is there hope of relative tranquillity within a gârgún tribe or settlement.

DWELLINGS

While most gârgún probably dwell in large underground 'cities', smaller groups (especially Aráki or Hyéka) may dwell nomadically in the wilderness. Such itinerant bands may be outcasts from larger settlements. Itinerant bands may construct 'lodges', especially those with females to protect.

Gârgún lodges are typically located in remote and inaccessible regions. They are dug out of the living earth and lined with rocks and brush. If there is a queen, the construction is typically multi-chambered with one chamber for the queen, one for the offal/egg pit and one or more for everyone else. Access between chambers is usually by means of narrow log bridges. The roofs are supported by timber shoring, and the entrance is usually well hidden.

The lodge provides a 'home base' for the band. With good hunting and luck, the lodge may be expanded into something larger, but a successful band will, by preference, construct a larger, permanent warren out of more durable materials in a secure location. If there are no suitable locations for permanent structures, the band may grow into a wilderness nation with dozens of tribes dwelling in many lodges spread over a large area.

THE FIVE RACES OF GÂRGÚN

Gargú arák	Small, or streaked orc
Gargú kyáni	White orc
Gargú hyéka	Common or Brown orc
Gargú viásal	Red orc
Gargú khánu	Great or Black orc

POPULATION GROWTH

There are few constraints on gârgún population growth. Where they form communities, the gârgún are typically the most efficient predators in the region. Gârgún can go for long periods without eating, and they can eat rotting carrion without harm.

When the population pressure grows beyond community resources, a catastrophic reduction occurs. Reduction takes one of three forms:

PURGES

If the leadership is strong, a sudden bloody purge may reduce the numbers. A clever leader might send a large contingent of his less valuable followers to attack a fortified human settlement, knowing that they have little chance of survival. Alternately, there could be a mass slaughter of sleeping gârgún. Sometimes, a very clever king will 'cull' his followers on an ongoing basis, just to keep their numbers manageable.

CIVIL WAR

If overpopulation coincides with a challenge for the leadership, there might be a bloody civil war. No one remains neutral in such conflicts, and the effect is to reduce the population dramatically. Civil wars can kill up to 80% of the male population in an orgy of bloodletting, perhaps lasting only a few hours.

SWARM

A swarm occurs when a significant number of males, perhaps 40%, seize female(s) and fight their way to freedom. The swarm will then attempt to establish a new community elsewhere. A swarm can be extremely unpleasant for any settlements in its path. Swarms may result from failed civil wars or in anticipation of a purge.



(SMALL OR STREAKED ORC)

At an average of three feet in height, the Arák are the smallest subspecies of Gârgún. They are usually possessed of streaky brown and tawny fur and have a keen sense of smell.

The Aráki often dwell nomadically in tribes of 40–240 in woodland or forest where they are feared nocturnal predators, with extremely well-developed senses of smell, night-vision and stalking abilities. They are also adept at using secret signs and signals amongst themselves, which few but the greatest trackers will recognise.

Aráki tend to avoid other Gârgún whenever possible, as they are likely to end up either as food or slaves for their larger cousins.

Aráki dwellings are often little more than crude huts or nests; sometimes slung between the limbs of trees. Every sixth tribe has a queen to protect, and resides in a large cave or lodge. Other tribes will be survivors of swarms, and often spend much of their time trying to steal a princess from another tribe so they can have their own queens.

Occasionally arák form tribal 'nations' made up of a number of tribes centred around a complex and a single queen.

Aráki tribal nations may have more than one king, a sure recipe for internal conflict.

To build a lodge, the Gârgún excavate a pit over which is built a shored, earthen roof. The typical lodge consists of several interlocking chambers and acquires side tunnels and chambers as time passes. It has the most natural and 'organic' feel of all Gârgún habitations.

Long established tribes make spears, bows, arrows, and Mánkars. Aráki use bows more than any other specie of gârgún. They are also known to have a facility with herblore, and to make use of herbal remedies and poisons.



GARGÚ-ARÁK (PL. ARAKI)

Body.....Humanoid
 Height 3d6+2737.5"
 Frame 3d6+1Medium
 Weight.....72 lbs.

Strength 3d6+3 13.5
 Endurance..... 3d6-1 9.5
 Dexterity..... 3d6 10.5
 Agility 3d6 10.5
 Speed..... 3d6+2 12.5
 Eyesight 3d6-2 8.5
 Hearing 3d6+5 15.5
 Smell/Taste 3d6+2 12.5
 Touch 3d6 10.5
 Voice 3d6 10.5

Intelligence..... 3d6 10.5
 Aura 3d6-4 6.5
 Will 3d6-1 9.5
 Morality 3d6-4 6.5

Fatigue Rate.....3	Mobility 60
Dodge 55	Initiative 55
Condition 50	Spirit..... 24

Mánkar 40/6e
 Club 40/4b
 Spear 40/6p
 Roundshield 40/2b
 Bow..... 60/varies
 Unarmed 40/1b
 Armour..... Light

COLOURATION

FUR COLOUR		EYE COLOUR	
01-04	Black	01-55	Brown
05-13	Brown	56-60	Hazel
14	Red	61-65	Grey
15-20	Auburn	66-70	Green
21-22	Dark Blonde	71-80	Violet
23	Blonde	81-00	Yellow
24	White or Grey		
25-30	Tawny		
31-00	Streaky		
	Roll 1d30 twice		

GARGÚ-HYÉKA

(COMMON OR BROWN ORC)

The common orc accounts for fifty percent of the Gârgún population. Their fur ranges in colour from black to auburn and they average just under four feet in height.

Bands may be found dwelling in woodland lodges in the mode of the Gargú-arák, but the majority of Hyéka live in cave-complexes.



Gargú-hyéka communities are usually located in or near mountains, and generally contain one queen, several dozen princesses and one to two thousand males. There are usually large food animal stocks, but these rarely meet the needs of the complex. Hence, several bands of twenty to eighty foragers are out constantly. If there is a shortage of enemy settlements, a Hyéka community of a 1,000 individuals will require a hunting range of as much as 220,000 acres.

The hyéka are also excellent mining engineers, some say they are comparable even to the Khúzdul.

Hyéka complexes will be tunnelled out of rock or earth; chambers and passages generally run in straight lines. There will be numerous redoubts and blind ways, pit, and other, traps designed to foil invaders. The architecture may include natural and artificial chambers and caverns and as well as mines.

Hyéka armouries produce fairly good weapons, notably Mangs and Mánkars. The hyéka also produce passable scale and even mail in small quantities. Other Gârgún often seek out these weapons, either through trade, raids or enslavement.

Relatively secure complexes and the hyéka's high-birth rate have one significant drawback : of all the Gârgún they are the most likely to experience extreme population pressure and swarm.

GARGÚ HYÉKA (PL. HYÉKA)

Body.....Humanoid
 Height 4d6+33 47”
 Frame 3d6+4 Heavy
 Weight..... 98 lbs.

Strength 3d6+3 13.5
 Endurance..... 3d6 10.5
 Dexterity..... 3d6 10.5
 Agility 3d6 10.5
 Speed..... 3d6 10.5
 Eyesight 3d6-2 8.5
 Hearing 3d6+2 12.5
 Smell/Taste 3d6 10.5
 Touch 3d6 10.5
 Voice 3d6 10.5

Intelligence..... 3d6 10.5
 Aura 3d6-4 6.5
 Will 3d6 10.5
 Morality 3d6-4 6.5

Fatigue Rate..... 3	Mobility 55
Dodge 55	Initiative 55
Condition 55	Spirit..... 24

Mang..... 40/6e
 Mánkar 40/6e
 Club 40/4b
 Spear 40/6p
 Roundshield 40/2b
 Unarmed 40/1b

Armour..... light-medium

COLOURATION

FUR COLOUR		EYE COLOUR	
01-10	Black	01-55	Brown
11-75	Brown	56-60	Hazel
76-80	Red	61-65	Grey
81-85	Auburn	66-70	Green
86-91	Dark Blonde	71-80	Violet
32-95	Blonde	81-00	Yellow
96-97	White or Grey		
98-99	Tawny		
00	Streaky		
	Roll 1d30 twice		

GARGÚ-KHÁNU

(GREAT OR BLACK ORC)

At an average height of 4'2", the Gargú khánu are the largest, strongest, and most murderous subspecies. Their fur is usually black or dark brown.

They justifiably regard themselves as the 'killer elite' of the Gârgún. Fortunately, khánu breed far more slowly and butcher each other more readily than other subspecies. Khánu rarely bother to produce their own weapons and armour; they usually force their slaves to do this for them.

They may dwell in smaller versions of the hyéka cave complex, but Gargú khánu are most often found as a ruling minority in a hybrid culture, with other subspecies (usually arák or hyéka) in the role of slave. The Khánu will dominate enslaved species through intimidation and brute force, but also by controlling access to their breeding queens. This control has the positive side-effect (for those living near a khánu controlled complex) of limiting population growth and reducing the likelihood that the captive gârgún will swarm.

Khánu are highly aggressive and domineering, although success can lead to complacency. Even more than other Gârgún, the khánu are highly stratified. The hierarchy within the ruling group is carefully observed and enforced, and infractions are swiftly and severely punished.

In common with all Gârgún, however, 'clever cheating' is admired. Murder and assassination, as opposed to direct challenge are the principal means of advancement.

Loyalty is inspired by fear rather than trust, and honour is unknown among the khánu.



GARGÚ KHÁNU (PL. KHÁNU)

Body.....Humanoid
 Height 4d6+3650"
 Frame 3d6+4Heavy
 Weight..... 105 lbs.

Strength 3d6+5 15.5
 Endurance..... 3d6+1 11.5
 Dexterity..... 3d6 10.5
 Agility 3d6 10.5
 Speed..... 3d6 10.5
 Eyesight 3d6-2 8.5
 Hearing 3d6+2 12.5
 Smell/Taste 3d6 10.5
 Touch 3d6 10.5
 Voice 3d6 10.5

Intelligence..... 3d6 10.5
 Aura 3d6-4 6.5
 Will 3d6+1 11.5
 Morality 3d6-4 6.5

Fatigue Rate..... 3	Mobility 55
Dodge 55	Initiative 55
Condition 60	Spirit..... 24

Mang..... 60/6e
 Spear 60/6p
 Club 60/4b
 Axe 60/6e
 Roundshield 60/2b
 Unarmed 60/1b
 Armour.....Light/Medium

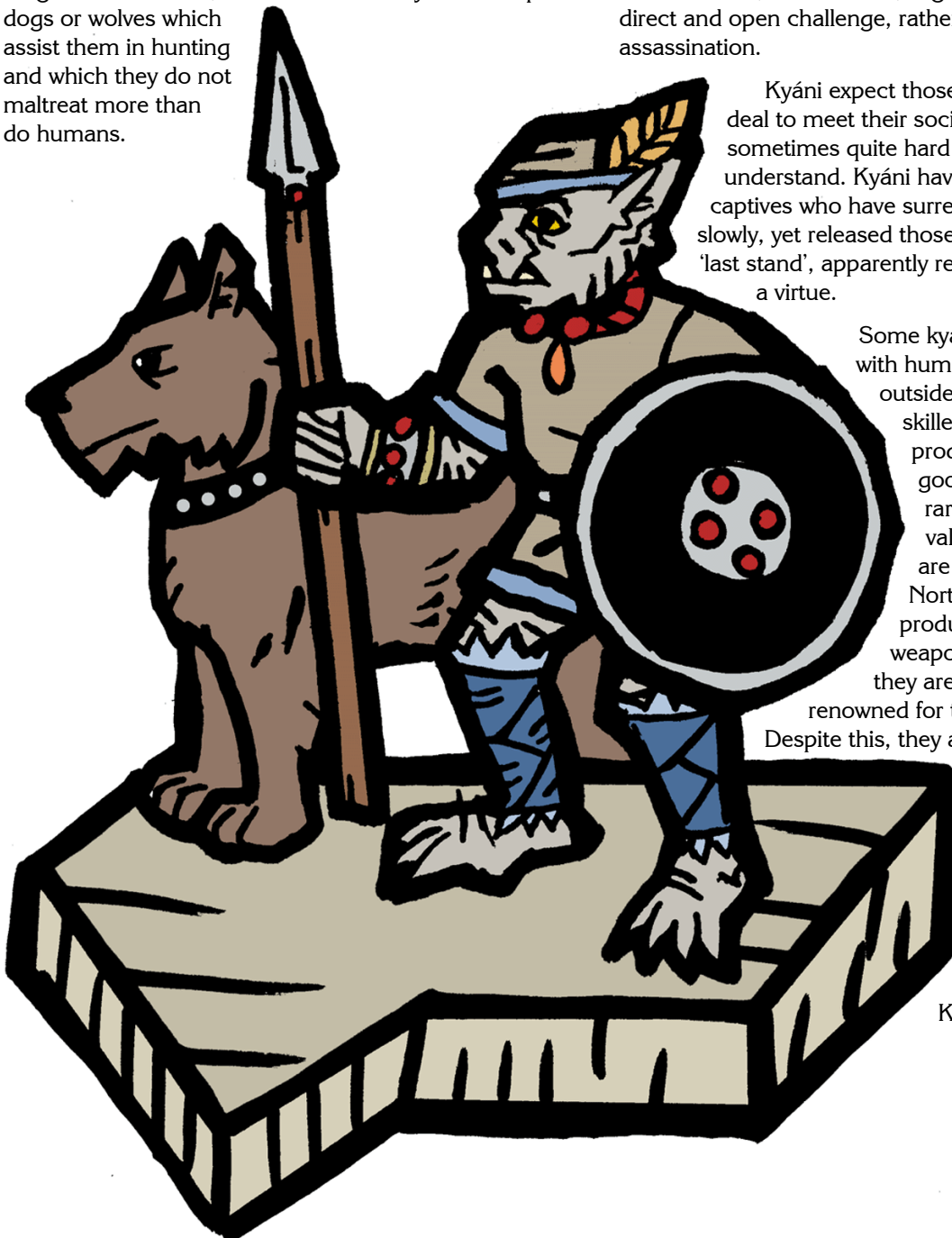
COLOURATION

FUR COLOUR		EYE COLOUR	
01-80	Black	01-55	Brown
81-94	Brown	56-60	Hazel
95	Red	61-65	Grey
96	Auburn	66-70	Green
97	Dark Blonde	71-80	Violet
98	Blonde	81-00	Yellow
99	White or Grey		
00	Tawny		

GARGÚ KYÁNI

(WHITE ORC)

Averaging 3'10", the kyáni are the second smallest subspecies of gârgún. Their fur ranges in colour from light brown to white. Occasionally dwelling in woodland bands like the Aráki, they usually build cave-complexes in regions where there is snow on the ground for much of the year. Tribes range from 200 to 1,200 members. They often keep dogs or wolves which assist them in hunting and which they do not maltreat more than do humans.



The kyáni are the least prone to violence of the Gârgún, and have the least unpleasant personalities. They have an identifiable, if alien, sense of tribal and personal honour. This sense of honour is communal, and focuses on the welfare of the tribe. The individual is expected to sacrifice itself for the good of the tribe – most elderly kyáni simply depart for certain death when they are no longer of 'use' to their companions.

Behaviour seen as undermining the good of the tribe results in severe censure. Cowardice is particularly frowned upon. As a result, social advancement, while violent, is generally the result of direct and open challenge, rather than surreptitious assassination.

Kyáni expect those with whom they deal to meet their social norms, which are sometimes quite hard for humans to understand. Kyáni have been known to kill captives who have surrendered horribly and slowly, yet released those who attempted a 'last stand', apparently recognising valour as a virtue.

Some kyáni 'nations' trade with humans and other outsiders. The kyáni are skilled craftsmen, and produce a number of goods which are quite rare or unique and valued wherever they are found throughout Northwest Lýthia. They produce passable weapons and armour, but they are particularly renowned for their silver-work. Despite this, they are cautious, and tend to avoid outsiders, and like all Gârgún, still have an evil reputation.

The kyáni are particularly suspicious of the Khánu and the Viásal.

GARGÚ KYÁŇI (PL. KYÁŇI)

Body.....Humanoid
 Height 4d6+32 46”
 Frame 3d6+4 Heavy
 Weight..... 96 lbs.

Strength 3d6+3 13.5
 Endurance..... 3d6 10.5
 Dexterity..... 3d6 10.5
 Agility 3d6 10.5
 Speed..... 3d6 10.5
 Eyesight 3d6-2 8.5
 Hearing 3d6+2 12.5
 Smell/Taste 3d6 10.5
 Touch 3d6 10.5
 Voice 3d6 10.5

Intelligence..... 3d6 10.5
 Aura 3d6-4 6.5
 Will 3d6 10.5
 Morality 3d6-1 9.5

Fatigue Rate..... 3	Mobility 55
Dodge 55	Initiative 55
Condition 55	Spirit..... 24

Mankar 45/6e
Club 45/4b
Spear 45/6p
Roundshield 45/2b
Unarmed 45/1b
Armour..... Light/Medium

COLOURATION

FUR COLOUR		EYE COLOUR	
01	Black	01-30	Brown
02-08	Brown	31-40	Hazel
09	Red	41-65	Grey
10	Auburn	66-70	Green
11-30	Dark Blonde	71-80	Violet
31-45	Blonde	81-00	Yellow
46-96	White or Grey		
97-00	Tawny		

GARGÚ VÍÁSAL

(RED ORC)

The víásal, at an average height of four feet, are the second largest subspecies. Their fur is commonly auburn to red in colour.

The Gargú víásal have a lower birth-rate and smaller communities (of perhaps 700–1200) than the hyéka.

Consequently, they swarm less often.

Even in comparison to other gârgún, the víásal are extremely aggressive. Their behaviour in battle seems 'brave' even to the point of recklessness. Some scholars believe the víásal are able to enter a state similar to that of human 'berserkers'. Such high bloodlust is often associated with the one of the víásal's least endearing traits — they are the most cannibalistic of all the Gârgún. Víásal Berserkers will gorge themselves into a frenzy on still-living inferiors or captured slaves before battle.

The víásal's aggressiveness means they are unsuited to operating as slaves in khánu-dominated colonies. Contact between these two groups is universally violent and often results in the complete destruction of one side or the other. Their interaction with humans is usually similar, although they are more likely to avoid well defended groups of humans than other Gârgún. Once they have engaged, however, the víásal are the least likely of all Gârgún to retreat.

Like hyéka, víásal are capable of producing their own weapons and armour, which will generally be the mang, spears, and ring & leather armour. Their weaponry is of surprisingly good quality.



GARGÚ VIÁSAL (PL. VIÁSAL)

Body.....Humanoid
 Height 4d6+34.....48”
 Frame 3d6+4.....Heavy
 Weight..... 100 lbs.

Strength 3d6+4 14.5
 Endurance.....3d6 10.5
 Dexterity.....3d6 10.5
 Agility 3d6 10.5
 Speed.....3d6 10.5
 Eyesight 3d6-2 8.5
 Hearing 3d6+2 12.5
 Smell/Taste 3d6 10.5
 Touch 3d6 10.5
 Voice 3d6 10.5

Intelligence.....3d6 10.5
 Aura 3d6-4 6.5
 Will.....3d6 10.5
 Morality 3d6-4 6.5

Fatigue Rate.....3	Mobility..... 55
Dodge 55	Initiative 55
Condition 55	Spirit..... 24

Mang..... 55/6e
 Spear 55/6p
 Club 55/4b
 Axe 55/6e
 Roundshield 55/2b
 Unarmed 55/1b

Armour..... Hide/Ring

FUR COLOUR		EYE COLOUR	
01-10	Black	01-40	Brown
11-40	Brown	41-50	Hazel
41-85	Red	51-55	Grey
86-95	Auburn	56-60	Green
96	Dark Blonde	61-70	Violet
97	Blonde	71-00	Yellow
98	White or Grey		
99-00	Tawny		

ÍVASHÙ

The Ívashù are “enchanted” creatures created by the god Ilvîr, the only major deity known to reside on Hârn (and in other places on other worlds at the same time). His Ívashù are known variously as the *Fatherless Multitude* or the *Accursed Beasts of the Barren Cycle*. Ilvîr enjoys creating strange life forms, but has a limited number of souls at his disposal; so he reuses them. The Ívashù have no gender and cannot breed; when they die, their souls

return to Aráka Kalái, where they

are reincarnated in new, possibly experimental

bodies. After some time in attendance at the

Court of Ilvîr, they are sent again into the world. Most

are slain, or captured for the

Pâmesáni Games, but a few get past the obstacles and may be

found in any part of Lýthia. Ívashù are no-

where common, although they remain most

common on Hârn close to Aráka Kalái.

Some Ívashù possess arcane powers. Some are intelligent and speak their own

Ívashi language; others are semi-intelligent, speaking not at all, and living by instinct.

The five most common Ívashù are the Áklash, Hró, Nóláh, Umbáthri, and Vlášta. These are described in this bestiary, but almost any conceivable type of creature may be produced in small numbers by Ilvîr. A random generation system is provided to generate unique Ívashù.

All of the Ívashù are formidable combatants. Consequently they are popular in arena spectacles, except for the Vlášta which has usually proven too difficult to control (a Vlášta once escaped confinement at an arena in Ázeryàn where it killed or maimed forty-seven people before it was brought down).

ADDING CREATURES TO THE WORLD

Because of the existence of Ilvîr and the Ívashù the GM has a rationale for virtually any creature he wishes to create and/or import and/or experiment with. However, we urge restraint. Some PCs plead for more “monster bashing” than is reasonable. The problem with too much hack and slash is that players soon come to view dangerous creatures as ordinary. This forces GMs to try bigger and more dangerous beasts. These too become “normal”, and the escalation goes on until the fantasy world collapses under the weight of its monsters’ faeces.

Gamemasters are encouraged to add more beasties to Hârn, but they should be uncommon and well thought out.

When creatures are added to the game, their need for food, reaction to humankind, and prevalent territorial behaviour should be considered. It is not reasonable to have hundreds of giant rats living in an underground cavern with nothing but mushrooms to eat. A dire-dragon that eats ten peasants a day would need a good sized city as a restaurant. and we

have to wonder how long it would take before the citizens became irate and the government took ‘steps’. Even a few too many rats has been known to evoke rather drastic responses from the city fathers.

All this having been said, many GMs and players desire a “bring on the critters” style of campaign. Not everyone thinks of roleplaying as a series of artistic and intellectual challenges. If an ongoing parade of death-dealing monsters pleases your gaming group, and the players aren’t happy unless they’re standing hip deep in diced beast, then it is probably best to do what comes naturally.

Roleplaying style has always been a matter of personal taste. GMs and players should search out the approach that suits them best.



RANDOM IVASHÙ

The GM can use the following guidelines to generate rare or unique members of the 'fatherless' multitude (or any other random creature for that matter). Bear in mind that it is possible to generate non-viable creatures (even downright silly creatures) with these tables. It is possible that the deity may do just this (occasionally), but GM discretion is still strongly advised.

This system generates character generation rules for species. Once all the tables have been consulted, it is possible to 'name the specie' and generate an individual. Alternately, if the creature is truly unique, the system can be used directly to generate a single individual.

BODY TYPE

01-50	Humanoid
51-65	Quadruped
66-75	Avian
76-85	Serpentine
86-90	Amorphous
91-99	Aquatic/Semi-Aquatic
00	Other (GM Discretion)

WINGS & TAILS

01-70	No Wings No Tail
71-73	Wings (Flyer/Glider)
74-75	Wings (but Flightless)
76-85	Tail
86-95	Wings & Tail (Flyer/Glider)
96-00	Wings and Tail (but Flightless)

NOCTURNAL/DIURNAL

01-60	Diurnal
61-90	Nocturnal
91-00	Variable

DIET

01-25	Herbivore
26-50	Omnivore
51-75	Carnivore
76-00	Other (GM Discretion)

BEHAVIOURS

01-20	Furtive
21-40	Non-Interactive
41-60	Defensive
61-80	Aggressive/Combative
81-00	Predatory/Furtive/Hunter

SOCIABILITY

01-90	Solitary
91-00	Group (1d6 appearing)

PREFERRED HABITAT

01-05	Urban/Rural
06-30	Wilderness Woodland/Forest
31-40	Wilderness Semi-Desert/Desert
41-50	Wilderness Alpine
51-65	Wilderness General
76-75	Underworld/Subterranean
76-85	Aquatic/Amphibious (freshwater)
86-95	Aquatic/Amphibious (saltwater)
96-00	Aquatic/Amphibious (either/both)

HEIGHT/LENGTH

01-10	Very Small6d6 (21)
11-30	Small12d6 (42)
31-60	Medium18d6 (63)
61-75	Large24d6 (84)
76-85	Large30d6 (105)
86-90	Very Large36d6 (126)
91-94	Very Large42d6 (147)
95-97	Very Large48d6 (168)
98-99	Very Large54d6 (189)
00	Gargantuan60d6 (210)

OTHER ATTRIBUTES

Roll for each of the following attributes,

Frame	Speed	Voice
Strength	Eyesight	Intelligence
Endurance	Hearing	Aura
Dexterity	Smell/Taste	Will
Agility	Touch	Morality

01-20	Determine Attribute as 3d2
21-40	Determine Attribute 3d4
41-60	Determine Attribute 3d6
61-80	Determine Attribute 3d8
81-00	Determine Attributes 3d10

DERIVED SKILLS & FACTORS

Condition End+End+End+Wil+Wil
Spirit(Aur+Aud+Aud+Wil+Wil)/2
Fatigue Rate 1d4
Fatigue Recovery Rate End/6
Mobility Agl+Agl+Spd+Spd+Spd
Dodge Agl+Agl+Agl+Spd+Spd
Initiative Agl+Agl+Spd+Spd+Wil
Hand/Claw/Foot/Tail/Wing 5xDex
Impact B/E/P (as applicable) Str/4
Breath (as applicable) 5xAgl
Impact (as applicable) End/6
Bite (as applicable) 4xAgl
Impact (as applicable) End/4

SPECIAL ATTRIBUTES

01-03	Photonic Effects (emits light, for illumination or as bright flashes to blind opponents).
04-12	Chameleon (changes colour to match surroundings).
13-14	Elasticity-(Able to stretch/compress its body).
15-19	Corruption (Touch causes infection, rot or contamination).
20-26	Hypnotic (Gaze or other mechanism to paralyse or stun victim).
27	Impervious (Can only be harmed by enchanted weapons).
28	Elemental Immunity (immune to one of the six pvaric elements).
29	Immunity (resists poison & infection).
30-37	Mephitic (Emits noxious odour, breath, pheromones, etc).
38-42	Venomous (Lethal attack: poisonous bite or gland).
41-52	Poisonous (toxic flesh/blood).
53-54	Polymorphic (Able to change form).
55-60	Psionic (Has talent(s) at high level(s) of mastery).
60-63	Regenerator (Rapidly heals from wounds).
64-65	Semi-Ethereal (Able to dematerialise usually in a limited way).
66-74	Shooter (Possessed of natural ranged missile(s) -fluid, needles, etc.)
75-77	Shocker (electric shock(s) that can stun or kill).
78-83	Noise (Emits high or low pitched sounds that can adversely affect victims).
84-85	Transmuter (change form or appearance into that of an inanimate object).
86-95	Roll twice on this table.
96-00	Other (GM discretion).

TALENTS/INSTINCTIVE MAGIC

Number ofAura/6 ± 1d3
Type(s) Randomise

FLIER/GLIDER MOVEMENT

01-25	Very Slow 15 hexes/turn
26-50	Slow 30 hexes/turn
51-75	Moderate 45 hexes/turn
76-00	Fast 60 hexes/turn

NATURAL ARMOUR

01-20	(None/Hair)	... B0 E1 P0 F1 S0 T1
21-40	(Hide) B1 E2 P1 F3 S0 T2
41-60	(Fur/Feathers)	B5 E1 P1 F3 S1 T1
61-80	(Scales) B4 E4 P3 F3 S2 T4
81-95	(Heavy Scales)	B6 E6 P4 F4 S3 T5
96-00	(Super-heavy)	B8 E8 P5 F5 S4 T7

(Eyes usually not covered)



(VESSEL OF THE CHOKING WIND)

The Áklash is a semi-intelligent humanoid, a variety of Ívashù known for its awesomely foul breath. Common lore holds the exhalation of an Áklash to be poisonous, but it is only nauseating in the extreme.

Ranging between six and eight feet in height, possessed of great strength, and weighing upwards of 300 lbs., the Áklash's hairless body is covered by rolls of pale fat which heal over with alarming rapidity. The brain is located deep within its thorax; the only significant exposed organs are the eyes, which cannot distinguish colour and are insensitive. With its huge, fanged mouth, the Áklash has a voracious, omnivorous appetite.

Áklash are typically encountered in groups of two to six. Any more than this fight among themselves until their numbers are reduced. The size of the group depends on the resources available in the area.

As is the case with most Ívashù, the chance of encountering an Áklash decreases with distance from Misýn.

Áklash are prized for arena conflicts, because they are so able to survive combat against almost any opponent. They are extremely valuable in this regard. Experienced gladiators wear cloths over their mouths and noses to try and control the stench; sometimes they are soaked in strong-smelling liquids such as urine. Áklash are captured on Hârn and exported to places like Ázeryàn. Of course, they are very difficult to subdue and keep captive.



ÁKLASH (PL. ÁKLASH)

Body..... Tailed Humanoid
 Height 4d6+70 84"
 Frame Massive
 Weight..... 600–800 lbs.

Strength 3d6+8 23.5
 Endurance..... 3d6+8 18.5
 Dexterity..... 3d3 6
 Agility 3d6–2 6.5
 Speed..... 3d6 10.5
 Eyesight 3d2 4.5
 Hearing 3d6 10.5
 Smell/Taste 3d3 6
 Touch 3d6 10.5
 Voice 3d2 4.5

Intelligence..... 3d2 4.5
 Aura 1d2 1.5
 Will 3d6+4 14.5
 Morality n/a n/a

Fatigue Rate..... 2	Mobility..... 45
Dodge 35	Initiative..... 55
Condition 85	Spirit 18

Breath 90/see below
 Unarmed/Squeeze 30/9bs
 Bite 40/9t
 Kick/Claw 40/6bt

Armour..... B10 E8 P7 F7 S14 T8 (Except Eyes)

BREATH

The Áklash's breath (ML 90) may be directed at one adjacent victim, causing profound nausea (special penalty) equal to the victim's 3xSMT for 10–30 seconds. A successful strike with the breath, gains the creature a tactical advantage.

HEALING

The Áklash heals at the rate of 1 IP per 10 seconds.



(ROCK GIANT)

A variety of Ìvashú, the placid, giant Hrú has the appearance of a bloated, dry rounded humanoid. Hrú may attain fifteen feet in height and four tons in weight, but average specimens stand 12 feet tall and weigh three tons.

They are nocturnal. Transformed during the day into a large boulder, or pile of rocks, the Hrú draws sustenance directly from the earth (in the manner of a tree). At night the Hrú's earth-shaking stride has frightened many a traveller.

Hrú may be found in colonies of up to forty, strewn across stony highland wastes. They are fairly sociable creatures and their midnight conversation, strange rumbling songs, has sent shivers down the spines of most who have

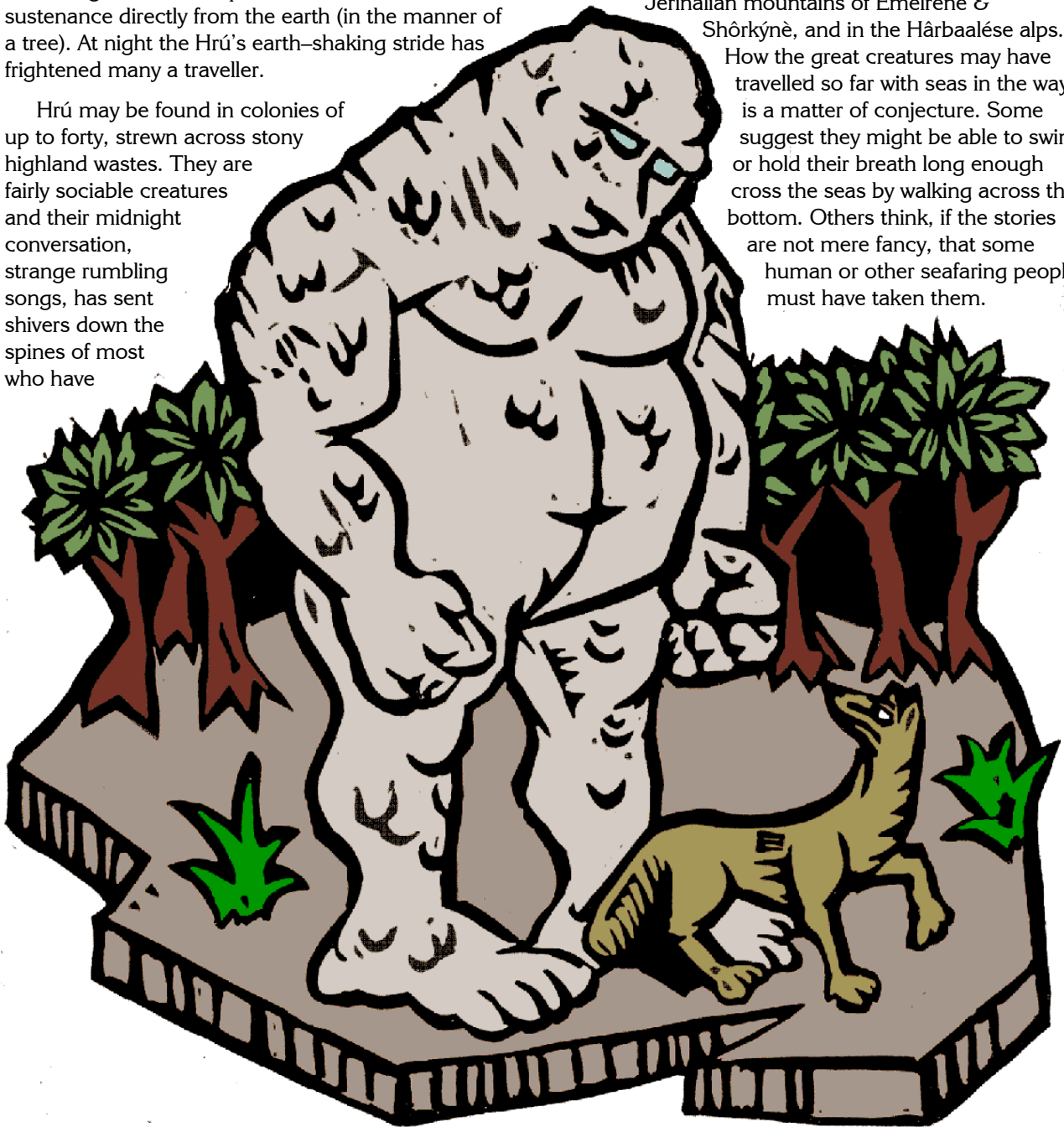
heard it. The fact that their highest pitches of their voices are at the lowest audible pitch of human hearing, may cause discomfort to human listeners.

They are slow thinkers but many are quite wise; their main concerns are centred around the preservation of their homes.

The greatest concentration of Hrú is found in the Félsha Mountains of Hârn, although they are not unheard of in the Sôrkins, the Rayéshas or the Jahls. They can also, occasionally be encountered as they migrate from one range to another.

There have been reports of Hrú as far afield as the Jerinálian mountains of Emélrenè & Shôrkýnè, and in the Hârbaalése alps.

How the great creatures may have travelled so far with seas in the way is a matter of conjecture. Some suggest they might be able to swim or hold their breath long enough cross the seas by walking across the bottom. Others think, if the stories are not mere fancy, that some human or other seafaring people must have taken them.



HRÚ (PL. HRÚ)

Body.....Humanoid
 Height 9d6+112 143.5"
 Frame Massive
 Weight.....3800-4000 lbs

Strength 3d6+40 50.5
 Endurance..... 3d6+30 40.5
 Dexterity..... 3d6-2 8.5
 Agility 3d2 4.5
 Speed..... 3d6-2 8.5
 Eyesight 3d6-2 8.5
 Hearing 3d6-2 8.5
 Smell/Taste 3d6-2 8.5
 Touch 3d6 10.5
 Voice 3d6 10.5

Intelligence..... 3d6 10.5
 Aura 1d2 1.5
 Will 3d6+2 12.5
 Morality n/a n/a

Fatigue Rate..... 1	Mobility..... 35
Dodge 25	Initiative..... 45
Condition 95	Spirit 15

Unarmed 60/15b

Armour..... B12 E9 P8 F10 S14 T9 (except eyes)

NÓLAH (THE DARK STALKER)

The Nóláh are a class of Ívashú with an affinity for darkness and for damp stone and earth. It is a man-sized humanoid, but can contort and stretch its moist hairless body to fit between the stones of a wall or bridge, where it prefers to rest.

Nólahrin are notorious for their taste for meat, especially human flesh. They are intelligent and sometimes use weapons taken from their victims. Nóláh are solitary by disposition. They prefer to stalk their victims for some time before attacking with surprise (usually from below, or behind).

Nóláh have the unusual ability to project a kind of yearning. The effect may be felt up to a league away, but usually only affects one victim at a time. The yearning is usually projected at night since a sleeping target is more likely to succumb. A victim who succumbs may enter a kind of trance, somnambulate to the nóláh's lair and submit to captivity. The nóláh's touch breaks the trance and the victim awakens with a start. By then it is often too late to resist effectively.

The nóláh have the habit of making neat cairns and patterns out of their victims bones, sometimes they are hidden, sometimes in plain view. Some scholars believe this is to mark territories, some suspect it is done as a mark of respect for the victims and some as an act of worship to Ílvir.



ΠÓΛΑΗ (PL. ΠÓΛΑΗΡΙΗ)

Body.....	Humanoid
Height	5d6+50 67.5
Frame	3d6Medium
Weight.....	300 lbs.
Strength	3d6+3 13.5
Endurance.....	3d6+8 18.5
Dexterity.....	3d6+1 11.5
Agility	3d6+6 16.5
Speed.....	3d6+2 12.5
Eyesight	3d6 10.5
Hearing	3d6+4 14.5
Smell/Taste	3d6+4 14.5
Touch	3d6 10.5
Voice	3d6 10.5
Intelligence.....	3d6+1 11.5
Aura	3d6+4 14.5
Will	3d6 10.5
Morality	n/a n/a
Fatigue Rate.....	2
Dodge	85
Condition	80
Mobility	70
Initiative	65
Spirit.....	39
Wrestling	50/3b
Club	45/4b
Stick.....	45/3b
Knife	45/4p
Armour.....	B8 E10 P10 F4 S30 T8 (except eyes)

YEARNING CHARM/GEAS

The range of the nólah's yearning effect is up to one league; it can usually only affect one victim and is usually projected at night.

ΠÓΛΑΗ GEAS TABLE

Victim tests SPIRIT.

- CF/MF** Victim enters a trance and proceeds to the nólah's location.
- MS** Victim experiences a bad dream, but is not otherwise affected.
- CS** Victim to some degree senses what is happening, and now senses the approximate distance and direction to the menace.

A target who is awake, increases her/his success level by one (eg. from marginal failure to marginal success).

The nólah's touch breaks the trance and the victim awakens with a start. By then it may be too late to resist effectively.

UMBÁTH (BEARER OF THE MASK)

The Umbáth, or Kéthiran Gargoyle, is a variety of humanoid Ívashù, squat, and almost unbearably ugly. Umbáthri are uniformly grey with black mouths, vivid red tongues and yellow eyes. They rarely exceed two feet in height and are encountered singly or in insanely babbling packs of 2-24. Of considerable intelligence, the Umbáth has a significant ethereal component and lives only partly on the same plane of existence as mortal creatures. In this sense they may be thought of as ethereals or demons.

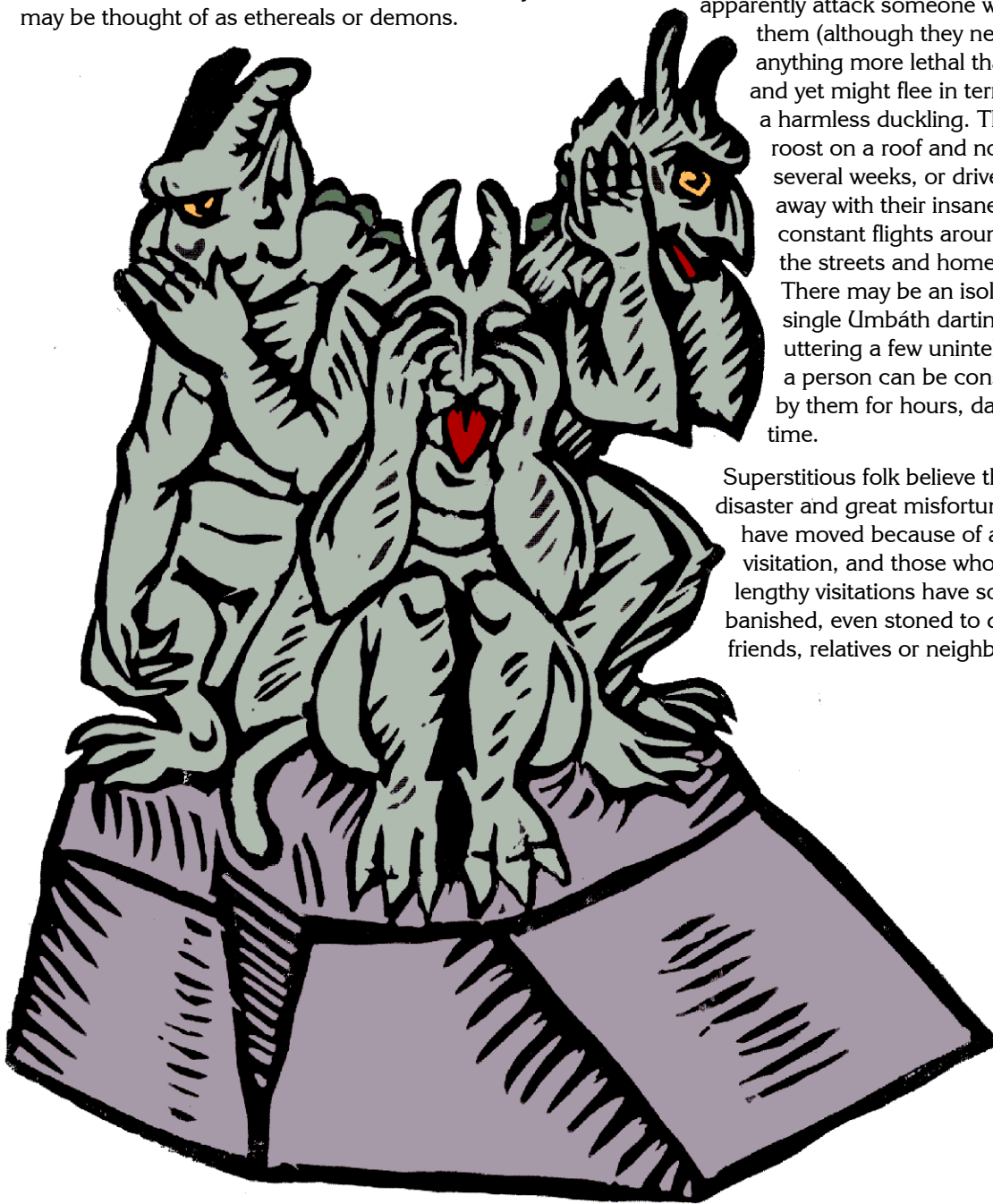
It is not known whether they eat or drink in any meaningful sense.

Umbáthri display varying levels of insanity but are not necessarily hostile or evil. They are immune to ordinary weapons but highly sensitive to magic.

Umbáthri can be encountered anywhere, above ground or below, inside buildings, or in the wilderness. They can inhabit trees, rock faces, castle roofs, or the thatch of a peasant cot. They can be found anywhere on Kéthîra, as well as other worlds of the Kéthrian family.

The behaviour of Umbáthri defies logic. They will apparently attack someone who seeks to avoid them (although they never seem to inflict anything more lethal than a good scare), and yet might flee in terror at the sight of a harmless duckling. They can take roost on a roof and not move for several weeks, or drive inhabitants away with their insane babbling and constant flights around and through the streets and homes of a village. There may be an isolated event with a single Umbáth darting pass and uttering a few unintelligible sounds, or a person can be constantly plagued by them for hours, days or months at a time.

Superstitious folk believe they are a sign of disaster and great misfortune; whole villages have moved because of an Umbáthri visitation, and those who have suffered lengthy visitations have sometimes been banished, even stoned to death by former friends, relatives or neighbours.



UMBÁTH (PL. UMBÁTHRI)

Body.....	Humanoid (with Tail)
Height	2d6+12 19"
Frame	3d6 Medium
Weight.....	100 lbs.
Strength	3d6+4 14.5
Endurance.....	3d6+3 13.5
Dexterity.....	3d6+1 11.5
Agility	3d6+6 16.5
Speed.....	3d6+6 16.5
Eyesight	3d6+4 14.5
Hearing	3d6+4 14.5
Smell/Taste	1d2 1.5
Touch	3d6 10.5
Voice	3d6 10.5
Intelligence.....	3d6+2 12.5
Aura	3d6+8 18.5
Will	3d6+1 11.5
Morality	n/a n/a
Fatigue Rate.....	3
Dodge	85
Condition	65
Mobility	85
Initiative	75
Spirit.....	48
Claws	40/6p
Bite	40/6t
Armour.....	special (see below)

ARMOUR

Umbáthri are immune to all but enchanted weapons.



(THE SWIFT ONE, THE EATER OF EYES)

The dreaded Vlášta are a type of Ívashù that rarely exceed eighteen inches in height or twenty pounds in weight. They always have mud-brown colouration. Their snaggle-toothed snouts protrude quite a distance; a Vlášta's short forepaws cannot reach the end of its snout. With forward looking eyes, powerful tails and hind legs, Vlášta can leap up to twenty feet, and move with great speed over short distances. They are voracious carnivores, feeding on small rodents, but will attack creatures as large as humans. Apart from their legs, the bones of a Vlášta are fragile and easily broken.

Vlášta are encountered in the dark places of the world, in groups of two to twelve. They inhabit caves, caverns, underground ruins, or even enlarged rabbit warrens or badger lodges, coming out at night to hunt. They have good night vision, and an excellent sense of smell. They favour long grass and moist soils with plenty of insect life; it is in this type of environment that Vlášta find their normal prey; rodents, frogs, birds, and other small woodland creatures. After their nightly hunt, they retire to their den, cuddling into a mass of small bodies, and sleeping until the next evening. Vlášta are disoriented in daylight.

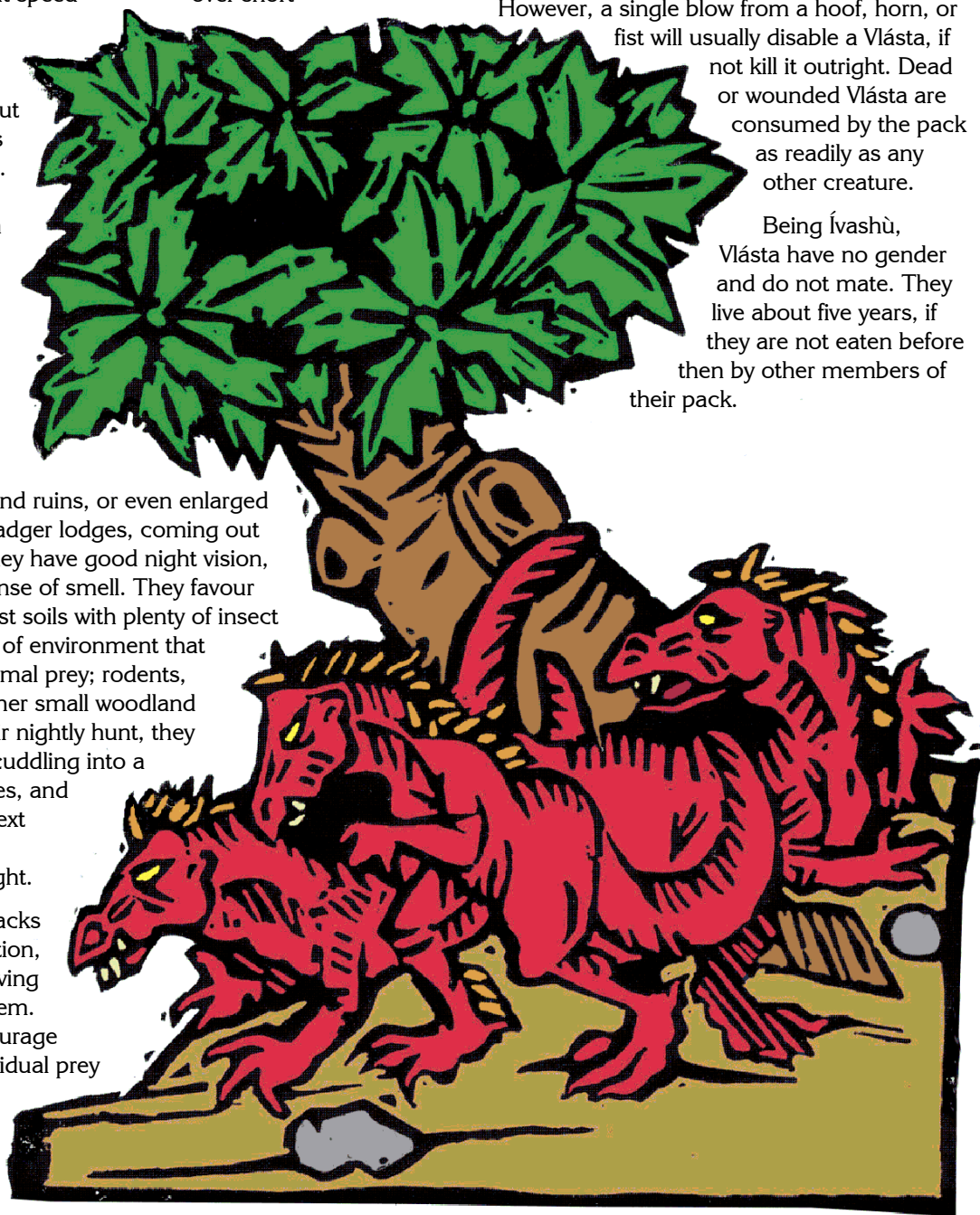
Vlášta hunt in packs through the vegetation, fanning out and driving their prey before them. Rapid dashes discourage escape by any individual prey that try to escape. Eventually, the prey becomes exhausted and clusters in a

group, with the Vlášta carefully circling. When the prey is sufficiently bunched, the hunters pounce as one to deliver multiple incapacitating bites. Then they pounce on the next victim. The Vlášta's alarming speed does not leave victims time to escape. Once the rodents are all dispatched, the Vlášta feast.

If they encounter larger, slower moving prey, such as a badger or even a boar, they first attack the face and eyes, which disorients the prey. This is followed by constant darting attacks which inflict scores of small wounds on the creature; eventually, the victim expires from blood-loss.

However, a single blow from a hoof, horn, or fist will usually disable a Vlášta, if not kill it outright. Dead or wounded Vlášta are consumed by the pack as readily as any other creature.

Being Ívashù, Vlášta have no gender and do not mate. They live about five years, if they are not eaten before then by other members of their pack.



VLÁSTA (PL. VLÁSTA)

Body..... Tailed Quadruped
 Height 2d3+13 17"
 Frame 3d6-4 Light
 Weight..... 18 lbs.

Strength 3d6 10.5
 Endurance..... 3d6 10.5
 Dexterity..... 3d6+6 16.5
 Agility 3d6+10 20.5
 Speed..... 3d6+14 24.5
 Eyesight 3d6+6 16.5
 Hearing 3d6+4 14.5
 Smell/Taste 3d6+8 18.5
 Touch 3d6 10.5
 Voice 3d6 10.5

Intelligence..... 1d3 2
 Aura 1d2 1.5
 Will 3d6 10.5
 Morality n/a n/a

Fatigue Rate..... 4	Mobility..... 115
Dodge 105	Initiative 95
Condition 55	Spirit..... 15

Bite 65/2t
 Hand/Paw..... 95/2t

Armour..... B2 E1 P0 F2 S0 T2 (except eyes)

EYE ATTACK

If the Vlášta achieves a strike against a large creature, there is a 75% chance that the Vlášta has taken one or (CS) both of the victim's eyes.

CHIMERAS & MYTHIC BEASTS

*O virtue fair, enshrined true,
Hooves' cadence mark thy soul as pure
Emboldens heart, constraining fault,
To craft thy conscience' force as sure.
And wooden heat, the drifting mist
That harbours all the earth's travail
To stand against the bite of steel,
To stand it off to no avail.
Thy eye as sure as eagle's glance
An arm that surely makes its cast,
A stone that flies, where none deny,
Thy right to rule is never past.*

In the realms between truth and myth,
concealed in the mists of uncertain lore,
lurking in the shadows of legend
and common knowledge, dwell
the mythic beasts. Beloved
of the bard and skald,
legends to frighten
children and discipline
their elders, here in
the margins of the
known world,
where the map's
margins are left
unpainted, dwell
fell beasts and a
rich treasury of
unexplored
wonders. In truth,
these creatures
may be fewer than
their legends.

On too many
worlds, the mythic
beasts dwell in the twilight
of their time. They have fallen
to the arms of the speaking
peoples, been pushed aside by the
needs of men. Yet as they recede, more is lost
to the world than can be encompassed in the
imagination. The mythic beasts may pass, but who
would quell their lore, or even desire such barren
landscapes? Yet here and there, even in the most
civilised climes, in the woods where shadows lie
upon the land, beyond the unclimbed mountains
and the impassable seas, in the dusty corners
beyond the known world, where the magic has not
yet faded into memory, they linger. Perhaps they
only await the ending of the world, the final days of
the vision that defies all sensibility. Perhaps they
simply endure.

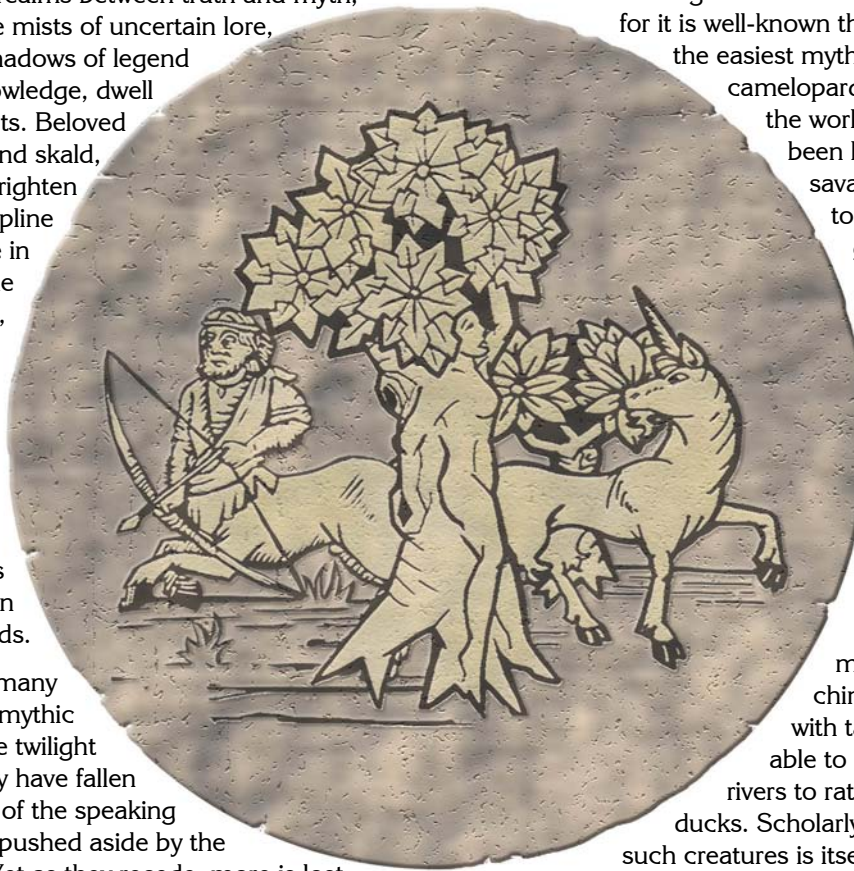
Many yet are the wondrous beasts of uncanny
and singular figure on the countless worlds of
Keléstia. In this, Hårn and Lýthian are said to be the
home of many. Scholars, as well as bards and
mystics discuss the nature and distribution of rare
chimeras. Which of them are the remnants of a
more wondrous world, and which are merely the
fabrications of feverish minds, or of grandmothers
seeking to cow their rebellious kin.

CHIMERAS

Scholars can agree on the definition of 'chimera':
creatures whose form seemingly combines parts of
other, perhaps more mundane, creatures. Each type
has those who believe that it truly exists somewhere,
and those who argue that it is merely a fabrication,

for it is well-known that the chimera is
the easiest myth to invent. The
camelopard is know to walk
the world, for several have
been brought from the
savannas of Anzelôria
to the Pâmesáni
games in Ázeryàn.
The Pegúa (a
horse with great
wings and the tail
of a dragon) is
widely thought
merely invention
because no one
has ever seen
one. The
mythical lands of
Mérnat are said to
be home to all
manner of odd
chimera, from rabbits
with tails like pythons
able to leap over wide
rivers to rats with bills like
ducks. Scholarly debate about

such creatures is itself rare, for who can
debate the form and nature of what has never been
seen? Some hold chimeras must come into being as
a result of intervention by sentient powers beyond
the compass of mere mortals. Perhaps they are the
playthings of the Earthmasters, or of the gods, or
even of some mighty mage. Some believe they may
simply exist in the same ways as the mundane
beasts, that a chimera is simply a creature, like any
other. Perhaps their origin and nature offer only the
challenge of understanding. To understand such a
creature is to relegate it to the familiar, to take its
power to entrance us and dismiss its legends.



RARE SCHOLARSHIP

By its very nature, by its rarity this class of beast is difficult to define. Beings such as the Centaurin should perhaps, not be considered chimera but rather a race of folk, of the nature of the elder folk, or the Mizúni of the Nadámi Mountains or even of humanity. Perhaps it is mere prejudice to only accept as 'folk' races that walk on two legs. Each scholar draws a personal line around each group of creatures; and most recognise the arbitrariness of their divisions.

The most common view is to define these creatures by their 'supernatural' natures. The unicorn is a singular example. While some might suggest the unicorn it is simply an equine with a horn, others have noted their seeming intelligence and their vaguely defined supernatural attributes. Is it, after all, reasonable to count a creature that can work powerful magic as simply a 'horse with a spike upon its head?'

Sceptics, of course, doubt the very existence of anything they have never seen for themselves, including many 'mythic beasts and chimeras'. It is easy enough to dismiss second hand reports as idle supposition or tall tales; there are few, however, who would wish for a world without unicorns, bereft of dryads or wholly devoid of gryphons.

THE DRÁKORHIN

One major sub group of the mythic beasts are the Drákorhin (dragon-folk). Such creatures are akin to reptiles, although some are warm-blooded. In one way or another, most of them are powerful, and many of them are intelligent.



The Drákorhin tend to be solitary by nature, rarely hunting in packs, or browsing in herd. With few exceptions their societies are unrecognisable as such to civilised mortals. Individuals of dragon kind typically inhabit huge ranges, and do not tend to welcome rivals.

Most of the Drákorhin are intelligent and long-lived. They tend to be lethargic and to enjoy long dormant periods. Perhaps this is lucky happenstance for lesser creatures, for when they awake, the Drákorhin are among the world's most feared predators.



FIRE DRAGON

One of two quasi-reptilian species that are supposedly descended from the mating of the demigods Áhnù and Dhívu. Dragons are intelligent, and not necessarily hostile. Legend has it that dragons hoard treasure. This may be to lure avaricious comestibles (e.g. treasure hunters). All dragons lie dormant for long periods, and do not grow hungry as often as their size might indicate. The Áhnerin are long, sleek, and light-boned. They have four legs with taloned feet, and long graceful tails. Possessed of considerable strength they have been reported over 40' in length. Typical adult length is 25 feet of which 60% are neck and tail.

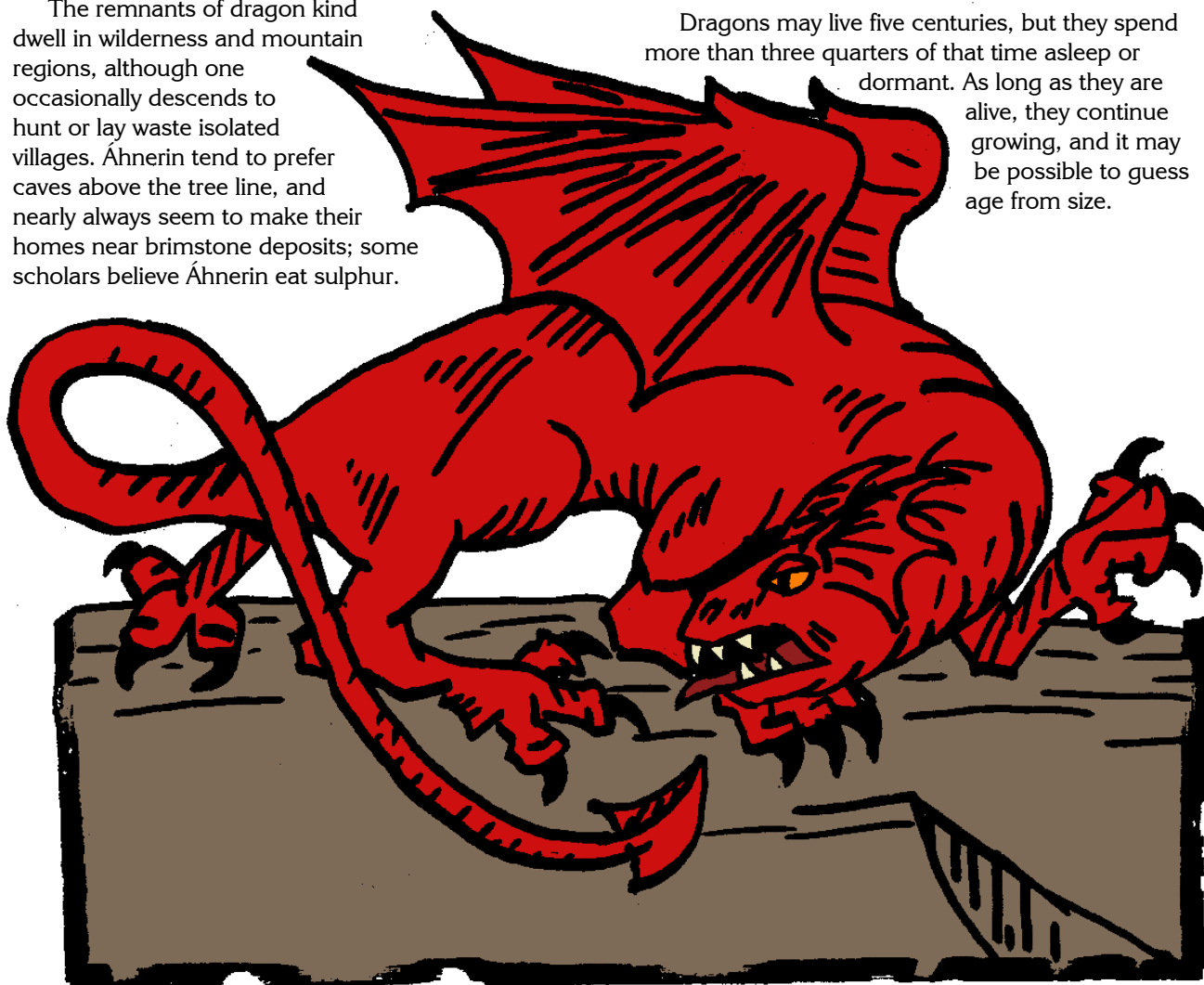
HABITAT

The remnants of dragon kind dwell in wilderness and mountain regions, although one occasionally descends to hunt or lay waste isolated villages. Áhnerin tend to prefer caves above the tree line, and nearly always seem to make their homes near brimstone deposits; some scholars believe Áhnerin eat sulphur.

LIFE CYCLE

Dragons achieve sexual maturity at about 60. A typical adult female seeks out a male for breeding, perhaps once a decade. The drive to propagate is low, and if a female cannot find a suitable male within a hundred leagues or so, she typically abandons her quest and returns to her own range. Fertility is low, and only one in ten mating attempts result in pregnancy. After gestation lasting twelve to twenty-four months, the females lay one or two eggs twelve to eighteen inches in diameter. Because the eggs are spherical, and usually laid on rocky ledges, they have the unfortunate tendency to roll off and break.. They are also considered a delicacy by predators, including other female dragons. Eggs hatch after a month and a tiny dragon emerges. The young are approximately 24 inches when they hatch from eggs. Dragons exhibit neither maternal nor paternal instincts. Most hatchlings die in the first year, If it avoids predation and finds enough to eat, it may begin gliding within a month and achieve true flight within two months.

Dragons may live five centuries, but they spend more than three quarters of that time asleep or dormant. As long as they are alive, they continue growing, and it may be possible to guess age from size.



ÁHNERIN (PL. ÁHNERIN)

Body.....	Winged & Tailed Quadruped
Length.....	10d20+195.....300"
Frame	Scant-Light
Weight.....	600–800 lbs.
Strength	3d6+37..... 47.5
Endurance.....	3d6+25..... 35.5
Dexterity	3d6–4..... 6.5
Agility	3d6–2..... 8.5
Speed	3d6+3..... 13.5
Eyesight	3d6+6..... 16.5
Hearing	3d6+4..... 14.5
Smell/Taste	3d6+3..... 13.5
Touch.....	3d6–2..... 8.5
Voice	3d6+2..... 12.5
Intelligence	3d6+2..... 12.5
Aura	3d6+2..... 12.5
Will	3d6+8..... 18.5
Morality	n/a..... n/a
Fatigue Rate	2
Dodge	45
Condition	90
Mobility	60
Initiative.....	70
Spirit	45
Charm (Psionic Talent)	85
Instinctive Magic (50%)	see below
Breath	75/15f–Range (hexes)
Bite	70/10t
Kick/Claw	40/6bt
Armour....	B12 E15 P12 F14 S10 T12 (except eyes)
(01-65) Flier	40 hexes/turn
(66-00) Glider	(see text)

AGE, SIZE & LIFE EXPECTANCY

Dragons typically live about 250 years, although some have reportedly reached 1000. The age of a chance–met dragon may be randomly generated by rolling $(1d5 \times 50) + 1d10$.

Age may be determined from length (Age = Length $\times 4 \pm 15\%$) hence a 30 foot dragon is approximately 120 years old. This formula does not always work for young dragons.

CHARM

A dragon may precede its turn by attempting to *charm* one victim with its multifaceted, gemlike eyes. See TALENTS

INSTINCTIVE MAGIC

Half of all Áhnerin use semi–instinctive “Pèleáhn–like” magic. Those that know magic know Pèleáhn spells as follows:

$$ML = (\frac{1}{2} \text{ Age}) - (\text{Spell Level} \times 10)$$

Maximum EML=95. Dragons cannot attempt to cast spells of ML less than 10.

FLIGHT

The Áhnerin have large scalloped wings (although 35% of them are gliders rather than true fliers). Young dragons, are more likely to be true fliers. Those who loose the power of flight do so as they grow older and more lethargic.

CENTAUR

The Centâurin are a race of chimeras with the torso, arms and heads of humans joined at the waist to the bodies and legs of horses. The Centâurin are very rare, but exist in forests throughout most of Kêthîra. Because of their rarity, many scholars regard them as wholly mythical, and typically discount tales of their existence.

Centâurin travel in small family groups and are shy of strangers.

The Centâurin are intelligent with a unique language and culture. They use weapons such as the axe, spear, bow and sling with great proficiency. They manufacture most of their own weapons but have been known to trade with tribesmen, Gârgún, or other wayfarers.

A Centaur's life-span is around 400. They are hardy but sometimes wear light clothing and armour on their human torsos, particularly in northern regions.

Both male and female wear unusual, well-crafted ornamental jewellery of their own creation.

The Centâurin are omnivorous, and skilled hunters, but their diet consists mainly of fibrous plants. Centâurin may be more common on other worlds of the Kêthrian Family.

Many worlds have legends of the Centâurin, even where they no longer exist. On Áyderi they are said to have a city called Kentyôra, with wide streets and low buildings, but in most worlds they are shy woods-dwellers.



CENTAUR (PL. CENTÂURIN)

Body..... Quadraped
 Height..... 3d6+66..... 77"
 Frame 3d6..... Medium
 Weight..... 500-600 lb

Strength 3d6+8..... 18.5
 Endurance..... 3d6+7..... 17.5
 Dexterity 3d6+1..... 11.5
 Agility 3d6..... 10.5
 Speed 3d6+4..... 14.5
 Eyesight 3d6+4..... 14.5
 Hearing 3d6+1..... 11.5
 Smell/Taste 3d6+1..... 11.5
 Touch..... 3d6..... 10.5
 Voice 3d6..... 10.5

Intelligence 3d6+1..... 11.5
 Aura 3d6+2..... 12.5
 Will 3d6+1..... 11.5
 Morality 3d6..... 10.5

Fatigue Rate..... 2	Mobility 65
Dodge 55	Initiative..... 60
Condition 80	Spirit 36

Shortbow..... 85/varies
 Javelin..... 65/8p
 Sling..... 85/varies
 Hooves 75/6b
 Handaxe 45/8e
 Hands..... 50/1b

Armour (horse body) B2 E2 P1 F1 S1 T2
 Armour (humanoid Torso)..... Unarmoured or Light

DHÍVER (FROST DRAGON)

One of two species of semi-reptilian creatures commonly known as *dragon*, and supposedly descended from the mating of the demigods Áhnù and Dhívu. Typical adult length is 25 feet of which 60% are head, neck and tail. The Dhíverin are long and sleek, light-boned, have large scalloped wings (although only some can fly), four legs, talons, and long graceful tails. They have considerable strength and have been reported at more than forty feet in length. All dragons spend long periods of dormancy in their lairs, not seeming to experience hunger as often as their size would indicate.

Dragons are intelligent, and are not necessarily hostile to men. Legend has it that dragons like to hoard treasure/shiny objects. What possible use they might have for such baubles is anyone's guess, but it has been suggested that the purpose is to attract edible adventurers. The Dhíverin are probably best known for their frosty breath.

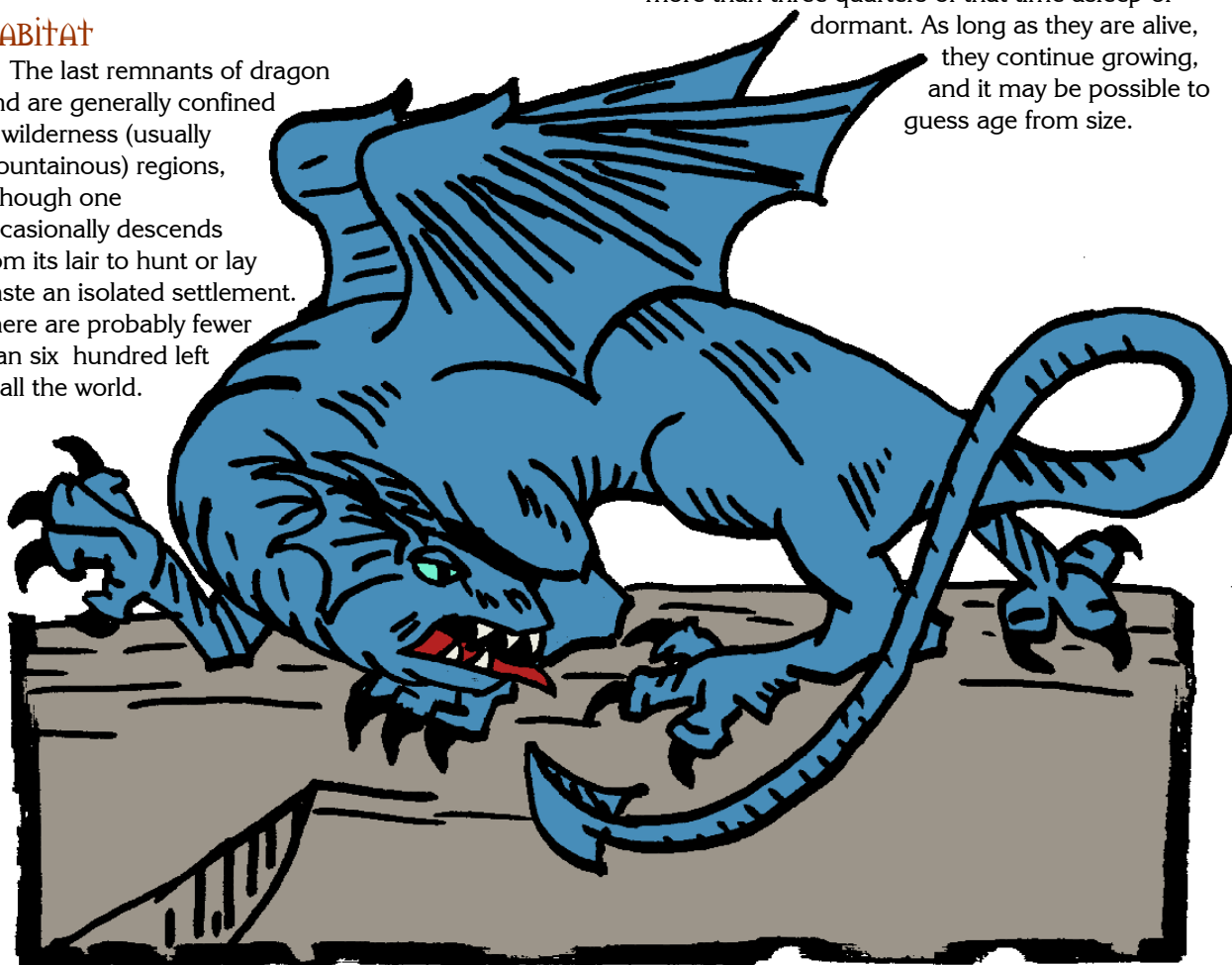
HABITAT

The last remnants of dragon kind are generally confined to wilderness (usually mountainous) regions, although one occasionally descends from its lair to hunt or lay waste an isolated settlement. There are probably fewer than six hundred left in all the world.

LIFE CYCLE

Dragons achieve sexual maturity at about 60. A typical adult female seeks out a male for breeding, perhaps once a decade. The drive to propagate is low, and if a female cannot find a suitable male within a hundred leagues or so, she typically abandons her quest and returns to her own range. Fertility is low, and only one in ten mating attempts result in pregnancy. After gestation lasting twelve to twenty-four months, the females lay one or two eggs twelve to eighteen inches in diameter. Because the eggs are spherical, and usually laid on rocky ledges, they have the unfortunate tendency to roll off and break.. They are also considered a delicacy by predators, including other female dragons. Eggs hatch after a month and a tiny dragon emerges. The young are approximately 24 inches when they hatch from eggs. Dragons exhibit neither maternal nor paternal instincts. Most hatchlings die in the first year, If it avoids predation and finds enough to eat, it may begin gliding within a month and achieve true flight within two months.

Dragons may live five centuries, but they spend more than three quarters of that time asleep or dormant. As long as they are alive, they continue growing, and it may be possible to guess age from size.



DHÍVER (PL. DHÍVERIN)

Body.....Winged & Tailed Quadruped
 Length..... 10d20+195300"
 Frame Scant-Light
 Weight..... 600–800 lb

Strength3d6+37 47.5
 Endurance.....3d6+25 35.5
 Dexterity 3d6–4 6.5
 Agility 3d6–2 8.5
 Speed3d6+3 13.5
 Eyesight3d6+6 16.5
 Hearing3d6+4 14.5
 Smell/Taste3d6+3 13.5
 Touch..... 3d6–2 8.5
 Voice3d6+2 12.5

Intelligence3d6+2 12.5
 Aura3d6+2 12.5
 Will3d6+8 18.5
 Morality n/a n/a

Fatigue Rate..... 2	Mobility..... 60
Dodge 45	Initiative 70
Condition 90	Spirit..... 45

Charm (Range = Length)..... 75
 Breath75/15f–range(hexes)
 Bite 70/10t
 Kick..... 40/6bt

Armour.... B12 E15 P12 F14 S10 T12 (except eyes)

Flyer/Glider..... 40 hexes/turn

AGE, SIZE & LIFE EXPECTANCY

Dragons typically live about 250 years, although some have reportedly reached 1000. The age of a chance–met dragon may be randomly generated by rolling $(1d5 \times 50) + 1d10$.

Age may be determined from length (Age = Length $\times 4 \pm 15\%$) hence a 30 foot dragon is approximately 120 years old. This formula does not always work for young dragons.

CHARM

A dragon may precede its turn by attempting to charm one victim with its multifaceted, gemlike eyes. See Talents.

INSTINCTIVE MAGIC

Half of all Dhíverin use semi–instinctive “Odívshè–like” magic. Those that know magic know Odívshè spells as follows:

$$ML = (\frac{1}{2} \text{ Age}) - (\text{Spell Level} \times 10)$$

Maximum EML=95. Dragons cannot attempt to cast spells of ML less than 10.

FLIGHT

The Dhíverin have large scalloped wings (although 35% of them are gliders rather than true fliers). Young dragons, are more likely to be true fliers. Those who loose the power of flight do so as they grow older and more lethargic.

DRYAD (WOOD NYMPH)

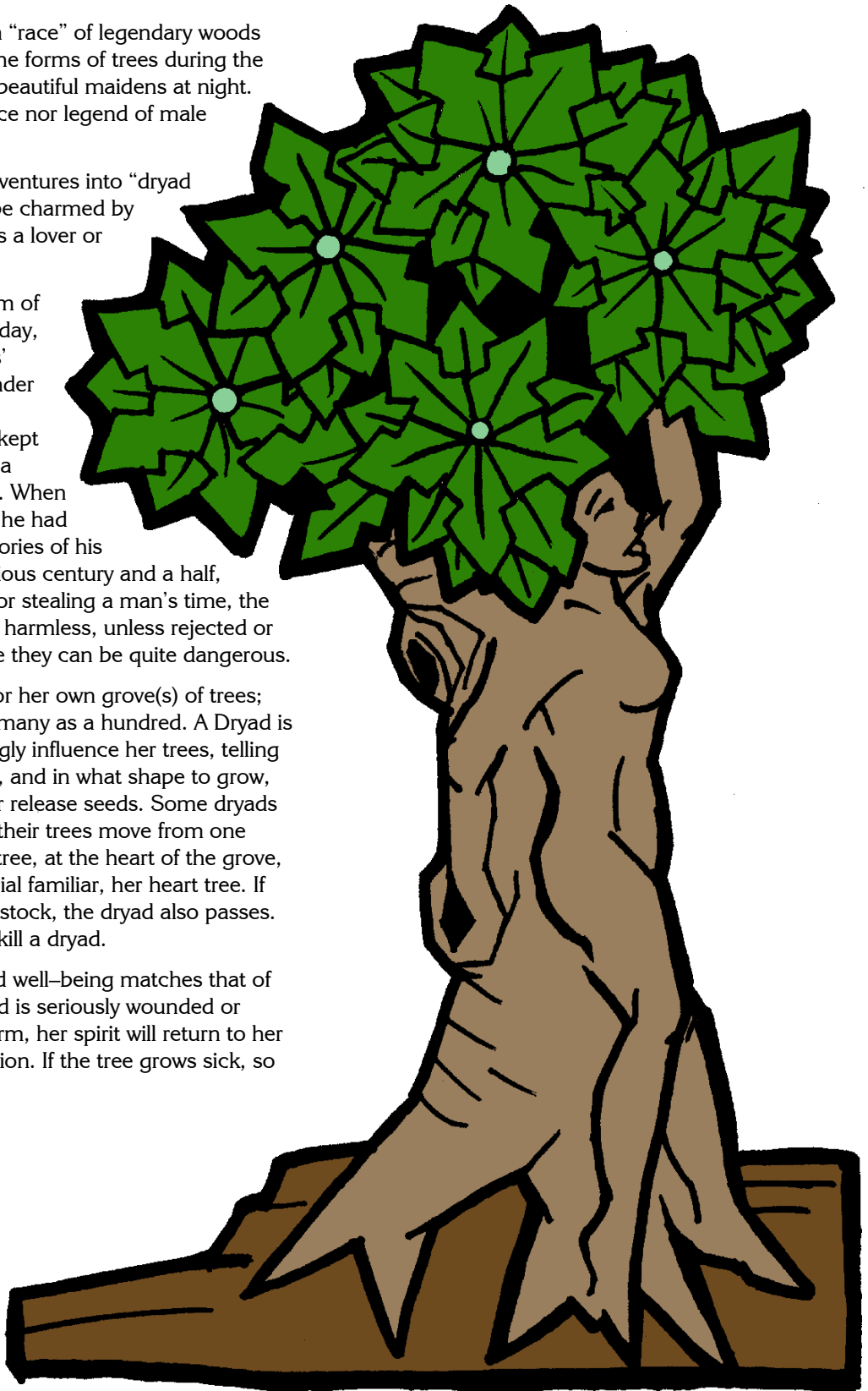
The Dryadhrin are a “race” of legendary woods dwellers who assume the forms of trees during the day and the shapes of beautiful maidens at night. There is neither evidence nor legend of male dryads.

A mortal male who ventures into “dryad groves” at night, may be charmed by dryad magic to dally, as a lover or servant.

Legend sets the term of service at a year and a day, although some ‘victims’ seem to tarry longer under the dryad’s spell. One legend tells of a fellow kept in the dryad groves for a hundred and fifty years. When he eventually emerged he had not aged, but his memories of his nymph and of the previous century and a half, faded quickly. Except for stealing a man’s time, the Dryadhrin are relatively harmless, unless rejected or offended, in which case they can be quite dangerous.

Each Dryad cares for her own grove(s) of trees; some may treasure as many as a hundred. A Dryad is somehow able to strongly influence her trees, telling them where, how large, and in what shape to grow, when to shed leaves, or release seeds. Some dryads are even able to make their trees move from one place to another. One tree, at the heart of the grove, will be the dryad’s special familiar, her heart tree. If this one dies, root and stock, the dryad also passes. This is the only way to kill a dryad.

A dryad’s health and well-being matches that of her heart tree. If a dryad is seriously wounded or slain, in her ethereal form, her spirit will return to her heart tree after dissolution. If the tree grows sick, so too the dryad.



DRYAD (PL. DRÝADRHIŅ)

Body.....Humanoid
 Height 4d6+50.....64"
 Frame3d6-2.....Medium
 Weight.....137 lbs.

Strength 3d6..... 10.5
 Endurance..... 3d6+3..... 13.5
 Dexterity..... 3d6+1..... 11.5
 Agility 3d6+2..... 12.5
 Speed..... 3d6+2..... 12.5
 Eyesight 3d6+2..... 12.5
 Hearing 3d6+3..... 13.5
 Smell/Taste 3d6+2..... 12.5
 Touch 3d6+2..... 12.5
 Voice 3d6+3..... 13.5

Intelligence..... 3d6..... 10.5
 Aura 3d6+2..... 12.5
 Will 3d6..... 10.5
 Morality 3d6..... 10.5

Fatigue Rate.....2	Mobility..... 65
Dodge 65	Initiative 60
Condition 65	Spirit..... 24

Charm..... special (see below)
 Unarmed 45/1b
 Club 50/4b
 Staff 50/3b

Armour..... special (see below)

CHARM

Drýadrhin are able to charm up to one male person at a time, on a long term basis. Victims must be adjacent and may roll against Will x 5 to avoid the effect. Drýadrhin seem to have no effect on Sindârin males.

ARMOUR

Drýadrhin are immune to all but enchanted weapons or fire.

DISSOLUTION

When a dryad's humanoid (semi-ethereal) form suffers dissolution (fatigue exceeding Condition) her spirit will suffer dissolution and return to her heart tree within a few (4d6) hours.

GRIFFIN/GRYPHON

(LION-EAGLE)

A rare chimera with the wings, head, and forelegs of an eagle, and the size, body, and hind legs of a lion. Few except the smallest of griffins are capable of true flight, but all can beat their 30 foot wingspan for additional speed or lift when required. A griffin can attack with surprising swiftness on the



ground given their size; they use a combination of a lion's springing pounce aided by a powerful downward thrust of their wings. Griffins are superb gliders, and take full advantage of thermals and air currents in their mountainous territories. They are reasonably intelligent and neutral towards men, unless provoked or very hungry. They are aware that groups of humans present a significant danger to them, and tend to hide or flee.

Griffins prey on grazing species (deer, goat, etc.), but prefer horseflesh. Horses are terrified of griffins, and may bolt at the first sight of one. Even experienced riders have difficulty controlling their mounts, and many have been thrown, only to discover their steeds have been stuck down by a stooping griffin.

HABITAT

Griffins prefer regions with many thermals and air currents, and open meadows and pastures where their prey graze. They also hunt on mountainsides for goats, and can be found in most of the mountainous regions of western Lýthia below the Gulf of Shòrkýnè. Mountains in more northerly latitudes are too cold for these creatures.

Griffins mate for life, and the slightly smaller female will lay between two and four eggs in early spring, having mated the previous autumn. The female alone incubates the eggs, with her mate foraging for her. After eight weeks, the eggs hatch within a few days of each other.

Regardless of the proximity of the hatching, only the strongest cub will survive, and is usually the first hatchling. The remainder will either be killed and eaten by their siblings, or will be ignored by the parents when food is distributed and will starve. This ensures only the strongest survive to adulthood.

Griffins have tawny to pale golden colouration, with dark brown to black tips on their pinion and broad, flat tail feathers.

GRIFFIN (PL. GRIFFRHN)

Body.....Winged & Tailed Quadruped
 Length (excluding tail) $3d6+55$65.5"
 Height (to shoulder)..... $3d6+30$40.5"
 FrameMedium
 Weight..... 130–150 lbs.

Strength $3d6+10$ 20.5
 Endurance..... $3d6+9$ 19.5
 Dexterity.....n/a..... n/a
 Agility $3d6+4$ 14.5
 Speed..... $3d6+3$ 13.5
 Eyesight $3d6+8$ 18.5
 Hearing $3d6+4$ 14.5
 Smell/Taste $3d6+4$ 14.5
 Touch $3d6-2$ 8.5
 Voice $3d6$ 10.5

Intelligence..... $3d6-2$ 8.5
 Aura $1d3-1$ 1
 Will $3d6+1$ 11.5
 Morality $3d6$ 10.5

Fatigue Rate.....2	Mobility..... 70
Dodge 75	Initiative 65
Condition 85	Spirit..... 15

Beak..... 80/12t
 Claws 75/10t

Armour..... B3 E4 P2 F4 S1 T4 (except eyes)

Glider 40 hexes/turn

HIRÉNU (HIPPOGRIFF)

A rare chimera with the body of a horse, and a neck, head and wings resembling those of an eagle, the Hirénu is solitary and tends to dwell in highland regions. While they are capable of true flight, and have relatively light bones and frame, Hiréni are not very efficient flyers and prefer to use thermal currents to glide silently onto their prey. Very few Hiréni are strong enough to lift even small men. Hiréni have head and wing feathers of a mottled black/brown pattern, and an under-wing colouration of creamy white, while their scaly forelegs are always a pale brown, with pitch black, wickedly curved talons. Although their equine body and hindquarters are usually bay or roan, there have been reports of Hiréni with grey, piebald, or even white hides.

The hirénu is omnivorous and will scavenge carrion. While they require meat daily (for energy), they also eat fruit nuts, seeds and young green leaves every few days. Hiréni fly considerable distances to obtain fodder, and they can often be seen eating watercress, duckweed, and other aquatic plants from mountain tarns. Their favourite meal is fresh meat; especially pig or boar, goat or sheep, and deer or antelope. They will not eat horseflesh, and have been known to attack griffins actively hunting horses. It is thought that some part of their unusual physiological heritage influences this behaviour.

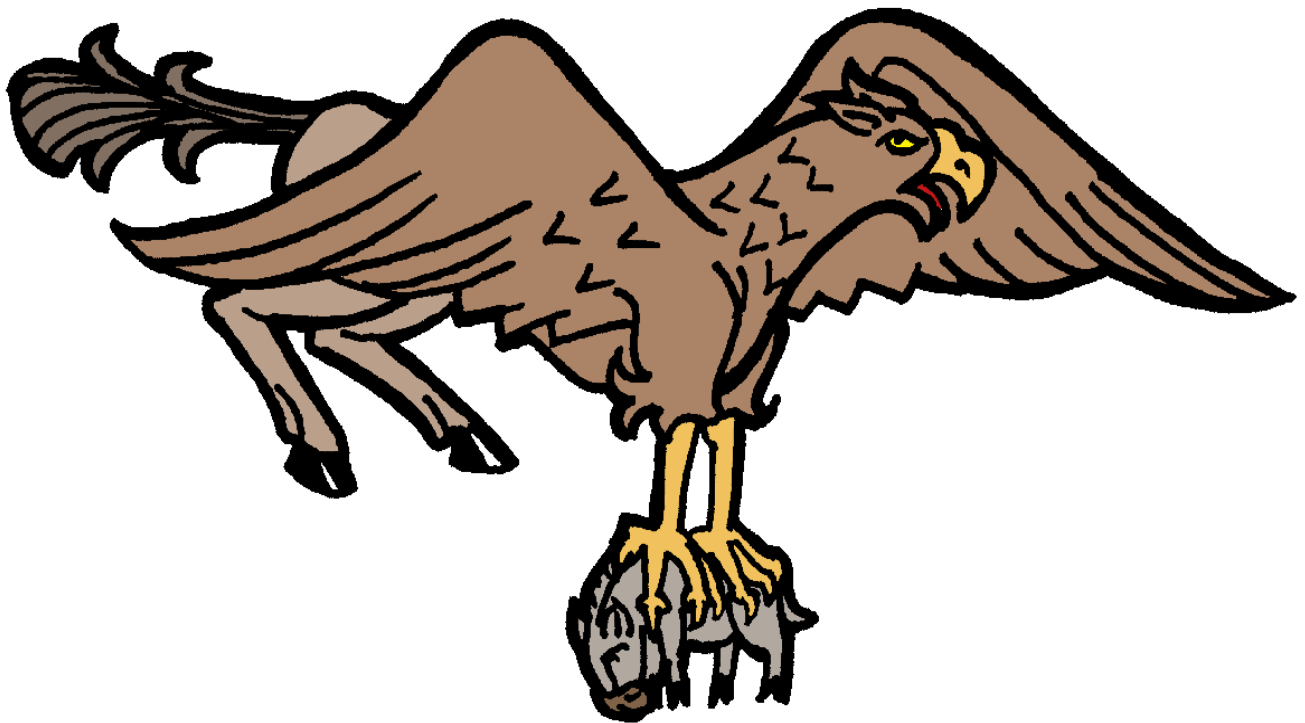
HABITAT & BEHAVIOUR

Hiréni inhabit highlands, gorges, and canyons; places with few trees and generally low vegetation. They use wind currents to assist their flight, and their excellent vision to locate prey. They can use the paths and gullies in such terrain to silently and invisibly stalk, then surprise their prey.

Hippogriffs have animal intelligence; they operate entirely on instinct, using their keen senses to locate track, and attack prey. They have an ear-piercing screech that has been known to freeze stout-hearted warriors in their tracks, and if cornered, can lash out with their hooves, and strike with their beak. As with any animal, they are very wary of fire, and sudden loud noises can startle them. Although they have a fearsome appearance, they are quite timid creatures, and they can be driven from the spoils of a successful hunt relatively easily. Hiréni are no match for the aggressive wyvern.

The rarity of Hiréni mean that very few have witnessed a mating flight, but there are reports that they are graceful and stirring to watch. Hiréni give birth to live young, with the female retaining the one or two eggs within her body until just prior to hatching.

Like young birds, Hiréni hatchlings are blind and covered with downy fur for protection. Only the female raises the young; after mating, males play no role.



HİRÉŇŮ (PL. HİRÉŇĪ)

Body.....Winged & Tailed Quadraped
 Length (excluding tail) ... $4d6 + 166$ 180"
 Frame Light
 Weight..... 300–700 lbs.

Strength $4d6 + 4$ 18
 Endurance..... $4d6 + 1$ 15
 Dexterity..... n/a..... n/a
 Agility $3d3 + 2$ 8
 Speed..... $4d6 + 1$ 15
 Eyesight $4d6 + 5$ 19
 Hearing $4d6 + 3$ 17
 Smell/Taste $4d6 + 3$ 17
 Touch n/a..... n/a
 Voice n/a..... n/a

Intelligence..... n/a..... n/a
 Aura n/a..... 1
 Will $4d6 - 2$ 12
 Morality n/a..... n/a

Fatigue Rate..... 2	Mobility 65
Dodge 40	Initiative 60
Condition 70	Spirit..... 15

Beak..... 75/8bt
 Hooves..... 45/6b

Armour..... B4 E3 P1 F3 S1 T3 (except eyes)

Glider 40 hexes/turn

Load..... 150 lbs.



(MERE DRAGON)

A race of intelligent, wingless demi-dragons who dwell only in marshland. Male Ílme attain a height of twelve feet, length of 20 feet (including the tail), and a weight of two tons; females are usually 25% larger. Despite great strength, male Ílme tend to be cowardly, but will fight with desperation when cornered. Even then, they usually try to negotiate. They build rough nests, and tend to stay in one area for most of their lives.

The Ílme are warm-blooded but tend to be torpid in winter. They are able to hold their breath for long periods and have transparent, nictitating membranes which enable them to keep their eyes open underwater. During cold weather they often submerge, leaving only their nostrils exposed. They spend 40% of their lives underwater. Fish makes up most of their diet, but they eat anything from carrion to weeds if they are hungry. They attack large mammals such as men only if they are starving, but females are less particular.

The Ílme can stand erect, but tend to remain on all fours. They have sharp clawed feet and hands, flexible fingers and opposable thumbs. Their bodies are covered with coarse, bead-like tubercles of variegated colours, giving them a pebbled appearance. Their most

common colours are green, brown and black. Ílme have a ridge of triangular plates down their backs. These contain small quantities of viscous oil, called N'relkine, a powerful human aphrodisiac. This fact is almost totally unknown. Their tails are heavy and flexible containing a food reserve of fat, and can be used as a weapon.

LANGUAGE

Male Ílme often gather to spin lies to one another. Their language is complex and incomprehensible to humans, although there has been no concerted attempt to learn it. Their voices are pleasant, if sonorous. Many males speak archaic variants of the local human language; A small number speak more modern dialects. Few females know anything but their native tongue.



ÍLME (PL. ÍLME)

Body..... Tailed Quadruped
 Length..... 10d20+135.....240"
 Frame Massive
 Weight..... 2500 – 3000 lbs.

Strength3d6+25 35.5
 Endurance.....3d6+20 30.5
 Dexterity.....3d6-3 7.5
 Agility3d6-4 6.5
 Speed.....3d6 10.5
 Eyesight3d6+1 11.5
 Hearing3d6+3 13.5
 Smell/Taste3d6+3 13.5
 Touch3d6-2 8.5
 Voice3d6 10.5

Intelligence.....3d6 10.5
 Aura3d6-2 8.5
 Will.....3d6-4 6.5
 Morality3d6 10.5

Fatigue Rate..... 2	Mobility..... 45
Dodge 35	Initiative 40
Condition 70	Spirit..... 21

Bite 45/12t
 Unarmed 50/10bt

Armour..... B10 E8 P7 F9 S12 T8 (except eyes)

GENDER DIFFERENCES

The statistics given are for males; females add 25% to physical attributes.



(BLIND STONE HOG)

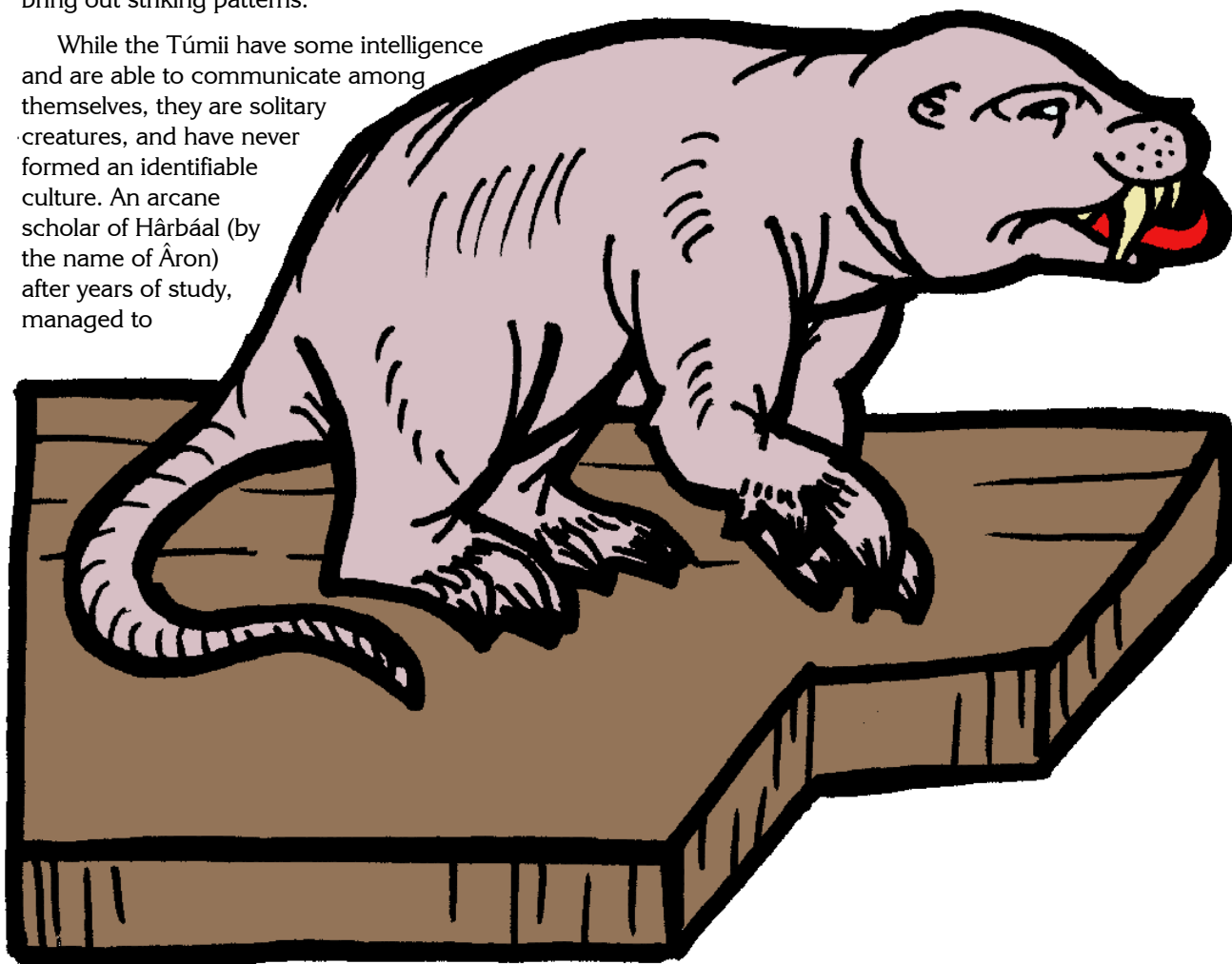
A rare race of barely-intelligent burrowers. The Túmii eat carrion, but can remain dormant for decades. Their habit is to rest just below the surface of the earth, barely alive until a meal presents itself. Sometimes they work their ways through graveyards. Occasionally, however, one runs "amok" and tries to create carrion. Weighing nearly a ton, a Túmii-amok, with its stone hard claws and teeth is a frightening encounter.

The Túmii are thought to be native to Yàsháin, but they and their cousins are found on several worlds of the Kéthrian family. They are encountered singly or (rarely) in small family groups.

Túmii-hide is particularly tough and light and highly valued in some regions as material from which to make armour. The colour is typically a pale, pinkish, grey, but the proper application of dyes may bring out striking patterns.

While the Túmii have some intelligence and are able to communicate among themselves, they are solitary creatures, and have never formed an identifiable culture. An arcane scholar of Hârbáal (by the name of Áron) after years of study, managed to

communicate with a Túmii, but reported that the beast had nothing interesting to say. Túmii language consists of grunting, rhythmic breathing and whispering, tail slapping and whisker fluttering. Despite their solitary nature, they are not unwilling to attempt communication with humanoids, and actually exhibit some curiosity about them. Unfortunately, if the humanoid is unable to understand Túmii language, which is usually the case, the beast may become quite irate and begin to view the humanoid as a potential meal rather than for its value as a conversational partner. When talking to humanoids, a Túmii may stand up on its rear legs. This 'gesture' (resembling the attack posture of a bear) may seem threatening, and has often been misinterpreted.



Túmii (PL. TÚMII)

Body..... Tailed Quadruped
 Length (excluding tail) $4d6+56$ 70"
 Height (to shoulder)..... $4d6+40$ 54"
 FrameMedium
 Weight..... 300–400 lbs.

Strength $4d6+26$ 40
 Endurance..... $4d6+18$ 32
 Dexterity..... n/a..... 1
 Agility n/a..... 1
 Speed..... $1d3+1$ 3
 Eyesight n/a..... 1
 Hearing $1d3+1$ 3
 Smell/Taste $3d6+2$ 12.5
 Touch $3d6$ 10.5
 Voice $3d6$ 10.5

Intelligence..... $1d3$ 2
 Aura n/a..... 1
 Will $3d3+2$ 8
 Morality n/a..... n/a

Fatigue Rate..... 0	Mobility 15
Dodge 5	Initiative 15
Condition 95	Spirit..... 15

Claws 30/10p
 Bite 35/10t
 Tail..... 30/10b

Armour..... B20 E15 P7 F6 S25 T15 (Except Eyes)

UNICORN

Also known as the bearded or horned horse, the unicorn is thought by most an enchanted creature of folklore. Unicorns thrive throughout Lýthia in isolated, well-hidden locales in temperate woodland. Highly intelligent, they dwell in small herds of five or six; typically one stallion, two or three mares and a foal or yearling or two. Mares, foals, and yearlings have much the same colouration as horses, except they are bearded, and their tails are fuller and longer than horses'. Most stallions are grey, although light piebald and palomino colours are also possible. With the onset of winter, the male's coats begin to change; by the end of winter (the onset of breeding) the stallions are glossy white. Unicorns are quite small, typically less than five feet at the withers. This lets them penetrate undergrowth, and to escape predators, such as wolves, catamounts, wyverns and griffins. Unicorns prefer forests with *taûr-im-aina* (holy groves or faerie circles) and may help maintain such glades, as they often graze nearby. The unicorn's esoteric reputation may stem from this, as these places are known for odd events.

Unicorns have excellent colour vision, acute hearing, and a superb sense of smell. Their intelligence rivals that of man; they apply logic and planning to their actions. This, coupled with keen senses, is why it is so hard to capture them. If threatened, the mares and young seek refuge in deep thickets along pre-arranged paths, while the stallion delays the hunters by brandishing his horn, and mock charges. Only when cornered does the stallion use his horn offensively, and it is a potent weapon, able to pierce heavy armour. The shape allows easy disengagement, and the spiral edges easily rip through flesh.

The stallion maintains no more than three mares, and only one is pregnant at a time. In early spring, a mare will go into oestrus, and unattached males who catch the scent will come calling. The herd stallion will prance and present himself, as will the challenger. After several minutes of mutual swaggering, the two will clash horns. They do not try to gore each other, simply cross horns and attempt to push

the other away. Usually, a single contact is enough, and the loser will retreat, head down. The receptive female will go with the winner. If this is the challenger, the pair will begin a new herd. Occasionally, the pair are so evenly matched, the contest goes on for several minutes. Eventually, the female in heat will select one of the contestants by gently nipping him on the flank.

Unicorn gestation is 350-370 days. This means a mare foals about the same time as another mare goes on heat. Like human babes, young unicorns take longer than most animals to be able to fend for themselves; about two years, in fact. At the end of two years, a young unicorn leaves the family herd to find their own family. The ratio of births is a little more than 2 females for every male. Average life expectancy for unicorns is unknown; no-one has ever found the remains of a dead unicorn.



UNICORN (PL. UNICORNS)

Body.....	Quadruped
Height	4d6+42.....56"
Frame	Medium
Weight.....	600–800 lbs.
Strength	4d6+10..... 24
Endurance.....	4d6+2..... 16
Dexterity.....	n/a..... n/a
Agility.....	3d6–1..... 9.5
Speed.....	4d6+2..... 16
Eyesight	4d6+2..... 16
Hearing	4d6+6..... 20
Smell/Taste	4d6+6..... 20
Touch	n/a..... n/a
Voice	3d6..... 10.5
Intelligence.....	3d3+2..... 8
Aura	4d6+1..... 15
Will	4d6+1..... 15
Morality	3d6..... 10.5
Fatigue Rate.....	1
Dodge	50
Condition	80
Mobility	70
Initiative.....	70
Spirit	45
Horn.....	80/11p
Hooves.....	50/4b
Bite	35/3t
Armour.....	B6 E4 P2 F5 S1 T5 (except eyes)

THE UNICORN'S HORN

All unicorns have a single horn which grows from a point on the top of the skull between the ears. A mare's ivory-coloured horn is between four and six inches in length, and can be twisted from true (that is, not straight). However, it is the horn of the stallion which attracts most attention. The stallion's horn can grow to a length of twelve inches (although ten is more common), and it is ornately spiralled, and perfectly straight. In early spring, they begin to rub their horns against trees, on boulders and also thrust them into sand, to clean them and enhance the brilliance.

Almost always a burnished bronze or golden colour, the horn of a stallion unicorn is thought to have magical properties. It is thought to be a cure for many illnesses and a sovereign remedy against all poisons. Unicorn horn is thought to sweat if brought near poison; the more virulent the poison, the more the horn is thought to sweat.

The blood of the unicorn is also thought to have medicinal properties. Many other legends surround the unicorn and its various parts.

WÝRÈ (WYVERN)

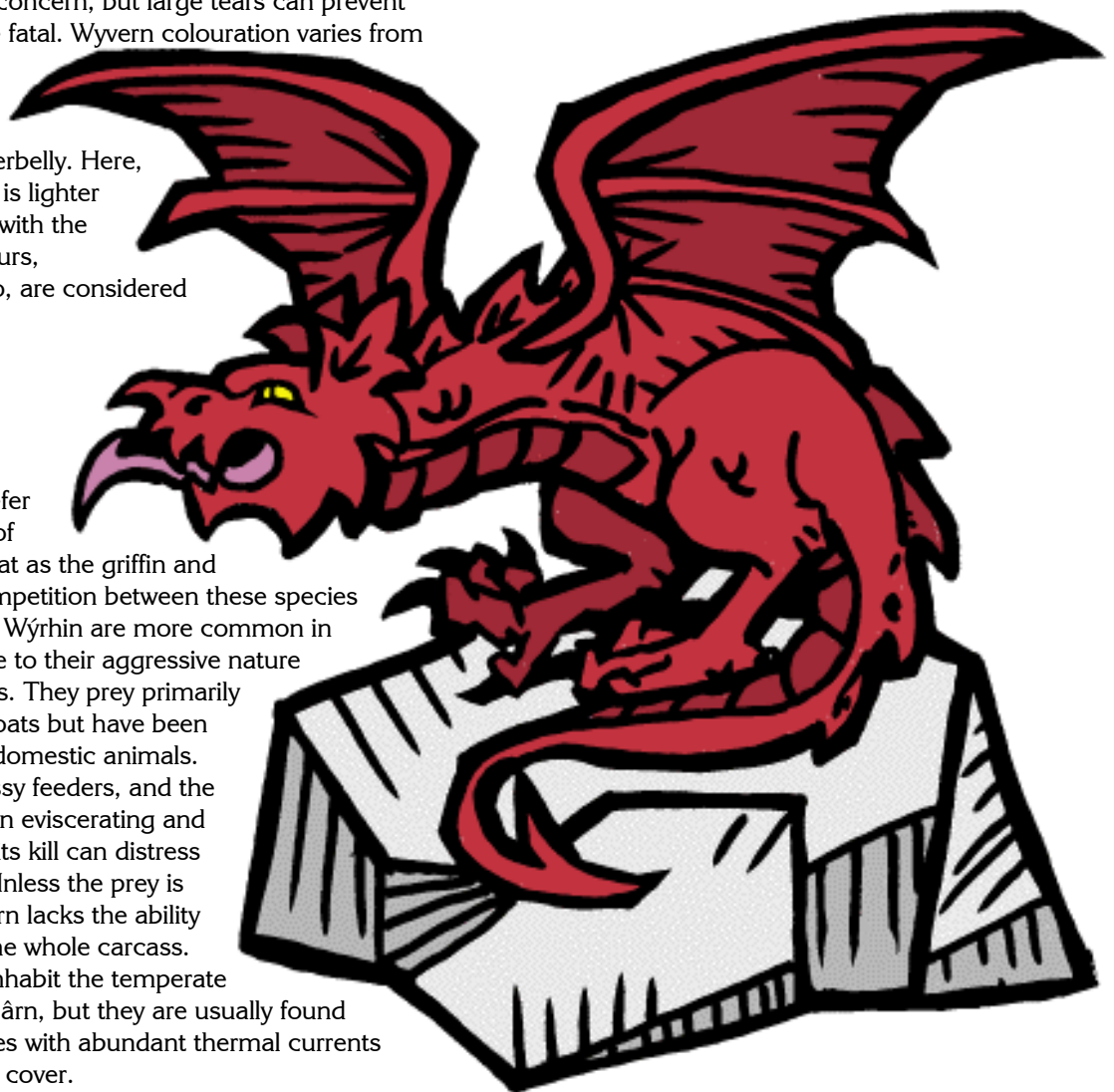
Long thought a type of dragon or bat, Wýrhin are a distinct species.. From the tip of their snouts to the ends of their tails, Wýrhin grow to 15-17 feet, and can weigh up to 700lbs. They may struggle to get airborne in poor conditions, and prefer to drop off cliffs to become airborne. However, their great, bat-shaped wings let them soar aloft for hours on the faintest winds. Wyverns walk in much the same way as birds, but flap their wings to help themselves move; this movement can be rapid, and they have the ability to change direction rapidly, often surprising opponents with quick wing buffets, bites or tail attacks. The wyvern's hide is tough. Spine ridges protect the creature's spine and provide cooling. The main vulnerability of a wyvern is its wings, with only a thin, flexible membrane between its digits. A small puncture is no concern, but large tears can prevent flight and prove fatal. Wyvern colouration varies from tawny to a mottled dark brown all over except the underbelly. Here, the colouration is lighter to better blend with the sky. Other colours, including albino, are considered freakish.

HABITAT & BEHAVIOUR

Wyverns prefer the same kind of mountain habitat as the griffin and hirénu, and competition between these species can be intense. Wýrhin are more common in most areas, due to their aggressive nature and tough hides. They prey primarily on mountain goats but have been known to take domestic animals. Wýrhin are messy feeders, and the sight of a wyvern eviscerating and dismembering its kill can distress some people. Unless the prey is small, the wyvern lacks the ability to carry away the whole carcass. Some wyvern inhabit the temperate mountains of Hárn, but they are usually found in warmer climes with abundant thermal currents and sparse tree cover.

Male Wýrhin are aggressive and territorial. During the winter mating season, males patrol their borders to maintain their territories and encourage females to visit. Female Wýrhin are slightly smaller, but just as aggressive; more so in defence of their hatchlings. A female chooses a mate not because he is bigger or stronger, but because he has a good nesting site, and a good hunting ground. Particularly aggressive or fortunate males may attract several females if there are several good nesting sites and plenty of prey. However, this can lead to confrontations between the females, and raids by one female on the nest of another are not uncommon.

A Wýrè usually attacks by surprise from above, using its talons to quickly rip open the neck of the stricken beast. The shock of this initial attack usually stuns the prey into momentary immobility, which is enough time for the wyvern to act. While wyverns prefer animals the size of goats and sheep, they have been known to tackle deer and elk.



WYRÈ (PL. WYRHIN)

Body.....Winged & Tailed Quadraped
 Length.....8d20+116200"
 Frame Light
 Weight.....500–700 lbs.

Strength4d6+11 25
 Endurance.....4d6+4 18
 Dexterity..... n/a n/a
 Agility3d6 10.5
 Speed.....3d6–1 9.5
 Eyesight4d6+5 19
 Hearing4d6+1 15
 Smell/Taste4d6+3 17
 Touch n/a n/a
 Voice n/a n/a

Intelligence..... n/a n/a
 Aura1d3+1 3
 Will4d6–1 13
 Morality n/a n/a

Fatigue Rate.....2	Mobility..... 50
Dodge55	Initiative 55
Condition80	Spirit..... 18

Bite 65/10t
 Claws 55/9bt
 Tail..... 70/7b

Armour..... B8 E5 P8 F7 S4 T9 (except eyes)

Flyer 30 hexes/turn

YÉLGRI (HARPY)

The average Yélgri male weighs seventy pounds and is four feet high, with a wingspan of twenty feet. Females are smaller. Yélgri are aggressive, but skittish. They are predatory carnivores and scavengers, who use primitive tools and weapons. Their only real enemies are Gârgún, who are fond of Yélgri flesh and eggs. Yélgri may attack small parties of Gârgún (or other humanoids). Yélgri are normally encountered in family flocks of five to eight, although groups ranging from newly paired couples to extended families of more than a dozen have been seen. When Yélgri walk they tend to hunch over to keep their huge wings off the ground. Like bats, Yélgri wing skin is thin—almost translucent—but tough; small wounds heal very rapidly. Yélgri eggs are small and leathery, and do not harden. The entire family flock are responsible for the care of eggs and young, who are born blind and remain helpless in the nest for about two years. Only then are their wings large enough, and muscles strong enough, for them to risk learning to fly.

Yélgri communicate among themselves by means of barks, screams, grunts, and coos, and some travellers have reported hearing Yélgri flocks singing quite harmoniously.

Yélgri are normally a dull pinkish grey with a very sparse covering of hair all over their body, except on the scalp and spine, where the hair grows thickly. The wings have lighter under-surfaces, and the delicate tracery of veins can be seen clearly when the sun is behind them. The tapered tail is bare and highly flexible, almost prehensile. Yélgri use it as a third anchor point when roosting, and to stabilise themselves in flight.

HABITAT & BEHAVIOUR

Yélgri colonies are usually located on forested mountainsides, in tall conifers. In northern climes, they may roost in caves on the leeward faces of sea cliffs. In tropical areas, they nest in huge broadleaf evergreens, usually in sight of a waterhole or salt lick where prey animals visit. A family group consists of an alpha male and female who will not allow any others to breed. Flock members are usually offspring (sometimes siblings) of the alpha couple. Yélgri rarely venture over plains, or areas with significant undergrowth. They have clawed hands and feet similar to those of birds, but use primitive spears, clubs, and missiles (such as rocks) to kill their prey or fend off their enemies. In Orbáal, where there are high sea cliffs, Yélgri have been seen fishing, with barbed spears and primitive nets (although the nets tend to fall apart). New Yélgri family groups are begun when the alpha male dies. The family flock breaks up into two or three, with the young females flying off in search of suitable mates. Sometimes, these lead females will be accompanied by two or three siblings from a later hatching. When a female finds another family group, she calls enticingly to the unattached males of the group, but is often chased off by the rest of the family, who seek to prevent the weakening of their flock.



YÉLGRI (PL. YÉLGRI)

Body..... Winged Humanoid
 Height 4d6+34..... 48"
 Frame Medium
 Weight..... 70 lbs.

Strength 3d6+3..... 13.5
 Endurance..... 3d6-1..... 8.5
 Dexterity..... 3d6-1..... 8.5
 Agility 3d6..... 10.5
 Speed..... 3d6..... 10.5
 Eyesight 3d6+6..... 16.5
 Hearing 3d6+4..... 14.5
 Smell/Taste 3d6+4..... 14.5
 Touch 3d6..... 10.5
 Voice 3d6..... 10.5

Intelligence..... 3d6-4..... 6.5
 Aura 1d3-1..... 1
 Will 3d6..... 10.5
 Morality 3d6..... 10.5

Fatigue Rate..... 3	Mobility 55
Dodge 55	Initiative..... 55
Condition 45	Spirit 12

Claws 65/6bt
 Club 45/4b
 Spear 45/6p

Armour..... B3 E3 P1 F4 S0 T3 (except eyes)

Flyer 40 hexes/turn

GENDER DIFFERENCES

The statistics given are for males; females tend to be somewhat smaller, with heightened Smell/Taste and Aura.

UNDEAD

Nothing evokes more fear in the minds of mortal men than they who live not yet never die, those that dwell in the pitch shadows betwixt life and utter darkness. Even great Drákorhin may be slain, but who can kill that which lives not? The kinds of undead are two: shades and the undead of Búkrai.

SHADES, GHOSTS & SPIRITS

Shades, ghosts and spirits are merely lost souls. The remnant shadows of the dead creatures that have not passed on. Denied an afterlife, they cling to the memory of corporeal mortality. Perhaps they seek to right some wrong, perhaps they do not know the way forward. They may have the power to frighten and do mischief, yet they are pale shadows of their remembered selves. Behind each man, there stand many ghosts. Most pass on, as is fit, to the rewards or retributions their lives have earned them, in accordance with their consciences and with the surety of their beliefs. They depart to serve in death the present perfection of the deities they served in life.

Yet some linger, some cannot or will not find the portal that leads to their apposite after-worlds. Some linger in the mists betwixt life and death, ethereal, yet longing for the touch of loved ones. Unreal, yet desperate for the substantial feel of rain upon faces and the grass beneath their feet.

Not all ghosts are 'lost souls'. The lamented dead sometimes return to visit their living descendents.

In some cultures they are objects of worship, present and revered. Rarely do they act with malice upon their kin; rarely do they act at all.

Their place is in the afterlife; they know this, that life is for the living.

THE SHADES OF BÚKRAI

The undead of Môrgath have power to chill the bravest heart, to frighten more than just children. For the amôrvrin and the gûlmôrvrin can take souls for their evil master. They can overwhelm the spirit in their clammy, lifeless hands and choke it of all hope. These are the denizens of despair whose dark breath can sap, maim and destroy the will, the courage and the very spirit.

The amôrvrin and the gûlmôrvrin are born of a bargain struck between mortals and the Shadow, a bargain that surpasses all understanding. Of all religious acts, no ritual demands greater sacrifice, no act requires such self-annihilation. What manner of despair drives the soul to give itself to such hopelessness? Can fear of death be so great as to cause folk to accept the torment of half-death eternal?

Môrgath, Lord of Chaos, maddened in communion with the Orb of Búkrai, is, perhaps too mad to govern in his own person his legions of undead. Who can say? Who would dare to ask?

Klýss the Necromancer is Lord of the undead of Búkrai. He rules the amôrvrin and gûlmôrvrin, breathes the deadly shadow upon them, holds their direct fealty.

It is the Orb whence flows the shadow, the black breath, the mad whispers, the utter, despairing gloom. It flows through the deity to Klýss, and thence to the minions of the Shadow. It is the shadow that rules the undead of Môrgath as, perhaps, it rules the god himself. How can a power that corrupts the mind of a mighty deity fail to overwhelm such a tiny thing as a man's soul? Yet to each is given sovereignty over its soul, and even such as Klýss falter at the breaking this accord; chaos might be their goal, but would they risk their own utter ruin? Perhaps so.





SHADOW OF BÚKRAI

The most ineluctable and dreaded phenomenon associated with Môrgath and his vassals is the Shadow of Búkrái, a force exuded by some Môrgáthan entities and artefacts. The Shadow of Búkrái, also known as the *Breath of Klýss* is a particularly horrible emanation which exudes from certain artefacts sacred to Môrgath, or from Undead minions of Klýss. The Shadow can also be produced by a ritual invocation of the church of Môrgath.

Whether the Shadow actually emanates from Búkrái, or whether it is a part of the aura of the deity, and, therefore, a clue to his presence, is a matter of theological debate. All that is really known is that the Shadow of Búkrái sometimes manifests in the presence of the god's minions and holy relics. Of the effects of the shadow, more is known:

And the great unease befell us, assailed by evil within our souls and the vision of the void was terrible... The awful vapours befell us... Bôrttri fell to his knees and gave voice to screaming moan as I thought no mortal could utter... The undead that we battled uttered an evil laugh and I fled, but I could not escape that vision...

Journal of Nírlis-al-Meókolis TR333

Nírlis describes how he and his companion Bôrttri encountered one of the Gûlmôrvrin. Bôrttri was never seen again. Although Nírlis escaped. He continued to have nightmares until his suicide three years later. The Shadow acts in different ways upon different victims. Some have admitted that they saw visions of every sin they had ever committed, of every horror troublesome to the conscience, that they experienced every feeling of despair and dread from their whole lives, magnified and brought into focus, such that they were overcome by feelings of utter guilt and worthlessness.

The Shadow of Búkrái is a divine and ethereal phenomenon. Sometimes it has no physical manifestations, sometimes it seems almost tangible. Like death itself, exposure to the Shadow of Búkrái is an intensely personal experience.

The Shadow is indiscriminate and even loyal followers of Môrgath may be affected. Common symptoms are: blurred or darkened vision; feelings of disquiet, fear, horror, and despair. Victims also experience sluggishness, various kinds of time-distortion, and often sense the odours of the crypt (dust, bones, embalming fluids, etc).

When the Shadow manifests, potential victims test SPIRIT. ML is modified according to the strength of the 'field' and proximity to its source.

SHADOW FIELD STRENGTH (MFS/EFS)

The Shadow's strength and range varies according to how and by whom or what it is produced.¹ Each Shadow has a *Maximum Field Strength* (MFS) expressed as an integer. *Effective Field Strength* (EFS) is determined by subtracting range in hexes from MFS. EFS equals MFS only if the source of the field *touches* the victim. In theory, there is no upper limit to MFS.²

CUMULATIVE/MULTIPLE FIELDS

If a character is within multiple, overlapping fields, Effective Field Strength is determined as follows:

1. Calculate the EFS of the strongest Shadow. That is the shadow with the Strongest EFS.
2. Add one point of Field Strength per additional field, regardless of Strength.

EXAMPLE: EFFECTIVE FIELD STRENGTH

An artefact exudes a Shadow of Búkrái with a MFS of 6. Hence, at 3 hex range the EFS is 3. If a victim enters the same hex as the artefact, the EFS will be 5 (same as at 1 hex range) unless s/he touches the artefact, in which case the EFS is 6.

EXAMPLE: OVERLAPPING FIELDS

Edin is standing where three Shadows of Búkrái overlap:

Field 1: MFS 7 Range 5 EFS: 2
Field 2: MFS 4 Range 3 EFS: 1
Field 3: MFS 4 Range 1 EFS: 3

Field 3 has the largest EFS, therefore, it counts as strength 3 and fields 1 and 2 contribute one point of strength each. Hence Edin is in a field the effective strength of which is (3+1+1)=5.

BÚKRAI BLADES

Búkrái Blades are said to originate in the depths of Hell from the hands of Klýss himself. Most Búkrái Blades exude fairly weak Shadows. The intent of these artefacts is to enhance the field strength of their bearers. Hence, a character whose own MFS is 3, wielding a Búkrái Blade of MFS 2, would generate a cumulative Field Strength of 5.

Other artefacts such as rings, staves, armour, have been imbued with the Shadow of Búkrái, but they are (mercifully) rare.

Persons who use Búkrái artefacts have to test their effects quite often. Inevitably, such persons succumb to the Shadow.

¹ Although, technically, the Shadow of Búkrái always originates with Môrgath and/or Klýss (his chief demon).

² Klýss himself, for example, could generate a pretty hefty Shadow.

SHADOW OF BÚKRAI: PROCEDURE: TEST SPIRIT

From time to time in the course of play, characters may be exposed to the Shadow of Búkrai.³

If, at the beginning of her/his turn, a character is within one or more Shadow(s) of Búkrai, the effect is determined by testing the victim's SPIRIT. Spirit EML may be reduced according to the *Effective Field Strength* which applies: see *Spirit EML Modifier Table*. The maximum Target Level/EML is 95 and the minimum is 5. **Exception:** if the Target Level/EML is over 105, the victim is immune to the effect.

SPIRIT EML MODIFIER	
EFS	EML
1	+10
2	+0
3	-10
4	-20
5-6	-30
7-9	-40
10+	-50

Effective Field Strength (EFS) is determined at the beginning of a character's turn. Shadows are ignored at all other times. This convention is for gaming convenience. The GM may modify it as desired. One case for modification would be if character(s) encounter a Búkrai artefact when they are not in "combat mode". Rather than switching to the combat routines, the GM may simply deploy the character(s) in an appropriate manner and test the effect of the Shadow once on those who are exposed.

The spirit test is made as for a normal skill roll and one of four levels of success (CF, MF, MS, or CS) is generated. Results are interpreted with the *Búkrai Succumbing Table*.

BÚKRAI SUCCUMBING TABLE

- CS** Victim unaffected and immune to the Shadow of Búkrai for at least five minutes (at GM discretion).
- MS** Victim unaffected (by this exposure) but acquires no immunity.
- MF** Victim panics, and either flees or goes berserk. GM may apply other/additional effects as appropriate.
- CF** Victim falls into a coma for 1d6 days while the Shadow eats away at her/his Will. The Shadow can be exorcised (etc.). At the end of this period, the victim tests SPIRIT using the *Búkrai Recovery table*.

BÚKRAI RECOVERY TABLE

- CS** Victim recovers fully & immediately.
- MS** Victim recovers, but is exhausted (helpless) for 1d6 days.
- MF** Victim remains comatose for an additional 1d6 days, then tests again.
- CF** Victim has succumbed to the Shadow and must make a choice. See *Succumbing*.

SUCCUMBING TO THE SHADOW OF BÚKRAI

When a character achieves CF with the Búkrai Recovery Table, s/he has succumbed to the Shadow of Búkrai. At this point, s/he has a choice:

- a) **Embrace the Shadow of Búkrai**⁴ and become one of the Amôrvrin (voluntary undead). Eventually, although perhaps not for several centuries, the Shadow overcomes the Amôrvrin's Will and the victim becomes one of the *Gûlmôrvrin* (undead with no volition at all)
- b) **Vacate the material body** to become a lost shade wandering the worlds (etc.) There would still be some hope that some agency could exorcise the Shadow, thereby giving the shade a chance to re-occupy. More likely, the lost soul would make its way to Yâsháin for its afterlife.
- c) **Accept true death** — this is a permanent version of (b). The body dies, and the Shadow dissipates immediately, and the soul is immediately off to its afterlife...

³ From their point of view, hopefully not too often..

⁴ Surrender to the dark side.

In the event that a native spirit is forced from its body by making choice (b) the vacated body, now filled with the Shadow, becomes a comatose zombie. Sometimes, the zombie regains what passes for consciousness, but in most cases, the Shadow of Búkraí does not have enough animus to properly operate a physical body on its own. Consequently, unable to eat drink, or even move effectively, and lacking that 'certain something' that only a living aura can provide, the body dies and the shadow dissipates. This dissipation is said to hurt and anger Klýss, so might be considered a worthwhile act in itself.

KLÝSS THE NECROMANCER

The greatest of the demonic servants of the 'Mad God' Môrgath is Klýss the Necromancer, Lord of the Gùlmôrvrin, Befouler of the Dead. Klýss is said to govern Dûrakhar in his master's absence

It is said that Klýss often walks among mortal men. When he does, he usually takes the form of an emaciated man in black robes; his face is unnaturally pale, but rarely seen past the cowl that keeps it in shadow. His hands appear withered, almost skeletal. Some claim he exudes an odour of decay.

The Demon Prince's purpose in visiting mortal planes is difficult to determine, but is possibly to recruit souls for the 'Tormentor'. It is said that meeting his eyes directly or feeling his touch will destroy the will of mortals and eventually result in "the fate which no flight escapes".

The most commonly told legend regarding Klýss involves a servant who encountered the Necromancer in a marketplace. Telling his master that Klýss had made a threatening gesture at him, the servant begged the loan of a horse and fled for a distant town to escape the Befouler. The master, curiosity overcoming trepidation, went to the market to learn the truth of his servant's story. Seeing the figure of the demonic lord, he summoned his courage and asked Klýss why he had threatened his servant. The apocryphal reply was: "I threatened him not. My gesture was surprise at seeing him, for tonight I am to meet him in a far off place."

When he is not incognito, Klýss carries Ūdra, a staff of bone carved with thirteen skulls and thirteen orbs. Ūdra also bears, in ancient runes, the inscription of Klýss' oath of fealty to the Dark One. The staff's powers and purposes are obscure.



(THE GREY UNDEAD)

The Amôrvrin are mortals who have voluntarily succumbed to the *Shadow of Búkraí*. They are the *free undead*, servants of Môrgath's demonic lieutenant *Klýss the Necromancer*. Most Amôrvrin were human in their mortal lives, but they can be of almost any mortal species.



Their sensory attributes tend to fade with time, but the Amôrvrin retain the appearance and powers they had in mortal life, but because they exude the shadow of Búkraí, they also have unnatural pallor and often smell of the grave. They also bear the marks of their previous lives and half-lives. While the shadow will revive them (up to thirteen times) when they are slain, it does little in the way of cosmetic restoration and Amôrvrin who are on their later half-lives may be hideously disfigured by wounds. The older an Amôrvrin is, the more half-lives it has lived, the more malodorous and disfigured it is likely to be.

As an amôrvrus gets older, it gradually acquires a sameness such that the older ones all seem pretty much the same. A young amôrvrus, one living its first or second half-life, can often pass for human, although, because of the Shadow of Búkraí, it will not make friends easily.

For the most part, the Amôrvrin are free to do as they please, but they are the slaves of Klýss and unable to resist his will. From time to time, Klýss appears to receive homage. He may also give an amôrvrus a task, often an unpleasant one such as bringing the amôrvrus' former comrades or loved ones under the Shadow.

AMÔRVUS (PL. AMÔRVIN)

Body..... as original species
 Height as original species
 Frame 3d6 Medium
 Weight..... Variable

Strength 3d6 10.5
 Endurance..... 3d6 10.5
 Dexterity..... 3d6 10.5
 Agility 3d6 10.5
 Speed..... 3d6 10.5
 Eyesight 3d6-2 8.5
 Hearing 3d6-2 8.5
 Smell/Taste 3d6-2 8.5
 Touch 3d6-2 8.5
 Voice 3d6 10.5

Intelligence..... 3d6 10.5
 Aura 3d6 10.5
 Will 3d4 7.5
 Morality n/a n/a

Fatigue Rate..... 1 Mobility 55
 Dodge 55 Initiative 50
 Condition 50 Spirit..... 30

Sword..... 60/3b5e3p
 Shield..... 30/2b
 Dagger..... 45/1b2e4p
 Unarmed 30/1b

Armour..... variable, typically UA/Light

Most attributes should depend on the attributes possessed by the individual amôrvus while s/he was alive. The attributes given here are most appropriate to a male human who succumbed to the shadow 5–25 years previously.). Modify any/all attributes at GM discretion.

SHADOW OF BÚKRAI

Amôrvin exude the Shadow of Búkrai (sometimes called the Breath of Klýss). Maximum Field Strength (MFS) varies (see *Amôrvin Shadow Table*).

INJURY AND RECOVERY

Amôrvin do not suffer injuries in the same way as mortal creatures. All Shock rolls generated on the Injury Table are ignored.

DAYLIGHT

The Shadow of Búkrai is weaker in daylight.

Reduce field strength by 50% in full sunlight.

AMÔRVIN SHADOW TABLE

The current half-life of a chance-met amôrvus may be generated by rolling 1d100:

Roll 1d100	Half Life	Personal MFS	Búkrai Blade Chance	MFS
01-30	1 st	1d2	30%	1d2
31-50	2 nd	1d2	35%	1d2
51-60	3 rd	1d2	40%	1d2
61-65	4 th	1d3	45%	1d3
66-70	5 th	1d3	50%	1d3
71-75	6 ^t	1d3	55%	1d3
76-80	7 th	1d3	60%	1d3
81-86	8 th	1d4	65%	1d4
86-90	9 th	1d4	70%	1d4
91-95	10 th	1d4	75%	1d4
96-97	11 th	1d5	80%	1d5
98-99	12 th	1d5	90%	1d5
00	13 th	1d6	95%	1d6

Half-life: the current incarnation of the amôrvus.

Personal MFS: the personal Maximum Field Strength of the Shadow of Búkrai exuded by the amôrvus.

Búkrai Blade (Chance): The percentage chance that an amôrvus of this incarnation will possess a Búkrai blade (or Búkrai artefact).

Búkrai Blade (MFS): The field strength of the Búkrai blade possessed by the amôrvus (if any).

The field strength of the amôrvus and its blade are cumulative.

DEATH & DISSOLUTION

When an amôrvus is slain its body shrivels, dissolves to powder, is blown away on the wind and becomes ethereal. At this point the soul undergoes a trial: Test Spirit minus 3×The number of half-lives lived so far.

CF/MF The spirit embraces the Shadow and is reincarnated in its next half-life. If this is its thirteenth reincarnation, it becomes gûlmôrvin instead of amôrvin. After at least thirteen hours (sometimes as long as thirteen months) the body reforms at a (usually downwind) subterranean Môrgáthan holy side. Use the *Amôrvin Shadow Table* to possibly reequip the amôrvus/gûlmôra with a new Búkrai blade (a reward for choosing the Shadow).

MS/CS The spirit can either: (1) Embrace the Shadow (as for CF/MS); or (2) Repent & Vacate the corporeal body and become a lost shade. Eventually, the lost soul *might* earn its way into an afterlife.

GŪLMÔRA

When an amôrvrus has lived out its thirteen half-lives, it faces its ultimate trial. Whether to accept final dissolution and death, or succumb finally to the Shadow of Búkrai and become a dread Gŭlmôra. Of all the undead, none are more dread, none more fearsome than the gŭlmôrvrin.



Possessed of demonic power, and governed by the great Demon Prince Klýss, the gŭlmôrvrin are the undead slaves of Mōrgath. Having made the 'choice' to become gŭlmôrvrin, they exist only to spread chaos and despair and serve their evil masters.

The gŭlmôrvrin retain their mortal souls, but have no will to resist the command of their masters. In a sense, being gŭlmôrvrin is the Mōrgáthan afterlife.

Many gŭlmôrvrin serve in their masters' legions on Yāsháin where they fight the eternal battle against the forces of good and virtue. Some wander the worlds completing various, esoteric tasks and seeking converts to the Shadow. The behaviour of the gŭlmôrvrin is difficult to fathom. They are inconsistent in their actions, and their motivations (the motivations of their masters) are obscure. Sometimes a gŭlmôra will stalk a human soul, seeking to convert it to the shadow, for years, sometimes they seem to pass this way or that without any clear purpose. Fortunately they are quite rare in the mortal worlds.

Gŭlmôrvrin are not created, they are converted, by the Shadow through thirteen lives as an amôrvrin, from ordinary mortals.

Gŭlmôrvrin retain the powers they had in life, and exude also the Shadow. Gŭlmôrvrin who serve well, may be granted additional powers and artefacts with which to do their masters' bidding.

GULMORA (PL. GULMORVRIN)

Body..... as per original species
 Height as per original species
 Frame as per original species
 Weight..... Variable

Strength 3d6+1 11.5
 Endurance..... 3d6+1 11.5
 Dexterity..... 3d6 10.5
 Agility 3d6 10.5
 Speed..... 3d6 10.5
 Eyesight 3d6-2 8.5
 Hearing 3d6-2 8.5
 Smell/Taste 3d6-2 8.5
 Touch 3d6-2 8.5
 Voice 3d6 10.5

Intelligence..... 3d6 10.5
 Aura 3d6 10.5
 Will 3d4 7.5
 Morality n/a n/a

Fatigue Rate..... 1 Mobility 55
 Dodge 55 Initiative 50
 Condition 50 Spirit..... 30

Sword..... 80/3b5e3p
 Shield..... 40/2b
 Dagger 55/1b2e4p
 Unarmed 40/1b

Armour..... variable, typically UA/Light

GULMORVRIN SHADOW

The Shadow of Búkraí Maximum Field Strength exerted by a chance met gùlmôra may be generated by rolling 2d4 (if the roll is 8, re-roll, adding 8 to the result).

BÚKRAI ARTEFACT

01-10 No Búkraí Artefact

11-95 Búkraí Blade (sword)

96-00 Other Búkraí Artefact (axe, staff, amulet, battlesword, etc.).

The Maximum Field Strength (MFS) of a Búkraí artefact will equal that of its wielder $\pm 1d3$. The Shadow of the gùlmôra and its artefact are cumulative.

DEATH & DISSOLUTION

When a gùlmôra is slain (accumulates fatigue in excess of its Condition) its body shrivels, dissolves to powder, is blown away on the wind and becomes ethereal. After at least thirteen hours, the body re-manifests in the court of Klýss, is reequipped and sent forth into the worlds. There is a 10% chance that the gùlmôra is permanently 'lost' instead.

SHADOW OF BÚKRAI

All gulmorvrin exude the Shadow of Búkraí (sometimes called the Breath of Klýss). Maximum Field Strength (MFS) varies (see *Gùlmôrvrin Shadow Table*).

☐ DAYLIGHT

The Shadow of Búkraí is weaker in daylight. The gùlmôrvrin are unable to manifest in full daylight; they are never encountered in full daylight.

INJURY AND RECOVERY

Gùlmôrvrin do not suffer injuries in the same way as mortal creatures. All injuries are converted to fatigue. When the gùlmôra's fatigue exceeds its endurance, it suffers dissolution.

SHADE/GHOST/SPIRIT

Shades, ghosts and spirits are the ethereal remnants of dead corporeal entities. Typically, these are the weakest types of minor ethereal.* While the three terms are often interchanged in common usage, some scholars hold that each theoretically refers to a specific form of ethereal.

A **shade** is created when the body of an astral traveller dies, or when an ethereal is permanently displaced from its corporeal body. Shades may wander the world(s) and often feel obliged to continue the last journey of their mortal life. Many are unwilling to vanish into the afterlife before they are able to complete this last quest.

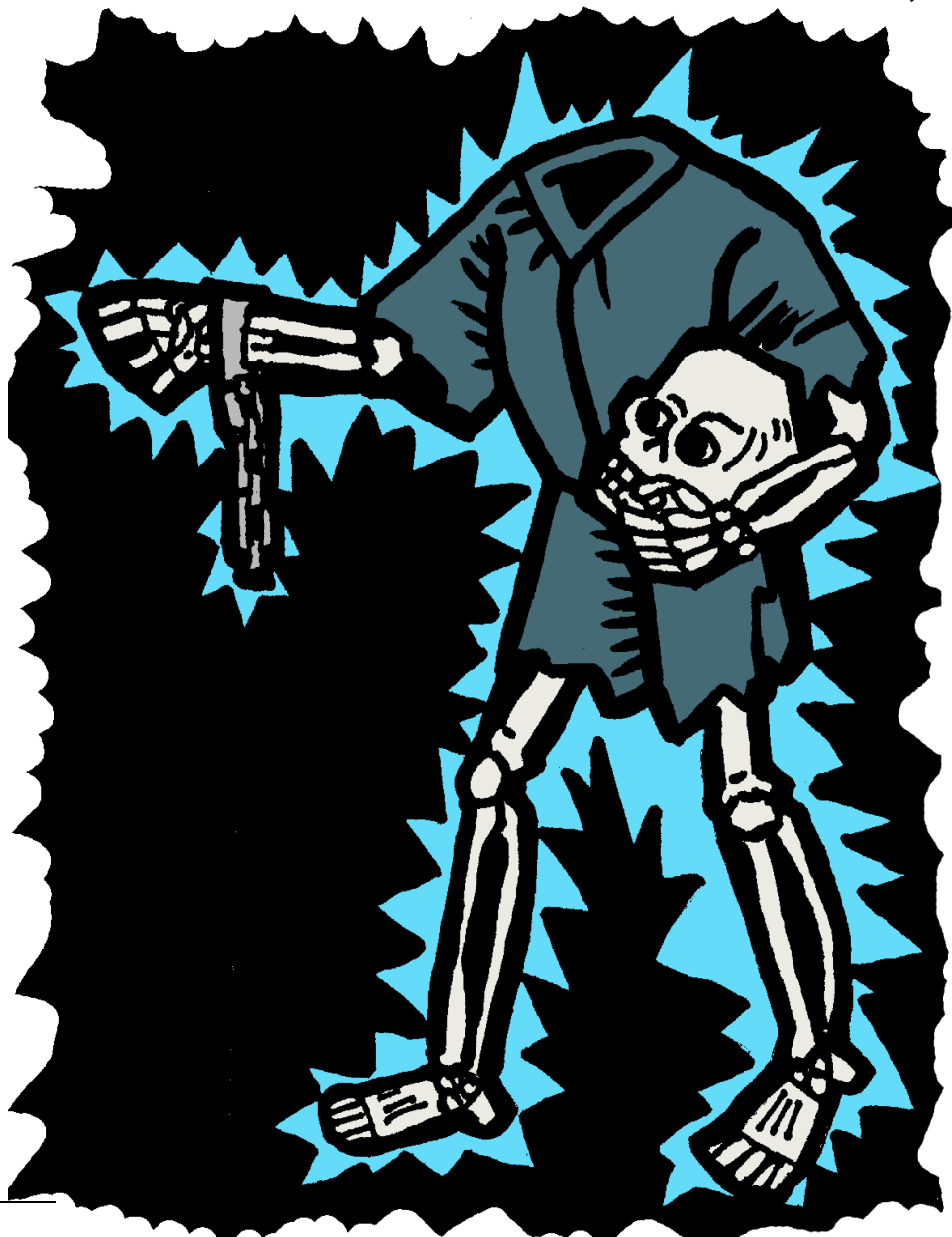
The term **ghost** is most commonly used when a person dies in such circumstances that there is some great wrong that must be righted before the deceased can rest. Ghosts most often haunt the scenes of their deaths, sometimes endlessly repeating the last few minutes of their lives.

When a corporeal entity dies and her/his **spirit** is unclaimed by any of the gods, the spirit may be forced to stay in the world of the mortals. Most spirits were humans in their mortal life, but animal spirits are possible. They tend to stay close to their mortal remains until admitted to an afterlife.

Because these definitions are hardly universal, it is usually enough to know that these are the three ways in which shades, ghosts and spirits may come into being.

Shades, ghosts and spirits are usually unable to manifest any physical attributes and are generally immune to physical phenomena.

Their aura and any talents, or spell-casting abilities may be reduced from whatever they possessed as living, corporeal entities. The reduction depends on whether the spell/talent involves physical effect(s).



* See *REALITY* in the GM Edition.

SHADE/GHOST/SPIRIT

(PL. SHADES/GHOSTS/SPIRITS)

Body.....Ethereal ☒
 Heightvaries ☒
 Framevaries ☒
 Weight..... none

Strength n/a n/a
 Endurance..... ☒ ☒
 Dexterity..... n/a n/a
 Agility ☒ ☒
 Speed..... ☒ ☒
 Eyesight ☒ ☒
 Hearing ☒ ☒
 Smell/Taste n/a n/a
 Touch n/a n/a
 Voice n/a n/a

Intelligence..... ☒ ☒
 Aura ☒ ☒
 Will ☒ ☒
 Morality ☒

Fatigue Rate..... FR Mobility 95
 Dodge 95 Initiative 85
 Condition 40 Spirit..... 42

Talents and Spells ☒
 ML=80 for talents/spells without physical effects, 40 otherwise. Alternately, reduce ML by 50% from ML at time of death, (if known).

Aural Shock..... 45
 Fear see below

Armour..... none

☒ As per original corporeal entity.

☒ Generate Attribute as for original species and divide by two.

Visibility

It may be assumed that about half the entities in this group are able to make themselves visible, if they so choose.

☐ FEAR

In many cultures, most living mortals have an ingrained fear of disembodied shades, ghosts and spirits, not necessarily because they are ethereal, but because they are *unnaturally* ethereal. Where such prejudice exists, Shades and Ghosts have the innate ability to strike terror into those who view them. Anyone viewing such an entity tests Will (or Initiative) to avoid a variety of effects, ranging from fleeing to being frozen in terror.

COMBAT

Shades, Ghosts and Spirits are usually immune to physical attacks, but may be affected by enchanted weapons or spells.

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