

shAKhàn

*Fantasy Role-Playing On the World of
Telostic*

Book "F":
Bestiary of Northern Ushù'l



Mdrà

By
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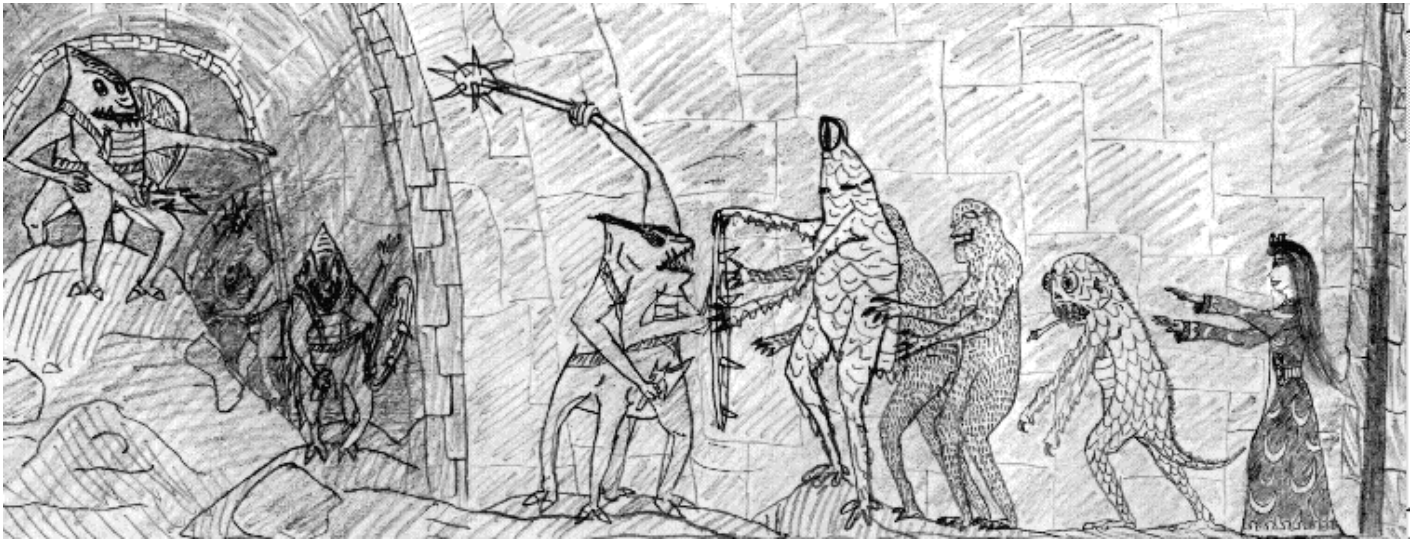
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An encounter in the Underworld: A senior priestess of mighty Virya Hé-Enriath directs (left to right) an Es'Flògha, two Hly'é and a Nayòma to attack the Mdrà.

22. Bestiary of Northern Ushù'l

The overall ecology and evolutionary status of northern Ushù'l is similar, in some ways, to that which existed on prehistoric Earth from the late Eocene to early Pliocene eras (roughly, 50 to 10 million years ago). Placental mammals dominate the land-based fauna, along with a much smaller number of marsupials and a few survivors from the dinosaur era. A naturalist from 20th-Century Earth would find most of the animal types similar to those found on Earth today with animals such as rodents, antelope, swine, bovines, equines, pachyderms, ursoids, felines and so on predominating. Most of these animals are of a more primitive level of evolutionary development than are the equivalent modern Terran types (for example, the creodonts, along with the true carnivores, are still represented in the flesh-eating mammalian ecological niche, and there are still quite a few large predatory reptiles), and many of them are larger and more formidable than what is found on modern Earth. Furthermore, a much greater proportion of northern Ushù'l's creatures are poisonous or possess other special defenses, in particular the ability to throw quills or to expectorate various types of caustic or noxious chemicals.

These comments are, broadly speaking, also applicable to most of Telostic's other continents, with the exception of a couple of island-continents containing fauna appropriate to an entirely different evolutionary period, as is the case with Australia on Earth.

The situation in the cold and forbidding seas around Ushù'l is quite different, for reasons over which Telostic's ancient inhabitants speculated at length but which were never resolved. The ecology of the seas is dominated, in roughly equal proportion, by sharks and other primitive types, seagoing reptiles similar to those found in the dinosaur era on Earth and more modern forms such as primitive whales, seals and other marine mammals. Almost all of these are much larger and potentially more dangerous than those found in modern Earth's seas. For example, one fairly common species of shark, similar in some ways to the Terran "Great White", frequently grows to a size one-half larger (!) than a full-grown Terran killer whale. The size and ferocity of these pelagic creatures has inhibited maritime travel, and relatively few mariners will venture onto the high seas without a very large ship and, ideally, strong magical or religious resources.

There are three main exceptions to the similarities between the fauna of ancient Earth and that of Telostic's northern Ushù'l continent.

-Some of the most remote and dangerous areas, in particular the damp, Sygian-dark Underworld complexes found all over Ushù'l, harbour unusual creatures with strange powers unlike anything that has ever existed on Earth. Perhaps the best-known of these are the *Mêm-Uhùryò*, the frightful undead servitors of putrid Virya B'àbb-B'bògg, sinister Virya Hé-Enriath and the dreaded Nameless One. All of these beings are, of course, extremely rare, so much so that many are the subject of legends and other fanciful tales.

- The fauna of Telostic includes several types of non-mammalian animals, especially crocodilians, insects and arachnids, that sometimes grow much larger than would ever be the case on Earth. These are rarer in northern Ushù'l than in some other parts of Telostic due to the coldness of the climate— which is fortunate, as some of these creatures, in particular the wasps and hornets (one highly poisonous species grows to the size of a large bird) are among the most feared natural hazards found in the wilderness. (Sidenote: The commonness of various types of huge wasps and hornets is one of the main factors that has historically prevented travel across the thick, steaming-hot jungles that lie south of Cantien between northern Ushù'l and the far-southern empires of *Tmy'Emyx* and *Sünggulàya*. One or two encounters with a nest containing up to ten thousand of these vicious insects are usually enough to convince an exploration party to turn back— if, indeed, anyone has survived to do so.)
- Finally, the wilds of northern Ushù'l are the refuge of a small number of semi-intelligent or intelligent creatures which are hostile, or, at best, indifferent to the ministrations of mankind and his allies. The most obvious example of these is the vicious and highly dangerous *Brhà* which, as near as Ushù'l's scholars have been able to determine, are made up of a group of related species of an ecological background alien to that familiar to the other races. The *Brhà* are, for unknown reasons, implacably hostile and have been a serious threat to mankind at times throughout history, but most of the other intelligent and semi-sapient species seem to want simply to be left alone. The constant pressure within civilization to expand outwards has occasionally caused conflict with these xenophobic races, usually to the latter's disadvantage when man's much larger numbers and ability to wage large-scale war have come into play.

Editorial Note: The Referee and players should note that the version of *Shakhàn* you are now reading contains many references to certain types of creatures— for example, the *Enhù'ùv*— which are not listed below; these have been omitted due to time and space constraints. It is hoped to add descriptions of these creatures in a future release of these rules, or via "The Planet Telostic" BBS and/or the *Shakhàn* Website.

22.1. Intra-Species Variation

The statistics given for the creatures described below are applicable to an "average" animal of the type in question. Within each group of creatures encountered, however (particularly those such as canines, which usually congregate in family groups), there will frequently be individual animals that will be smaller or immature or larger than average. Conversely, certain types of creatures are usually relatively uniform and will rarely vary from a standard size.

Each animal may vary in "Size / Power Distribution", which gives the relative chances of each animal within the group being of other than average size. The default chances of this on a D20 are as follows:





(1 or 2)– very small, (3 to 5)– small, (6 to 14)– average, (15 to 18)– large, (19 or 20)– very large.

Some suggested effects of intra-species variation has are as follows.

Characteristic	Very Small	Small	Large	Very Large
Level (primary)	-2*	-1*	+1	+2
Strength (STR)	x 0.5	x 0.75	x 1.5	x 2.0
Agility (AAGIL)	x 1.5	x 1.25	x 0.9	x 0.8
Dexterity (DEX)	x 1.1	na	na	x 0.9
Constitution (CON)	x 0.8	x 0.9	x 1.1	x 1.25
Willpower (WILL)	x 0.5	x 0.75	x 1.5	x 2.0
Height / Weight	x 0.5	x 0.75	x 1.5	x 2.0
Tactic Cards (TCA)	+1	na	na	-1**
Movement (MA)	x 0.8	x 0.9	x 1.1	x 1.25
Fatigue Points (FPR)	x 0.8	x 0.9	x 1.1	x 1.25
Body Points (BDR)	x 0.5	x 0.75	x 1.5	x 2.0
Armour (APV)	na	na	x 1.1	x 1.25
Combat Factor (CF)	x 0.8	x 0.9	x 1.5	x 1.25
Melee Weapon Damage Factor ***	x 0.5	x 0.75	x 1.25	x 1.5
Armour (APV)	na	na	x 1.1	x 1.25
Combat Factor (CF)	x 0.8	x 0.9	x 1.5	x 1.25
Melee Weapon Damage Factor ***	x 0.5	x 0.75	x 1.25	x 1.5

* To a minimum of Level 0.

** To a minimum of 1 Card.

*** Note that this applies as well to the creature's modifier when checking to penetrate armour.

Alternatively, the numeric factor listings for some types of creatures (for example the *Tlatlèelyo*) may describe a range of values, depending on the size of the creature encountered [for example, "10 (small) to 40 (very large)"]. In such cases the Referee may consider the factors of a creature of intermediate size to be somewhere between the smallest and largest values given; for example, if the value for a "small" creature were 10 while the value for a "very large" creature were 40, that of a "medium"-sized creature would be 20.

The Referee is strongly encouraged to use the "roll it first, check the exact chances later" school of play when calculating intra-species variation, to avoid this factor needlessly delaying the pace of the game.

22.2. Factors of Multi-Level Creatures

Where the factor of "Level" is listed for a creature in the descriptions below, this refers to the power or dangerousness of an average example of the creature, relative to that of an average male human in good health. However, some beings encountered in *Ushù'l*, in particular the intelligent nonhumans such as the *Brhà*, have combat-related (and other) factors which may vary according to the relative Experience Level of the creature in question, in much the same way as would those of a human or other "player" species.

For a very important or pre-planned encounter, the Referee may want to calculate the combat-related factors of this type of creature as he or she would with a new player character, improvising such sub-factors as the number and types of dice used in establishing the creature's Strength, Intelligence, Agility, Psychic Ability and so on. As an alternative, however, the Referee may use the following guidelines to provide a measure of concordance between a creature's Level and its abilities, without unduly delaying the game.

Characteristic	Variance per Level (Intelligent Creatures)	Variance per Level (Non-Intelligent Creatures)
Combat Factor (CF)	+/- 1D6	+/- 1D4
Missile Factor (MSF)	+/- 1D4	+/- 1
Fatigue Points (FPR)	+/- 2	+/- 3
Body Points (BDR)	Usually no variance	+/- 1D4
Melee Weapon and Damage Factor	5% chance per Level of a magic weapon [usually +1D6 CF, +(1D6-1) to hit, +(1D6-1) penetration, +(1D6-1) damage]; 3% chance per Level magic weapon has 1D3 powers	+/- 1 per Level Damage Factor
Missile Weapon and Damage Factor	3% chance per Level of a magic weapon [usually +1D6 MSF, +(1D4-1) penetration, +(1D4-1) damage]	Usually no variance
Armour (APV)	5% chance per Level of 1D3 pieces of magic armour, each +2D6 APV; 2% chance per Level magic armour has 1D3 powers	Usually no variance
Magic Energy Point Reserve*	+/- 70	+/- 60
Magic Energy Point Accrual*	+/- 8**	+/- 10**
Number of Magic Spells Available*	+/- 3	+/- 2
Magic Resistance (MRES)	+/- 2	+/- 1.5
Languages	+/- 1 each 3 Levels	Usually no variance
Skills / Abilities	+/- 1	Usually no variance

* Assuming, of course, that the creature has some ability to use magic in the first place.

** These accrual rates vary according to a number of factors having to do with sleep, piety and so on: the number given here represents the average accrual for the "standard" accrual category (awake after having prayed or met sleep requirements). This rule may be used either with or without the use of "Intra-Species Variation", as the Referee judges appropriate in a particular encounter; the same "roll it first, check the exact chances later" consideration applies here as well.

22.3. Creatures of Ushù'l

The Referee can find descriptions of the creatures of northern *Ushù'l* listed below, grouped by approximate taxonomic category.

22.3.1. Avians

When a creature in the "Generic Avian" category is indicated by a check on one of the monster encounter tables, the Referee may use the statistics listed below if the creature is aggressive. Most flying animals, of course, are non-offensive (at least as long as their nesting places are not approached too closely), and will consequently be of less importance to the game. The details of other avian creatures found in *Shakhàn* will be listed in a future supplement.

An avian creature's main means of locomotion is its wings, flying at a maximum speed of approximately 30+2D20 kilometres per hour. It can fly, without undue exertion, for about an hour at a time [although at half speed and distance allowance, if carrying a large load such as a human victim (see below)]. There is a 30 per cent chance that an avian will be capable of nearly silent flight as would be a Terran owl.





Most avians have good visual abilities, equivalent to a Vision score of 15+1D10 or more. The preferred method of attack of a large avian is to swoop down upon a victim and carry him or her off for food purposes in the avian's nest. A character with some awareness of what is transpiring may avoid this by dodging (see Agility score description); once he or she is in the creature's grasp, the avian is considered to have a Strength score in the 12 to 22 (1D12+10) range for purposes of breaking free.

Frequency: Rare to uncommon; **Number Appearing:** 1D3; **Body Form:** winged, bird-like or pterosaur-like creature; **Moral Alignment:** Animal neutral; **Aggressiveness:** Moderate; **Level:** I to X; **Height / Weight:** 0.5 to 2.7 m. long / 5 to 200 kg.; **TCA:** 1; **Attacks per Card:** 1; **MA:** 3 on the ground, 25 to 45 in the air; **FPR:** 30+1D20; **BDR:** 5 to 20+1D20; **APV:** 6 (natural); **CE:** 10 to 20+1D20; **Melee Weapon:** Talons; **Melee Weapon Damage:** 1D4 to 3D4; **Missile Weapon:** none; **Missile Weapon Damage:** none; **Special Attack:** none; **Special Defence:** none; **Treasure Chance:** 1% per individual per Level in nest.

22.3.2. The Brhà

The word "Brhà" (brr-HAH) refers to several apparently related races of highly intelligent and dangerous sapient creatures, implacably and utterly hostile to (as far as is known) all the races that coexist with each other on Ushù'l but particularly opposed to humanity. Why they hate man is not known, but legends tell of some kind of deep, terrible betrayal they may have suffered at the hands of humanity (or vice versa) uncounted eons ago.

The Brhà are thought to inhabit a great civilization on the island continent of Brhà'nàikh, which, according to the best estimates, lies about a thousand or more kilometres to the west of the westernmost parts of Ushù'l. They are quite rare in most of the populated parts of Ushù'l, although they are more frequently found in the Underworld—this may either indicate that they prefer a subterranean existence, or, perhaps, have found some efficient means of transportation between Ushù'l's underground labyrinths? Fortunately for mankind and his allies, they seem to be fatally vulnerable to various diseases that cause the other species only minor discomfort, and thus have never been able to mount a long-term attempt to take back Ushù'l through force.

From what little is known of their culture and civilization (no humanoid has ever learned more than one or two words of their strange, whirring, chirping language), it appears that the Brhà are composed of three main species, which differ from each other to about the same degree that mankind differs from the Arda or Hoyoté-Gò: these are, in order of proportion of population the Mdrà (40 to 45 per cent), the Nràfug (25 per cent), the Szàssurgh (up to about 15 per cent), the Atà (perhaps 5 per cent), and a variety of other, minor species whose characteristics and even names are unknown. Autopsies performed on these creatures have confirmed that their physiologies, while having some similarities with each other, are profoundly different from the other sapient races of Telostic; for example, their blood hemoglobin is not based on iron, and their cellular structure is made up of crystals of an unknown element. To what degree these races conflict or cooperate with each other is not known, although it does seem that the Szàssurgh, at least, do not interact well with other Brhà.

The Brhà are formidable fighters and even better magic-users and they exhibit a very intelligent, if completely alien, sense of reasoning, strategy and tactics. Most human and humanoid adventure parties will have to pass a morale check upon encountering the Brhà, such is their reputation. The Brhà are immune to most types of "charm" or mind-control type spells, insanity, many types of poison, many types of non-Brhàic diseases (other than for the types noted above). They are subject to many of the special powers of the dread Mêm-Uhùryo (see below) as would be any other living creature, and can be drained of life energy levels as could be a human character. However, they cannot be re-animated with the half-life of the undead (and, conversely, cannot be brought back to life or healed by conventional magics for this purpose). In the unlikely event that this may become a factor in the game, treat a Brhà who would otherwise become a lycanthrope or undead monster as simply being permanently dead.

Should they be defeated, these monsters can never be enslaved or subjugated; if imprisoned and unable to escape they will waste away and die in 2D6 game days.

22.3.2.1. Composition of Brhàic Parties

Most parties of the Brhà encountered during play will be comprehensively and powerfully armed and equipped, as these monsters rarely venture out into the wilderness or Underworld without a strong party. The following compositional rules apply by default to all Brhàic parties encountered, except as noted below.

Each group of Brhà encountered will always contain at least 1D3 magic-users, with parties of 11 or more creatures having at least 2D3 magic-using types. If the Brhàic party contains fewer than 3 members then these creatures will be dual-occupational, functioning both as fighters and magic-users/clerics*. If there are fewer than 11 members in the Brhàic party, the Experience Level equivalents of each magic-using Brhà will be from 3 to 10 (1D8+2); if there are from 11 to 20, the Levels will be 3 to 12 (1D10+2), while if the Brhàic group has more than 20 members the Level of each magic-using creature will be from 4 to 15 (1D12+3). The Psychic and/or Mystic Levels of Brhàic magic-users or clerics are usually from 14 to 19 (1D6+12) with commensurate Energy Point storage and accrual.

As a general rule, the Szàssurgh use magic somewhat less effectively than other Brhà, while the Nràfug are more adept at it, so the Referee may wish to adjust the numbers and Levels of magic-users of these two Brhàic species downwards or upwards as circumstances befit.

Fighter Brhà will usually be from 2nd to 7th Level (1D6+1), except for the leaders, of which there will be one for each ten creatures in the party, whose Levels will be from 6 to 17 (1D12+5). Standard Brhàic weapons include the Kypla, similar to a heavy mace, and the Drgna, a small battle-axe. Their main missile weapon is the Swrà, equivalent to a light crossbow with 20 reload projectiles. Many species of the Brhà do not use armour in combat, but those that do usually are armoured in coverings equivalent to human wooden or chainmail armour. Each Brhà has a chance equal to (5 per cent x Experience Level) of possessing a magical weapon or instrument (ring, wand, potion, etc.) appropriate to its profession. Note that assuming that these implements are recovered intact from a dead Brhà, there is a very high chance that they will prove useless or harmful to a human character—most of the equipment used by the Brhà is enmagicked with enchantments functioning as would a curse against other species.

* From the available evidence it appears that Brhàic clerics and magic-users are indistinguishable; this may either mean that they in fact have no separate magic-using vocation, or that identification has not yet been perfected for the latter.

22.3.2.2. Atà "The Flying Killer"

One of the rarer types of the Brhà, sometimes found as aerial scouts in Brhàic armies or in the wilderness (particularly to the west of the Javvré Empire), is the Atà (aht-TAA). These alien-looking but highly intelligent creatures are large— from 2.5 to 3.0 metres long and up to 250 kilogrammes in weight. The dull grey-coloured body is an elongated, tubular structure with many small, yellowish diamond-shaped eyes around each end. At the extreme front and back ends of the body is a mouth-structure containing many sharp teeth and four long, tentacle-like arms, each of which ends in two razor-sharp claws and one smaller digit used as an opposable thumb. (Up to two arms can conveniently attempt to strike an opponent at a given time in Melee Combat.)

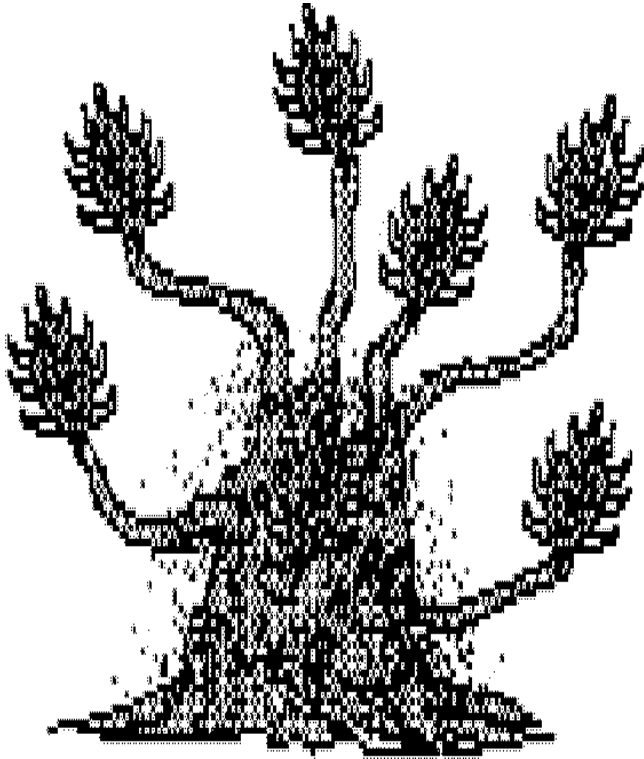
The Atà's main means of locomotion is its large, bat-like wings; this creature can fly at a maximum speed of approximately 70 kilometres per hour and can fly, without undue exertion, for about an hour at a time [although the speed and distance allowances are halved if carrying a large load such as a human victim (see below)]. They also are capable of nearly silent flight.

The Atà have very good visual abilities, equivalent to a Vision score of 20 or more; their eyesight includes infravision and the ability to see into the two nearest dimensional planes. Once per day they may become invisible for 1D20 Melee Rounds, equivalent to a 300 EP casting of the *Invisibility* spell. The Atà can attack twice per Melee Round, per Tactic Card, by flailing about to a distance of 5 metres with its clawed front-body tentacle-arms; a character struck and penetrated by one of these must pass a Saving Throw equal to [(Constitution+Willpower) x 2.5 DMod] or be paralyzed for 3D6 Melee Rounds. Its preferred method of attack, however, is to swoop silently and invisibly down upon a victim and carry him or her off for torture and dismemberment in a safe place. A character with some awareness of what is transpiring may avoid this by dodging (see Agility score description); once he or she is in the monster's grasp, the Atà is considered to have a Strength score in the 14 to 19 (1D6+13) range for purposes of breaking free.

The species emits a faint smell alike to rotting or decaying vegetation, detectable by a human with normal Sense of Smell at a distance of about 10 to 20 metres. Most adventure parties must pass a Morale Check upon encountering this odour.

The Atà are one of the few varieties of the Brhà who do not normally fight with artificial melee weapons, although they occasionally use missile weapons (such as a crossbow) for ranged attacks and can use magical items such as rings, wands and staves as would other Brhà. They are supposedly more tolerant of adventure parties that do not include human or Bènlì characters than are the other Brhà, but this theory is (understandably) rarely put to the test. The blood of an Atà is corrosive, and affects a penetrating edged or pointed metal weapon as does that of the Nràfug.





The savage, carnivorous *Brotòmit* plant-creature

The factors shown below are for an average Level I *Atà* warrior and should be varied according to the Level and occupation of each creature in the *Atà* party.

Frequency: Rare; Number Appearing: 1D12; Body Form: 10-limbed, octipedal *Brhàic* nonhuman sapient; Moral Alignment: Neutral for game purposes, but hostile to man; Aggressiveness: High; Level: I to XV; Height / Weight: 2.7 m. long / 200 kg.; TCA: 1; Attacks per Card: 2; MA: 4 on the ground, 30 in the air; EPR: 35+1D10; BDR: 22+1D10; APV: 10 (natural); CE: 23+1D12; Melee Weapon: (1)–*Drgna* (large hand-axe) or (2-6)–claws; Melee Weapon Damage: 1D6+1 (*Drgna*) or 1D4 (claws); Missile Weapon: *Swrà* (light crossbow); Missile Weapon Damage: 1D3; Special Attack: Invisibility, paralyzation; Special Defence: Corrosive blood plus regular *Brhà* defenses; Treasure Chance: 1% per individual per Level.

22.3.2.3. *Mdrà* "They Who Hate"

The most commonly encountered type of *Brhà* known to the civilized world– and, probably, the dominant and most numerous race among the *Brhà*–, the *Mdrà* (mn-DRAW) are dreaded because of their reputation for savage hostility, large numbers and unexpected appearances. They make no distinction between good, neutral and evil humans and human compatriots, killing all forthwith, and they give no quarter in combat and do not take prisoners except for purposes of torture and experiment. Although not completely hostile to a few races which associate with humans (notably the *Arfò*, *Agàk* and *Nika'Khàdra*), the *Mdrà* are friendly to no one other than other *Brhà*, most often shunning contact.

This species has, on occasion, marshaled armies of thousands of creatures in periodic invasions of humanoid civilization, and has shown a remarkable ability to pass unnoticed until it chooses to strike. In addition to all this, the intelligence and resourcefulness of the *Mdrà* is legendary. So little is known about most of *Mdràic* society that it is no more than an enigma. They are thought to reproduce by egg-laying and to have a prolonged maturation period, but a lack of reliable evidence makes this just an educated guess.

The *Mdrà* can climb almost sheer inclines and are able to move with almost complete silence. They have excellent senses of hearing and smell, but rather poor eyesight in normal light, although the *Mdrà* can see very well in the dark compared to a human. They are also intelligent and proficient users of magic. The species emits a distinctive rotting, cloying smell, detectable by a human with normal Sense of Smell at a distance of about 25 metres. Most adventure parties must pass a Morale Check upon encountering this odour.

Several subspecies of the *Mdrà* have been observed, but in general all conform to the following description. They are usually from 1.6 to 2.3m. in height, and are stoutly built. There are four two-clawed lower limbs for locomotion and four four-clawed upper limbs for manipulation. The size and shape of the head varies considerably: some subspecies exhibit a sparsely-toothed, rather humanoid-looking mouth and four small yellowish eyes, while others show numerous fangs and two large, blue eyes with nictitating membranes. (It is thought that the former variety are the "nobles" or leaders of the *Mdrà*, and they have indeed been seen in command of *Mdràic* parties, but whether their actual role in the society of these beings is comparable to what would be true of the familiar races is impossible to say.)

Mdrà of many colour schemes have been encountered, and there is some evidence that certain individuals have a chameleon-like ability. (This ability may, however, also be the effect of magic spells such as are known to the magic-users of the "friendly" races.) The consensus is that the three most prevalent schemes are, according to habitat:

-Olive green underneath, with reddish or brownish upperbody, most often found in colder climates, mountainous areas, and occasionally the Underworld;
-Light terra-cotta overall with darker terra-cotta or light chocolate mottling (particularly on the upper body and the back), most often associated with warmer climates and arid areas, and
-Varying shades of pink overall (rarely with a light olive-green tint), being the most common scheme exhibited by *Mdrà* found in the Underworld although some are also identified with colder areas.

As far as is known, this species does not wear clothes in the human sense, but usually does come equipped with certain practical garments used for storage, weapon sheathing and so on. Armour is almost never worn except for the occasional helmet or shield, but this is compensated for by the *Mdrà*'s agility and its thick natural hide. In combat, they may use two of their manipulative upper limbs to attempt a strike for each "attacking" Tactic Card they play, but the other two may only be used for some other purpose (holding a shield or wand, gesturing, etc.).

Once per day, each full-grown *Mdrà* can emit a cloud of yellowish asphyxiating gas five cubic metres in size, which roils towards its opponents at a rate of one metre each two seconds. A humanoid character caught within this noxious vapour must, each Melee Round, pass a Saving Throw equal to [(Constitution+Willpower) x 2 DMod], or fall unconscious; if not removed from the cloud, death from respiratory failure ensues in 2D6 Melee Rounds. The poison cloud remains effective for 3D6 Melee Rounds. Note that the *Mdrà* themselves are not subject to its effects– nor are, for some reason, the *Hàmyé* or *Arda*. There is a 15 per cent chance each Melee Round that the monster will use this attack, if possible. The *Mdrà* are nearly impossible to imprison without the help of powerful magic, as they ferociously attack the captors at every available opportunity and die if this fails within about a week.

The factors shown below are for an average Level I *Mdrà* warrior and should be varied according to the Level and occupation of each individual *Mdrà* encountered.

Frequency: Rare; Number Appearing: 4D6; Body Form: 8-limbed, quadripedal *Brhàic* nonhuman sapient; Moral Alignment: Neutral for game purposes, but implacably hostile to man; Aggressiveness: Very high; Level: I to XVIII; Height / Weight: 1.85 m. / 95 kg.; TCA: 1; Attacks per Card: 2; MA: 11; FPR: 33+1D8; BDR: 24+1D10; APV: 15 (natural, not counting armour if any); CE: 28+1D12; Melee Weapon: (1-3)–*Kypla* (heavy mace) or (4-5)–*Drgna* (large hand-axe) or (6)–claws; Melee Weapon Damage: 2D4+1 (*Kypla*) or 1D6+1 (*Drgna*) or 1D2 (claws); Missile Weapon: *Swrà* (light crossbow); Missile Weapon Damage: 1D3; Special Attack: Asphyxiating gas; Special Defence: See general rules for *Brhà*; Treasure Chance: 3% per individual per Level.

22.3.2.4. *Nràfug* "The Ancient Ones of Atrocities"

Perhaps the most dangerous type of the *Brhàic* races is the *Nràfug* (enn-RAH-fugg), sometimes referred to in archaic texts as the *Nvétru'ùmn*. They are often found in the vanguard of armies of *Brhà* which from time to time scourge Telostic and in the Underworld, but fortunately for their enemies seem to be somewhat scarce otherwise. The two-headed *Nràfug* has an especially frightening reputation due to its "brain-boiling" ability (see below), and reportedly delights in fiendish torture of captured humans and humanoids. They are highly intelligent and have a reputation of being formidable users of magic. The *Nràfug* are the most unpredictable and capricious of the *Brhà*, though no less implacable in their hatred for man and his allies. They are also not frequently found in a mixed party with the *Mdrà*, for reasons that are unclear.





Sometimes reaching a weight of some 320 kilogrammes and a height of over 1.7 metres at the shoulder, the body of a *Nràfug* is covered in scales, the thickness of which reach their maximum at the back. The creature uses its four lower legs for movement and its three upper ones for combat, spell casting and so on (only one of these can attempt a strike per Tactic Card— the other two must be used to hold a shield or for other purposes). It has **two** equal-sized heads which are vaguely alligator-like in appearance; these contain two large, milky blue-white coloured compound eyes with which the *Nràfug* uses its mind-draining ability.

A wide range of colour variations have been reported, but apparently most *Nràfug* encountered in *Ushù'l* and in the Underworld exhibit a dull greenish-grey on the upperbody and two heads, shading to a lighter tone on the ventral surfaces. They emit a ghastly smell, akin to a combination of skunk-spray and burning flesh, detectable by creatures with normal Sense of Smell at a range of some 30 metres. This usually makes necessary a Morale Check for all but the most experienced and determined human adventure parties.

The *Nràfug* are excellent swimmers and can in fact travel faster in the water than on land; although they are air-breathing, they can hold their breath for up to one-half hour and can dive to a depth of 50 metres or more. They also have an extraordinary Sense of Smell, equivalent to a score of 20 or higher, and can move with almost complete silence when needs be.

The most sinister ability of the *Nràfug* is its "mind-draining" attack. Once each five (5) Melee Rounds, the *Nràfug* will attempt to use its eyes to effect this ability, staring directly at an opponent. (It can do this with both heads at once, so in actuality two enemies can be affected simultaneously.) The putative victim is allowed a Saving Throw at [(MRES+Intelligence) x 2 DMod]; if this is failed, the *Nràfug* begins to suck the paralyzed victim's brain dry of thoughts, memories and reasoning ability, quantified in game terms as a permanent loss of 1D6 points from his or her Intelligence score per Melee Round. When the victim's Intelligence score is reduced to below "1" in this manner, he, she or it is dead, with a brain boiled to a smooth consistency. The baleful stare of the *Nràfug* can be interrupted only by its death, the severing of the head which initiated the attack or by physical interposition of a solid object (a shield, for example) between the monster and the victim. While it is engaging in this type of attack the *Nràfug* is slightly more vulnerable in Melee Combat than it otherwise would be; its Combat Factor is considered to be half its normal value.

The blood of a *Nràfug* is corrosive, and affects a penetrating edged or pointed metal weapon in the following manner. The weapon must pass a Saving Throw equal to (composition factor x 0.5 DMod), or drop by one quality-class (for example, a weapon in "Average" condition would drop to "Poor" condition). If the *Nràfug* is struck by living tissue such as an animal claw, its acidic blood inflicts 1D2 points of body damage on the attacking digit. Although they will act in a cooperative manner in captivity to deceive their captors, they will, at the first reasonable opportunity, attempt to slay their captors and escape, committing suicide if this fails.

The factors given below are for an average Level I *Nràfug* warrior and should be varied according to the Level and occupation of each individual creature encountered.

Frequency: Rare; **Number Appearing:** 2D8; **Body Form:** 7-limbed, quadrupedal *Brhàic* nonhuman sapient; **Moral Alignment:** Neutral for game purposes, but implacably hostile to man; **Aggressiveness:** Very high; **Level:** I to XX; **Height / Weight:** 1.6 m. / 250 kg.; **TCA:** 1; **Attacks per Card:** 1; **MA:** 12; **FPR:** 35+1D8; **BDR:** 27+1D10; **APV:** 20 (dorsal) or 15 (ventral) (natural, not counting armour if any); **CF:** 27+1D10; **Melee Weapon:** (1-3)— *Kypla* (heavy mace) or (4-5)— *Drgna* (large hand-axe) or (6)— bite; **Melee Weapon Damage:** 2D4+1 (*Kypla*) or 1D6+1 (*Drgna*) or 1D4 (bite); **Missile Weapon:** *Swrà* (light crossbow); **Missile Weapon Damage:** 1D3; **Special Attack:** Memory draining; **Special Defence:** Corrosive blood, general *Brhà* defenses; **Treasure Chance:** 4% per individual per Level.

22.3.2.5. Szàssurgh "The Spined Ones"

The *Szàssurgh* (sss-AHH-soo OOrgg) are thought to be distantly related to the *Mdrà* and are possibly an evolutionary offshoot of a common ancestor species. They are rare even in areas usually frequented by the *Brhà* and seldom appear in the rest of the world when large, pitched battles are fought, although they are sometimes found in the Underworld. This has lead some to conclude that the *Szàssurgh* are, somehow, the "pariahs" of *Brhàic* society, or are not closely connected to it, but this cannot be proven to any satisfaction. In any case, this species has never, as far as is known, been found in the company of other *Brhà*. Like all other species within this group, they hate humans and those races which associate with humanity, and will usually attack the former on sight unless greatly outnumbered.

The *Szàssurgh* most often stands between 1.4 and 1.9 metres in height, weighing up to 100 kilogrammes. It has four two-clawed lower limbs for locomotion and two four-clawed upper ones for manipulation, fighting and so on. There is no distinguishable head, the sensory organs and feeding orifice being located on a small bulge around the upper body. The body itself is covered in long, sharp spines which cause serious wounds to anything the *Szàssurgh* is able to impale upon them, and these are poisonous; a victim must save at (Constitution x 3 DMod) or be affected by the monster's relatively weak (Intensity Level 1D3) poison. The spines are, however, somewhat brittle, and can be broken by a sword or mace blow that does a point or more of body damage.

Colouration apparently varies slightly according to terrain, but most *Szàssurgh* seem to be dark or brownish-grey overall. It is not known how many sexes are included in this species, but at least one of them lays eggs— the only known example of which is included in the Vasadràya Private Collection of the Royal Palace of Sanite in Mèsho. The *Szàssurgh* emit a choking, stinking odour similar to skunk-spray mixed with burning rubber. This is detectable at a range of 25 metres by someone with a normal Sense of Smell and it usually causes a Morale Check to a human or humanoid adventure party. The *Szàssurgh* have extraordinarily strong willpower and cannot be affected at all by spells of "charming" or mental domination. They can refrain from breathing for up to 20 minutes, so they are difficult to drown or be affected by non-contact aerial poisons.

The most dangerous weapon of the *Szàssurgh* is its ability to spit acid at its enemies, once each hour. This takes the form of a cone of acidic spittle with an Intensity Level of 2 to 7 (1D6+1), a maximum range of 10 metres and a diameter of 3 metres at this distance. There is a 20 per cent chance each Melee Round that each *Szàssurgh* will use this deadly attack; this chance is increased to 75 per cent if the creature perceives that its life is in immediate jeopardy (e.g., if it has received critical damage or the loss of half or more of its BDR points).

The factors shown below are for an average Level I *Szàssurgh* warrior; they should be varied according to the Level and occupation of each individual *Szàssurgh* encountered.

Frequency: Rare; **Number Appearing:** 3D6+1; **Body Form:** 6-limbed, quadrupedal *Brhàic* nonhuman sapient; **Moral Alignment:** Neutral for game purposes, but implacably hostile to man; **Aggressiveness:** Very high; **Level:** I to XV; **Height / Weight:** 1.6 m. / 85 kg.; **TCA:** 1; **Attacks per Card:** 1; **MA:** 10; **FPR:** 28+1D8; **BDR:** 20+1D8; **APV:** 25 (natural, not counting armour if any); **CF:** 26+1D10; **Melee Weapon:** (1-3)— *Kypla* (heavy mace) or (4)— *Drgna* (large hand-axe) or (5)— claws or (6) spines; **Melee Weapon Damage:** 2D4+1 (*Kypla*) or 1D6+1 (*Drgna*) or 1D2 (claws) or 1D3 (spines); **Missile Weapon:** *Swrà* (light crossbow); **Missile Weapon Damage:** 1D3; **Special Attack:** Acidic spit, poison spines; **Special Defence:** See general rules for *Brhà*; **Treasure Chance:** 2% per individual per Level.

22.3.3. Canines

22.3.3.1. Kharù "The Faithful One"

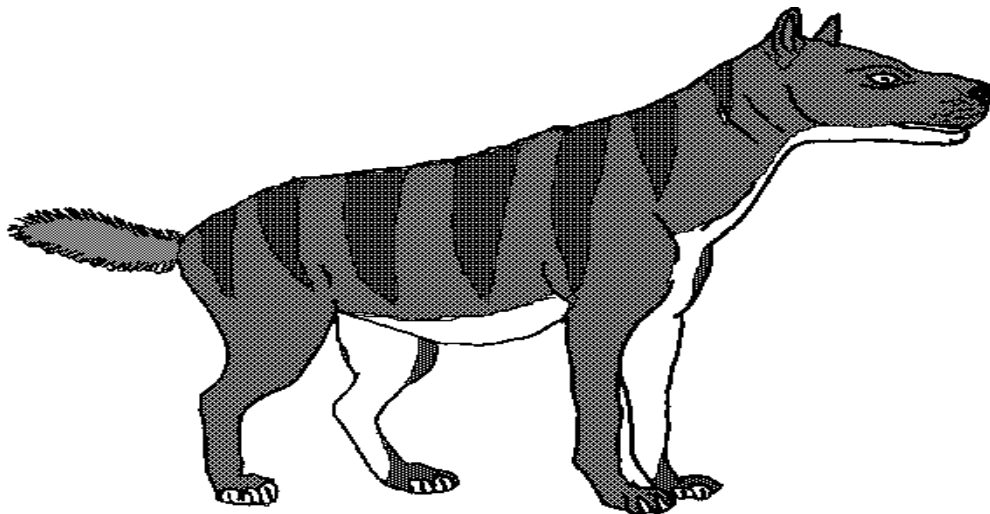
A four-legged carnivorous canine placental mammal, the *Kharù* (karr-OO) is similar in some respects to the Terran coyote, but with a shorter snout and partly retractable claws on its paws. It is a small and agile animal, standing about 0.75 m. high at the shoulder and weighing no more than about 10 kg.. It is usually slate-grey on the back, with white ventral surfaces and a tan-coloured border between the upper and lower body.

The *Kharù* has a good Hearing (in the 16 to 19 range) and an excellent Sense of Smell (in the 17 to 20 range); it is therefore frequently used by humans and other sapient for tracking purposes or as a guard dog, in addition to being often found as a house pet. It has a peculiar, high-pitched "chirping" bark which is well-known to most inhabitants of northern *Ushù'l*.

Like several other types of predatory animals, the *Kharù* has the special movement ability to sprint: it can move at **one and one-half times (1.5x)** its normal maximum Movement Allowance as long as it uses Movement Points only for movement. The animal does not expend any extra Fatigue Points for this type of movement for the first three Melee Rounds it is in use; after this, it costs **double** the normal Fatigue cost. The *Kharù* must rest for one hour prior to being able to sprint again for three Melee rounds without additional Fatigue costs.

Frequency: Uncommon; **Number Appearing:** 1D20; **Body Form:** 4-limbed canine mammal; **Moral Alignment:** Animal neutral; **Aggressiveness:** Medium; **Level:** I; **Height / Weight:** 0.9 m. long / 8 kg.; **TCA:** 2; **Attacks per Card:** 1; **MA:** 9; **FPR:** 33+1D6; **BDR:** 10+1D6; **APV:** 8; **CF:** 29+1D6; **Melee Weapon:** Bite; **Melee Weapon Damage:** 1D6; **Missile Weapon:** None; **Missile Weapon Damage:** None; **Special Attack:** None; **Special Defence:** None; **Treasure Chance:** None.





The large and dangerous Kharùsi'é

22.3.3.2. *Kharù-kyòn* "The Bear-Dog"

A four-legged carnivorous canine placental mammal, the *Kharù-kyòn* (karr-OO kee-AWN) is a "bear-dog" similar to certain animals that roamed the plains of ancient North America. It looks roughly like a huge, heavily-built dog with the head, jaws and fangs of a bear. It is more like a dog than a bear, in that it runs on its toes rather than the soles of its feet— hence the *Kharù-* prefix in its name. Male *Kharù-kyòn* can be up to about 1.45 m. high at the shoulder and can weigh almost 125 kg.. Most mature animals are dark slate-grey on the back and dorsal surfaces, with brown to tan sides and white or light grey ventral surfaces, although some sub-species are grey or brown overall.

The *Kharù-kyòn* has a good Sense of Smell, which is typically in the 14 to 17 range. It is one of northern *Ushù'l*'s most feared predators, since it is a pack animal; very few small adventure parties can fight off a determined attack by more than a couple of these huge, vicious carnivores. The *Kharù-kyòn* cannot be domesticated, as far as is known, and the chances of getting a young animal away from its pack and parents for training without an intruding human being eaten are probably very small.

The *Kharù-kyòn* can sprint as can the *Kharù*, but it has rather limited endurance; it can only sprint for two (2) Melee Rounds before having to rest.

Frequency: Uncommon; Number Appearing: 2D6+1; Body Form: 4-limbed canine mammal; Moral Alignment: Animal neutral; Aggressiveness: High; Level: VIII; Height / Weight: 1.76 m. long / 125 kg.; TCA: 1; Attacks per Card: 1; MA: 13; FPR: 60+1D6; BDR: 37+1D6; APV: 8; CF: 52+1D6; Melee Weapon: Bite; Melee Weapon Damage: 2D6+1; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: None; Special Defence: None; Treasure Chance: None.

22.3.3.3. *Kharùlo* "The Guarding-One"

A four-legged carnivorous canine placental mammal, the *Kharùlo* (karr-OO-low) looks very much like a Terran wolf or German Shepherd dog, but somewhat larger and more heavily built. It stands nearly 1 m. high at the shoulder and can weigh up to 25 kg., making it large enough to do serious damage to a man-sized opponent. It is usually very dark brown to black on the back, with white ventral surfaces and a tan-coloured sides and haunches. Most breeds also have a fairly long, bushy tail.

The *Kharùlo* has good Hearing (in the 14 to 16 range) and a good Sense of Smell (in the 15 to 17 range). It is a formidable fighter and is frequently used as a guard or attack dog in the army or to protect buildings containing valuables from burglars or other trespassers. In the wilds, this animal travels in packs like the Terran wolf, and it is one of the most well-respected and feared predators found in remote areas. Like the Terran dog, the *Kharùlo* is famous for its loyalty and faithfulness and it is sometimes found as a house pet among the more well-to-do citizens.

The *Kharùlo* has the same special sprint movement ability as the *Kharù*.

Frequency: Uncommon; Number Appearing: 1D20; Body Form: 4-limbed canine mammal; Moral Alignment: Animal neutral; Aggressiveness: Medium to high; Level: III; Height / Weight: 1.3 m. long / 22 kg.; TCA: 2; Attacks per Card: 1; MA: 10; FPR: 42+1D6; BDR: 17+1D6; APV: 8; CF: 36+1D6; Melee Weapon: Bite; Melee Weapon Damage: 1D6+1; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: None; Special Defence: None; Treasure Chance: None.

22.3.3.4. *Kharùmol* "The War-Dog"

The *Kharùmol* (karr-OO-moll) is a four-legged carnivorous canine placental mammal, similar to the Terran Mastiff or Rottweiler but considerably larger. A full-grown male animal stands nearly 1.25 m. high at the shoulder and can weigh up to 75 kg.. In colour, the *Kharùmol* ranges from black overall to a tan with chestnut brown spotted appearance. It has a short, nearly hairless tail.

This animal has good Hearing (in the 13 to 15 range) and a good Sense of Smell (in the 15 to 17 range). It is the preferred war-dog used by the armies of northern *Ushù'l*, since it can be a deadly opponent to all but the most experienced enemy warriors, but is a relatively rare breed and too expensive for most ordinary citizens to afford.

A factor to note here, should a player character acquire a *Kharùmol*, is that the animal eats as much as a full-grown man each day; since it must be provided with at least some meat, which is an expensive type of food, a lower-class character may find his or her dog literally "eating him out of house and home". Assuming it is decently treated and well-fed, however, the *Kharùmol* is a loyal and fearless companion. In the wilds, this animal travels in small family groups and is highly feared by those who have to protect livestock.

The *Kharùmol* has the same special sprint movement ability as the *Kharù*.

Frequency: Uncommon; Number Appearing: 2D8; Body Form: 4-limbed canine mammal; Moral Alignment: Animal neutral; Aggressiveness: High; Level: V; Height / Weight: 1.55 m. long / 70 kg.; TCA: 2; Attacks per Card: 1; MA: 12; FPR: 50+1D6; BDR: 30+1D6; APV: 8; CF: 38+1D6; Melee Weapon: Bite; Melee Weapon Damage: 1D6+2; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: None; Special Defence: None; Treasure Chance: None.

22.3.3.5. *Kharùsi'é* "The Bone-Eating Dog"

A four-legged carnivorous canine placental mammal, the *Kharùsi'é* (karr-OO-see AY) is in some ways reminiscent of the Terran spotted hyena; however, it is much larger and considerably more aggressive. A full-grown male *Kharùsi'é* can be nearly 1.4 m. high at the shoulder and can weigh up to 100 kg., making it almost comparable to a Terran lion in size. The most common subtype of this animal has a tan colour with dark brown spots or stripes, although one other fairly common variety is usually dark reddish-brown. It also has a large, heavily muscled head and sharply sloping hindquarters.





The *Kharùsié* has average senses except for its excellent Sense of Smell, which is typically in the 16 to 18 range. It is a feared wild predator of northern *Ushù'l*'s plains and forests and is well-known for its size and ferocity, in particular its very powerful jaws which are so strong that they can bite right through some types of armour. It cannot, as far as can be determined, be domesticated.

The *Kharùsié* has the same special sprint movement ability as the *Kharù*, except that it can only sprint for two (2) Melee Rounds before having to rest.

Frequency: Uncommon; Number Appearing: 2D6+1; Body Form: 4-limbed canine mammal; Moral Alignment: Animal neutral; Aggressiveness: High; Level: VI; Height / Weight: 1.7 m. long / 90 kg.; TCA: 1; Attacks per Card: 1; MA: 13; FPR: 49+1D6; BDR: 35+1D6; APV: 8; CF: 47+1D6; Melee Weapon: Bite; Melee Weapon Damage: 2D6; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: None; Special Defence: None; Treasure Chance: None.

22.3.4. Crustaceans / Amphibians

22.3.4.1. *Izzitpìra* "The Little Fanged Leaper"

A feared predator found mostly in swamps and the Underworld, the *Izzitpìra* (iz-zit-PEE-rah) appears in some ways to be similar to a medium-sized Terran tree frog, but it is in fact a carnivorous creature which attacks in swarm-like packs of 20 to 60 individuals. It is a very small animal, usually with a length of no more than 0.3 m. and a weight of perhaps 0.5 kilograms. It is olive- to lime-green in overall colour, with a darker green mottle on its dorsal surfaces, and has two peculiar-looking, upward-pointing fin-like ears. These creatures have excellent eyesight (equivalent to a Vision score of 18 to 21) and can see in pitch darkness about as well as a human can at dusk or in dawn; they also have a limited degree of infravision (as the spell of the same name). Their hearing ability is only average but they have a good Sense of Smell.

The *Izzitpìra* has a very high metabolic rate and must feed constantly. It attacks by a rocket-like leap at its intended victim, resolved as a missile strike aimed at the neck; it can leap with enough strength to reach any target within a spherical radius of 10 metres from its starting point. A character targeted by this type of attack may either attempt to dodge (see Agility score description), or may attempt to strike the *Izzitpìra* as it flies at him or herself. If the latter course of action is chosen, the character may use only his or her basic Combat Factor (e.g., without any bonuses for weapon skill, magic weapons, Level and so on). If the *Izzitpìra*'s attack misses, it will fly past on a ballistic trajectory and will land behind the targeted character. It is extremely difficult to attack successfully; a character attacking an *Izzitpìra* (as opposed to being attacked by it) may use his or her entire regular Combat Factor to do so, but must check first against [(Agility + Dexterity) x 2 DMod], and if this check is failed the monster will simply leap out of the way.

If the *Izzitpìra* strikes home, it automatically scores a strike against the victim's neck area in the next and succeeding Melee Rounds unless killed or removed. (It does only a small amount of body damage with its bite, but it may score a critical hit against the neck area.) Removing one of these vicious little creatures requires the character attempting the action to pass a check at [(Agility + Dexterity + Strength) x 2 DMod]- and note that the *Izzitpìra* will attempt to bite any hand that grasps it (this is resolved with the monster's rather poor Combat Factor, fortunately).

One sub-species of the *Izzitpìra*, fortunately a rare one (perhaps a 10 per cent chance of making up an encountered pack) mostly found in regions south of the *Nòlan Oblé*, has a yellow-and-green mottled colouration and is poisonous. The Intensity Level of the poison bite of this type of *Izzitpìra* is from 2 to 7 (1D6+1).

These creatures make a peculiar, low-pitched grumbling, mumbling sound as they hop through the Underworld in search of prey; this is audible at a range of about 20 metres by someone with a normal Hearing score. If seen from a distance of 20 metres or more in conditions of sub-daylight lighting, they are hard to distinguish from one another, appearing more as a "carpet" roiling its way forward. They are afraid of fire and will usually flee a flame larger than that made by three torches burning together.

Frequency: Uncommon (Underworld); rare (elsewhere); Number Appearing: 2D3 x 10; Body Form: 4-limbed amphibian frog-like creature; Moral Alignment: Animal neutral; Aggressiveness: Very high; Level: V; Height / Weight: 0.3 m. long / 0.4 kg.; TCA: 1; Attacks per Card: 1; MA: 2 (regular) or 10 (leap); FPR: 60; BDR: 1D3; APV: 0; CF: 10; Melee Weapon: Bite; Melee Weapon Damage: 1D3; Missile Weapon: Leap and bite with Missile Factor of 40; Missile Weapon Damage: As per melee weapon; Special Attack: 10% chance poisonous; Special Defence: Attacker must pass check to attack; Treasure Chance: Usually none.

22.3.4.2. *Onggrùo* "The Many-Pincer One"

The *Onggrùo* (onn-GROO-oh), vaguely reminiscent of a huge Terran crab (although actually a crab-like creature imported to Telostic from another planet), can grow to a size of up to 4.0 m. long and can weigh up to 3500 kilogrammes—fortunately, most examples are considerably smaller than this. This creature has a dark grey or blue dorsal surface, shading to light grey or white underneath. It is usually found in shallow coastal waters, where a few individuals can grow so large as to be a serious threat to shipping, but it also frequents swamps and, occasionally, the Underworld.

The *Onggrùo* is always hungry and is always looking for a meal, which it captures and kills with its great, sharp-edged pincers; a single *Onggrùo* may have from 2 to 8 of these, in addition to the eight stick-like legs with which it moves and swims. A character attacked by one of these must, if struck on the Melee Combat Results Table, perform a successful check to dodge (see Agility score description); if this check is failed, the *Onggrùo* has grasped the victim in its pincer and will attempt to crush him or her to death. Its pincers have the equivalent of a 35 Strength score, and they cause from 1D6 to 3D6 points of body damage (depending on the size of the creature) and an automatic critical strike per Melee Round that the victim is grasped. A character clad in wooden armour suffers none of this damage for one Melee Round and a character clad in metal plate has a two-Melee Round grace period before the armour gives way and he or she is crushed.

If a pincer is severed, the monster will immediately attempt to flee, and may (40 per cent chance) drop another character it is currently grasping. When the creature has more than one character in its grasp, it will withdraw, diving deep under the water if possible. The dorsal surfaces of an adult *Onggrùo* are extremely difficult to penetrate, and its carapace can be fashioned into superior plate armour by an armoursmith, that is, if the creature can be killed first!

If encountered at sea, an *Onggrùo* that is less than 3.0 metres long will attempt to climb up the side of the ship and carry off victims from the deck; one 3.0 metres long or larger will attempt to tear out the bottom of a ship, in order to cause the latter to sink and render up an easy meal in the form of swimming passengers. It will attempt to do 1D8 strikes against the bottom of the hull, upon each of which 0.25 square metre of the hull must roll a Saving Throw at (composition factor x 2 DMod) or be smashed in. It can, however, usually be made to go away through the sacrifice of a sapient being (70 per cent chance) or a meat animal (45 per cent chance), or by the immersion of 500 or more grammes of the aromatic *kùhrou'rou* root in the water surrounding the ship (65 per cent chance).

Frequency: Uncommon (coastal waters); Rare (elsewhere); Number Appearing: 1D3; Body Form: 10- to 16-limbed crab-like crustacean; Moral Alignment: Animal neutral; Aggressiveness: High; Level: III to X; Height / Weight: Typically 1.9 m. long / 220 kg.; TCA: 1; Attacks per Card: 2 to 8; MA: 7 (land) or 12 (swimming) (add 1 to both these allowances for each 0.5 metre length past 2.0); FPR: 33+1D8; BDR: 20+1D10; APV: 75 (dorsal) or 25 (ventral); CF: 24+1D10; Melee Weapon: Pincers; Melee Weapon Damage: 1D6 (plus crush); Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Crush; Special Defence: None; Treasure Chance: Usually none; 5% chance per monster per Level if encountered in its lair.

22.3.4.3. *Roàmya* "The Scuttling One"

The *Roàmya* (row-AHM-ya) is an eight-legged crustacean similar in some respects to a very large Terran crayfish. It is usually about 1.2 to 1.5 m. long and weighs about 20 kilogrammes. It has a mottled grayish-green dorsal surface, shading to slate-grey underneath. It is one of the most commonly encountered creatures of the Underworld, although it is frequently found also in swamps and other well-watered areas.

The *Roàmya* has an extremely high Sense of Smell (in the 19 to 23 range), which is primarily used to detect the rotting, decomposing organic material which is the creature's main food source. It travels in swarms of up to 50 individuals and is dangerous to a human adventure party only if encountered in relatively large numbers; indeed, the *Roàmya* is considered a delicacy in most parts of northern *Ushù'l*, and a fresh carcass can fetch a price of up to 10 silver pieces' on the open market.

Frequency: Common (Underworld); uncommon (elsewhere); Number Appearing: 4D12; Body Form: 8-limbed crayfish-like crustacean; Moral Alignment: Animal neutral; Aggressiveness: Medium; Level: I; Height / Weight: 1.3 m. long / 20 kg.; TCA: 1; Attacks per Card: 1; MA: 8 (land) or 10 (swimming); FPR: 25+1D6; BDR: 5+1D6; APV: 20 (dorsal) or 10 (ventral); CF: 10+1D6; Melee Weapon: Rasps; Melee Weapon Damage: 1D3; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: None; Special Defence: None; Treasure Chance: Usually none; 10% chance if encountered while feeding that a treasure exists in the detritus being eaten.





22.35. Demons

22.35.1. *Hsstréa* "The Cunning Ones"

The *Hsstréa* (hess-TRAY-ah) are well-known to even the most uninitiated students of demonology, as they are one of the most frequently conjured and least dangerous varieties of beings from the Planes Beyond. Despite this, they can be formidable opponents to even a relatively experienced *Shakhàn* character, particularly if encountered in numbers. They appear as tall, gaunt, vaguely humanoid-looking furred monstrosities with two arms, two legs and a ridge of low spines running from the top of the head to the tailbone; however the head is vaguely feline-like—except for the large, platter-like eyes and a reptile-like tongue—and the arms and legs contain cruel, three-clawed hands and feet. In colour, the *Hsstréa* range from a dull russet to a light tan, but a few seem to be of darker shades. They emit a musty, ammonia-like smell detectable by characters with normal olfactory glands at a distance of 10 metres. Like many of the dwellers from the dark Planes Beyond, they do not like bright light (although, unlike as is the case with the *Mêm-Uhüryo*, this does *not* harm or otherwise affect them), and they are repelled by the scent of the distilled sweat (10 cc. or more) of the *Lhàashàà-àdyé* species.

The *Hsstréa* are quite intelligent and can, if encountered under the appropriate circumstances, be reasoned and bargained with; they are partial to freshly-killed, raw meat, especially that of the *Bènlì* and *Granàyu* species of intelligent nonhumans, but will also accept gemstones, art objects and other similar booty in exchange for favours or knowledge. (They are also favourably disposed to the provision of slaves; see below.) In return, they can sometimes give insights into the workings of the Outer Planes, or they can be dispatched to locate and find rare, other-worldly items that the conjuror may need for other purposes. However, these beings are quite aggressive and are prone to immediate attack if encountered in circumstances other than a carefully-planned, deliberate conjuration with appropriate offerings available and in sight when they first appear. They normally speak in a strange, high-pitched, mewling language unintelligible to any other species, although there is a 10 per cent chance that each individual *Hsstréa* will be able to converse in an archaic form of a currently spoken tongue (Archaic Rocto-CathSinnian, for example); other than for this, magical means are needed to converse with them.

A peculiar feature of this species is their proclivity to travel in the presence of intelligent creatures from various other worlds and Planes that the *Hsstréa* have enslaved to personal service. Each *Hsstréa* party will always have at least one of these unfortunate beings, and parties with 3 or more *Hsstréa* will have at least 2D4 of them. As involuntary servitude to these weird demons frequently involves constant mental, physical and sexual abuse, the slaves will always appear as objects of terrible pity and will sometimes beg or cry out to be freed or "slain to end my torment", but this must at all costs never be done—any attempt to rescue those enslaved to the *Hsstréa* will invariably result in an all-out attack, and, worse, apparently the *Hsstréa* have some currently unknown ability (usable only in these circumstances) to communicate back to their own Plane for reinforcements; thus, from 3 to 18 Melee Rounds after an altercation over the status of the slaves first occurs, from 2 to 20 new, enraged *Hsstréa* will suddenly teleport in to the battle scene to tear the erstwhile "rescuers" limb from limb. If the original group of *Hsstréa* are defeated and the adventure party then leaves the battle scene with one of the rescued slaves in tow, the avenging group of 2D10 *Hsstréa* will appear in an ambush in some other location in 5+2D20 minutes; these demons have some way of tracking down escaped slaves, even on other Planes. (However, if this second combat is won by the party, there is only a 10 per cent chance of yet a third, fourth, etc. group of *Hsstréa* showing up to try to recover the slaves.)

This situation is, in many ways, an object lesson in the dangers of dealing with the dwellers of other dimensions, on human(oid) ethical terms; the *Hsstréa*, as well as most of the other demonic races, are motivated by forces that humankind and its allies can only dimly guess at, and the possibilities for a "faux pas" leading to disaster are ever-present.

In combat, these sinister entities have a number of powerful special abilities. Although their primary attack is usually conventional using moderately enchanted artificial weapons, their bite is poisonous (equivalent to a poison of potency level 8, plus 1 additional potency-step for each Level of the *Hsstréa* past X), and they have a unique "tactical prejudgement" capability. This gives these monsters a limited ability to anticipate certain actions that may be undertaken by their enemies in Melee Combat; there is a 70% chance that each individual *Hsstréa* will "guess" exactly which Combat Tactic Cards that its immediate opponent will play in the upcoming Melee Round, and will therefore play the Card that gives itself the best chance against the opposing tactic, while there is a 60% chance that a party of these beings will pre-judge the best overall tactics, Melee Round by Melee Round, and will act perfectly to gain a combat advantage over the opposing party. (Note that this is a special, semi-magical ability; it has nothing to do with conventional means of deducing the situation logically, so the *Hsstréa* does not have to pass a Situational Awareness check to use it—although, it is, indeed, allowed to do so, if the tactical prejudgement ability fails.)

Further aiding the *Hsstréa*'s combat abilities is its paralysation gaze; basically, any character matched in individual combat against one of these creatures has a 33% chance each Melee Round of having unintentionally met the monster's gaze. This is checked for at the start of each Melee Round and if it occurs, the putative victim must pass a Saving Throw at [(MRES+Willpower) x 1.5 DMod] or be "frozen" and unable to perform any action (including self-defence—the victim counts as playing the "G" Combat Tactic Card) for the current Melee Round. This ability is automatic and does not require the *Hsstréa* to concentrate; it can simultaneously fight, move, etc.. It affects all creatures—including the *Brhà*—with the exception of the *Chàngalà* and the *Enhù'ùv*.

For purposes of self-defence, the *Hsstréa* (like many other demons) exudes a radius of fear within 2 metres of itself; a character entering this area must pass a Saving Throw at (Willpower x 5 DMod) or undergo a Morale Check. It is also, in combat, rather indistinct—the effect is a slight "shimmering" at the edges of its body form—so that in conditions of anything less than bright light, an vision-dependent enemy attempting to strike at it suffers a disadvantageous modifier of 5 points on the "to hit" dice roll in Melee Combat, or a disadvantageous modifier of 15 points on "to hit" checks in Missile Combat. It also has a relatively high Magic Resistance, lessening its vulnerability to spells and other enchantments.

Each party of 3 or more *Hsstréa* encountered will always have at least one creature with magic-using capabilities equivalent to an *Anratschèldor-haii* (determine Brotherhood randomly) of Level VI to VIII; the monster's Psychic Ability score will range from 14 to 17 points, for Energy Point and spell casting purposes, and it will possess from 3 to 18 spell levels, including at least two offensive-type spells for use in combat.

The *Hsstréa* is a semi-mortal being in that it can be killed permanently when on Telotic's Plane (it can, for example, be slain with a Critical Hit), but it has a high pain threshold and can continue fighting even when most mortal opponents would be incapacitated... caution is therefore called for in challenging it.

Creature Name: *Hsstréa*; Frequency: Very rare; Number Appearing: 2D3; Body Form: Minor demon—humanoid somatic form; Moral Alignment: Neutral to evil; Intelligence: Average to high (11+1D8); Aggressiveness: Very high; Level: X to XII; Height / Weight: From 2.0 to 3.0 metres tall / 75 kg. to 200 kg. in weight; TCA: 1; Attacks per Card: 1 + 1 special (see above); MA: 11; FPR: 100+1D100 for game purposes; BDR: 20+1D50; APV: 10 overall (natural) + armour as available—80% chance of a breastplate, 70% chance of abdominal covering, 50% chance of arm/leg protection, all armour is of wood or better composition and is of "Average" or better quality; CF: 55+2D20 (Level X, add 1D20 for each Level past X); Melee Weapon: Claws (60% chance) or bite (40% chance) or by artificial weapon type (70% chance of having an artificial weapon such as a longsword, all such weapons are at least of "Good" quality and are at least +2 damage, +3 penetration); Melee Weapon Damage: 2D3 (claw) / 1D8 (bite) or by weapon type; Missile Weapon: None (60% chance) or shortbow (40% chance); Missile Weapon Damage: By projectile type; Special Attacks: Paralysation gaze, tactical prejudgement, poison; Special Defences: Indistinctness, fear radius, high MRES (40+1D20), invulnerable to "charms" and most other forms of non-demon specific mental control; Treasure Chance: 10% chance per individual of carrying a small portable hoard or by scenario; 20% chance of at least one slave per party of *Hsstréa* carrying a small portable hoard.





22.35.2. Asàchos "The Grunting Ones"

This is another relatively well-known demonic race, one that is frequently used by certain of the dark faiths of the *Khul-Nolgùn*— in particular, that devoted mighty *Virya Hé-Enriath*— for both necromantic and combat purposes. They are short, averaging no more than 1.3 metres in height, although they are massively built; the body is almost circular with a tough, scaly upper carapace and is supported on six heavily-muscled legs (the manipulative limbs, of which there are two, are normally hidden under the carapace). There is no "head" as normal creatures would know of it, but the front of the carapace contains four beady, jet-black eyes as well as a wide mouth filled with cruel-looking, needle-sharp teeth. Colouration schemes for these strange beings vary widely, but most of them are slate-grey on the upper surfaces ranging to lighter grey underneath; a few individuals are much lighter in hue, however, and a few are white or light-grey overall with tan or brown mottling. They emit a nauseating, skunk-like stench detectable at a distance of no less than 25 metres, and random locations all over their bodies continually excrete a greenish-black, ichorous substance (this may be fecal matter, or some other bodily byproduct) that befouls and stains any area where they stay for more than a few seconds, and it is smeared all over everything they carry, in particular weapons (for the consequence of this, see below).

The name of the *Asàchos* comes from the guttural, grunting sound that they continually emit; this appears not to be a language and these beings must have some other way to communicate as their actions are clearly intelligent and well-planned, but none have so far been able to determine what the method of communication is. Magical communion, or control, is therefore required to deal with them. The *Asàchos* most covet certain types of liquor— for example, liqueurs made from the rare *Mèlepang*-fruit— available on Telostic's Plane, but failing that, they may bargain for the meat of living beings, particularly that of common beasts of burden such as the *Edùhh* ruminant; they abhor the flesh of all intelligent creatures with the exception of the *Ca'una* species. The main service they will provide is fighting maniacally on behalf of the evocator, but they can also travel to hazardous environments (see below) that would normally be impassable to normal inhabitants of Telostic. Like the *Hsstréa*, they dislike bright light, but unlike those beings, there is a 40 per cent chance that they will at least temporarily retreat if boldly presented with a strong light source. (If, however, this check is failed, the *Asàchos* will attack the light-bearer with an insane rage, so the tactic can be quite hazardous.)

While one of the less powerful demonic races, the *Asàchos* are still very formidable opponents. Each of these creatures exudes a permanent field of magical darkness, 2 metres in diameter, that renders ordinary light sources (such as a torch, oil lantern, etc.) completely useless, and which reduces the effectiveness of magical light sources by a variable factor from 10 to 80 per cent. (This effect applies to all magical light sources except that of the *Radiance of Heaven* spell sacred to ever-pure *Virya Nanyë*.) Any creature caught within this radius must pass a Saving Throw at (Willpower x 5 DMod) or be unnerved; his, her or its subsequent Willpower score, for all purposes against the *Asàchos*, is reduced by 2D6 points. The *Asàchos* also emit a weaker darkness field to a radius of 10 metres; this has no game effects other than to reduce the effectiveness of conventional light sources by 15 per cent.

The *Asàchos* normally fight with mildly enchanted (+1 "to hit", +2 penetration, +2 weapon damage) conventional weapons— normally, axes and other similar bladed implements— but there is a special danger in being struck by one of their weapons. As was noted above, everything— including weapon edges— with which these gruesome beings come in contact, is smeared with the foul-smelling, glutinous substance that their bodies continually excrete. This substance, while quite unpleasant to have to deal with on one's clothes, is harmless unless introduced into the bloodstream; there is a 50 per cent chance of this happening on any edged weapon strike, or fang/claw strike, caused by an *Asàchos* that penetrates a victim's armouring.

The consequences of this are very serious, for the substance contains fast-acting, other-Planar bacterial contaminants that quickly kill the victim. (Note: Unlike many other such microbes, these can affect both the *Brhà* and the lesser *Mêm-Uhùryo*.) A Saving Throw at (Constitution x 3 DMod) must be passed each Melee Round, or the infection spreads by another phase. During the first two phases, the victim merely feels a slight headache. During phases 3, 4 and 5, he, she or it becomes progressively more dizzy and nauseous, until in phase 6, the victim collapses into a coma. In phases 7 and 8, the pores in the victim's skin, as well as the tear ducts in his or her eyes, begin to exude the same odorous, greenish-black slime associated with the *Asàchos*; in phase 9, the victim's vital body organs begin to fail, and starting with phase 10, the character must pass a second Saving Throw (Constitution x 3 DMod) or die. Worse still, the body of a victim killed in this manner, unless otherwise preserved, disintegrates into a pile of stinking, stringy, jade-green slime in no more than two hours from the time of death, with appropriate consequences for revival purposes.

No cure is known for this sinister effect, although a lenient Referee may want to allow the higher-level healing spells to retard or possibly even eliminate the *Asàchos*' infection.

The *Asàchos* are also inherently magic-using beings. Each of these creatures can cast 2D3 spells as a Level IV to IX *Antratschêldor-hai* of the Brotherhoods *Osda-Osdéam* and/or *Gohlaa-Gozàan*; they are assumed to have the equivalent of a Psychic Ability score from 13 to 16 (12+1D4) for spell casting and Energy Point purposes. On any round of Melee Combat, there is a 60 per cent chance that any *Asàchos* not directly involved in hand-to-hand combat will initiate a spell, if possible.

In terms of defence, the main advantage of the *Asàchos*, apart from its large BDR and high armour values, is its ability to corrode metal weapons that come in contact with it. Any strike— penetrating or otherwise— by such a weapon on an *Asàchos* requires the impacting weapon to perform a Saving Throw at [Composition Factor x (0.5 + 0.1 if weakly enchanted, +0.2 if strongly enchanted) DMod], or the weapon's quality-rating drops by one step (for example, from "Good" to "Average"). Additionally, they are unaffected by "charms" or mental domination techniques not specifically created to deal with the demon races, are mostly immune to airborne poisons, can travel underwater for days at a time (their means of breathing, if, indeed, they breathe at all, is unknown) and are unaffected by cold (other than magically-powered cold attacks, and even then, only 1/4 damage is suffered) or heat up to a temperature of at least 60 degrees Celsius.

Creature Name: *Asàchos*; **Frequency:** Very rare; **Number Appearing:** 2D6; **Body Form:** sextipedal, crab-like creature; **Moral Alignment:** Neutral to evil; **Intelligence:** High (12 to 16 average); **Aggressiveness:** High; **Level:** IX to XII; **Height / Weight:** 1.3 m. high / 140 to 200 kg. in weight; **TCA:** 1; **Attacks per Card:** 1 (80% chance) / 2 (20% chance); **MA:** 10; **FPR:** 200 for game purposes; **BDR:** 110+1D20; **APV:** 80 (carapace) / 50 (body sides) / 30 (limbs); **CE:** 50+1D20 per Level; **Melee Weapon:** Claws (20% chance) or by artificial weapon type (80% chance of having an artificial weapon such as a battle-axe, all such weapons are at least of "Good" quality and are at least +2 "to hit", +2 damage, +2 penetration); **Melee Weapon Damage:** Per weapon type plus at least +2 as above; **Missile Weapon:** Usually none; **Missile Weapon Damage:** N/A; **Special Attack:** Darkness, infection, magic-use; **Special Defence:** Immunities plus weapon corrosion; **Treasure Chance:** 10% chance per individual of carrying a small portable hoard or by scenario.

22.35.3. Umâyshh "The Warriors of Evil"

The *Umâyshh* were all originally ordinary humanoid beings— typically, from the human, *Bênli* or other similar species— but were kidnapped by the followers of certain of the dark religions (in particular, that of tenebrous *Vôrin Heyklêth*, but apparently the Temples of both dreaded *Virya Hé-Enriath* and skulking *Væran H'ongg-Hélé* are also known to have done this) at a very early age and indoctrinated into fanatical obedience to the goals of the owning religion in recondite, long-forgotten Underworld training-centres. As the process of this brainwashing involves certain supernatural techniques, over the centuries the *Umâyshh* have begun to take on unique characteristics of their own which distinguishes them from their former species-fellows. They should be considered as semi-demonic beings, for game purposes.

The *Umâyshh* are typically bedecked in shabby, out-of-fashion garments and are armoured as would be any warrior. However, their skin has a pale, sallow shading compared to a "normal" character of the original parent species, and their glassy, bloodshot eyes have a dull greenish-blue glow to them. While mortal, the *Umâyshh* live— if the existence they lead can really be described by this verb— considerably longer than normal, typically up to a lifespan 2 1/2 times that of an ordinary character. As near as can be determined, they cannot reproduce, and they seem to have little self-will, but this conclusion may simply be a byproduct of the circumstances under which they are normally encountered. Most *Umâyshh* encountered (over 70 per cent) are male, but occasional females or neuters are also happened upon from time to time.

The *Umâyshh* fight fanatically on behalf of their parent Temples— most Morale Checks are simply ignored for them— and they cannot be reasoned or bargained with except when under the direct control of a senior cleric of one of the evil faiths; they speak a special, slurring argot known only to themselves and have only a 5 per cent chance of understanding any modern language well enough to speak it. Note that the *Umâyshh* are **not** "undead" and **cannot** be controlled as would be a monster of the *Mêm-Uhùryo*. If captured, they collapse into a coma in 1D6 hours from the onset of captivity and slowly die of starvation up to a month afterwards— although there are rumours of their corpses coming back to life later (sometimes months later), so burning the latter or disintegration through strong acids would be a wise precaution.





The *Umâyshh* are invulnerable to most types of charms and hypnosis and have a few other special abilities, compared to regular humanoid of the same species type. They can exist for weeks without food or water and can remain aware yet perfectly still, either seated or standing, for hours or days on end if needs be; they see much better in the dark (add 2D4 to their Night Vision scores, subtract 1D4 from their Day Vision scores) than can normal humanoids, are experts at hiding in and blending in with, Underworld terrain and have an acute sense of hearing. In combat, they are relatively numb to pain and poison; any Pain points that would otherwise be inflicted on them are halved, and 5 levels are subtracted from the potency of any venom or poison that they are exposed to. Their own weapons, conversely, are poisoned with extracts from certain fungal growths of the Underworld, and a penetrated strike by one of these weapons must be checked against introduction of a potency level 8 poison.

Creature Name: *Umâyshh*; Frequency: Uncommon; Number Appearing: 3D6; Body Form: Humanoid (regular species per standard *Shakhàn* rules); Moral Alignment: Evil; Intelligence: Average (3D6); Aggressiveness: High; Level: III to XII (roll 1D10+2 per *Umâyshh*); Height / Weight: 1.7 m. high / 70 to 100 kg. in weight; TCA: 1 (80% chance) / 2 (20% chance); Attacks per Card: 1; MA: 9; FPR: 28+1D6 per Level; BDR: 24+1D10; APV: Each body area is protected by a normal piece of armouring ranging from wood to chainmail composition; CF: 35+1D10 per Level; Melee Weapon: By artificial weapon type, all such weapons are at least of "Average" quality and are at least +1 "to hit", +1 damage, +1 penetration; Melee Weapon Damage: Per weapon type plus at least +1 as above; Missile Weapon: 40% chance of a shortbow; Missile Weapon Damage: Per projectile; Special Attack: Poison; Special Defence: Pain immunity; Treasure Chance: 1% chance per individual per Level of carrying a small portable hoard or by scenario.

22.3.6. Felines

22.3.6.1. *Csòna* "The Long-Faced Cat"

The *Csòna* (kiss-OHnah) is classified by the sages of northern *Ushù'l* as a feline, but it is, in fact, a gigantic, four-legged carnivorous creodont placental mammal. It is long and lean like a cat, but its huge, strongly-jawed head is more akin to that of a bear or hyena. An adult male *Csòna* can be as much as 3.7 metres long and can weigh up to 1500 kg. It is a savage, highly aggressive and very dangerous predator unlike anything that exists on modern Earth. Its one weakness is stupidity; although the *Csòna* has a certain killer cunning, it is somewhat less intelligent than more highly evolved predators such as true bears or cats.

The *Csòna* is tan to light tan in colour, with lighter undersides and brown spots or stripes. It has huge, vicious fangs in its large jaws, but unlike a true cat, its claws do not retract and are therefore not usually used in combat. It has a good Sense of Smell (in the 12 to 14 range), good Hearing (in the 15 to 16 range) but only average eyesight. The *Csòna* is, fortunately, mostly a solitary predator, although a mated pair is sometimes found hunting together. It is stupidly aggressive and will attack almost anything.

The *Csòna* can sprint for **two (2)** Melee Rounds before having to slow down to normal speed or stop altogether.

Frequency: Rare; Number Appearing: 1D3; Body Form: 4-limbed creodont mammal; Moral Alignment: Animal neutral; Aggressiveness: Very high; Level: X; Height / Weight: 3.6 m. long / 1400 kg.; TCA: 1; Attacks per Card: 1 or 2; MA: 16; FPR: 70+1D6; BDR: 70+1D6; APV: 8; CF: 53+1D6; Melee Weapon: Bite or claw; Melee Weapon Damage: 2D6 (bite) / 1D6 (claw); Missile Weapon: None; Missile Weapon Damage: None; Special Attack: None; Special Defence: None; Treasure Chance: None.

22.3.6.2. *Nòm h* "The Spotted Killer"

The *Nòm h* (enOMMeh) is a four-legged carnivorous feline placental mammal, similar to the Terran leopard or panther but with longer canine fangs. A full-grown male animal is about four to five feet long and usually weighs about 70 kg. In colour, the *Nòm h* is almost always tan overall, with dark brown or black spots (except for the undersides which are white), although there are also rare slate-grey or black individuals.

As it is a solitary stalking predator by nature, this animal has very good sensory abilities, such as Hearing (in the 14 to 16 range), a good Sense of Smell (in the 14 to 16 range) and highly developed eyesight (its Vision is usually about 16, and the *Nòm h* can see in almost pitch darkness as well as a human would in twilight).

The *Nòm h* is normally nocturnal and will rarely attack an adventure party consisting of more than a couple man-sized individuals, although it is a well-known threat to livestock. It is an expert in self-concealment and sudden ambush; it therefore has **twice (2 times)** a normal predatory animal's chance of attacking by surprise. It is not actually a very large or heavy animal, but the Referee should make note of the fact that as with most felines, nearly all of its non-skeletal weight is pure muscle— which makes the *Nòm h* much stronger than its size would otherwise suggest.

The *Nòm h* has the same special sprint movement ability as the *Kharù*, but it can sprint for no more than **two (2)** Melee Rounds before having to slow down to normal speed or stop altogether. In a given Melee Round of Melee Combat it may either bite, or claw, or both, checking as follows on 1D6: (1-3)— bite only, (4-5)— claw only, (6)— both a bite and a claw attack. Note that the animal checks for this multiple attack possibility on each "attacking" Tactic Card it has, so it may subject an unlucky opponent to as many as **four** (2 per Card x 2 Cards) attacks per Melee Round.

Frequency: Rare; Number Appearing: 1D2; Body Form: 4-limbed feline mammal; Moral Alignment: Animal neutral; Aggressiveness: Medium; Level: IV; Height / Weight: 1.2 m. long / 70 kg.; TCA: 2; Attacks per Card: 1 or 2; MA: 12; FPR: 44+1D6; BDR: 31+1D6; APV: 5; CF: 42+1D6; Melee Weapon: Bite or claw; Melee Weapon Damage: 1D6+1 (bite) / 1D4 (claw); Missile Weapon: None; Missile Weapon Damage: None; Special Attack: None; Special Defence: None; Treasure Chance: None.

22.3.6.3. *Pomàtro* "The Thick-Maned One"

The *Pomàtro* (pawm-AH-troh) is a heavily-built, four-legged carnivorous feline placental mammal. Its heavily-muscled forequarters are larger than its hindquarters, giving its body the sloping look of a Terran hyena; another unusual feature is the fact that it walks on the soles of its feet, as opposed to on its toes which is true of most other felines. An adult male animal is about four to five feet long and usually weighs about 80 kg.

The *Pomàtro*'s body is dark tan overall with lighter undersides which are dotted with chestnut-brown spots; it also has a thick "mane" of hair which grows over its shoulders down to approximately the midpoint of its flanks, probably an adaptation to keep out the intense cold of northern *Ushù'l*. Its fangs, particularly the top two canines, are formidable-looking weapons that are significantly larger than would be found on a Terran lion or tiger. This animal has a good Hearing (in the 13 to 15 range), a good Sense of Smell (in the 14 to 15 range) and excellent Vision (in the 15 to 16 range, with some ability to see better than a human would at night).

The *Pomàtro* usually dwells in the deep forest in small family groups and is strong enough to attack even large prey such as the *Jòlitàro* (at least, the juveniles and elderly animals in a herd of the latter). It is a savage beast and will sometimes attack an adventure party of equal or smaller size. It is somewhat slower than most other types of predatory felines, but makes up for this with its great strength and deadly, long fangs.

The *Pomàtro* has the same special sprint movement ability as the *Kharù*, but it can sprint for no more than **one (1)** Melee Round before having to slow down to normal speed or stop altogether. In a given Melee Round of Melee Combat it may either bite, or claw, or both, checking as follows on 1D6: (1-3)— bite only, (4-5)— claw only, (6)— both a bite and a claw attack; it checks for this multiple attack possibility on each "attacking" Tactic Card.

Frequency: Uncommon; Number Appearing: 1D6+1; Body Form: 4-limbed feline mammal; Moral Alignment: Animal neutral; Aggressiveness: High; Level: V; Height / Weight: 1.22 m. long / 80 kg.; TCA: 2; Attacks per Card: 1 or 2; MA: 11; FPR: 52+1D6; BDR: 37+1D6; APV: 8; CF: 46+1D6; Melee Weapon: Bite or claw; Melee Weapon Damage: 1D6+2 (bite) / 1D4 (claw); Missile Weapon: None; Missile Weapon Damage: None; Special Attack: None; Special Defence: None; Treasure Chance: None.

22.3.6.4. *Tomàdyé* "The Long-Clawed One"

The *Tomàdyé* (tawm-AHD-yay) is a very large, four-legged carnivorous feline placental mammal. It is similar in some ways to the Terran lion, but is considerably larger and somewhat more long in the body. Its paws have very long, deadly claws which retract into the paw when the animal is not in combat.

An adult male *Tomàdyé* is about ten to eleven feet long and usually weighs about 450 kg. The *Tomàdyé*'s body is tan to slate-grey overall with lighter undersides. Its body is heavily muscled and it has a mouth full of long, sharp fangs.

The animal has a good Hearing (in the 13 to 15 range), a good Sense of Smell (in the 14 to 15 range) and excellent Vision (in the 15 to 16 range, with some ability to see better than a human would at night).





Most sub-species of the *Tomàdyé* are solitary killers and will be encountered only singly or in pairs, but there is one type which lives in a "pride" of 1D12 animals like the Terran lion. These are greatly feared by wilderness adventurers, but fortunately the latter type of *Tomàdyé* is rare north of the *Nòlan Oblé*.

The *Tomàdyé* has the same special sprint movement ability as the *Kharù* and it can sprint for **two (2)** Melee Rounds before having to slow down to normal speed or stop altogether. In a given Melee Round of Melee Combat it may either bite, or claw, or both, checking as follows on 1D6: (1-2)– bite only, (3-4)– claw only, (5-6)– both a bite and a claw attack. The *Tomàdyé* checks for this multiple attack possibility on each "attacking" Tactic Card.

Frequency: Uncommon to rare; Number Appearing: 1D2 or 1D12 (subspecies); Body Form: 4-limbed feline mammal; Moral Alignment: Animal neutral; Aggressiveness: High; Level: VII; Height / Weight: 3.1 m. long / 435 kg.; TCA: 2; Attacks per Card: 1 or 2; MA: 14; FPR: 57+1D6; BDR: 40+1D6; APV: 7; CF: 53+1D6; Melee Weapon: Bite or claw; Melee Weapon Damage: 2D6 (bite) / 1D6 (claw); Missile Weapon: None; Missile Weapon Damage: None; Special Attack: None; Special Defence: None; Treasure Chance: None.

22.3.7. Herbivores

22.3.7.1. *Eddinga* "The Slow Beast"

The *Eddinga* (ed-DING-gah) is a large, slow-moving browsing and grazing placental mammal, appearing somewhat like a non-aquatic hippopotamus. A full-grown male animal is usually around 2.3 metres in length, about 1.3 metres high at the shoulder and weighs up to 850 kg.. Its thickly furred rear-quarters, starting backward from behind the front limbs, are deep chestnut-brown, while its front part is much lighter-coloured in tans or light greys. The *Eddinga* has a massive skull and a short face, a very wide snout, two tiny eyes and four stocky legs ending in three-toed, plantigrade feet. It has very poor eyesight, almost to the point of being blind, but conversely has excellent hearing and a highly accurate sense of smell. It is mostly nocturnal in habits and cannot, as far as is known, be domesticated.

The *Eddinga* is a semi-solitary herbivore found primarily in the woods and occasionally the plains of northern *Ushù'l*. It is a large beast and can perform a Trample/Crush attack against human-sized opponents, but is usually of retiring nature and will only fight if attacked or provoked. Its normal attack is a kick by one of its strongly-muscled front forelegs.

Frequency: Uncommon; Number Appearing: 1D3; Body Form: 4-limbed hippo-like animal; Moral Alignment: Animal neutral; Aggressiveness: Low; Level: III; Height / Weight: 2.2 m. long / 750 kg.; TCA: 1; Attacks per Card: 1; MA: 13; FPR: 44+1D6; BDR: 28+1D6; APV: 10; CF: 27+1D6; Melee Weapon: Kick; Melee Weapon Damage: 1D6+2; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Trample/Crush; Special Defence: None; Treasure Chance: None.

22.3.7.2. *Edùuh* "The Fur-Beast"

The *Edùuh* (ay-DOOH) is a small, four-legged ruminant placental mammal similar to a densely-furred Terran pig, standing roughly 0.75 m. in height and weighing a maximum of about 30 kg. It is usually greyish-brown in colour, with a short snout and two small, black eyes. It is one of the standard domesticated animals of northern *Ushù'l*; populations found in the wild are generally escapees from domestic stock.

Wild *Edùuh* are timid and will always run from an adventure party, but they are a good source of meat and skins if caught.

Frequency: Uncommon; Number Appearing: 1D20; Body Form: 4-limbed pig-like animal; Moral Alignment: Animal neutral; Aggressiveness: Very low; Level: 0; Height / Weight: 0.75 m. / 40 kg.; TCA: 1; Attacks per Card: 1; MA: 8; FPR: 20+1D6; BDR: 17+1D4; APV: 8; CF: 20+1D6; Melee Weapon: Bite; Melee Weapon Damage: 1D3; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: None; Special Defence: None; Treasure Chance: None.

22.3.7.3. *Féfitsma* "The Great Milk-Beast"

A very large, yak-like bovine placental mammal, the *Féfitsma* (feff-EET-smah) is the standard domesticated milk- and meat- producing animal of northern *Ushù'l*. A mature male animal can be nearly 1.8 metres in height at the shoulder and can weigh up to 2000 kg.. The *Féfitsma* is usually chestnut-brown in colour with a medium brown or tan underside; its head resembles that of the Terran buffalo, with two small black eyes and long, curved horns in full-grown males.

The *Féfitsma* ranges all over northern *Ushù'l*, as its thick, shaggy fur is superbly adapted for survival in the cold northern climate. Although it has been successfully domesticated for many thousands of years, there are still substantial wild populations, particularly in the boreal and montaine forests.

Like the *Hravétha*, the *Féfitsma* may stampede at an overly aggressive adventure party if approached too closely; this is especially likely if the herd's calves are threatened, but otherwise these creatures are quite placid and inoffensive. A *Féfitsma* is more than large enough to perform a Trample/Crush attack against almost all sapient opponents, but can also butt or gore a tormentor with its horns.

Frequency: Uncommon; Number Appearing: 2D20; Body Form: 4-limbed yak-like animal; Moral Alignment: Animal neutral; Aggressiveness: Low; Level: IV; Height / Weight: 3.0 m. long / 1800 kg.; TCA: 1; Attacks per Card: 1; MA: 16; FPR: 52+1D6; BDR: 41+1D8; APV: 10; CF: 30+1D6; Melee Weapon: Horn; Melee Weapon Damage: 2D4; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Trample/Crush; Special Defence: None; Treasure Chance: None.

22.3.7.4. *Hravétha* "The Plains-Beast"

The *Hravétha* (hra-VAY-tha) is a large, four-legged bovine placental mammal, similar in some ways to extinct forms of Terran cattle but larger and with one more toe on its feet. A full-grown male animal can be nearly 1.4 metres in height at the shoulder and can weigh 800 kg. or more. The *Hravétha* is usually brown in colour with a lighter brown underside; it has a medium-sized snout, two large eyes and two fairly long horns in sexually mature males. There are no records of it having been domesticated in northern *Ushù'l*, although this has in fact happened further south on the continent, where it is more common in the wild as well.

The *Hravétha* is normally found in large herds on the more remote plains of northern *Ushù'l*, although one variety of it, which tends to congregate in smaller family groups, prefers to inhabit the forests. It is prone to stampeding in the direction of an overly aggressive adventure party if approached too closely and is large enough to perform a Trample/Crush attack against human-sized opponents, so a *Hravétha* stampede is something to be avoided if possible. Its normal attack, however, is an attempt to butt or gore a tormentor with its long, sharp horns.

Frequency: Uncommon; Number Appearing: 5D20 (plains) 1D20 (forest); Body Form: 4-limbed bovine animal; Moral Alignment: Animal neutral; Aggressiveness: Low to Medium; Level: II; Height / Weight: 2.2 m. long / 320 kg.; TCA: 1; Attacks per Card: 1; MA: 14; FPR: 35+1D6; BDR: 37+1D6; APV: 7; CF: 28+1D6; Melee Weapon: Horn; Melee Weapon Damage: 1D6+1; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Trample/Crush; Special Defence: None; Treasure Chance: None.

22.3.7.5. *Kwhàì'Khlé* "The Riding-Beast"

The *Kwhàì'Khlé* (kwai KLAY), a four-legged protherothelial placental mammal, is the standard riding animal of northern *Ushù'l*. It is similar in many ways to the Terran horse, but is slower and slightly smaller with one large toe and two very small, atrophied ones on its feet. A male *Kwhàì'Khlé* stands about 1.8 m. in high at the shoulder and weighs around 240 kg. It is usually tan in colour, except for the undersides which are white, with black or tan stripes on its legs and a short, black mane. Unlike the horse, however, the *Kwhàì'Khlé* does not normally graze, preferring shrubs, leaves and tender plant shoots as food.

The *Kwhàì'Khlé*, like many other types of hoofed animals whose primary means of defence is to run away, has the special movement ability to gallop: it can move at **twice (2x)** its normal maximum Movement Allowance as long as it neither attacks nor uses Movement Points for any purpose other than movement. The animal does not expend any extra Fatigue Points for this type of movement.

These creatures are very timid and will run from almost any adventure party. Populations found in the wild may either be escapees from domestic stock or true wild *Kwhàì'Khlé*, as they are still quite widespread in remote areas. A character with the Animal Trainer skill or background has a 71 to 90 per cent chance of "breaking" one of these animals, provided that he or she can get 1D3 months to work with it.

Frequency: Uncommon; Number Appearing: 1D20; Body Form: 4-limbed horse-like animal; Moral Alignment: Animal neutral; Aggressiveness: Very low; Level: I; Height / Weight: 1.8 m. long / 180 kg.; TCA: 1; Attacks per Card: 1; MA: 15; FPR: 36+1D6; BDR: 27+1D4; APV: 5; CF: 30+1D4; Melee Weapon: Kick; Melee Weapon Damage: 1D3; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: None; Special Defence: None; Treasure Chance: None.

22.3.7.6. *Uthga* "The Rooting-Beast"

The *Uthga* (OOthgah) is a four-legged ruminant placental mammal which looks very much like a tusked, enlarged *Edùuh*. A full-grown male animal is roughly 1 m. in height and weighs a maximum of about 55 to 60 kg. It is usually dark grey to brown in colour, with a short snout, two small, black eyes and two fairly long tusks in the males. Like the *Edùuh* it is a wary animal and has a highly accurate Sense of Smell (in the 14 to 15 range).





Uthga will usually run from an adventure party unless cornered or protecting their young, but will then fight fiercely. They are a good source of meat and skins and the tusks can bring a good price as ivory.

Frequency: Uncommon; Number Appearing: 1D12; Body Form: 4-limbed pig-like animal; Moral Alignment: Animal neutral; Aggressiveness: Low; Level: I; Height / Weight: 1.0 m. / 55 kg.; TCA: 1; Attacks per Card: 1; MA: 9; FPR: 20+1D6; BDR: 30+1D4; APV: 8; CF: 22+1D6; Melee Weapon: Tusk; Melee Weapon Damage: 1D3+1; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: None; Special Defence: None; Treasure Chance: None.

22.3.7.7. *Ushètga* "The Deep-Rooting-Beast"

The *Ushètga* (OO-SHET-gah) is a four-legged ruminant placental mammal similar to the *Uthga* but considerably larger and more heavily built. It stands about 1.2 to 1.3 m. in high at the shoulder and weighs up to 100 kg. It is usually dark grey, black or brown in colour, with a short snout, two small, black eyes and two long, sharp tusks in male animals. (Females have the tusks too, but they are shorter and less effective—doing half the damage done by male animals.) The *Ushètga* is primarily herbivorous and has a good Sense of Smell (in the 13 to 14 range).

These creatures will normally avoid an encounter with an adventure party, but the males in particular have a surly reputation and can be dangerous if provoked— for this reason, they are sometimes hunted for sport by those able to afford a well-equipped hunting party. They are an excellent source of succulent meat and skins and the tusks can bring a good price as ivory.

Frequency: Uncommon; Number Appearing: 1D12; Body Form: 4-limbed boar-like animal; Moral Alignment: Animal neutral; Aggressiveness: Low to Medium; Level: II; Height / Weight: 1.2 m. / 75 kg.; TCA: 1; Attacks per Card: 1; MA: 10; FPR: 36+1D6; BDR: 25+1D4; APV: 8; CF: 28+1D6; Melee Weapon: Tusk; Melee Weapon Damage: 1D4; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: None; Special Defence: None; Treasure Chance: None.

22.3.7.8. *Jòlik t à r o* "The Tusked-Beast"

One of the largest creatures found wandering the remote forests of northern *Ushù'l* is the *Jòlik t à r o* (JO-likk-TAH-row), a huge, relatively slow-moving proboscidian placental mammal reminiscent of a Terran elephant, but with a more flattened head, a shorter trunk and thick, greyish-brown fur. A mature male animal can be nearly 3 metres in height at the shoulder and can weigh 3500 kg. or more, with four tusks (two in the upper jaw, two in the lower jaw) that are typically about 70 centimetres long each.

The *Jòlik t à r o* is a gregarious animal and usually travels in herds of 5 to 20 bulls, cows and calves. It is normally inoffensive but can become very dangerous if the herd's calves are threatened. The *Jòlik t à r o* can perform a Trample/Crush attack against almost all sapient opponents, but can also gore an unlucky victim with its sharp tusks. It apparently cannot be domesticated.

Frequency: Uncommon; Number Appearing: 2D10; Body Form: 4-limbed proboscidian mammal; Moral Alignment: Animal neutral; Aggressiveness: Medium; Level: VII; Height / Weight: 3.6 m. long / 1400 kg.; TCA: 1; Attacks per Card: 1; MA: 20; FPR: 48+1D6; BDR: 55+1D8; APV: 12; CF: 46+1D6; Melee Weapon: Tusk; Melee Weapon Damage: 2D6; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Trample/Crush; Special Defence: None; Treasure Chance: None.

22.3.7.9. *Jòlikyù r u* "The Great-Tusked Beast"

Rarer and somewhat more intelligent than its smaller cousin the *Jòlik t à r o*, the *Jòlikyù r u* (joh-likk-eeOOroo) is an enormous proboscidian placental mammal reminiscent of a Terran mammoth or mastodon. It shares the flattened head, short trunk and thick fur of the *Jòlik t à r o*, but has only two, albeit huge, tusks in the males. A mature male animal can be well over 4 metres in height at the shoulder and can weigh over two thousand kilograms, making it one of the largest creatures normally encountered in northern *Ushù'l*. It is reddish-brown in colour, occasionally with lighter brown or tan stripes on the dorsal regions.

The *Jòlikyù r u* usually travels in herds of 3 to 16 bulls, cows and calves. Like the *Jòlik t à r o*, it is normally a peaceful creature, but can become dangerous if the herd, particularly its young, are threatened. The *Jòlikyù r u* is so large that it can perform a Trample/Crush attack against almost all opponents and it can also gore an unlucky victim with its sharp tusks. It apparently cannot be domesticated— not that anyone would be foolish enough to try to "break in" such an impressively large animal.

Frequency: Rare; Number Appearing: 2D8; Body Form: 4-limbed proboscidian mammal; Moral Alignment: Animal neutral; Aggressiveness: Medium; Level: IX; Height / Weight: 4.5 m. long / 2000 kg.; TCA: 1; Attacks per Card: 1; MA: 24; FPR: 62+1D6; BDR: 66+1D6; APV: 14; CF: 58+1D6; Melee Weapon: Tusk; Melee Weapon Damage: 2D6+2; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Trample/Crush; Special Defence: None; Treasure Chance: None.

22.3.7.10. *Z à n é h r à* "The Beast Who Eats Trees"

The gigantic *Z à n é h r à* (za-NAY-HRA) is the largest animal most inhabitants of northern *Ushù'l* will ever see. It is a placental mammal which resembles a cross between a horse and a rhinoceros in body form, with a relatively small head and four tree-trunk-like, three-toed legs. The largest male *Z à n é h r à* have been reported to be more than 7 metres in height at the shoulder, weighing a fantastic thirteen thousand or more kilograms. The *Z à n é h r à* is greenish-grey in colour, with a few variant individuals having a completely grey or tan colour scheme.

These creatures are so large as to be able to eat the leaves, of which they must daily consume a prodigious quantity, right from the tops of trees. The *Z à n é h r à* are rare in northern *Ushù'l*, especially the more easterly areas; apparently these great creatures occasionally wander north from the lands south of the *Nòlan Oblé* in search of food in the summertime, and are then unable to find their way back south after the cold weather hits. (They are not particularly well-suited to the harsh winters of this region, preferring a warmer climate, although they can usually survive with some discomfort.)

The *Z à n é h r à* have almost no natural enemies and will therefore normally ignore an adventure party, but can of course squash most attackers foolish enough to torment them like a bug. Needless to say, they cannot be domesticated.

Frequency: Rare; Number Appearing: 1D6; Body Form: 4-limbed mammal; Moral Alignment: Animal neutral; Aggressiveness: Medium; Level: XII; Height / Weight: 6.2 m. long / 7500 kg.; TCA: 1; Attacks per Card: 1; MA: 30; FPR: 63+1D6; BDR: 75+1D8; APV: 12; CF: 70+1D6; Melee Weapon: Kick; Melee Weapon Damage: 4D6; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Trample/Crush; Special Defence: None; Treasure Chance: None.

22.3.8. Humanoids

It is not uncommon for an adventure party composed of sapient characters to encounter another such party (termed a "humanoid" party hereafter, although, of course, it may have several non-humanoid sapient races within it), while travelling in the Underworld or wilderness. Many of the rules of courtesy, and even legal strictures such as those against robbery and murder, however, are difficult or impossible to enforce in remote areas, so a player adventure party is usually wise to treat strangers with caution. (This is doubly true of the Underworld, where the usual reaction upon encountering another adventure party is to "shoot first and ask questions later". Also, legal prohibitions against attacks on those professing belief in a religion opposed to one's own do not apply in the Underworld, and it is here where religious fanatics have a free hand to war against infidels and unbelievers.) Occasionally, a party of player characters will encounter a nonplayer adventure party whose objectives and outlook are compatible, but this is quite unusual.

The Referee should take note that most nonplayer sapient characters are just as intelligent and creative as the players— they will thus **not** blunder aimlessly into an ambush or trap except under very specialized circumstances, and will use their **most** powerful and effective weapons or tactics if called upon to fight. There is a specific meaning to this rule: a party of intelligent nonplayer characters should be allowed at *least one* (and possibly several) checks against the Invention Class or Situational Awareness abilities (see Intelligence score description) of their party leader(s), if ambushed or attacked by the player party under circumstances that give the player party a significant advantage; a successful check indicates that the nonplayer party has guessed the player party's strategy and has taken counter-measures against it. (Pay careful attention to this rule— players can be very persuasive in arguing "What do you mean, they figured out that we were ready to cut the rope bridge out from under them? What are they, psychic or something?" This factor is the main reason that encounters with intelligent creatures are so much more dangerous than are meetings with non-intelligent ones— they are every bit as intelligent and resourceful as are the players and will exploit their own abilities to the utmost to win a battle, or at least to survive it.) This rule should also be used for encounters with the *Brhà* and other intelligent creatures.

Conversely, most nonplayer humanoid parties (except those made up of religious fanatics of the martial Temples) have a strong instinct for self-preservation, and must check morale and possibly flee if confronted by a significantly stronger player character adventure party.





Nonplayer adventure parties may be constructed by the Referee in accordance with the rules given under "Nonplayer character party composition" in the Adventures rules section. Alternatively, the Referee may use the suggested nonplayer adventure party guidelines given in the Encounter Table appended to this rules section.

22.3.9. Large Insects

In addition to its many varieties of small biting and stinging insects and arachnids, Telostic is also home of a few much larger creatures of this type. The characteristics of the largest and most dangerous of these will be provided in a future supplement to *Shakhàn* (indeed, one of these, the huge hornet type *Vahàlsa*, is one of the most dangerous creatures on Telostic); however, currently the following system should be used should this category be indicated on an encounter check.

Large insects will always attack the characters in an adventure party until killed. The exact type of these encountered is determined as would be the case for a small insect encounter.

The attacks of a large biting or stinging insect or arachnid are resolved as are those of a small insect, except that each such creature has a basic 50 per cent chance of inflicting a bite on its target, minus (Armour Protection Value + Agility) of the putative victim; regardless of the target's protection or agility, a large insect always has **at least** a 5 per cent chance of landing a bite or sting. A character capable of normal movement can usually automatically kill 1D8 crawling, or 1D4 flying, large-sized insects or arachnids per Melee Round.

For game purposes, the bites and stings of large insects inflict 1 damage point and 0.25 of a Pain point each per Melee Round, unless the victim is allergic to insect bites or the insect type happens to be poisonous. In such cases, a Saving Throw against Intensity Level 1D8 poison would be required for each 2 to 5 (1D4 + 1) stings or bites, unless it is a strongly poisonous creature, in which case a Saving Throw against Intensity Level 1D20 poison would be needed for each 1 to 3 bites or stings. (A very few insects and arachnids are yet more venomous than this.) If a parasitic insect is attacking a character, its bite inflicts 1/10th of a damage point and 1/5th of a Pain point per insect/arachnid per Melee Round, and for each whole damage point inflicted, there is a 30 per cent chance that the victim will be subjected to an infection check of a randomly determined disease type.

Frequency: Uncommon to common; Number Appearing: 1D50; Body Form: 6- or 8-limbed insect or arachnid; Moral Alignment: Animal neutral; Aggressiveness: Extremely high; Level: 0; Height / Weight: 0.1 m. / 0.1 kg.; TCA: 2; Attacks per Card: 1; MA: 3 (crawling) or 16 (flying); FPR: unlimited; BDR: see above; APV: 0; CE: see above; Melee Weapon: Bite or sting; Melee Weapon Damage: see above; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Poison or disease; Special Defence: None; Treasure Chance: None.

22.3.10. Small Insects

Telostic is the home of innumerable types of small- and not so small- biting and/or stinging insects. These vicious little creatures are always mindlessly aggressive and will always attack the characters in an adventure party until killed. For game purposes, the exact type of these encountered can be resolved by a 1D20 check: (1 to 10)– a parasitic insect such as a black-fly or mosquito; (11 to 16)– a stinging or biting insect such as a wasp or scorpion; (17 or 18)– a mildly poisonous insect; (19 or 20)– a strongly poisonous biting or stinging insect. Add 1 to this check if the current location is south of the *Nòlan Oblé*; add 2 if in the far south such as in regions south of Cantien (not that an adventure party should normally have wandered this far from northern *Ushù'l*).

The attacks of small biting or stinging insects are resolved in a different manner than for other creatures; it is assumed that each such creature has a basic 100 per cent chance of inflicting a bite on its target, minus (Armour Protection Value + Agility) of the putative victim. (The attacks of insects and arachnids should be checked for *en masse*, rather than spending endless amounts of time rolling dice for them.) A character capable of normal movement can usually automatically kill 1D20 crawling, or 1D10 flying, regular-sized insects or arachnids per Melee Round; note, however, that this requires all of the character's attention: if he or she attempts some other action, the attacking insects have **twice** their normal chance of landing a bite or sting, and there is a 50 per cent chance that the attempted action will be spoiled due to the distracting effects of the insect attack.

For game purposes, the bites and stings of regular insects (for example a wasp) inflict 1/50th of a damage point and 1/25th of a Pain point each per Melee Round, unless the victim is allergic to insect bites or the insect type happens to be poisonous. In such cases, a Saving Throw against Intensity Level 1D6 poison would be required for each 20 to 50 [(1D4 + 1) x 10] stings or bites, unless it is a strongly poisonous creature, in which case a Saving Throw against Intensity Level 1D20 poison would be needed for each 10 to 30 bites or stings. (A very few insects and arachnids, similar to a "black widow" spider, are yet more venomous than this: for these, a Saving Throw is required for **each** bite or sting.) If a parasitic insect is attacking a character, its bite inflicts 1/100th of a damage point and 1/50th of a Pain point per insect/arachnid per Melee Round, and for each whole damage point inflicted, there is a 20 per cent chance that the victim will be subjected to an infection check of a randomly determined disease type.

Frequency: Very common; Number Appearing: 1D1000; Body Form: 6- or 8-limbed insect or arachnid; Moral Alignment: Animal neutral; Aggressiveness: Extremely high; Level: 0; Height / Weight: 0.01 m. / 0.01 kg.; TCA: 1; Attacks per Card: 1; MA: 2 (crawling) or 15 (flying); FPR: unlimited; BDR: see above; APV: 0; CE: see above; Melee Weapon: Bite or sting; Melee Weapon Damage: see above; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Poison or disease; Special Defence: None; Treasure Chance: None.

22.3.11. *Tlatlèelyo* "The Chàngalà-Fly"

One of the most dangerous creatures found in northern *Ushù'l* is the *Tlatlèelyo* (telaht-tlYEE-loh), a large flying insect-like creature ranging in size from approximately that of a small bird to, in a few rare subspecies, almost the size of a grown male human. The size of *Tlatlèelyo* species encountered is subject to a special 1D20 check: (1 to 5)– Small; (6 to 15)– Medium; (16 to 18)– Large; (19 or 20)– Very Large. It is a rare creature except in swamps and the more miasmal areas of the Underworld and is feared because it normally travels in "swarms" of from 6 to 36 individuals.

The *Tlatlèelyo* has two large, multi-faceted compound eyes, a pair of sharp mandibles and six stick-like legs attached to a long, iridescent-green, tube-like body. Its translucent, four-part wings can propel it at a speed of up to 20 metres per second; note that unlike the membranous wings of other insect types, those of the *Tlatlèelyo* are **not** particularly vulnerable to fire and will not easily be destroyed by fire- or heat- based attacks. The *Tlatlèelyo* is also very manoeuvrable in flight and can fly sideways or even backwards, with little effect on speed or directional control.

There is a 20 per cent chance that a *Tlatlèelyo* 's mandibles will be mildly poisonous. A character struck and penetrated by this bite must make a Saving Throw against an Intensity Level 1D4 poison. The most dangerous attribute of the *Tlatlèelyo*, however, is its "breath weapon"; these creatures can expel a jet of highly volatile chemicals at violently high speed. This spray, which is both corrosive and boiling hot, is ignited by a special organ in the *Tlatlèelyo*'s mouth; it is usable once each **three (3)** Melee Rounds and equivalent to an offensive directed-energy attack spell. The maximum potency of this attack is equal to an equivalent 50 Energy Points spell casting for a small *Tlatlèelyo*, 100 Energy Points for a medium-sized one and 200 Energy Points for a very large creature.

The *Tlatlèelyo* always attacks viciously until killed, but it is said that it can be "fooled" into thinking that its prey has disappeared by a potential victim remaining absolutely still (apparently, these creatures hunt mainly by means of motion detection); doing so is difficult, however, and requires the putative victim to pass a Saving Throw at (Willpower + Constitution) x 4 DMod for 1D3 Melee Rounds while the *Tlatlèelyo* evaluates its surroundings. The *Tlatlèelyo* can also be repelled by a variety of specialised deterrents, in particular 100 grammes or more of powdered *Vissùl*-bark, which can be acquired in larger apothecary shops for about 10 *Déa* per 100 grammes.

Frequency: Uncommon to common; Number Appearing: 6D6; Body Form: 6-limbed insect; Moral Alignment: Animal neutral; Aggressiveness: Extremely high; Level: 2 (small) to 6 (very large); Height / Weight: 0.1 m. / 0.1 kg. to 1.8 m. / 30 kg. (very large); TCA: 2; Attacks per Card: 1; MA: 4 (crawling) or 20 (flying); FPR: unlimited; BDR: 1D6 (small) to 4D6 (very large); APV: 10 (small) to 25 (very large); CF: 20 (small) to 50 (very large); Melee Weapon: Bite; Melee Weapon Damage: 1D3 (small) to 4D3 (very large); Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Poison, explosive breath weapon; Special Defence: None; Treasure Chance: None.

22.3.12. Maritime Creatures

With the exception of the *Ongriò* (see below) and the generic predatory marine creature type listed below, the details of maritime creatures found in *Shakhàn* will be listed in a future supplement.





A character who is in the water (voluntarily or otherwise) with a predatory marine creature (e.g. a shark, carnivorous whale, etc.), may be attacked by it. In this case, the following statistics are used for the maritime predator:

Frequency: Uncommon to common; Number Appearing: 1D6; Body Form: Fish- or whale-like maritime fish or mammal; Moral Alignment: Animal neutral; Aggressiveness: Very High; Level: III to XVIII; Height / Weight: 1 m. / 40 kg. to 10 m. / 8000 kg. ; TCA: 1; Attacks per Card: 1; MA: 10 to 20 (swimming); FPR: 15+1D100; BDR: 10 to 50+1D20; APV: 5 to 30; CE: 20 to 50+1D20; Melee Weapon: Bite; Melee Weapon Damage: 1D6 to 2D20; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: None; Special Defence: None; Treasure Chance: None.

22.3.13. The *Mêm-Uhùryo*

The *Mêm-Uhùryo* (maim ooHOORyoh), or undead, include among their ranks some of the most dangerous and feared monsters on Telostic. Many other types of creatures are to various degrees malevolent or evil, but only the spawn of It Who Shall Not Be Named, pestilential B'abb-B'bògg (She/He Of Decay) and ebon-dark Hé-Enriath (The Dread Lady of Nightmares and Madness) exist by the twin curses of lycanthropy and undeath.

The *Mêm-Uhùryo* are very unpopular in even the most evil of areas, and are usually hunted down and destroyed where this is safely possible. Temples and necromantic breeding grounds still exist with relative safety in the Underworld and in isolated mountain enclaves, and from these pockets of blight are sent the undead minions of the Nameless One and the other dark religions.

The *Mêm-Uhùryo* have two main sub-classes: the *Hhyò'oàlla* (hee-heeYO oh-ALLah), or The Slave Dead Yet Not Free, and the *Yhé-Uhùrla'à* (ee-HAY ooHOOR-lah AAH), or They Of The Immortal Curse. While the distinctions between the two categories are apparently known in exact form only by the upper echelons of the Church of the Nameless and the two other faiths, it is possible to discern some certain basic features of both.

The first faction, that of the *Hhyò'oàlla*, claims control over the relatively less powerful types of *Mêm-Uhùryo*: the zombies, ghouls, lycanthropes and so on. While the *Hhyò'oàlla* do not, as a rule have the terrible powers of the *Yhé-Uhùrla'à*, they have other strengths. These include mindless ferocity, various powers of regeneration and touch-infection, and not least, large numbers. The *Hhyò'oàlla* are the "cannon fodder" of the dark religions, and on those rare occasions on which they choose to fight pitched battles their massed attacks can be extremely dangerous.

The second and more feared category is the *Yhé-Uhùrla'à*, which includes the undead: wraiths, spectres, ghosts, and vampires. The *Yhé-Uhùrla'à* often have deadly powers which can make it nearly impossible for the unprepared to safely combat them, but have several weaknesses which prevent them from massing to destroy life in general. These include a lack of free will, the inability to bear the light of the suns or the full moons, to cross the Sacred Line (or Circle) of *Virya J'Ràlrishe-Slé* or to bear the light of a lantern held by a cleric (of any level) of *Væran Za-Rhàak* (The Lord of The Deserving Dead).

22.3.13.1. General Features of the *Mêm-Uhùryo*

The *Mêm-Uhùryo* have many sinister and dangerous powers and are subject to several special weaknesses, as follows.

All *Mêm-Uhùryo* have an innate ability to see in complete darkness about as well as a human being would at twilight or dawn on a cloudy day; note that this ability is separate from, and usable with, the monster's infravision capabilities (if any). Many of the greater among them, in particular the *Yhé-Uhùrla'à*, also have an innate ability (assume this to be equal to the creature's Level x 5) to sense the life-presence of an invisible or camouflaged character; thus, many types of disguises that would otherwise hide a character are of little use against them.

Except as specifically stated below, all undead creatures have an innate fear of light much stronger than that produced by a bright lantern, and must check morale if presented with a strong light source such as sunlight or a magical light-making spell of (approximately) Level V or higher. There is a 41 to 60 (1D20+40) per cent chance that a morale check will also be required if these monsters are confidently confronted by the religious symbols of *Væran Za-R'hàak*, *Væran Ro'sènnpàdr*, or *Virya Nanyè*. Note that only one morale check is performed if both these conditions, light and religious symbol-use, apply, although the Referee may want to impose a penalty on the check in such cases.



The *Mêm-Uhùryo* are immune to fear and bleeding or pain inflicted by conventional weapon damage, although they are indeed subject to pain or fear caused by certain types of magical or religious spells. Many undead monsters of the *Hhyò'oàlla* are immune to body damage inflicted by non-enchanted, non-silvered weapons; this capability applies, by default, to **all** members of the terrible *Yhé-Uhùrla'à*. Unless otherwise noted, all *Mêm-Uhùryo* take only half (0.5) the normal amount of body damage that would be inflicted by a cold-based attack. They are immune to most types of "charm" or mental domination type spells, insanity, poison, death magic (most of them are dead already), polymorphism or disease (except a disease, for example lycanthropy, which is an innate part of their nature— see below). The *Yhé-Uhùrla'à* appear to be immune to several other types of attacks, in particular petrification.

The *Mêm-Uhùryo* are unaffected by many types of critical damage; considerable amounts of Referee discretion is needed in judging which types of critical damage would be applicable. For example, a critical hit that severed a head would probably kill most types of *Mêm-Uhùryo*, but one that simply destroyed an internal organ vital to a living being would have little or no effect. (Critical damage inflicted by magic weapons or other supernatural means should be allowed more leeway in this regard, as these attack types are often enchanted to achieve this very capability.) Except as otherwise noted below, the *Mêm-Uhùryo* suffer 1D6+1 points of body damage per 100 cc. if splashed by *Levyètha* (Holy Water) of any religion of the *Khùl-Tlassù* or the *Khùl-Mhazàshii*. The *Mêm-Uhùryo* have an **unlimited** Fatigue Point Reserve and **never** become fatigued, but typically move somewhat more slowly than would a living being of equivalent size and strength and are rarely, if ever, being able to use a "Berserk" Tactic Card.

The churches of The Nameless One and to a lesser extent B'abb-B'bògg or *Virya Hé-Enriath* are the patrons of the *Mêm-Uhùryo*. They will therefore rarely attack a priest of one of these religions, unless he or she attacks first or is intruding upon sacred ground, a treasure hoard and so on. This does not, of course, apply to situations in which undead creatures may be present in battling parties headed by clerics of two or more of these religions.

22.3.13.2. The Incomparable Hexagon of the Azure God

A common defence against the *Mêm-Uhùryo* is the "Incomparable Hexagon of the Azure God", a protective pattern drawn in purple, yellow and white chalk on the floor, invented by the followers of great *Væran Za-Rhàak* but known also to all of the religions of the *Khùl-Tlassù* and many of the *Khùl-Mhazàshii*. Its creation is taught to all clerics of these religions of Level II and higher. (The *Anratschèldor-haii* also have recourse to several types of protective patterns against the undead, but none of these are as effective, as well known or as widely taught as the Hexagon.)

The Incomparable Hexagon requires about 5 Melee Rounds to draw without chance of error, but this can be reduced to 2 to 3 Melee Rounds in an emergency with a 20 per cent chance of an oversight that will void the protective effects of the pattern. After it is drawn, at least one character within the Hexagon must continuously chant (or, even better, sing) the phrase "Begone, ye curs-ed ones, in the game of mighty *Væran* (or *Virya*) (name of religion of cleric who drew the pattern)", preferably in the inner language of the Temple of the cleric who created the Hexagon. A *Mêm-Uhùryo* of any type that attempts to cross the lines of this pattern must pass a Saving Throw equal to (Level of *Mêm-Uhùryo* x 1 DMod) or suffer severe pain and 3D20 points of body damage; even if this check is passed the monster still suffers half damage, so most will not try to trespass into the Hexagon— but note that if the chant ever ceases the pattern's protective ability vanishes and cannot be restored over the area in question for 1D6 game weeks.





* The name of this pattern is rather curious— it is assumed to refer to steadfast *Væran Za-Rhàak* but may, in fact, be from another, earlier religion— ?

22.3.13.3. Refuge of the Sign of the *Khùl-Tlassù*

A character tattooed with the insignia of certain religions of the *Khùl-Tlassù*, specifically those of steadfast *Væran Za-R'hàak*, crusading *Væran Ro'sènnpàdr* and shining *Virya Nanyè*, cannot be re-animated with the half-life of the *Mêm-Uhùryo*; this includes situations where the character has been "drained" of all of his or her life/Experience Levels by the dread *Yhé-Uhùrla'à* and would otherwise become an undead monster under the control of the creature that drained the unfortunate character. In such cases, a character protected by one of these religious insignia is simply dead as would be a character killed by conventional means, except that if he or she is resurrected the lost Experience/Life Levels do **not** return and the character is considered to be first-Level until otherwise healed with the *Levelrestoring* spell or other powerful magic.

This same protection is provided by wearing an amulet inscribed by the symbols of the *Khùl-Tlassù*, except that if the amulet is removed after the character is killed, he or she immediately suffers the **full** effects of the monster's attack as if affected without wearing the amulet— including, possibly, instantly becoming an undead creature, if this is what would otherwise have happened. Note that only devotees of *Væran Za-R'hàak*, *Væran Ro'sènnpàdr* and *Virya Nanyè* will voluntarily consent to wearing such an amulet, as wearing the insignia of a religion other than one's own is sacrilege and brings a chance (typically 1 per cent per day) of Divine Retribution by one's own deity.

The inscription of a religious symbol of the *Khùl-Tlassù* requires a ceremony in a temple of one of the aforementioned three religions, at the end of which there is a 50 per cent chance that the character will be judged by his or her deity and possibly be required to do penance or a quest.

22.3.13.4. The Holy Crusade Against Evil

The more fanatical clerics of certain religions of the *Khùl-Tlassù*, in particular those devoted to everlasting *Væran Za-R'hàak* and valiant *Væran Ro'sènnpàdr*, may relish an encounter with an especially malign and dangerous monster of the *Mêm-Uhùryo*, for example the *Rha'à*, as an ideal chance to die valiantly in battle with the forces of evil.

At the option of the Referee, such a character may be required to pass a Saving Throw at [(Willpower + Intelligence) x 3 DMod] or immediately charge to the attack, in the direction of the hated enemy— that is, unless he or she is dragged, kicking and screaming, in the opposite direction by more sensible members of his or her adventure party! There is a 40 per cent chance that the character, if prevented from attacking, will be depressed for approximately the next game day because of being denied a chance at "fulfilling his or her destiny".

22.3.13.5. Control Over / Banishing the *Mêm-Uhùryo*

Clerics of the Nameless One, B'àbb-B'bògg and *Virya Hé-Enriath* may, upon encountering the *Mêm-Uhùryo*, attempt to control them, as all three of these religions commonly use the undead to further their sinister objectives.

To do this, the cleric must quickly repeat the Pandects of Control in the secret inner language of his or her Temple in clear view of the *Mêm-Uhùryo* over whom control is attempted. The Success Threshold needed to establish control is normally {[30 for the Nameless One, 20 for followers of putrefying B'àbb-B'bògg and 15 for ebon-black Hé-Enriath] + [(Experience Level of the cleric - Level of the *Mêm-Uhùryo*) x 10] x 1 DMod}. If the attempt succeeds, the priest or priestess may order the creature to perform tasks in keeping with its level of intelligence, including combat, so long as the order would not obviously cause the *Mêm-Uhùryo*'s self-destruction.

A single cleric of one of the abovementioned religions may maintain control over a number of *Mêm-Uhùryo* equal to his or her Experience Level as a cleric. Control lasts for 2D6 x 10 game minutes and cannot be re-established by the same cleric over the same undead creature for another game year (excepting, of course, with the aid of magic spells specifically intended to do so).

Clerics of certain faiths of the *Khùl-Tlassù*, specifically devotees of everlasting *Væran Za-R'hàak*, valiant *Væran Ro'sènnpàdr* and bright-shining *Virya Nanyè*, may attempt to "banish" the *Mêm-Uhùryo*; this act represents, essentially, an attempt to invoke the name of one of the aforementioned three deities to drive these evil creatures from the cleric's presence.

To do this, the cleric must brandish the symbol of his or her Temple and quickly repeat the Incantation of Absolution from Evil in the language of his or her Temple, directly confronting the *Mêm-Uhùryo* against whom the banishment is to be attempted. The Success Threshold needed to banish is normally {[30 for eternal *Væran Za-R'hàak*, 20 for priestesses of glorious *Virya Nanyè* and 10 for those pledged to mighty *Væran Ro'sènnpàdr*] + [(Experience Level of the cleric - Level of the *Mêm-Uhùryo*) x 10] x 1 DMod}. (Add 10 to the Success Threshold if the cleric attempting to banish is a cleric of great *Væran Za-R'hàak* holding one of the ceremonial lanterns of this Temple.) If the attempt succeeds, the following results ensue:

- If the Level of the *Mêm-Uhùryo* is *more than twice (2x) that of the cleric*, the undead creature will remain stationary for 1D6 game minutes and will refrain from attacking the cleric and his or her party, unless, of course, it is attacked first. At the end of this time period the *Mêm-Uhùryo* will re-assume whatever attitude it had previously— by which time the cleric would do well to have departed the area.
- If the Level of the *Mêm-Uhùryo* is *higher than that of the cleric but less than twice the cleric's*, it will attempt to flee the area, unless it is first attacked, is prevented from leaving or is guarding an important area of evil (such as a temple of the Nameless One).
- If the Level of the *Mêm-Uhùryo* is *lower than that of the cleric but is more than half (0.5x) of the cleric's*, it will attempt to flee the area under all circumstances and will fight only if prevented from leaving.
- If the Level of the *Mêm-Uhùryo* is *less than half (0.5x) of that of the cleric*, the undead creature is smitten by the Powers of the Light, and crumbles immediately into dust. [Optional: Some of the greater undead should be given a Saving Throw equal to (MRES x 1 DMod) against this; if the check is passed, treat it as a "flee" result as described immediately above.]

A single cleric of one of the abovementioned religions may banish a number of *Mêm-Uhùryo* equal to **one-half (0.5)** of his or her Experience Level as a cleric. Only one attempt at banishment may be made by the same cleric against the same undead creature in a given game year.

22.3.13.6. *Chklàth* "The Flying Dead"

Although included in the ranks of the *Mêm-Uhùryo* for purposes of convenience, the *Chklàth* (CHIKK-lath) are not "undead" in the normal sense of the word, as they were re-animated from the dead by the Temple of sinister *Virya Hé-Enriath* many years ago as guardians of that religion's temple and tomb complexes. For this reason, many of the defenses normally usable against the *Mêm-Uhùryo* are not applicable to them; in particular, the *Chklàth* are **not** afraid of bright light or the light of day, although they still prefer to fight in darkness.

The *Chklàth* appear as large (2.3+ metre tall), bat-winged, bipedal humanoids, with three red eyes, a curiously wide, sharp-fanged mouth and a long, reptile-like tail with a hook at its end. In colour, they are usually jet-black, although a few are dark grey or brown. They can fly at a maximum speed of approximately 60 kilometres per hour and can fly, without becoming exhausted, for about two hours at a time (the speed and distance allowances are halved if carrying a large load such as a human victim or if intending to fly silently). If the monster attempts to carry off a character, if he or she is aware of what is transpiring the putative victim may avoid this by dodging (see Agility score description); once he or she is in the *Chklàth*'s grasp, it is considered to have a Strength score in the 15 to 20 (1D6+14) range for purposes of breaking free.

In Melee Combat, these monsters fight with a weapon equivalent to a two-handed steel sword— although, they are strong enough to wield this sword in just one arm and use the other for a shield or other implement. The sword of a *Chklàth* does damage as would a regular two-handed sword in "Good" or "Very Good" condition, except that a victim struck and penetrated by it must pass a Saving Throw at [(Willpower + MRES) x 2 DMod] or faint and fall unconscious for 2D4 Melee Rounds. Note that this power applies only when the weapon is used by a *Chklàth*; if it is captured and used by another character it acts solely as a regular two-handed sword. The *Chklàth* can also claw or bite with their fangs or talons, but usually do not do so as they are agile enough only to do one attack per Melee Round.

These sinister monsters are completely immune to electricity-based attacks and can regenerate 1D6 points of body damage per Melee Round. A *Chklàth* which is killed, but not totally destroyed by burning or immersion in corrosive liquids, will regenerate and regain animation in 3D6 Melee Rounds. This process is typically **not** obvious to a character who is not watching out for it; a character without prior understanding of the *Chklàth*'s abilities would have to pass a check at (PERC x 2 DMod) to notice what is happening prior to the creature suddenly springing to "life" and attacking without warning.





Frequency: Rare; **Number Appearing:** 2D6 (Underworld) or 1D6 (elsewhere); **Body Form:** Bat-winged humanoid pseudo-undead monster; **Moral Alignment:** Evil; **Aggressiveness:** Very high; **Level:** III to X; **Height / Weight:** 2.2 m. / 110 kg.; **TCA:** 1; **Attacks per Card:** 1; **MA:** 7 (normal) or 26 (flying); **FPR:** 40+1D20; **BDR:** 30+1D10; **APV:** 9 (natural); **CF:** 33+1D6; **Melee Weapon:** Extra-large 1-handed sword; **Melee Weapon Damage:** 3D6; **Missile Weapon:** Usually none; **Missile Weapon Damage:** None; **Special Attack:** Causes enemy to faint; **Special Defence:** Most general *Mêm-Uhûryo* defenses, regeneration; **Treasure Chance:** 4% per Level

22.3.13.7. *Es'Flògha* "The Beast of the Putrid Head"

These repulsive creatures, another type probably the result of experiments conducted by the Temple of putrescent B'abb-B'bògg (or, perhaps, sinister *Virya Hé-Enriath*?) in the distant past, look like a cross between a worm and a human being. They are bipedal and have a roughly humanoid main body; the arms appear to have rotted, knurled skin peeling all over them, and there is a thin layer of greyish slime in place of the outer epidermis of the skin. Most individuals sighted have been of a dull pinkish-grey colouration, but there are rare *Es'Flògha* (ess-FLOW-gah) which are a deep or bright red. They are from 1.5 to 2.2 metres tall and typically weigh about 100 to 200 kilogrammes.

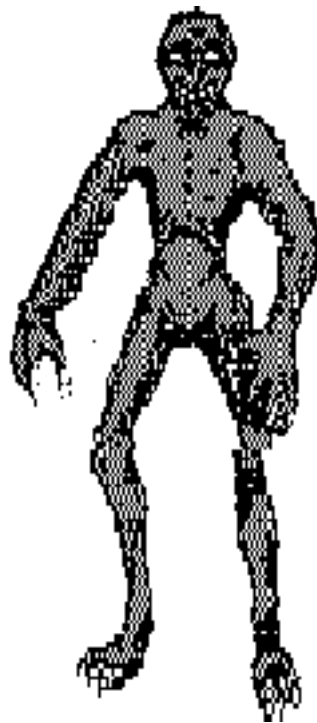
By far the most frightening thing about the *Es'Flògha*'s appearance is the head, which is covered by rotted skin and slime and is of an ogival shape. At the top of the head is a single very large, bloodshot yellow eye; at its bottom are four or five small, oval orifices which periodically emit puffs of a stinking vapour. They emit an absolutely unbearable, overpowering stench of rot and putrefaction, detectable by a character with an average Sense of Smell at a distance of approximately 50 metres; a character without some kind of breathing filter or other protection who comes within 20 metres of this creature must save at (Constitution x 5 DMod) each Melee Round or be nauseated, fighting at only 75 per cent of his or her normal Combat Factor. The *Es'Flògha* are able to move with great stealth and leave a noticeable trail of slime behind them as they travel, discolouring and putrefying the ground wherever they go.

The *Es'Flògha* strike in combat with razor-sharp claws hidden at the ends of their two arms. Anyone struck and penetrated by one of these must pass a Saving Throw at (Constitution x 2 DMod) or be infected by the monster's putrefaction attack; this counts for curative purposes as a "Very Dangerous" disease, and rots away an additional 10 centimetres (approximately) of the victim's surface area per Melee Round, destroying whatever organ or body part is in this area. For some reason, the *Hàmyé*, *Agàk* and *Granâyû* are less vulnerable to this rotting disease than are the other species: if a character from the aforementioned three races is struck, the Saving Throw is (Constitution x 7 DMod).

A humanoid victim struck in the limbs or other extremities by this deadly effect will (unless, of course, the disease is magically cured or the limb is amputated) live for about 5 to 8 (1D4+4) more Melee Rounds before the rot reaches the brain or other vital organ. (Subtract 1 from this die roll if the victim was struck in the trunk or abdomen; subtract 2 if he or she was unlucky enough to have been struck in the neck or head.) Any body points or limbs, organs, etc. lost to the rotting attack of an *Es'Flògha* are gone **permanently** unless magically restored through the highest levels of the *Healing* spell, Divine Intervention and so on. Any creature slain by an *Es'Flògha* has a 20 per cent less than normal chance of successful revivification.

The *Es'Flògha* are vulnerable to and are afraid of fire, as they take double damage from fire- or heat- based attacks. However, there is a 40 per cent chance that any individual *Es'Flògha* will be invulnerable to damage inflicted by non-magical, non-silvered weapons.

Frequency: Uncommon (Underworld, tombs & crypts) or rare (elsewhere); **Number Appearing:** 2D6+1; **Body Form:** Bipedal *Mêm-Uhûryo* undead monster; **Moral Alignment:** Evil; **Aggressiveness:** Extremely high; **Level:** III to VI; **Height / Weight:** 1.75 m. / 100 kg.; **TCA:** 1; **Attacks per Card:** 1; **MA:** 10; **FPR:** Essentially unlimited (count as 200 if needed for game purposes); **BDR:** 30+1D8; **APV:** 12 (natural); **CF:** 22+1D8; **Melee Weapon:** Claws; **Melee Weapon Damage:** 1D4; **Missile Weapon:** Usually none; **Missile Weapon Damage:** None; **Special Attack:** Nauseating stench, rotting; **Special Defence:** 40% chance invulnerable to non-enchant/silvered weapons, general *Mêm-Uhûryo* defenses; **Treasure Chance:** None



A Yfydàla of the dread *Mêm-Uhûryo*

22.3.13.8. *Falyèga* "The Evil Bones"

The *Falyèga* (fallee-AYgah) are re-animated, fleshless skeletons which always fight until destroyed. They are often used in huge numbers by clerics of the evil religions as guardians for temples and other edifices, since they fight mindlessly until either they or their opponents are wiped out. They can employ as weapons either their clawed, jagged bone claws or a sword equivalent to a short scimitar. They also are sometimes let loose to wander the Underworld to slay unsuspecting adventure parties, making as they go a peculiar whining, whimpering sound, akin to that made by a dog in pain.

The *Falyèga* can be quite dangerous if encountered in numbers, but have several vulnerabilities. They are afraid of water and will not even cross a reasonably sized puddle; also, if the bones of any animal are crushed and applied to an opponent's weapon which strikes home (penetration is not necessary), the *Falyèga* must pass a Saving Throw equal to (MRES x 3 DMod) or immediately disintegrate. The crushed bone must be re-applied every hour to maintain effectiveness, however.

The factors shown below are for an average Level I *Falyèga* and should be increased according to the Level of each creature encountered.

Frequency: Uncommon to common (Underworld, tombs & crypts) or rare (elsewhere); **Number Appearing:** 2D20; **Body Form:** skeletal *Mêm-Uhûryo* undead monster; **Moral Alignment:** Evil; **Aggressiveness:** Extremely high; **Level:** I to V; **Height / Weight:** Typically 1.6 m. / 30 kg.; **TCA:** 1; **Attacks per Card:** 1; **MA:** 8; **FPR:** Essentially unlimited (count as 300 if needed for game purposes); **BDR:** 10+1D10; **APV:** 10 (natural, not counting armour if any); **CF:** 21+1D6; **Melee Weapon:** (1-3)- Shortsword or (4-6)- claws; **Melee Weapon Damage:** 2D6-1 (shortsword) or 1D4 (claws); **Missile Weapon:** Usually none; **Missile Weapon Damage:** None; **Special Attack:** None; **Special Defence:** See general rules for *Mêm-Uhûryo*; **Treasure Chance:** None

22.3.13.9. *Hly'é/Hat àly'é* "The Walking Dead"

The *Hly'é* (hlee-AY) class of monsters includes those creatures known to the public as zombies (re-animated dead). These creatures, it is rumoured, are still produced in large numbers by clerics of *Khùl-Nolgùn*, who must rob graves to obtain the corpses needed for re-animation by the perverse necromantic rituals common to most of the evil religions. They are only semi-intelligent, with the equivalent of an Intelligence score of between 3 and 5, and are one of the most commonly encountered of all the dwellers in the Underworld. It appears that the advancement within the hierarchies of many of the Temples of the *Khùl-Nolgùn* (that of sinister *Virya Hé-Enriath*, in particular) rests upon an evil cleric being able to create a *Hly'é*, or other undead monster, as a kind of "test".





The *Hly'é* are unusual in that they can be created and used by many of the Temples of the *Khùl-Nolgùn* which do not ordinarily have control over the *Mêm-Uhùryo*; for example, the Temple of skulking *Væran* H'òngg-Hélé utilizes a variant of this monster, which attacks with one of the large cudgels favoured by this sect, called the *Hly'òlgé* (hlee-oh!GAY), and similarly the Temple of cruel *Væran* Hnélo-Tràniss uses a type of *Hly'é* called the *Hnylé'é* (hennLEE AY AY), which frequently uses a barbed whip or flail as its main weapon. The only one of the evil religions that has never been known to use this monster type is the Temple of flaming *Væran* Bssiro, although the Temple of mighty *Væran* Rssà-Urutàngk seems to use the *Hly'é* sparingly, presumably for doctrinal reasons.

It is thought that higher level *Hly'é* are created by strange spells known only to the upper echelons of the *Khùl-Nolgùn*. A small minority of these, known of as the *Hatàly'é* (hahTALLee AY), seem to retain a substantial amount of their former intellect, including weapon skills and the ability to use magic, and also have a measure of free will. The *Hatàly'é* are highly feared, as the greatest of them are lich-like monsters, animated by the force of evil and possessing the accumulated knowledge of centuries of half-life. There is a 40 per cent chance that each *Hatàly'é* encountered will have magical abilities equal to those of an *Antratschëldor-haii* from seventh to eighteenth (1D12+6) Level; failing this, they will have the fighting abilities, including appropriate weapons and armour, of a warrior of the same range of Experience Levels. So far as is known, they can only be created, and have only been used, by the Temples of the terrible Nameless One, decomposing B'abb-B'bògg or sinister *Vîrya* Hé-Enriath.

Ordinary *Hly'é* are usually light to medium dark grey in colour (rare steel blue individuals have been reported), with ragged, rotting clothes. They emit the ghastly, sweetish-sickening odour of death, detectable by creatures with an average Sense of Smell at a distance of about 40 metres.

The size of an individual *Hly'é* is largely dependent on the type of creature whose body was reanimated; it is rumoured that only humanoid creatures can be used in this way. Their main weapons in Melee Combat are usually the long, sharp claws at the ends of their arms (these are created in the re-animation process, whether or not the living being from whom the *Hly'é* was made had claws), unless, as described above, they are using a standard edged or concussion weapon. The *Hly'é* are more slow-moving than would be a living creature of the same size and body form, but they attack with tireless ferocity and are immune from many types of damage that would kill a mortal opponent.

The factors shown below are for an average Level I *Hly'é* and should be increased according to the Level of each creature encountered.

Frequency: Uncommon (Underworld, tombs & crypts) or rare (elsewhere); **Number Appearing:** 2D12; **Body Form:** ex-humanoid *Mêm-Uhùryo* undead semi-sapient; **Moral Alignment:** Evil; **Aggressiveness:** Extremely high; **Level:** I to VII (I to XX for the *Hatàly'é*); **Height / Weight:** Typically 1.7 m. / 80 kg.; **TCA:** 1; **Attacks per Card:** 1; **MA:** 6; **FPR:** Essentially unlimited (count as 200 if needed for game purposes); **BDR:** 15+1D10; **APV:** 5 (natural, not counting armour if any); **CF:** 18+1D6; **Melee Weapon:** (1-2)– Heavy mace or (3-4)– shortsword or (5-6)– claws; **Melee Weapon Damage:** 2D4+1 (mace) or 2D6-1 (shortsword) or 1D4 (claws); **Missile Weapon:** Usually none; **Missile Weapon Damage:** None; **Special Attack:** None; **Special Defence:** See general rules for *Mêm-Uhùryo*; **Treasure Chance:** 0.2% per individual per Level

22.3.13.10. *Nayòma* / *Hnàyoma* "The Ghoul"

The *Nayòma* (ennAI-OHmah), thought to be have been created– or, perhaps, "imported" from another dimension– by perverse spells cast by the Temple of terrible B'abb-B'bògg eons ago. They constantly roam the Underworld, searching out new victims to use in satiating the hunger that always gnaws at their innards. They are from 1.4 to 2.0 metres tall, weighing about 75 to 100 kilogrammes and have a brownish, hunchbacked form, with two slimy, tentacled limbs in place of arms. The head is vaguely humanoid, but the eyes are yellow and bulge out in a tormented-looking glare, and the mouth is horribly eaten away, revealing in the place of teeth worm-like growths and a sucking piercer in place of the tongue.

In combat, the *Nayòma* fight with sharp claws concealed at the ends of the tentacles; these inject a type of paralytic poison. A victim struck and penetrated by a *Nayòma* tentacle must pass a Saving Throw at [(Willpower + Constitution) x 2 DMod] or fall into a paralyzed, catatonic coma. The creature will then use its special attack, inserting its "piercer" into the victim's neck, from which the *Nayòma* will suck out and digest all of the victim's bodily fluids, leaving a shriveled dried-out husk. This takes from two to five (1D4+1) Melee Rounds and can only be stopped by killing the monster. There is a one in six chance that in any given Melee Round that the *Nayòma* will attempt to pierce and drain its victim without paralyzing him or her first; however, in such cases the creature's CF is halved. Note that once the monster has inserted its piercing sucker into a victim, it does not need to roll a strike in Melee Combat to continue to damage to him or her.



The dreaded Rha'à of the *Mêm-Uhùryo*

The victim of this attack loses one Experience Level each Melee Round it continues, and for every two levels sucked and drained the creature immediately gains one energy level. Assuming that he or she lives past the experience and is not otherwise healed, the victim will remain in the paralytic coma for 2D12 game days; note that the loss of Experience Levels is **permanent** unless magically restored through the *Levelrestoring* spell, Divine Intervention and so on. Any creature slain by a *Nayòma* has a 10 per cent less than normal chance of successful revivification.

These vicious creatures cannot be demoralized, although they have a great fear of fire and even of smoke. They emit a choking, rotting stench, detectable by a character with an average Sense of Smell at a distance of approximately 10 metres, and make a slurping, gurgling sound while moving. The latter is detectable by a character with an average Hearing score at a distance of approximately 20 metres. Individuals of up to tenth Level have been reported, and while the *Nayòma* tends to rise in strength rather quickly it is subject to the depredations of other *Nayòma* and of the *Btârta* which relish *Nayòma* as food.

The *Hnàyoma* (hennAI-OHmah) is an even more dangerous relative of the *Nayòma*. It is identical to the latter monster, except that it is about 20 per cent larger, with orange or red eyes and a more virulent paralytic poison; a victim affected by this must pass a Saving Throw at [(Willpower + Constitution) x 1 DMod] or be paralyzed and sucked dry. The *Hnàyoma* may also attempt to pierce and drain a victim using its full Combat Factor.

The factors shown below are for a Level I *Nayòma* and should be increased according to the Level of each monster encountered.

Frequency: Uncommon (Underworld, tombs & crypts) or rare (elsewhere); **Number Appearing:** 2D8; **Body Form:** Bipedal *Mêm-Uhùryo* undead monster; **Moral Alignment:** Evil; **Aggressiveness:** Extremely high; **Level:** I to V; **Height / Weight:** 1.6 m. / 70 kg.; **TCA:** 1; **Attacks per Card:** 1; **MA:** 9; **FPR:** Essentially unlimited (count as 100 if needed for game purposes); **BDR:** 20+1D10; **APV:** 10 (natural); **CF:** 25+1D6; **Melee Weapon:** Claws; **Melee Weapon Damage:** 1D4; **Missile Weapon:** Usually none; **Missile Weapon Damage:** None; **Special Attack:** Paralytic poison, body fluid draining; **Special Defence:** General *Mêm-Uhùryo* defenses; **Treasure Chance:** None





22.3.13.11. *Njédyu* "The Cursed Shape-Changer"

The *Njédyu* (enn-JAYdjoo), the sinister lycanthropes of Telostic, were all at one time humanoids who were infected with the curse of *Ndyuj'é* (enn-dyoo JAY). This curse/disease is contracted when a character sustains body damage equal to a quarter or more of his or her Body Damage Reserve score inflicted by a *Njédyu*; it can also be inflicted by curses and various other magical methods. A few types of characters are immune to it; these include the *Arda*, all priestesses of shining *Virya* Nanyè, priests and priestesses of *Virya* Karènn-R'Làché and *Virya* J'Ràlrishé-Slé, priests and warrior-priests of Lords Za-R'hàak and Ro'sènnpàdr, the *Brhà*, the undead and all creatures from the "Rare" Species Table.

Ndyuj'é counts as a "Deadly" disease for purposes of infection and recovery. Except for one spell of the Temple of gentle *Virya* Karènn-R'Làché, it has no known long-term cure other than Divine Intervention; however, the doctrines of the Temples of *Væran* Za-R'hàak, *Væran* Ro'sènnpàdr, *Virya* Nanyè and *Virya* Karènn-R'Làché state that if a character infected by this malady is anointed with *Levyètha* (holy water) of any one of these religions within one hour of being first infected, there is a 50 to 75 per cent chance of a cure.

The incubation period of *Ndyuj'é* is 1D6 game weeks, at the end of which the disease/curse comes into full effect. The victim will outwardly neither feel nor exhibit any sign of sickness, but there is a 20 per cent chance per day that he or she will, at a randomly determined time, involuntarily polymorph into the lycanthropic form of *Njédyu*, which will be maintained for 1D10 game hours or until the character is killed. There is also a 40 per cent chance that the character will immediately polymorph into the lycanthropic form in a stressful situation, such as in Melee Combat; this chance increases to 80 per cent if the character perceives his or her life to be in immediate danger. At the end of the 1D10 hour time period, the character will usually revert to his or her normal body form; however, there is a chance equal to [100 - (Willpower x 7 DMod)] that the unfortunate victim will be **permanently** trapped in the lycanthropic form (time to roll up a new character). It is this latter mechanism that has created many of the *Njédyu* which wander the Underworld and wilderness; a character who remains in the lycanthropic form for more than a game day will have an overwhelming urge to run off into the wilderness and avoid towns or other centres of civilization.

The actual act of polymorphing, either into or out of, the lycanthropic form, requires 2D6 Melee Rounds. Several game agencies can prevent a victim of *Ndyuj'é* from polymorphing; these include the light of the Moon of Shadira or being within the light of a lantern held by a cleric of everlasting *Væran* Za-R'hàak. Upon reverting to his or her normal form, the character must pass a System Shock check. There are several means of self-protection against a *Njédyu*, most notably the scrolls and items of protection from lycanthropes that are available, the light of a cleric of *Væran* Za-R'hàak, or being inside a circle drawn in a mixture of *Vri*-gum powder (a substance commonly used in magical rituals) and chalk.

While in the form of the *Njédyu*, the character becomes violently hostile to everyone in his or her presence, regardless of his or her previous relationship to them, and will attack any character within a convenient distance in order to kill or spread the curse of *Ndyuj'é* upon them. He or she becomes, in effect, a homicidal maniac, and his or her actions are largely determined randomly by the Referee—note that most *Njédyu* have a ravenous, gnawing hunger for humanoid flesh, and thus may attempt to attack and eat even former friends and associates. The only control the character has over this is, once per game hour he or she may attempt to regain conscious control for 5 game minutes by passing a Saving Throw at (Willpower x 2 DMod).

The following special rules apply to all *Njédyu*, regardless of sub-type.

- The polymorphism created by *Ndyuj'é* affects only the victim's normal body and does not affect items that he or she might be wearing or carrying, so it is advisable to remove these when the transformation starts lest the character and/or his clothes or possessions be harmed when his or her size and body form changes.
- While in the form of the *Njédyu*, the character's fighting abilities conform to those appropriate to the particular form, and he or she has all the abilities of the creature whose form has been assumed, for example flying, water breathing and so on. However, a character in *Njédyu* form may not use magic, including magic-casting abilities inherent to the creature-form (for example the *Chàngalà*) in use, although certain magic-like abilities, for example the *Chàngalà*'s breath weapon, **may** be used.

- When the *Njédyu* reverts to his or her normal body form, **one-half** (50 per cent) of any damage or fatigue inflicted upon him or herself while in the polymorphed form is immediately removed; all critical damage, with the exception of critical damage that has severed a head, ear, nose, digit or limb, is also removed. If the number of damage points remaining after being halved exceeds the character's normal Body Damage Reserve, he or she **dies instantly** upon reverting to normal form.
- All *Njédyu* have an innate fear of light much stronger than that produced by a lantern, and must check morale if presented with a strong light source such as a magical light-making spell.

The actual monster or animal form that a victim of *Ndyuj'é* will assume is determined by the Referee by a check on the following table when the victim first polymorphs; this outcome is recorded, as it will always thereafter be the one assumed when the curse/disease comes into effect (excepting, of course, a result of 99-00 on the table shown below). This table is also used when a *Njédyu* is encountered by an adventure party.

Dice Roll	Somatic Form Assumed
01-20	A randomly determined creature from the wilderness or Underworld encounter tables (Referee's choice), excluding the <i>Brhà</i> , demons and the undead
21-45	Type I (Ape-Terror) <i>Njédyu</i>
46-70	Type II (Reptile-Terror) <i>Njédyu</i>
71-90	Type III (Quinticaput) <i>Njédyu</i>
91-98	Type IV (Winged Snake-Terror) <i>Njédyu</i>
99-00	Roll again, but each time the character must assume the lycanthropic form, he or she may choose to become any form from the above categories that he or she has seen

A description of the Type I to Type IV forms of *Njédyu* may be found below.

Type I (Ape-Terror): This type of *Njédyu*, usually found in dismal areas of the wilderness, resembles a hulking, ape-like creature 2.0 to 2.5 metres tall, with a mouth full of sharp, upcurving tusks, four beady yellow eyes, and an overall dull green or brown colouration. This creature can move with almost complete silence and has very good night vision, being able to see in starlight about as well as a human with normal eyesight could see on a cloudy day. It emits a dank, musty smell, detectable by someone with a normal Sense of Smell at about 20 metres' distance, and relishes human or humanoid flesh, for which it has a constant hunger.

The Ape-Terror *Njédyu* is very strong and can make a leap equal to a horizontal distance of up to 8 metres and a vertical height of up to 3 metres, once each 2 Melee Rounds. A character targeted by this must either dodge (see Agility score description) or have the monster land on top of him or her, whereupon it can score a strike automatically without having to do so on the Melee Combat Table. It can attack either with a bite or with the sharp claws on its two long, gangling arms, but must choose between one or the other of these attack types in a given Melee Round. It may be struck and damaged only by steel weapons in "Excellent" or better condition, or silver-coated/edged or magic weapons; also, all body damage inflicted by non-enchanted weapons (even steel or silver ones) is **halved**, rounding fractions down.

These factors are for a Level II Ape-Terror *Njédyu* (the weakest Level at which this monster can be encountered) and should be increased according to its actual Level.

Frequency: Rare; **Number Appearing:** 1D8 (Underworld or dismal wilds) or 1D2 (elsewhere); **Body Form:** Ape-like humanoid *Mêm-Uhùryo*; **Moral Alignment:** Evil; **Aggressiveness:** Very high; **Level:** II to VII; **Height / Weight:** 2.1 m. / 110 kg.; **TCA:** 1; **Attacks per Card:** 1; **MA:** 12 + leap; **FPR:** 60+1D20; **BDR:** 30+1D10; **APV:** 8 (natural); **CF:** 30+1D8; **Melee Weapon:** (1-2)– Bite or (3-6)– claws; **Melee Weapon Damage:** 1D6 (bite) or 1D4 (claws); **Missile Weapon:** Usually none; **Missile Weapon Damage:** None; **Special Attack:** Leap; **Special Defence:** General *Mêm-Uhùryo* defenses, can only be damaged by "Excellent" steel or silver weapons; **Treasure Chance:** 2% per Level





Type II (Reptile-Terror): This type of *Njédyu*, usually found in the Underworld, appears as a vaguely humanoid, reptilian creature standing about 1.8 to 2.1 metres tall, with an overall dull red or magenta colouration and two greatly oversized, sharp-clawed hands which function as its main melee weapon. Its face is a hideous visage of horror, and any intelligent creature who looks upon it (there is about a 75 per cent chance of this each Melee Round) has his or her Willpower score **halved** for purposes of morale, and must pass a Saving Throw at $[(\text{Willpower} + \text{MRES}) \times 2 \text{ DMod}]$ or be driven violently insane for 2D12 game hours. Its bite is poisonous, in addition to the chance of infecting a victim with *Ndyujé*; the Intensity Level of this poison is from 4 to 9 (1D6+3).

The Reptile-Terror *Njédyu* has infravision equivalent to the spell of the same name, although its eyesight in normal light is rather poor (equivalent to a Vision score of from 6 to 10). It has an excellent Sense of Smell, however. It also emits a dank, sweaty, musty smell, detectable by someone with a normal Sense of Smell at about 20 metres' distance. It has a special fear of the colour yellow, and has a 60 per cent chance of fleeing a large yellow object, if confidently confronted with the latter. (Note that as with all monster weaknesses, this one is unlikely to be known by a character without special training, so the Referee should be careful to judge if a character attempting to take advantage of it is entitled to do so.)

The Type II *Njédyu* may be struck and damaged by any type of weapon, but it automatically regenerates 1D10 points of body damage each Melee Round, up to a maximum of 20+1D10 points of damage regenerated in each game hour.

Frequency: Rare; **Number Appearing:** 1D6+1 (Underworld) or 1D3 (elsewhere); **Body Form:** Reptile-like humanoid *Mêm-Uhùryo*; **Moral Alignment:** Evil; **Aggressiveness:** Very high; **Level:** II to VII; **Height / Weight:** 1.9 m. / 80 kg.; **TCA:** 1; **Attacks per Card:** 1; **MA:** 10; **FPR:** 60+1D20; **BDR:** 25+1D10; **APV:** 15 (natural); **CF:** 25+1D8; **Melee Weapon:** (1-2)– Bite or (3-6)– claws; **Melee Weapon Damage:** 1D6 (bite) or 1D4 (claws); **Missile Weapon:** Usually none; **Missile Weapon Damage:** None; **Special Attack:** Visage of fear/insanity, poison; **Special Defence:** General *Mêm-Uhùryo* defenses, regeneration; **Treasure Chance:** 2% per Level

Type III (Quinticaput): This strange-looking variety of the *Njédyu*, almost always found in the Underworld, has a 1.3 to 1.5 metre tall, barrel-shaped, dull purple-coloured body, out of which protrude five multi-fanged heads on long, flexible necks. (These are the monster's only appendages other than its two legs– it has no arms and cannot use artificial weapons.) This is another creature that can move with almost complete silence and which has very good night vision; this extends 360 degrees around the Quinticaput *Njédyu*, so it is very difficult to take by surprise. Additionally, it has a type of innate chameleon-like camouflage equivalent to a permanent casting of the Level V version of the *Selfblending* spell. It emits a cloying, sickeningly sweet smell, detectable by someone with a normal Sense of Smell at about 10 metres' distance.

The Quinticaput *Njédyu* moves rather slowly (approximately 75 per cent of the maximum speed of an unencumbered human), but it can attack up to **five (5)** targets, each of which may be up to 3 metres distant, per Tactic Card. The bite of each of its fanged heads is poisonous, as well as being able to infect a victim with *Ndyujé*; the Intensity Level of this poison is from 3 to 8 (1D6+2).

The Type III *Njédyu* may be struck by any type of weapon, and concussion-type attacks cause it double the normal amount of damage, but damage done by non-concussion, non-magical weapons is **quartered**, (multiply by 0.25) rounding fractions down. Its blood is corrosive to metal weapons (only– it does not harm non-metal weapons or flesh), and forces a penetrating edged or pointed metal weapon to pass a Saving Throw equal to (composition factor $\times$ 0.5 DMod), or drop by one quality-class (for example, a weapon in "Average" condition would drop to "Poor" condition).

Frequency: Rare; **Number Appearing:** 1D8 (Underworld) or 1D2 (elsewhere); **Body Form:** Bipedal, five-headed *Mêm-Uhùryo*; **Moral Alignment:** Evil; **Aggressiveness:** Very high; **Level:** III to VII; **Height / Weight:** 1.4 m. / 95 kg.; **TCA:** 1; **Attacks per Card:** 5; **MA:** 8; **FPR:** 60+1D20; **BDR:** 30+1D10; **APV:** 12 (natural); **CF:** 26+1D6; **Melee Weapon:** Bite; **Melee Weapon Damage:** 1D6+1; **Missile Weapon:** Usually none; **Missile Weapon Damage:** None; **Special Attack:** Poison, camouflage; **Special Defence:** General *Mêm-Uhùryo* defenses, corrosive blood, reduced weapon damage; **Treasure Chance:** 2% per Level

Type IV (Winged Snake-Terror): This *Njédyu* type appears as a large (3m. or taller) creature with a thick, snake-like body and a feathery or furry upper body with two huge, leathery bat-like wings, three long, clawed limbs and a bird-like beak. It is greenish in colour and can use all three of its limbs to strike in a given Melee Round. The Winged Snake-Terror *Njédyu* can fly, with nearly perfect silence, at a maximum speed of approximately 50 kilometres per hour and can maintain half this speed for about an hour at a time [these allowances are halved if carrying a large load such as a human victim]. It is much slower when moving on the ground, perhaps half the speed of a normal human.

In Melee Combat, once each three Melee Rounds, this *Njédyu* can fire a corrosive spray at its opponents; the spray has a maximum range of 10 to 16 (1D6+10) metres, has a radius of 2 metres at maximum range and has an acidic Intensity Level of between 3 and 8 (1D6+2). It can strike with each of its three sharp-clawed limbs on each "attacking" Tactic Card it plays. The Winged Snake-Terror *Njédyu* also has a special defence: any strike scored on its clawed limbs (only) automatically does only **one (1)** point of body damage (although, critical damage is still applicable), and if the limb is hewed off completely another (1-17)– one or (18-20)– 1D3 limbs will grow back in 2 to 5 (1D4+1) Melee Rounds. This *Njédyu* is vulnerable to the attacks of all types of weapons, but the number of body damage points inflicted on it by concussion-type weapons is **halved**.

Frequency: Rare; **Number Appearing:** 1D4+1 (Underworld) or 1D3 (elsewhere); **Body Form:** Reptile-bodied bird/bat-like *Mêm-Uhùryo*; **Moral Alignment:** Evil; **Aggressiveness:** Very high; **Level:** IV to VIII; **Height / Weight:** 3.0 m. / 200 kg.; **TCA:** 1; **Attacks per Card:** 3; **MA:** 4 (normal) or 28 (flying); **FPR:** 60+1D20; **BDR:** 32+1D10; **APV:** 12 (natural); **CF:** 35+1D8; **Melee Weapon:** Claws; **Melee Weapon Damage:** 1D4+1; **Missile Weapon:** Usually none; **Missile Weapon Damage:** None; **Special Attack:** Corrosive spray; **Special Defence:** General *Mêm-Uhùryo* defenses, limb regeneration, reduced limb damage and concussion damage; **Treasure Chance:** 3% per Level

22.3.13.12. *Ulùvo* "The Mournful Wailer"

The *Ulùvo* (oo-LOO-voh), one of the less powerful types of the *Yhé-Uhùrla'à*, are doomed to roam both the Underworld and the dismal places of the wilderness, until they are given the surcease of final death or until the Nameless One is finally defeated. They appear as an indistinct, vaguely humanoid figure (akin to what a human would look like if seen through a blur or a piece of dark bottle glass), with eyes that glow a ghastly yellow, barely distinguishable fangs and a faint blue glow silhouetting them against the darkness. They vary considerably in size but are typically from about 1.6 to 2.1 metres in height (their weight is irrelevant, as they are not enough in Telostic's material plane to have a solid mass).

The *Ulùvo* move rather quickly, drifting through ethereal space towards their victims; they can pass right through many types of corporeal barriers (for example a wooden door up to about 7 centimetres thick), but cannot cross flowing water, stone, various magical protections, and the Incomparable Hexagon of the Azure God.

The *Ulùvo* can move with complete silence, but more usually emit a bone-chilling, mournful wailing sound as they travel; this doleful noise can be heard by a character with a normal Hearing score at a distance of about 30 metres and causes an immediate morale check to all but the most powerful or evil-oriented adventure parties. These monsters are blind in the conventional sense, but have an innate ability to seek out life-essences similar to that conferred by a Sense of Smell score of 20 or higher.

In combat, the *Ulùvo* strike with a non-corporeal pseudopod, which does damage by the deathly cold it emits; also, a victim struck and penetrated by one of these monsters must pass a Saving Throw at $(\text{MRES} \times 3 \text{ DMod})$ or immediately be drained of **one (1)** full Experience ("life-energy") Level (see the Combat rules for how this affects the character's secondary characteristics; a Level lost in this manner can usually only be regained with the *Levelrestoring* spell or other powerful magic). A victim whose primary Occupation Level is reduced below "zero" in this manner becomes a first-Level *Ulùvo* under the mental control of the original monster. The new *Ulùvo* may not act against the wishes of its master, other than to call for Divine Intervention; these monsters have more of an independent "self" than do the lesser *Mêm-Uhùryo*, and are nearly as intelligent as a normal human, but they cannot break or effectively resist the mental domination of the creature that inflicted un-death upon them. A character turned into an undead *Ulùvo* may not be directly revived; instead, the curse of un-death must first be removed from him or her [count this as a 1200 + (1D10 $\times$ 100) EP curse] and only then may revivification be attempted.

The *Ulùvo* can be damaged only by magic or enchanted or silvered weapons, suffering no damage from conventional attack forms. They are totally immune to cold-based attacks, but suffer 1D6 points of body damage for each Melee Round that they are exposed to the light of a lantern upon which has been bestowed a magical light spell of the Guardian Against Hell, serene *Væran* Za-Rhàak.





Frequency: Uncommon (Underworld, tombs & crypts) or very rare (elsewhere); **Number Appearing:** 1D10; **Body Form:** Indistinct/ethereal greater *Mêm-Uhùryo* undead monster; **Moral Alignment:** Evil; **Aggressiveness:** Very high; **Level:** IV to IX; **Height / Weight:** 1.7 m. long x 1 m. wide / weight irrelevant; **TCA:** 1; **Attacks per Card:** 1; **MA:** 16 (flying); **FPR:** Essentially unlimited (count as 500 if needed for game purposes); **BDR:** 10+1D10; **APV:** 0 (has no resistance to corporeal weapons); **CF:** 20+1D6; **Melee Weapon:** Negative-energy pseudopod; **Melee Weapon Damage:** 1D4; **Missile Weapon:** Usually none; **Missile Weapon Damage:** None; **Special Attack:** Life level drain, able to drift through corporeal barriers; **Special Defence:** Invulnerable to non-enchanted/silvered weapons, immune to cold, general *Mêm-Uhùryo* defenses; **Treasure Chance:** Usually none; 1% per creature per Level in rare cases

22.3.13.13. *Rha'à* "The Shroud From the Void"

These greatly feared undead monsters, among the most powerful of the *Yhé-Uhùrla'à*, are the tormented spirits of long-dead evil entities, brought back from the Further Planes to plague the living world by the followers of the Nameless One. They have a terrible hatred of things of life, light and beauty, and have a ravenous hunger to feed on the souls of mortal beings. Despite this evil motivation, they are highly intelligent, having the equivalent of a human Intelligence score in the 15 to 18 range.

Most *Rha'à* (erAH AH) are "tied" to a particular location, usually a temple or other complex of the Nameless One and cannot move more than 30 to 180 (3D6 x 10) metres from this location, but a few are apparently free to wander the Underworld in search of victims. They usually emit a terrifying, moaning sound as they travel; this can be heard by a character with a normal Hearing score at a distance of about 30 metres, and will cause all but the most powerful (or foolhardy!) adventure parties to run in the opposite direction at the highest possible speed. (See, however, "The Holy Crusade Against Evil" above.)

The *Rha'à* appear as amorphous, cloud-like shrouds of absolutely black "anti-matter", from about 1.5 to 2.0 square metres in size (their weight is irrelevant, as, like the *Ulùvo*, they are not really part of Telostic's material plane), with two shining red points of light—possibly the creature's eyes, although this is not certain—in the centre of the cloud. The *Rha'à* move horizontally by flying at a speed more than twice as fast as an unencumbered man can run, although for some reason they can move in the vertical plane at only a quarter of this speed. They have the same abilities as do the *Ulùvo* to trespass through solid corporeal barriers. The *Rha'à* are blind in the visual sense, but have the same ability as the *Ulùvo* to sense life-essences.

In combat, these fearsome monsters attack with a pseudopod of their dark essence; a victim struck and penetrated by one of these monsters must pass a Saving Throw at (MRES x 2.5 DMod) or immediately be drained of **2 to 4 (1D3+1)** Experience Levels! A victim whose primary Occupation Level is reduced below "zero" in this manner becomes a first-Level *Ulùvo* (not a *Rha'à*) under the mental control of the *Rha'à* that killed the victim. The new *Ulùvo* may not act against the wishes of the master *Rha'à*, other than to make a single call for Divine Intervention.

The *Rha'à* can be damaged only by magic or enchanted weapons which have an enchantment of +3 or more in the "Combat Factor" or "To Hit" categories, suffering no damage from other attack forms. (A lenient Referee might, nonetheless, want to give a trapped party equipped with enchanted weapons of less than +3 power some ability to fight these terrible monsters, for example with a reduced chance to strike the latter or cause the latter damage.) They are, like all spectral undead, immune to cold-based attacks and suffer 1D6 points of body damage for each Melee Round that they are exposed to the light of a lantern lit by the magic of serene *Væran* Za-Rhàak.

Frequency: Rare (Underworld, tombs & crypts) or extremely rare (elsewhere); **Number Appearing:** 1D8; **Body Form:** Indistinct/ethereal greater *Mêm-Uhùryo* undead monster; **Moral Alignment:** Among the most evil of all beings on Telostic; **Aggressiveness:** Extremely high; **Level:** VII to XX; **Height / Weight:** 1.5 m. long x 1.5 m. wide / weight irrelevant; **TCA:** 1; **Attacks per Card:** 1; **MA:** 18 (flying); **FPR:** Effectively unlimited (count as 500 if needed for game purposes); **BDR:** 30+1D12; **APV:** 0 (no resistance to corporeal weapons); **CF:** 30+1D8; **Melee Weapon:** Negative-energy pseudopod; **Melee Weapon Damage:** 1D4; **Missile Weapon:** Usually none; **Missile Weapon Damage:** None; **Special Attack:** Life level drain, able to drift through corporeal barriers; **Special Defence:** Invulnerable to weapons with less than a +3 enchantment, immune to cold, general *Mêm-Uhùryo* defenses; **Treasure Chance:** Usually none; 2% per creature per Level in rare cases

22.3.13.14. *Yfydàla* "The Corpse of the Iron Grasp"

Similar in some ways to the *Hly'é*, these monsters are also created from the corpses of the re-animated dead, but appear as tall (2.3+ metres in height), gangling humanoids with a whitish skin-shade, unusually large arms and hands, unnaturally large, milky-white, staring eyes and a grim, sardonic rictus smile. They are either nude or are clothed in rotting, torn garments. Like the *Hly'é*, they emit the ghastly, cloying smell of death; however, the odour is much fainter and is detectable by creatures with an average Sense of Smell at a distance of only 5 metres. They move swiftly and with almost complete silence.

Although the *Yfydàla* (ee-fadd AHLah) can attack conventionally with its sharp claws, its preferred means of attack is strangulation. Whenever attacking in Melee Combat, these monsters always perform an aimed attack against an opponent's neck area (note that their Combat Factors, as given in the charts, have been pre-adjusted to reflect this); any strike—with or without armour penetration—means that the *Yfydàla* has fastened its terrible hands on the victim's neck. From this point on, unless the creature's grip is broken, it does not need to roll another strike on the Melee Combat Table and the victim begins to strangle. The *Yfydàla* maintains this grasp with a maniacal fervour and will not release it even if struck by a weapon (other than for, of course, a strike which severs one of its arms or hands); it is considered to have a Strength score of from 18 to 21 (1D4+17). One attempt to break the *Yfydàla*'s death-grasp may be made per Melee Round, as follows: {[5 + (Strength of victim + Strengths of up to 2 comrades) - (Strength of *Yfydàla*)] x 10 DMod}.

A character being strangled suffers from oxygen deprivation; for the effects of this, see "Deprivation of Oxygen" in the Combat rules section.

The *Yfydàla* always attack with mindless fervour, persisting until either they or the opposition are completely wiped out. They are completely immune to fire and most types of fire- or heat- based attacks (reduce the effective Intensity or Level of such an attack by 10, when used against this monster type), but suffer 1D6 points of body damage for each 100 cubic centimetres of water splashed upon them (2D6 points per 100 cc. if the water is *Levyètha* of any religion of the *Khùl-Tlassù* or the *Khùl-Mhazàshii*).

The factors shown below are for an average Level I *Yfydàla* and should be increased according to the Level of each monster encountered.

Frequency: Uncommon (Underworld, tombs & crypts) or rare (elsewhere); **Number Appearing:** 2D8; **Body Form:** ex-humanoid *Mêm-Uhùryo* undead semi-sapient; **Moral Alignment:** Evil; **Aggressiveness:** Extremely high; **Level:** I to VI; **Height / Weight:** Typically 2.2 m. / 100 kg.; **TCA:** 1; **Attacks per Card:** 1; **MA:** 7; **FPR:** Essentially unlimited (count as 100 if needed for game purposes); **BDR:** 18+1D10; **APV:** 5 (natural); **CF:** 21+1D8; **Melee Weapon:** Claws; **Melee Weapon Damage:** 1D4; **Missile Weapon:** Usually none; **Missile Weapon Damage:** None; **Special Attack:** Strangulation; **Special Defence:** Immune to fire plus general *Mêm-Uhùryo* defenses; **Treasure Chance:** 0.2% per individual per Level

22.3.13.15. *Yhèla* "The Devourer of Life"

The cursed *Yhèla* are perhaps the most feared of the *Yhé-Uhùrla'à* and are the special, semi-demonic personal servitors of the sinister Nameless One. They are very rare monsters and are normally encountered only in those forlorn places dominated by It Who Shall Not Be Named, although, for reasons perhaps known only to that sinister deity, occasionally one will leave a path of destruction and terror through normally "safe" and populated regions. The reputation attributed to these creatures is, to an extent, exaggerated, for the *Yhèla* can be fought, provided an adversary is aware of their strong and weak points. If, however, those fighting it are foolish or unprepared, the *Yhèla* is certain to find more life-energy for its nourishment.

The *Yhèla*, in its basic form, appears in the guise of almost any conventional humanoid type of creature, except that of the *Lhààshàà-àdyé* (for some unknown reason). The humanoid form is that of the body the *Yhèla*'s curse is, at the moment, occupying. The only practical means of recognition is that the body's skin will have a very slight pallor—which could, from the viewpoint of an uneducated onlooker, simply be the result of a half-dozen, common maladies. On those rare occasions where one has been seen in what appears to be its "real" form, the *Yhèla* have been reported to appear as amorphous, slime-like beings of unearthly, deeper than jet-black substance with one or more points of blue or green light within.





The *Yhélia* are completely, totally and immutably evil in outlook, and are motivated by forces that are completely beyond the understanding of most mortal beings. However, they are very intelligent, having the equivalent of a human Intelligence score in the 15 to 21 range. In deciding the actions of a *Yhélia*, the Referee should be governed by the consideration that to have survived long enough to have been encountered by the player character party, such a monster would have had to have developed highly effective "survival skills". This means, in effect, that it will **never** fall victim to easily detected traps, and will only attack under circumstances giving it a very high chance of safety and success. Note that although a *Yhélia* is immune to many of the game agencies that would normally inflict pain upon a living being, it can, depending upon how it is inflicted, feel pain of a sort and will react accordingly if faced with it. The normal Strength score of a *Yhélia* is that of the humanoid creature in whose form it is appearing, plus 2D6 points.

If an onlooker were to stare deeply into the eyes of the *Yhélia* and could avoid the monster's mental control abilities (see below), a terrible, cold and dark blackness would be seen— but such a course of action is "out of the question" for most opponents. A magic spell devoted to the detection of evil would, of course, detect nearly complete evil if applied to this creature, and sometimes careful questioning of the *Yhélia* (regarding, for example, its opinion of the religious symbols of the *Khùl-Tlassù* and other items to which it is vulnerable) may give a "hint" of its alignment and objectives. The Referee should, however, be aware that the monster is unlikely to be voluntarily manoeuvred into a situation that would give away its true nature.

The *Yhélia* exist by draining the life-energy of intelligent, mortal beings. This is actually accomplished by sucking the bodily fluids of a mortal creature through an open wound created by either the *Yhélia*'s fangs or an edged weapon it may use for the purpose, leaving the victim's corpse as a hollowed-out, shrivelled-up shell. In game terms, a victim who is struck and penetrated by one of these monsters must pass a Saving Throw at (Willpower x 3 DMod) or be paralysed and unable to resist in future Melee Rounds. A victim must also pass a Saving Throw at (MRES x 2 DMod) each Melee Round, or be immediately drained of 1 point of Strength and **1 to 3 (1D3) Experience Levels!**

A victim whose primary Occupation Level is reduced below "zero" in this manner is slain, but will, at the option of the attacking *Yhélia*, after a period of 1D50 game hours, rise up to become a first-Level *Yhélia* under the mental control of the *Yhélia* who killed the victim. While it will normally always attempt to slay a victim with this type of attack if in combat, the *Yhélia* has the option of not completely draining its victim if it is able to attack where the act might go un-noticed. There is roughly a 60 per cent chance that the monster will choose this option under such circumstances, and in order to remember the event, the victim must pass a Saving Throw equal to [(Willpower + MRES) x 1 DMod]. The victim would outwardly appear normal, after the attack, except for a look of weakness caused by the loss of Strength and, possibly, Experience/life-energy Levels.

In terms of victims, most *Yhélia* have a preference for human and *Bènlì* females, but if the creature is hungry enough almost any mortal, sapient being will do as a target. The *Yhélia* are compelled to feed regularly (roughly once each game week) by unearthly motivations that are completely impossible for the monster to resist. In the unlikely event that a *Yhélia* were somehow to be confined such that it could not draw this sustenance from a living being, it would suffer hunger pangs equivalent to 1 Pain point per day it had gone without its normal meal and would become angry, paranoid and extremely irritable.

Unintelligent creatures, the *Brhà*, the *Lhàashàà-àdyé*, the *Hàmyé* and the *Granàyu* are immune from the curse of undeath that would "resurrect" them as a *Yhélia*, although they can still be drained of life-energy and killed by these terrible monsters. A character killed by the *Yhélia*'s life-draining ability who is **not** re-animated as a slave *Yhélia* has his, her or its soul consumed by the monster and is unrecoverable by any means other than Divine Intervention. This fate, unfortunately, applies automatically to a creature of one of the above species that cannot be re-animated. The only way to prevent the re-animation of a victim, and hence the possession of his or her body by the evil spirit of the *Yhélia*, is to completely destroy the body by burning or corrosive immersion, and then bury the resulting ashes in several different places. Unfortunately, many of the religions of northern *Ushù'l* are loath to allow this, since the doctrines of great *Væran Za-R'hàak* teach that the soul cannot progress to its proper resting place in the Realms of *Valàcha* unless its body is properly laid to rest in a prepared tomb.

A full-strength *Yhélia* (see below) has many highly dangerous quasi-magical abilities. All *Yhélia* have an innate ability to detect hidden or concealed objects, equivalent to a permanent casting of the Level V (60 per cent chance) or Level VI (40 per cent chance) versions of the *Special Sight* spell. Also, for game purposes, a full-strength *Yhélia* will usually have six of the following seven special powers (the Referee should secretly roll 1D8, with the number rolled indicating the special power the *Yhélia* does **not** have; an "8" means the monster has all seven special powers).

- A *Yhélia* has the ability to mimic any one language of an adventure party or group of characters it encounters. Upon hearing even one word in the language in question, it automatically gains a linguistic fluency of between 21 and 40 (1D20+20, see "Linguistic Fluency Table" in the character establishment rules section) in this tongue. Its ability to converse in the language increases by 1D3 points per game day thereafter, until it has reached an equivalent fluency of 70; after this point, the *Yhélia* must increase its fluency in the language as would any other character.
- When it so chooses, the *Yhélia* can continually radiate a pall of fear, handled for game purposes as would be a Level V casting of the *Emotionsending* spell. The effect is strongest within a three metre radius of the monster, counting as a 200 extra Energy Point casting of Level V *Emotionsending* (see spell description); the effect decreases by the equivalent of 50 EP per extra three metres between the *Yhélia* and the character effected by the monster's fear radius. Note that unlike the standard *Emotionsending* (V) spell, the *Yhélia* can attack an infinite number of enemies with its fear effect, provided that they are within the effect radius.
- A *Yhélia* has a limited ability to become invisible. This ability can be used once per game day and is equal to the Level V version of the *Invisibility* spell, except that the *Yhélia* cannot use variants of the spell that allow invisible combat or bestow invisibility on others (unless, of course, the monster has somehow learned the actual *Invisibility* spell and has enough Energy Points to cast and maintain it).
- A *Yhélia* has a limited ability to change its body shape or appearance to any of the following forms: *Ormào* (see monster description), wasp, small stone, any canine of Level V or lower, worm, or the form of the same humanoid species that the *Yhélia* normally appears as, except the alternate form may be of another sex, or of an apparent age up to 25 per cent older or younger than the "normal" humanoid form. This ability can be used up to twice per game day and is handled as would be a 500 EP casting of the *Aspect of the Fauna* spell, except that the *Yhélia* may maintain the polymorphed form for 1D6 game hours per day, and that it is not subject to the non-reversion hazard that would normally accompany this spell. It requires at least the Level VII version of the *Special Sight* spell to see through this polymorphism and reveal the *Yhélia*'s "real" nature.
- A *Yhélia* can "charm" a victim who looks directly at its gaze. If the *Yhélia* is intentionally trying to perform this in a non-combat situation where the putative victim's guard would be down, the victim may escape the gaze by passing a Situational Awareness Saving Throw at (Intelligence x 3 DMod) per game minute; in a combat situation or where the victim may suspect the monster, the Saving Throw is (Intelligence x 5 DMod). A successful "charm" is treated, for game purposes, as would be the Level VI version of the *Beguilement* spell, except that its effects are **permanent** until magically dispelled. (The Referee may allow a victim of this power a chance per game week of breaking the charm, but it should not be a good one.) For some unknown reason, the *Lhàashàà-àdyé* are immune to this power, as are a few other, much rarer intelligent species.
- A *Yhélia* can, twice per game day, create complex "mirage"-type illusions, as per a 200 Energy Point casting of the *Phantasmalism* spell.
- A *Yhélia* can create an area of unearthly darkness within a five-metre radius of itself, equivalent to the Level V version of the *Shadowing* spell. This ability can be exercised up to ten times per game day.

Because these abilities are an inherent part of its nature, the monster does not have to "cast a spell" or perform another action to exercise them (it activates them merely by so willing), although typically it requires from 1 to 6 game seconds for an ability or new form to become fully activated. It is up to the Referee to decide which abilities can be used with which other ones, but as a general rule the *Yhélia* can use any **two (2)** of its special powers at a single time.

The *Yhélia* is a difficult monster to permanently destroy, since it can only be finally killed in a few specific ways, as follows:

- A *Yhélia* can be destroyed by several different types of magic spells, in particular those devoted to the *Khùl-Tlassù*— for example, the *Radiance of Heaven* spell used by priestesses of ever-pure *Viryà* Nanyé.
- A *Yhélia* can be destroyed by body damage inflicted by weapons enchanted by religious magic of an applicable religion (see below).
- Each Melee Round that a *Yhélia* is forced to remain in the presence of a lantern held by a senior-level cleric devoted to eternal *Væran Za-R'hàak*, it must pass a Saving Throw at [(MRES - Experience Level of cleric of *Væran Za-R'hàak*) x 2 DMod] or crumble into dust and be permanently destroyed.





- A *Yhélia* takes 1D6+1 points of body damage per 100 cubic centimetres of *Levyètha* (Holy Water) splashed upon it, applicable to any of the following applicable religions:

-any faith of the *Khùl-Tlassù*;
-*Virya* J'Ràlrishé-Slé;
-*Væran* Bssiro;
-*Virya* Hé-Enriath;
-the Cult of the Prophet; and
-*Væran* Ya-Epré.

If the monster takes more points of damage from this agency than is in its original BDR score, it is permanently slain. (Note that the *Yhélia*'s vulnerability to *Levyètha* is thus somewhat different than is the default case for other creatures of the *Mêm-Uhûryo*.)

- A *Yhélia* caught outdoors during daylight hours loses one point from its Strength score for each five game minutes it is exposed to the rays of either of Telostic's two suns (two points per five minutes in the rare case that both suns are evident). After all its Strength points are thus drained, the *Yhélia* is almost helpless and can, at best, crawl towards a safe place. If it cannot even do this, the monster takes one point of body damage for each ten game minutes it is still exposed; if its entire BDR score is thus drained, the *Yhélia* is permanently killed. (Note, however, that the *Yhélia* just has to get into a shadow somewhere to at least avoid destruction, although it would typically take it an entire night to regenerate its lost Strength requisite.)
- At least once per game week (5 days) during daylight hours, a *Yhélia* must return to its alternate form of a faintly sweetish-smelling pool of jet-black ichor, a transformation that requires 1D6 Melee Rounds to fully enable or recover from. While in its alternate form or in "hibernation" (see below) a *Yhélia* is, in effect, in suspended animation and does not need to feed or otherwise act in any way. It is quite vulnerable while in this form; even one drop of *Levyètha* from an applicable religion (see above) will permanently kill it, as will exposure to an Intensity Level 5 or greater fire or source of heat (see "Combat"). Its senses are also much less effective: the monster must pass a Saving Throw at (Intelligence x 2 DMod) to become aware of another being within 10 metres distance of itself. It may attempt this Saving Throw once per being within this radius, once per game minute. If the *Yhélia* senses the presence of a hostile being while in the alternate form it can immediately begin transforming itself into its normal form to fight or flee. The hiding place of a *Yhélia* is usually the most private and secure location the monster knows of, and is frequently guarded by traps, dangerous animals and/or subordinate *Yhélia*.
- The *Yhélia* can be killed if it does not hibernate when called upon to do so as explained below.

The *Yhélia* can be damaged only by magic or enchanted weapons which have an enchantment of +2 or more in the "Combat Factor" or "To Hit" categories, suffering no damage from other attack forms. (A lenient Referee might want to give a trapped party equipped with enchanted weapons of less than +2 power some ability to fight these creatures, for example with a reduced chance to strike or cause damage.) They are also immune to all attack forms to which the *Mêm-Uhûryo* are not subject. Damage inflicted by means other than those to which the monster is vulnerable can cause it pain and can immobilize it for a time, but it will regenerate body points lost to these hazards at a rate of one BDR point x Level of the *Yhélia* per game minute. If damaged by agencies other than those noted above, the *Yhélia* will eventually regenerate back to full strength and possibly come seeking those who meant it harm.

A new *Yhélia* created by re-animation may not act against the wishes of the master *Yhélia*, except to make a single call for Divine Intervention (see below, however, for the effects of a "hibernating" master *Yhélia*). The new *Yhélia* retains most of its previous intellect and abilities, but its ability to use non-religious magic (if any), in terms both of Energy Points and spell casting chances, are **halved** from what they previously may have been. Any abilities that may previously have existed to use religious magic— with, of course, the exception of that devoted to the sinister Nameless One— are completely lost.

Each month over the space of a game year, **ten (10)** per cent of the personality and requisite attributes of the old character are replaced by those of a *Yhélia*, until, at the end of the year, the old character is completely displaced and the character now has all the attributes of the *Yhélia* monster type (time to roll up a new character). A lenient Referee might, at the end of each month, allow a player character a Saving Throw of (Willpower x 2 DMod) to resist this fading of his or her personality; those previously devoted to the deities of the *Khùl-Tlassù* might be given a slightly better chance of passing this Saving Throw. Conversely, each game month, the slave *Yhélia* gains one of the special powers normally possessed by a full-strength *Yhélia*, up to the maximum number of powers it will ever possess (as explained above).

For reasons that are as yet unknown, the *Yhélia* are prone to go into extended periods of "hibernation". In game terms, this is handled as follows: each **six (6)** game months during which it is not already in hibernation, a *Yhélia* character must pass a Saving Throw at (MRES x 2.25 DMod). A failed Saving Throw means the monster must hibernate in its alternate form in its jet-black ichor pool for a variable amount of time, as determined by the following 1D20 check made secretly by the Referee: (1 or 2)— 1D6 days; (3 or 4)— 1D6 months; (5 to 8)— 2D6 months; (9 to 12)— 1D6 years; (13 to 16)— 2D20 years; (17 or 18)— 2D100 years; (19 or 20)— 2D1000 years. The *Yhélia* has 1D20 game days in which to prepare for hibernation, and if it does not return to its ichor pool by the end of this time it crumbles into dust and disappears **forever** from Telostic's plane.

During the time a *Yhélia* is in hibernation, any subordinate *Yhélia* under its control become free-willed monsters. Upon the master *Yhélia*'s re-awakening, any formerly subordinate *Yhélia* **within 1+2D20 kilometres of the master *Yhélia* at the time** again fall under its control. A subordinate *Yhélia* which somehow had become located outside the former "master" monster's radius of control, would now be permanently free-willed: the check for re-control is made only **once**, when the "master" *Yhélia* re-awakens. (Obviously, the exact judgement of the circumstances applicable between "master" and "subordinate" *Yhélia* must be made on a case-by-case basis, by the Referee. It is said, by those few scholars of *Ushù'l* brave enough to investigate the subject, that this factor and the factor of hibernation itself, accounts for why certain *Yhélia* have been sighted at a given time and place, only to re-appear dozens or even hundreds of years later, many hundreds or thousands of kilometres distant from the locations they first plagued.)

The *Yhélia* move as would the creature in whose form they appear, and they can also levitate vertically at about the speed at which an unencumbered man can walk. They have the same ability as the *Ulùvo* to sense life-essences.

Frequency: Very rare; **Number Appearing:** usually one only, rarely 1D6; **Body Form:** Normally humanoid, but rarely amorphous *Mêm-Uhûryo* undead monster; **Moral Alignment:** Among the most evil of all beings; **Aggressiveness:** Extremely high; **Level:** VI to XX; **Height / Weight:** as per a normal humanoid form; **TCA:** usually 1; **Attacks per Card:** usually 1; **MA:** as per humanoid form; **FPR:** Almost unlimited (count as 500 if needed for game purposes); **BDR:** as per humanoid form + 2D6; **APV:** as per humanoid form; **CE:** as per humanoid form + 20; **Melee Weapon:** can use normal weapons plus energy drain; **Melee Weapon Damage:** as per normal weapon or 1D3 (fangs); **Missile Weapon:** as per normal missile weapon; **Missile Weapon Damage:** as per normal projectile, if any; **Special Attack:** Life level drain, up to 7 special powers; **Special Defence:** Invulnerable to weapons with less than a +2 enchantment, immune to cold, general *Mêm-Uhûryo* defenses; **Treasure Chance:** 10% per creature per Level. Also, as many of the surviving *Yhélia* are now hundreds or even thousands of years old, they may have amassed a sizeable personal fortune, the extent and location of which must be determined independently by the Referee.

22.3.14. Plants

22.3.14.1. *Bro tòmit* "The Verdant Killer"

This strange and highly dangerous carnivorous plant stands about 2.1 to 3.3 metres tall and has a base diameter of about 1.5 metres, weighing between 200 and 300 kilogrammes. It has a dense, leafy trunk, at the top of which extend between 3 and 14 (1D12+2) long, thick tendrils with razor-sharp spines at their ends. Unlike most plants, it has a limited ability to move by shambling forward, although its maximum speed is approximately that of a slow walk for a man or other humanoid. It is not intelligent, but has a certain cunning and is highly adapted to its habitat and eating practices.

The *Bro tòmit* (braw-TOW-miht) is dull green in colour, but has a partial ability to adapt its colouration and body form to that of the surrounding terrain, a process which requires 1D10 Melee Rounds. Once this is accomplished, the creature's favorite method of catching prey is to wait in ambush. It is very difficult to detect in this state; a character who is either suspicious or who has substantial knowledge of the wilderness must pass a check at (PERC x 5 DMod) to notice the monster, and someone without these benefits must pass a check at (PERC x 2 DMod).





The *Brotòmit* has no eyes and can neither see nor be affected by illusions or other visual effects, but uses a sonar-like hearing ability to sense the presence of moving objects within a radius of about 30 metres. (This is very sensitive—a character staying absolutely still within this distance has a 65 per cent chance of not being noticed, but his or her heartbeat may still give him or her away.) It attacks victims within a radius of about 5 metres with its thick, coiled tendrils, each of which may attack once per Melee Round; these are poisonous, with an Intensity Level 5 poison that paralyses the victim if the tendril strikes home and penetrates armour. A paralyzed victim will be drawn into the monster's leafy trunk in 1D3 Melee Rounds and thereupon sprayed with an enzyme that breaks down flesh into a soft, pulpy mass; a character unfortunate enough to suffer this treatment lives for 2D6 more Melee Rounds and then dies, being completely consumed by the *Brotòmit* in another 2D6 Melee Rounds.

These creatures fear fire and have a 60 per cent chance of retreating if faced with a fire whose Intensity is more than 4, but they are otherwise extremely difficult to kill, as they have almost unlimited fatigue and are not subject to most types of critical damage.

Frequency: Rare; **Number Appearing:** 1D4; **Body Form:** Large, carnivorous tendrilled plant; **Moral Alignment:** Plant neutral; **Aggressiveness:** High; **Level:** VII; **Height / Weight:** 2.6 m. / 220 kg.; **TCA:** 1; **Attacks per Card:** 3 to 14; **MA:** 1; **FPR:** 100+1D20; **BDR:** 44+1D20; **APV:** 20; **CF:** 37+1D20; **Melee Weapon:** Tendrils; **Melee Weapon Damage:** 1D4+1; **Missile Weapon:** None; **Missile Weapon Damage:** None; **Special Attack:** Poison; **Special Defence:** Immune to most critical damage; **Treasure Chance:** 20% chance if encountered in lair.

22.3.14.2. *Mpili-Sàsa-Ràarayòà* "The Sunflower"

This carnivorous plant superficially resembles a huge Terran sunflower, standing over 3.5 metres tall with a diameter, at its widest point, of about 2 metres; it weighs about 350 kilogrammes. It has a thick, tough trunk, at the top of which is a large, yellow-gold or orange flower with a pulpy, gelatinous centre, and long, strong leafy fronds which are normally wrapped around the trunk. The *Mpili-Sàsa-Ràarayòà* (emmmPEElee SAHSaa rarr-a-YOHah) can move at about walking speed and is about as intelligent as a lizard or bird.

The *Mpili-Sàsa-Ràarayòà* emits an almost cloying, perfumed odour that can be detected by a creature with a normal Sense of Smell at a distance of about 50 metres. Doing so is a great hazard, however, because the plant's scent contains a hypnotic enzyme designed to inerrantly draw its victims close enough to be attacked; a character who sniffs this sinister odour must pass a Saving Throw at [(Willpower + Intelligence) x 2 DMod] or drop whatever he or she is carrying and walk in a glassy-eyed, involuntary trance towards the creature. The *Hàmpyé* and the *Bènlì* seem to be less susceptible to this odour than are the other races; the DMod for a character of one of these species is 4.

The *Mpili-Sàsa-Ràarayòà* uses a sonar-like hearing ability to sense the presence of moving objects within a radius of about 5 metres and will attack a victim within this radius quickly uncoiled fronds, wrapping him or her securely (figure the monster has a Strength score of 20, for purposes of breaking free) and drawing him or her into the gelatinous mass in the middle of its "flower". He or she will then be deliquesced with an enzyme that breaks down flesh into a slimy, cheese-like mass; the unfortunate victim lives for 2D4 more Melee Rounds and then dies, being completely consumed by the *Mpili-Sàsa-Ràarayòà* in another 2D4 Melee Rounds. If the victim's comrades come to his or her aid, the "Sunflower" will use its secondary defence, a cloud of dense, asphyxiating gas which causes those caught within its 10 x 10 metre radius to save at (Constitution x 5 DMod) per Melee Round or fall unconscious (see "Deprivation of Oxygen" in the Combat Rules for consequences of this). The *Mpili-Sàsa-Ràarayòà* can use this defence up to three times per game day.

The *Mpili-Sàsa-Ràarayòà*, like most plants, fear fire and have a 60 per cent chance of retreating if faced with a fire stronger than that made by a few torches. It can also be distracted by the adventure party offering up a meat animal or large quantity of meat-based food; there is a 40 per cent chance it will remove its hypnotic control briefly in such circumstances in order to investigate the offering.

The seeds found in the flower of this creature are very valuable as they are used in many magical potions and rituals; they are usually worth about 1D3 x 100 silver pieces per 10 seeds (an individual *Mpili-Sàsa-Ràarayòà* will have 3D20 seeds each).

Frequency: Rare; **Number Appearing:** 1D3; **Body Form:** Large, carnivorous flowering plant; **Moral Alignment:** Plant neutral; **Aggressiveness:** High; **Level:** VII; **Height / Weight:** 3.5 m. / 350 kg.; **TCA:** 1; **Attacks per Card:** 3; **MA:** 1; **FPR:** 150+1D20; **BDR:** 33+1D20; **APV:** 20 (trunk) or 10 (flower, fronds); **CF:** 40+1D12; **Melee Weapon:** Fronds; **Melee Weapon Damage:** 1D3; **Missile Weapon:** None; **Missile Weapon Damage:** None; **Special Attack:** Hypnotic scent; **Special Defence:** Immune to most critical damage; **Treasure Chance:** 20% chance if encountered in lair.

22.3.14.3. *Pavagàntra* "The Towering One"

This word *Pavagàntra* (pavv-uh GAN-trah) actually refers to two different types of plant-like creatures—hereafter referred to as the "leafy" and "fungus" varieties—both very dangerous and highly feared. Both classes of *Pavagàntra* stand about 2.6 to 3.6 metres tall, with a base diameter of about 1.3 metres; the leafy type is the heavier of the two, weighing between 400 and 600 kilogrammes, with the fungus *Pavagàntra* typically being about 50 kilogrammes lighter. The leafy *Pavagàntra* has a dark green, dense, leafy trunk, with three to five one metre long, arm-like appendages at various points around the trunk; the fungus *Pavagàntra* has a greyish-green main body with no obvious appendages—although it actually has two pseudopods buried inside it (these can strike out to a distance of about two metres). These monsters can move by shuffling and shambling forward at a maximum speed approximately that of a slow walk for a man or other humanoid.

Neither version of *Pavagàntra* is intelligent, but they have a dim intellect similar in some ways to that possessed by a rat or other low animal. Their "brains", if this term can be used in this context, are buried deep within their trunk-main bodies; this fact, and many other aspects of the creatures' physiology, makes the *Pavagàntra* among the most difficult of all monsters to kill or injure. They are immune to pain, bleeding and most forms of critical damage, and must be literally cut into pieces to be permanently killed. They are also highly resistant to fire and can only be damaged by a really large or powerful heat source. The *Pavagàntra* can neither see nor be affected by illusions or other visual effects, but uses a sonar-like hearing ability to sense the presence of moving objects within a radius of about 25 metres. A character staying absolutely still within this distance has a 50 per cent chance of not being noticed, but his or her heartbeat may still give him or her away.

The leafy *Pavagàntra* attacks victims with its thick, arm-like appendages; these are poisoned with an Intensity Level 5 venom that paralyses a victim, who is drawn into the monster's leafy trunk in 1D2 Melee Rounds and killed by constriction (see "Deprivation of Oxygen" in the Combat rules section for effects of this; the leafy *Pavagàntra* is considered to have a Strength score of 25 for purposes of breaking free). A dead victim is sucked into the monster's trunk and broken down into a slimy, pulpy mass, being completely consumed by the *Pavagàntra* in another 2D6 Melee Rounds.

The fungus *Pavagàntra* attacks its prey with pseudopods; these are poisoned with an Intensity Level 2D6 venom. A dead victim is sprayed with the creature's spores. These turn the unfortunate victim into a noisome, greenish-grey lump, part of which is consumed by the *Pavagàntra* as food; the remainder becomes a half-strength fungus *Pavagàntra* in 2D6 game hours. The fungus *Pavagàntra* also has the unpleasant habit of spewing out a 1D6 cubic metre cloud of these spores while in combat; there is a 30 per cent chance of this per Melee Round, and a character exposed to the spores must pass a Saving Throw at (Constitution x 3 DMod) per Melee Round or begin to rot away. An infected character suffers 1D6 points of body damage per Melee Round until magically healed or until he or she dies, eventually becoming a half-strength fungus *Pavagàntra* as noted above.

Frequency: Very rare; **Number Appearing:** 1D3; **Body Form:** Large, carnivorous leafy or fungoid plant; **Moral Alignment:** Plant neutral; **Aggressiveness:** Extremely high; **Level:** VIII (leafy) or IX (fungus); **Height / Weight:** 2.6 to 3.6 m. / 400 to 600 kg.; **TCA:** 1; **Attacks per Card:** 2 to 5; **MA:** 1; **FPR:** 200+2D20; **BDR:** 40+2D20; **APV:** 22 (leafy) or 15 (fungus); **CF:** 40+1D20; **Melee Weapon:** Appendages or pseudopod; **Melee Weapon Damage:** 1D6+1 (leafy) or 1D4+1 (fungus); **Missile Weapon:** None; **Missile Weapon Damage:** None; **Special Attack:** Poison, constriction (leafy); poison, spores (fungus); **Special Defence:** Immune to most critical damage, bleeding, pain, suffers only 50 per cent damage from fire; **Treasure Chance:** 25% chance if encountered in lair.





22.3.14.4. *Pionvido* "Swordgrass"

This carnivorous plant— actually, a colony of thousands of individual smaller plants— is typically about 0.8 to 1.2 metres tall, with base diameter of about 3 metres; it weighs between 100 and 150 kilogrammes. It has many tall, rather sharp-looking, dark green blades of grass and looks superficially very similar to the dense *Vido* grass (a common plant found on the plains of northern Ushù'l, particularly in regions south of Roctien) from which it was probably mutated by some strange magical experiment of long ago. Although not intelligent in the conventional sense, it has a kind of group consciousness made up of the intellects of its thousands of constituent parts, equal to an effective Intelligence score of between 4 and 7.

The *Pionvido* (PEEon-VEEdoh) can move at a speed of approximately 0.1 metre per second, but normally prefers to lie in ambush of its prey. A character who is either suspicious or who has substantial knowledge of the wilderness must pass a check at (PERC x 4 DMod) to notice the creature, and someone without these benefits must pass a check at (PERC x 1.5 DMod). The *Pionvido* cannot see or hear, but has the ability to detect very faint vibrations on the ground, and a character moving through it has a 95 per cent chance of being detected and attacked. A character staying absolutely still while the monster "flows" around him or her can, with complete self-control, reduce this chance to about 30 per cent. It attacks with razor-sharp blades of grass which are hidden within its body mass; these cause only **one (1)** point of damage each, but unfortunately, the *Pionvido* has so many of them that a character within 1 metre of the monster (or who is within it) may suffer from 11 to 30 (1D20+10) attacks per Melee Round! (A *Pionvido* of normal size can target up to three characters in this way, per Melee Round; if a larger adventure party encounters this monster, the Referee should distribute its attacks evenly.) A character killed by this fearsome creature is pulled within its waving, slashing body mass and is eaten and totally consumed in 3D6 Melee Rounds.

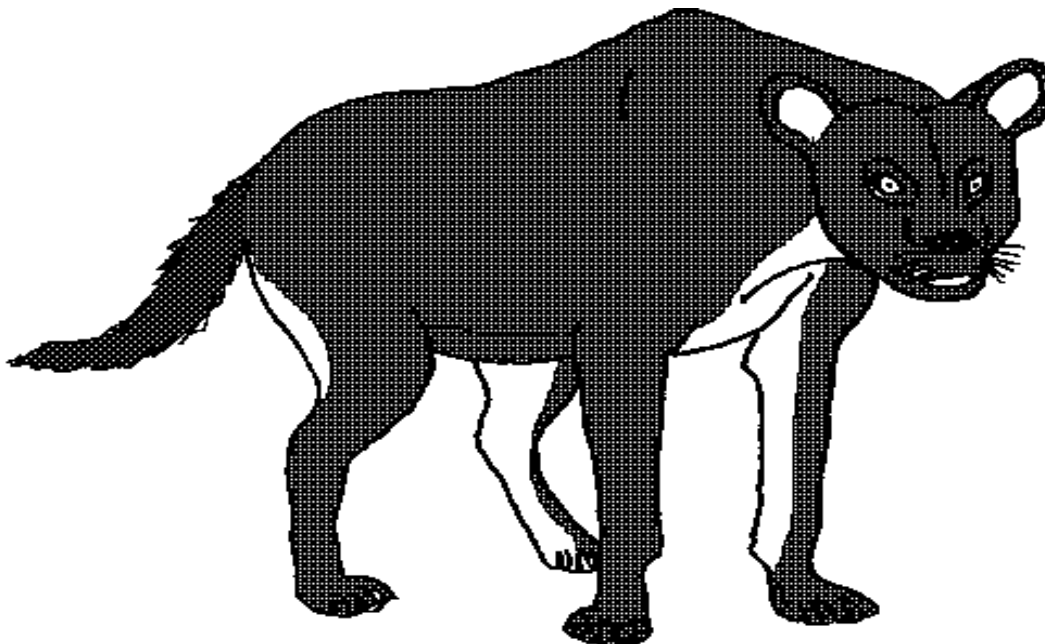
The *Pionvido* fears fire and has a 65 per cent chance of retreating if faced with a fire whose Intensity is more than 4. It can be killed by edged weapons being used like a scythe; assume that each point of body damage done to the monster severs one blade and reduces the number of attacks it can make each Melee Round by one.

Frequency: Rare; **Number Appearing:** 1D3; **Body Form:** Carnivorous grass-like plant; **Moral Alignment:** Plant neutral; **Aggressiveness:** High; **Level:** VI; **Height / Weight:** 3.0 metres base diameter / 100 kg.; **TCA:** 1; **Attacks per Card:** 33 to 90 (but only 11 to 30 on an individual human-sized target); **MA:** 0.1; **FPR:** 200+1D20; **BDR:** 50+1D20; **APV:** 5; **CF:** 30+1D20; **Melee Weapon:** Blades of grass; **Melee Weapon Damage:** 1 damage point per strike; **Missile Weapon:** None; **Missile Weapon Damage:** None; **Special Attack:** Multiple attacks; **Special Defence:** Immune to critical damage (must be cut apart blade by blade); **Treasure Chance:** 25% chance if encountered in lair.

22.3.15. Reptiles

22.3.15.1. *Chàngalà* "The Dragon"

The *Chàngalà* (SHAWN gal-AHH) are the "dragons" of Telostic. This is, in fact, another ancient, sapient interstellar reptilian species, whose characteristics were initially similar in some ways to those of the *Hoyoté-Gò* or *Nika'Khàdra*. Several thousands of years ago, all of the *Chàngalà* of Ushù'l (and possibly those on other continents— the facts are unclear) were suddenly transformed into their present, exotic forms and abilities by a confrontation between certain great users of the Hidden Arts and one or more of the deities. The details of this battle are, obviously, now unknown, although they form the basis of several legends known throughout most of Ushù'l.



Kharù-kyòn





Editorial Note

The *Chàngalà* are rare creatures on all of Telostic, but are especially rare in the parts of *Ushù'l* where *Shakhàn* is set—most characters will go throughout their entire lives without ever seeing a “dragon”, let alone fighting one. It seems that in the far past, there were significantly more *Chàngalà* in *Ushù'l* than exist nowadays; perhaps some of these creatures have simply left for other regions, but there also seems to be a problem with sterility (not to mention the difficulty of finding a suitable mate). Furthermore, the *Chàngalà* rarely interact with humanoid society; although highly intelligent, their psychology and motives are much different than are those of most other intelligent creatures, and they usually prefer a solitary life in the far wilderness over travel or adventure where large numbers of other intelligent creatures are found. If left alone or bargained with reasonably, they are usually no more aggressive than would be any other sapient race, but if attacked or otherwise threatened they can be a terrible opponent. The *Chàngalà*, particularly the older and larger of them, are among the most dangerous “monsters” that can be encountered on Telostic; a few individuals can grow to the size of a large dinosaur or larger, and they frequently have many potent magical and other powers. They may be of any moral alignment, but will almost never participate in the religions or other morally-oriented institutions of conventional society.

A *Chàngalà* in its native form (see below) is a medium- to gigantic- sized, four-legged carnivorous reptile (actually not a true reptile, but a reptile-like species). Body sizes of an *Chàngalà* range from about 2.2 metres long (about a third of which is the tail) in an immature individual to up to 50 (!) metres in a large adult; weights vary correspondingly from 150 to 200 kg. for a young creature to over 80,000 kg. (!) for a large *Chàngalà*. These creatures are winged, and can fly for up to four hours a day. All *Chàngalà* have strong jaws filled with long, sharp fangs, and have a good Sense of Smell (in the 15 to 18 range) and good eyesight (in the 15 to 18 range). As has been noted, they are highly intelligent (in the 13 to 20 range) and are very difficult to trick or outwit; also, they have a “sixth sense” which frequently warns them of danger or that something is amiss: for game purposes, this is simulated as a benefit of 2 points on the DMod used when a *Chàngalà* checks for Situational Awareness. All but the most brave—or stupid—characters of an adventure party that encounters a large *Chàngalà* (here defined as a Level VII or larger creature) must check morale at (Willpower x 4 DMod) or run away in terror.

The *Chàngalà* require somewhat more sleep than do most of the other sapient species; their daily minimum sleep requirement (below which they become permanently fatigued) is equivalent to 6 game hours per day plus 20 minutes for each Level the creature has attained, to a maximum of 12 hours per day.

There is a 20+(creature's Level) per cent chance that the main fangs in a *Chàngalà*'s mouth will be poisonous. A character struck and penetrated by this bite must make a Saving Throw against an Intensity Level 5 to 12 (1D6+6) poison. Additionally, a *Chàngalà* of Level VI or higher possesses a deadly “breath weapon”, usable once per Melee Round and equivalent to an offensive directed-energy attack spell. The maximum potency of this attack is equal to an equivalent 50 Energy Point spell casting for each Level past Level V the *Chàngalà* has acquired; for example, a Level IX (9) *Chàngalà* would fire its breath weapon as if it was a 400 EP casting of the equivalent spell. It costs the *Chàngalà* **two (2)** Fatigue Points per 50 EP equivalent energy used to fire the breath weapon (for example, to fire the abovenoted 400 EP weapon would use 8 Fatigue Points), and the creature can use its breath weapon as long as it has Fatigue Points to power it. (Most *Chàngalà*, however, will rarely use more than about 25 per cent of their maximum FPR to power their breath weapons, and will retreat if they have not won a battle by this point. Note that the creature does *not* have to fire the weapon at its maximum power, and can preserve Fatigue Points by so doing.)

A *Chàngalà* of Level III or higher may possess one or more randomly determined magic spells, and is considered to have, for casting purposes, a Psychic Ability of from 13 to 18. The *Chàngalà* will have recourse to 1D3 spells (of the type available to the *Anratscheldor-haii*, not to clerics) per Level; thus a Level X *Chàngalà* would have between 10 and 30 spells. For these purposes, different levels of a continuum spell count as an entire spell against the *Chàngalà*'s allowed total.

All *Chàngalà* have the innate ability to polymorph themselves into any form which they have seen and with which they are familiar; this ability does not extend to being able to simulate clothing or other personal gear, and it also does not allow the creature the use of a language with which it is otherwise unfamiliar. (However, a crafty *Chàngalà* can frequently achieve the same result by the creative use of one or more of its available magic spells.) The polymorphed form of a *Chàngalà* can be maintained for 10 game hours, plus one hour for each Level the creature has achieved; at the end of this period the *Chàngalà* **must** revert to its normal form or be killed. Unlike some other shape-changing creatures, the *Chàngalà* does not have any special ability to mimic otherwise unknown languages, even if in a different form—it must learn these normally.

A *Chàngalà* in polymorphed form is quite difficult to detect by conventional means, although it will have a magical aura; the most effective means of detection by an ordinary character is to look into the *Chàngalà*'s eyes, which will sparkle and twinkle if viewed from exactly the right angle. There is normally only about a 5 to 10 per cent chance of this unless the *Chàngalà* cooperates—an unlikely set of circumstances. Alternatively, a suspicious character must have recourse to the Level VII or higher versions of the *Special Sight* spell, or he or she must notice one of the minor cultural errors that the *Chàngalà* may make due to unfamiliarity with the type of character it is attempting to imitate. An attempt at the latter should be handled by the Referee as a check against Situational Awareness, using (Intelligence x 1.5 DMod) as the Success Threshold. A single character may make this check only once per game day unless something really obvious happens to give away the identity of the *Chàngalà*. By default, 1D3 adventure party members, chosen by the players, may check for this per day.

There are several sub-species of *Chàngalà* found in northern *Ushù'l*; the most common of these fall into the following categories:

- The *Chàngalà-shà-Shirgrya*, or Azure Dragons; these creatures are gray-blue with a light grey underside. Their main weapon is the equivalent of a Level VII *Coldbolt* directed-energy attack fired from the eyes. They prefer to live in the oceans and seas, although they are occasionally found in remote mountainous areas.
- The *Chàngalà-shà-Sràéi*, or Maroon Dragons; these creatures are brownish-red, sometimes with deep red stripes, and have a pinkish underside. Their main weapon is the equivalent of a Level VII *Fireball* directed-energy attack. They can be found almost anywhere, although this species prefers the warmer climates south of the *Nôlan Oblé* and is actually somewhat rare in northern regions.
- The *Chàngalà-shà-Dàmbilas*, or Dark Dragons; these creatures are slate-grey to black on the dorsal surfaces with a dark or medium grey underside. Their main weapon is the equivalent of a Level VII *Disintegration* directed-energy attack fired from the eyes. They are found throughout northern *Ushù'l*, particularly in the Underworld, but are among the rarest varieties of the *Chàngalà*.
- The *Chàngalà-shà-Mùtytya*, or Forest-Dragons; these creatures are olive-green with darker green spots or stripes with a emerald-green underside. Their main weapon is an acid spittle attack which has the same range and dispersion characteristics as would a Level VII *Coldbolt*. They are mostly found in the forests, but are probably the most “common” type of *Chàngalà*.
- The *Chàngalà-shà-Aia*, or Sun-Dragons; these creatures are light tan to yellow overall. Their main weapon is the equivalent of a Level VII *Sunbeam* directed-energy attack fired from the eyes. This species prefers the warmer climates south of the *Nôlan Oblé* and is rare in northern *Ushù'l*, although it is said that a few *Chàngalà-shà-Aia* make their lairs in volcanic or other warmer locales.

To determine the type of a *Chàngalà* encountered in northern *Ushù'l*, the Referee should either use the terrain-based table provided at the end of this rules section or cast a 1D20: (1 to 7)—*Chàngalà-shà-Mùtytya*; (8 to 11)—*Chàngalà-shà-Shirgrya*; (11 to 14)—*Chàngalà-shà-Sràéi*; (15 to 17)—*Chàngalà-shà-Aia*; (18 or 19)—*Chàngalà-shà-Dàmbilas*; (20)—a variety not listed above (Referee discretion).

The statistics given below are for an average *Chàngalà* of approximately tenth (Xth) level; if a larger or smaller one is encountered, the Referee should adjust the numbers accordingly.





Frequency: Very rare; **Number Appearing:** 1 (90% chance) or 2 (9% chance) – a mated pair – time to run) or 2+1D2 (1% chance – a mated pair with offspring – time to run *real fast*); **Body Form:** 6-limbed (counting wings) reptile-like sapient being; **Moral Alignment:** Good, neutral or evil; **Aggressiveness:** Moderate; **Level:** X; **Height / Weight:** 7.0 m. long / 3500 kg.; **TCA:** 1; **Attacks per Card:** 1 bite + 1 claw; **MA:** 15 (ground) or 30 (flying); **FPR:** 60+2D20; **BDR:** 100+1D100; **APV:** 40 (upper surfaces) / 20 (ventral surfaces) / 10 (wings); **CF:** 50+2D20; **Melee Weapon:** Bite, claw; **Melee Weapon Damage:** 4D6 (bite) or 2D6 (claw); **Missile Weapon:** None; **Missile Weapon Damage:** None; **Special Attack:** Poison, breath weapon, magic, polymorphism, fear; **Special Defence:** High Situational Awareness, Magic Resistance is "25"; **Treasure Chance:** 50% if in lair, 20% if traveling.

22.3.15.2. Stò-Ethes "The Burrowing-Lizard"

The *Stò-Ethes* (essTOW ETH-ess) is a large, six-legged carnivorous reptile-like creature, vaguely similar to the *Stò-Ràya* but normally bipedal. An adult *Stò-Ethes* is about 2.3 metres tall (about a quarter of which is the tail) and usually weighs about 250 to 350 kg; in colouration, it is blackish-brown, with a serrated ridge-crest at the top of its head and down the centre of its back. It has six limbs, two of which are used for locomotion and four of which are used for burrowing and combat; these are equipped with very long, hooked claws.

This "reptile" (actually a reptile-like creature imported from far across the galaxy) also has fang-filled jaws. It has a very good Sense of Smell (in the 15 to 17 range) and exceptional hearing (in the 17 to 19 range). The *Stò-Ethes*' normal eyesight is poor, a reflection of its normal habitat (see below), but conversely it has good infravision and can see heat emissions in the pitch darkness about as well as a man can see figures and shapes in the dawn or twilight. It also has a special ability to sense vibrations in the ground or rock within about 100 metres. The two main fangs in a *Stò-Ethes*' jaws are poisonous; a character struck and penetrated by the animal's bite must make a Saving Throw or succumb to the poison. The Intensity Level of the *Stò-Ethes*' poison is always 5 (it is intended to paralyze prey). The poison taken from a dead *Stò-Ethes* is effective only if taken from a recently killed creature and otherwise deteriorates into harmlessness in 1D8 game hours. All *Stò-Ethes* can, each Melee Round, spit an enzyme that will instantly snuff out all but the most large and well-lit light sources such as torches, oil lanterns, and so on. It has about a 70 per cent chance of hitting a light source such as this within 10 metres' distance each Melee Round and will always attempt to do so, as it hates bright light and much prefers to fight and eat in darkness. Note that the enzyme does not work on magical light sources.

The *Stò-Ethes* is famous, and highly feared, for its unusual habits and habitat. This animal lives underground, burrowing in search of prey, and is one of the more commonly encountered creatures of the Underworld, although it is rare elsewhere. It can move through normally packed topsoil at about walking speed, and can actually move through soft or sedimentary rock at about half this speed (the *Stò-Ethes*' claws emit another enzyme that breaks down the molecular bonds that hold sedimentary rocks together – fortunately, this is not harmful to most types of animal flesh). It is very aggressive, and usually attacks in a unique manner.

If an attack by the *Stò-Ethes* is indicated in the Underworld, the Referee rolls 1D20 to see where, relative to the adventure party, it appears: (1 to 5) – burrows up from underneath the party, 1D6 metres from the centre of the party; (6 to 10) – drops down upon the party after having burrowed down through the ceiling, 1D6 metres from the centre of the party; (11 or 12) – bursts out of the wall to the right; (13 or 14) – bursts out of the wall to the left; (15 or 16) – bursts out of the wall ahead; (17 or 18) – bursts out of the wall behind; (20) appears as would a normal monster (aboveground). In the wilderness, the *Stò-Ethes* always is considered to have burrowed up from underground.

The *Stò-Ethes* will usually attack by attempting to grab a single human- or smaller- sized member of the adventure party, biting the victim to cause paralysis and dragging the unfortunate character back into the tunnel the lizard has dug to be killed and devoured. It moves with lightning speed and great Strength (in the 20 to 22 range) when doing this; assuming they realize what is going on, the rest of the party has perhaps 1D3 Melee Rounds to grab their comrade before the *Stò-Ethes* drags him, her or it too far into the tunnel to be recovered (the *Stò-Ethes* will also, after 1D3 Melee Rounds of flight, use its claws to collapse the sides of the tunnel so that it cannot be followed). When the animal attacks, the Referee should give the adventure party no more than one or two seconds of "real" time to decide what each character is doing, since the attack is likely to be quite unanticipated.

In a given Melee Round of Melee Combat the *Stò-Ethes* may either bite, or claw, or both, checking as follows on 1D6: (1) – bite only, (2) – 1 claw only, (3) – 2 claw attacks, (4-5) – 1 bite and 1 claw attack, (6) – 1 bite and 2 claw attacks. The *Stò-Ethes* checks for this multiple attack possibility on each "attacking" Tactic Card.

Frequency: Rare; **Number Appearing:** 1D3; **Body Form:** 4-limbed bipedal reptile; **Moral Alignment:** Animal neutral; **Aggressiveness:** Very high; **Level:** VII; **Height / Weight:** 2.3 m. / 230 kg.; **TCA:** 1; **Attacks per Card:** 1 to 3; **MA:** 15; **FPR:** 48+1D8; **BDR:** 30+1D6; **APV:** 25 (dorsal) / 10 (ventral); **CF:** 40+1D8; **Melee Weapon:** Bite or claw; **Melee Weapon Damage:** 1D6+2 (bite) / 1D3 (claw); **Missile Weapon:** None; **Missile Weapon Damage:** None; **Special Attack:** Poison, burrowing, light extinguishing; **Special Defence:** None; **Treasure Chance:** 20%.

22.3.15.3. Stò-Ràya "The Grey Lizard"

The *Stò-Ràya* (essTOW RAI-yah) is a medium-sized, four-legged carnivorous reptile, similar in some ways to the Terran Komodo "dragon" monitor lizard, but larger and with longer legs more suited for fast movement.

An adult *Stò-Ràya* is about 2.0 metres long (about a third of which is the tail) and usually weighs about 150 to 200 kg. There are several sub-species which vary somewhat in body colouration, but the most common varieties are greenish-gray with a pinkish underside, or dull slate-grey or reddish-grey overall. This reptile has strong jaws with sharp, peg-like teeth. It has an excellent Sense of Smell (in the 16 to 17 range), but its eyesight is poor (in the 9 to 10 range).

There is a 20 per cent chance that the two main fangs in each *Stò-Ràya*'s mouth will be poisonous. A character struck and penetrated by such an animal's bite must make a Saving Throw or succumb to the poison. The Intensity Level of the *Stò-Ràya*'s poison is typically from 5 to 10 (1D6+4). The poison taken from a dead *Stò-Ràya* is effective only if taken from a recently killed lizard and otherwise deteriorates into harmlessness in 1D8 game hours.

The *Stò-Ràya* is a fairly common creature in the Roctien area, although it is much more common in the lands south of the *Nòlan Oblé*. It is feared by farmers because of its frequent attacks on livestock and sometimes on herdsman acting as guards. It is rather slow-moving on land, but can move with surprising speed in the water and has been known to lie in ambush in the water much as does an alligator or crocodile. Assuming one can be caught and killed, its flesh is considered a delicacy and can bring a good price in the market.

Frequency: Uncommon; **Number Appearing:** 1D10; **Body Form:** 4-limbed monitor lizard-like reptile; **Moral Alignment:** Animal neutral; **Aggressiveness:** High; **Level:** II; **Height / Weight:** 2.0 m. long / 140 kg.; **TCA:** 1; **Attacks per Card:** 1; **MA:** 7; **FPR:** 18+1D6; **BDR:** 20+1D4; **APV:** 10; **CF:** 15+1D6; **Melee Weapon:** Bite; **Melee Weapon Damage:** 1D6; **Missile Weapon:** None; **Missile Weapon Damage:** None; **Special Attack:** Poison; **Special Defence:** None; **Treasure Chance:** None.

22.3.15.4. Mandu'ù "The Shocking-Lizard"

The *Mandu'ù* (mahndoo-OO), an amphibian creature similar in size and body form to a Terran alligator or crocodile – actually, it is closer to the phytosaurs of Earth's Triassic age – is a common and feared predator in the lands south of the *Nòlan Oblé*, but is relatively rare in northern *Ushù'l* due to the colder climate found north of the great mountain range. A large, aggressive reptile, it inhabits swamps, shallow rivers and lakes and, occasionally, the Underworld; a pelagic (sea-going) subspecies is known to exist, but this seems not to be able to tolerate the intense cold of the seas around Javertien, Roctien and the Shadowed Empire.

The *Mandu'ù* can attack conventionally with its bite, killing or fatally wounding an opponent outright. However, its preferred means of capturing prey is to discharge a powerful electric shock, stunning or rendering unconscious its victims; the creature will then drag the unfortunate victim underwater (if possible), causing his or her death by asphyxiation. The relative strength of the *Mandu'ù*'s shock is governed as per the *Electric Shock* spell (see Book "D"), with the following equivalent EP expenditures according to the size of the animal: "Very Small" – 50 EP; "Small" – 100 EP; "Large" – 200 EP; "Very Large" – 400 EP. The creature can use this weapon up to ten times per day, but no more than twice in a given game minute. There is a 45 per cent chance per Melee Round that a *Mandu'ù* will use its special weapon, if possible. It cannot both bite and use the shock in the same Melee Round.

The *Mandu'ù* is usually bluish-green with faint black or dark grey stripes on its dorsal surfaces, giving way to a tan- or light grey colour ventrally. It has a central ridge of small, jagged spines running from the anterior of its head almost to the end of its tail. Individuals found in northern *Ushù'l* are usually no more than two metres long, but it is said that in the warmer climates south of the *Nòlan Oblé*, some of these creatures (especially the seagoing variety noted above) can attain lengths of 7 or more metres and weigh several tons.





Frequency: Rare; **Number Appearing:** 1D6; **Body Form:** 4-limbed aquatic crocodilian reptile; **Moral Alignment:** Animal neutral; **Aggressiveness:** High; **Level:** IV; **Height / Weight:** 2.0 m. long / 120 kg.; **TCA:** 1; **Attacks per Card:** 1; **MA:** 6; **FPR:** 24+1D6; **BDR:** 18+1D4; **APV:** 20 (dorsal), 10 (elsewhere); **CF:** 13+1D6; **Melee Weapon:** Bite; **Melee Weapon Damage:** 1D6; **Missile Weapon:** None; **Missile Weapon Damage:** None; **Special Attack:** Electric Shock; **Special Defence:** None; **Treasure Chance:** 25% if encountered in lair.

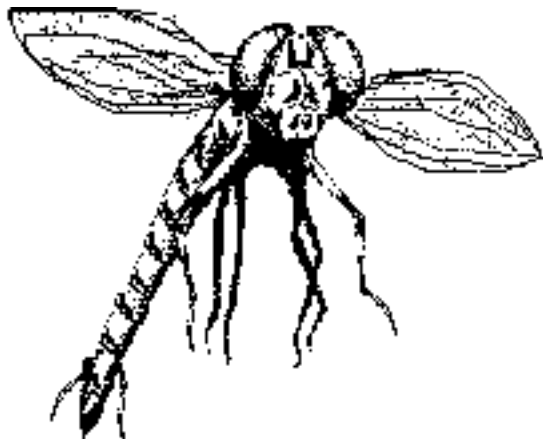
22.3.16. Slimes / Amorphous Creatures

22.3.16.1. Slimes and Mists

Telostic, particularly its Underworld and swampy, miasmal regions, is home to many strange and frequently dangerous slime-like fungi, plants and animals. For the sake of brevity, descriptions of these have been abbreviated and are grouped in the general category of "Slimes".

In general, these creatures have the form of an irregular, amorphous mass, usually anywhere from 1 metre x 1 metre to 6 metres x 6 metres square, with a depth of perhaps 10 per cent of their vertical or horizontal dimensions. Those that can move on the ground can normally do so only at a very slow rate—no more than half the speed of a man's walk (1 metre each 2 seconds)—but they can flow past or under obstacles that might stop other creatures, for example a door or wall of vines. (Aerial mist-like creatures in this category can move more quickly, drifting through the air at a rate of about 1 metre every second; the "bouncing" slimes can bound forward or backward at a rate of about 3 metres per second.)

Since these creatures hunt primarily by lying in wait until a meal blunders into them, they have evolved natural defenses that make them difficult to see except by an experienced adventurer. A character's chance of noticing a slime-like creature while moving at normal speed is {Vision x [DMod of 5 - (distance from character to creature in metres x 0.1, rounded to the nearest whole number)]}. (Exception: *Atròt* and *Géòit* are especially hard to see; the default DMod for these creatures is 4, not 5.) For example, a character with a Vision score of 11 who was 30 metres from a slime would have a 22 [Vision of 11 x (5 - 3 = 2)] per cent chance of noticing it before actually coming into contact with it.



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Characters should be allowed to check against this chance to the limit of their vision range, once each 10 metres closing distance between the character and the monster. Note that only the characters in the front of an adventure party would be allowed to exercise this option. A character who suspects the presence of a slime or is checking carefully (this requires moving at half normal walking speed) may add 2 to the default DMod, increasing it to 7 (or to 6 in the case of *Atròt* and *Géòit*.)

Slimes and similar entities are usually mindlessly aggressive and will retreat only from the threat of some agency to which they are particularly vulnerable (fire, extreme cold, etc.). Telostic's slimes (with one rare exception, *Géòit*) can neither see, nor hear, nor use most of the sensory mediums available to more advanced creatures, but they all have a general ability to sense the life-presence of potential food or prey. By default, this ability has a range of 1D20+10 metres from the periphery of the creature and has a 75 per cent chance of detecting any living being within this range.

A slime or slime-like creature usually has a very low or non-existent Combat Factor (the "bouncing" slimes are an exception to this) and can easily be hit by a higher life form, but conversely it **automatically** strikes any creature with whom it comes into contact. (A character **cannot** avoid this with his or her Combat Factor; instead, he or she must dodge as explained in the rules for the Agility score.) Failure to dodge indicates that the character has come into contact with the slime and will, unless a Saving Throw is made, be subject to whatever effect the creature normally has on its prey. (A character clad in normal types of adventure clothing or boots may, at the option of the Referee, gain up to 1D3 Melee Rounds of protection from the slime's attack, if he or she promptly rips off the piece of clothing to which the slime has attached; since most clothing is porous, the monster will simply flow through it if the clothing is retained longer than this time.) A slime can attack up to one man-sized creature per 1 square metre it is in size, but can only attack a given individual target once per Melee Round.

A slime has, for game purposes, an effectively unlimited Fatigue Reserve and is immune to critical damage; also, many slimes and gaseous creatures are immune to certain types of attacks, for example a strike by an edged weapon or damage by fire, electricity, and so on. If a slime immune to strikes by a particular weapon type is indeed hit in this manner, there is a 50 per cent chance that the creature will simply be divided into two smaller creatures who will now act independently.

By default, a slime or amorphous creature with an elemental attack form (heat, for example) is especially vulnerable to an attack whose source is from the opposite element (cold, in this case), taking double the amount of damage it otherwise would. Specific exceptions to this rule are noted below.

Mamànta (mah-MANN-tah) "The Ochre Ichor": **Frequency:** Uncommon to rare; **Number Appearing:** 1D2; **Body Form:** Amorphous, ochre-coloured amoeba; **Moral Alignment:** Neutral; **Aggressiveness:** Very high; **Level:** I; **Height / Weight:** 1D6 m. square / 10 kg.; **TCA:** 1; **Attacks per Card:** 1; **MA:** 1 metre per 2 seconds; **FPR:** Unlimited; **BDR:** 1D6+3; **APV:** 0; **CF:** 0 (can always be hit); **Melee Weapon:** Not applicable; **Melee Weapon Damage:** Not applicable; **Missile Weapon:** None; **Missile Weapon Damage:** None; **Special Attack:** Exudes a contact acid, Intensity Level 2+1D6; **Special Defence:** Immune to electrical attacks; **Treasure Chance:** 1% chance per square metre in size.

Mòntha (MAWN-thah) "The Orange Creeper": **Frequency:** Rare; **Number Appearing:** 1D2; **Body Form:** Amorphous, red-orange-coloured fungus; **Moral Alignment:** Neutral; **Aggressiveness:** Very high; **Level:** II; **Height / Weight:** 1D6 m. square / 10 kg.; **TCA:** 1; **Attacks per Card:** 1; **MA:** 1 metre per 2 seconds; **FPR:** Unlimited; **BDR:** 1D10+2; **APV:** 0; **CF:** 0 (can always be hit); **Melee Weapon:** Not applicable; **Melee Weapon Damage:** Not applicable; **Missile Weapon:** None; **Missile Weapon Damage:** None; **Special Attack:** Exudes a contact acid, Intensity Level 3+1D6; **Special Defence:** Acid causes opponent's metal weapons to save vs. (composition factor x 1 DMod) or drop by 3 quality-classes; **Treasure Chance:** 1% chance per square metre in size.

Mènthro (MENN-throw) "The White Carpet": **Frequency:** Rare; **Number Appearing:** 1; **Body Form:** Amorphous, yellowish-white slime with small crystal fragments; **Moral Alignment:** Neutral; **Aggressiveness:** Very high; **Level:** III; **Height / Weight:** 1D8 m. square / 14 kg.; **TCA:** 1; **Attacks per Card:** 1; **MA:** 1 metre per 2 seconds; **FPR:** Unlimited; **BDR:** 2D12; **APV:** 0; **CF:** 0 (can always be hit); **Melee Weapon:** Not applicable; **Melee Weapon Damage:** Not applicable; **Missile Weapon:** None; **Missile Weapon Damage:** None; **Special Attack:** Exudes cold, Intensity Level 3+1D6; **Special Defence:** Invulnerable to cold-based attacks; **Treasure Chance:** 1% chance per square metre in size.

Mastòrsta (mah-STORR-stah) "The Blue Liquefier": **Frequency:** Rare; **Number Appearing:** 1; **Body Form:** Amorphous, blue (ranges from navy to cerulean blue) coloured slime; **Moral Alignment:** Neutral; **Aggressiveness:** Very high; **Level:** III; **Height / Weight:** 1D6 m. square / 10 kg.; **TCA:** 1; **Attacks per Card:** 1; **MA:** 1 metre per 2 seconds; **FPR:** Unlimited; **BDR:** 1D10+2; **APV:** 0; **CF:** 0 (can always be hit); **Melee Weapon:** Not applicable; **Melee Weapon Damage:** Not applicable; **Missile Weapon:** None; **Missile Weapon Damage:** None; **Special Attack:** Exudes an enzyme that deliquesces flesh at a rate of 1 kilogramme per Melee Round [victim may avoid by saving each Round at (Constitution x 3 DMod)]; **Special Defence:** Invulnerable to blows by concussion weapons; **Treasure Chance:** 1% chance per square metre in size.





Nâmyé (NAHM-yay) "The Emerald Ooze": Frequency: Uncommon to rare; Number Appearing: 1D3; Body Form: Amorphous, emerald-green coloured slime; Moral Alignment: Neutral; Aggressiveness: Very high; Level: IV; Height / Weight: 1D4 m. square / 8 kg.; TCA: 1; Attacks per Card: 1; MA: 1 metre per 2 seconds; FPR: Unlimited; BDR: 1D6+2; APV: 0; CF: 0 (can always be hit); Melee Weapon: Not applicable; Melee Weapon Damage: Not applicable; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Symbiotic attack that turns flesh into Nâmyé at a rate of 0.8 kilogramme per Melee Round [victim may avoid by saving each Round at (Constitution x 2 DMod)]; Special Defence: Suffers only half normal damage from fire- or heat- based attacks; Treasure Chance: 1% chance per square metre in size.

Nûmdyé (NUHM-dee-yay) "The Green Jelly": Frequency: Uncommon to rare; Number Appearing: 1D3; Body Form: Amorphous, dark green flecked olive-green coloured slime; Moral Alignment: Neutral; Aggressiveness: Very high; Level: V; Height / Weight: 1D4 m. square / 8 kg.; TCA: 1; Attacks per Card: 1; MA: 1 metre per 2 seconds; FPR: Unlimited; BDR: 1D8+2; APV: 0; CF: 0 (can always be hit); Melee Weapon: Not applicable; Melee Weapon Damage: Not applicable; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Parasitic attack that **permanently** drains 1D6 points of the victim's Strength per Melee Round [victim may avoid by saving each Round at (Constitution x 2 DMod)], when the Strength score is reduced to 0 or lower the victim dies from respiratory and cardiac failure; Special Defence: Invulnerable to attacks by edged weapons and suffers only half normal damage from electricity- based attacks; Treasure Chance: Usually none.

Mènthrog (MENN-thrawg) "The Black Blight": Frequency: Rare; Number Appearing: 1D4; Body Form: Amorphous, jet-black amoeboid creature; Moral Alignment: Neutral or evil; Aggressiveness: Very high; Level: III; Height / Weight: 1D6 m. square / 10 kg.; TCA: 1; Attacks per Card: 1; MA: 1 metre per 2 seconds; FPR: Unlimited; BDR: 1D4+4; APV: 0; CF: 0 (can always be hit); Melee Weapon: Not applicable; Melee Weapon Damage: Not applicable; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Drains 1D6+1 of the victim's Fatigue Points per Melee Round [victim may avoid by saving each Round at (Constitution x 1 DMod)], a character whose FPR is reduced to below 0 in this manner dies; Special Defence: Invulnerable to fire-, heat- and electricity- based attacks; Treasure Chance: 1% chance per square metre in size.

Làlug (LAH-lugg) "The Red Rot": Frequency: Uncommon; Number Appearing: 1D4; Body Form: Irregular patch of brownish-red coloured mold; Moral Alignment: Neutral; Aggressiveness: Very high; Level: IV; Height / Weight: 1D20 m. square / 1D3 metres deep / 10 to 500 kg.; TCA: 1; Attacks per Card: 1; MA: None (cannot move); FPR: Unlimited; BDR: 1D6 per 5 square metres size; APV: 0; CF: 0 (can always be hit); Melee Weapon: Not applicable; Melee Weapon Damage: Not applicable; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Rots flesh into Làlug at a rate of 0.5 kilogramme per Melee Round [victim may avoid by saving each Round at (Constitution x 1 DMod)]; Special Defence: Has a Magic Resistance of 100, takes only half normal damage from heat-, cold-based attacks and is invulnerable to strikes by edged weapons; Treasure Chance: 1.5% chance per square metre in size.

Atrôt (ahh-TROTT) "The Stone Slime": Frequency: Uncommon; Number Appearing: 1D3; Body Form: Amorphous, slate-grey coloured silicate creature; Moral Alignment: Neutral; Aggressiveness: High; Level: V; Height / Weight: 2D4 m. square / 12 kg.; TCA: 1; Attacks per Card: 1; MA: 1.5 metres per second; FPR: Unlimited; BDR: 2D6+1; APV: 0; CF: 2D6; Melee Weapon: Not applicable; Melee Weapon Damage: Not applicable; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Turns flesh to stone at a rate of 1 kilogramme per Melee Round [victim may avoid by saving each Round at (Constitution x 1.5 DMod)]; Special Defence: Can "flow" through rock at a rate of 1 metre per Melee Round, invulnerable to strikes by concussion weapons, takes only 10% of damage otherwise inflicted by fire- or heat- based attacks; Treasure Chance: 1% chance per square metre in size.

Géôit (gay-OYT) "The Slime With a Hundred Eyes": Frequency: Very rare; Number Appearing: 1D2; Body Form: Amorphous silicate creature with 3D20 small, eye-like nodules all over; Moral Alignment: Neutral; Aggressiveness: Medium to high; Level: VIII; Height / Weight: 1D4 m. square / 9 kg.; TCA: 1; Attacks per Card: 1; MA: 1 metre per 2 seconds; FPR: Unlimited; BDR: 2D6+4; APV: 25; CF: 3D6; Melee Weapon: Pseudopod; Melee Weapon Damage: 1D2; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Radioactive; emits a radioactive field of Intensity Level 2D4 with a range of 5+1D6 metres— there is **no** Saving Throw against this; Special Defence: Invulnerable to cold- and electricity- based attacks and takes only 10% of damage otherwise inflicted by heat- based attacks; Treasure Chance: 2% chance per square metre in size.

Shéshut (shay-SHUTT) "The Mauve Blob": Frequency: Uncommon to common; Number Appearing: 1D3; Body Form: Irregular, semi-translucent mauve-coloured jelly; Moral Alignment: Neutral; Aggressiveness: Very high; Level: II; Height / Weight: 1D4 m. square / 8 kg.; TCA: 1; Attacks per Card: 1; MA: 1 metre per 2 seconds; FPR: Unlimited; BDR: 1D8+1; APV: 0; CF: 0 (can always be hit); Melee Weapon: Not applicable; Melee Weapon Damage: Not applicable; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Intensity Level 1D3 acid attack [victim may avoid by saving each Round at (Constitution x 2 DMod)] and melts metal armour at a rate of 1 kilogramme per Melee Round, non-metal armour at 0.5 kilogramme per Round [armour may save at (composition factor x 0.5 DMod)]; Special Defence: Invulnerable to acid- based attacks and blows by edged weapons; Treasure Chance: 1% chance per square metre in size.

Oprò (aw-PROH) "The Leaping Jelly": Frequency: Rare; Number Appearing: 1D6; Body Form: Pulpy, semi-globular shaped dull yellowish-blue amoeba; Moral Alignment: Neutral; Aggressiveness: Extremely high; Level: IV; Height / Weight: 0.8 to 1 m. square / 4 kg.; TCA: 1; Attacks per Card: 1; MA: 5 metres per second leap (usable each 2 Melee Rounds); FPR: Unlimited; BDR: 1D6+2; APV: 0; CF: 10+1D20; Melee Weapon: Not applicable; Melee Weapon Damage: Not applicable; Missile Weapon: None (but is considered to have a Missile Factor of 50 and a maximum range of 10+1D20 metres for purposes of strike determination); Missile Weapon Damage: None; Special Attack: Parasitic/symbiotic attack that sucks victim's body salts and sugars out through his or her skin, causing 1D6+1 points of body damage and 1D3 points of Pain per Melee Round [victim may avoid by saving each Round at (Constitution x 2.5 DMod)]; Special Defence: Invulnerable to attacks by edged weapons and suffers only half normal damage from concussion weapons; Treasure Chance: Usually none.

R'àbdath (err-AB-dath) "The Gurgling One": Frequency: Rare; Number Appearing: 1D3; Body Form: Amorphous but roughly globular dull orange slime; Moral Alignment: Neutral; Aggressiveness: Very high; Level: VI; Height / Weight: 0.2 m. square / 1 kg. (although there are tales of much larger individuals); TCA: 1; Attacks per Card: 1; MA: 4 metres per second leap (usable each 2 Melee Rounds); FPR: Unlimited; BDR: 1D3; APV: 0; CF: 8+1D20; Melee Weapon: Not applicable; Melee Weapon Damage: Not applicable; Missile Weapon: None (but is considered to have a Missile Factor of 40 and a maximum range of 5+1D12 metres for purposes of strike determination); Missile Weapon Damage: None; Special Attack: Enters the victim's body through the nose, ears or other orifice (this requires 1D3 Melee Rounds from the time the monster lands on the victim) and parasitically consumes his or her body fluids, killing the victim in 10+2D100 game minutes; this is normally curable only through Divine Intervention; victim suffers 1D6 points of Pain per game hour (the only defence is a dodge as per the Agility rules); Special Defence: Can normally only be killed while outside the victim's body; Treasure Chance: Usually none.

Viàma'ie (velAHMah-eeyay) "The Vampire Mist": Frequency: Very rare; Number Appearing: 1D3; Body Form: Cloud-like, faintly red gaseous creature; Moral Alignment: Neutral or evil; Aggressiveness: Very high; Level: VI; Height / Weight: 1D3 m. square / 0.1 kg.; TCA: 1; Attacks per Card: 1; MA: 1 metre per second; FPR: Unlimited; BDR: 1D6+3; APV: 0; CF: 0 (can always be hit); Melee Weapon: Not applicable; Melee Weapon Damage: Not applicable; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Parasitic attack that sucks all a victim's red corpuscles out through his or her skin, causing 1D6+1 points of body damage and 1D3 points of Pain per Melee Round [victim may avoid by saving each Round at (Constitution x 3 DMod)]; Special Defence: Invulnerable to attacks by all non-magic weapons but can be killed by heat- or electricity- based attacks (e.g. a torch); Treasure Chance: Usually none.

Vièga'ie (velAYgah-eeyay) "The Silver-Threaded Mist": Frequency: Very rare; Number Appearing: 1D3; Body Form: Cloud-like, whitish-silver gaseous creature; Moral Alignment: Neutral; Aggressiveness: High; Level: VII; Height / Weight: 1D3 m. square / 0.1 kg.; TCA: 1; Attacks per Card: 1; MA: 1 metre per second; FPR: Unlimited; BDR: 1D6+3; APV: 0; CF: 0 (can always be hit); Melee Weapon: Not applicable; Melee Weapon Damage: Not applicable; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Parasitic attack that **permanently** drains 1D6 points of a victim's Intelligence score per Melee Round [victim may avoid by saving each Round at (Willpower x 2 DMod)], a character whose Intelligence is reduced to 0 or lower in this manner dies from nervous system collapse; Special Defence: Invulnerable to attacks by all non-magic weapons as well as by electricity- based attacks; Treasure Chance: Usually none.





S'áf (ess-AHF) "The Shocking Cloud": Frequency: Very rare; Number Appearing: 1D3; Body Form: Cloud-like, sparkling bluish-silver gaseous creature; Moral Alignment: Neutral; Aggressiveness: Very high; Level: VIII; Height / Weight: 1D4 m. square / 0.1 kg.; TCA: 1; Attacks per Card: 1; MA: 1.25 metres per second; FPR: Unlimited; BDR: 2D6+2; APV: 0; CF: 10+1D20; Melee Weapon: Not applicable; Melee Weapon Damage: Not applicable; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Causes Level 2D4 electrical discharge to anyone caught inside it per Melee Round (see "Electric Shock" spell description in Spells of the Hidden Arts rules section for details); Special Defence: Invulnerable to electricity-based attacks and gains 1D6 BDR points for each one Level of this type of attack striking it, and causes a Level 1D4 electric discharge to any metal weapon striking it; however, is vulnerable to water, suffering 1D3 points of damage per litre exposed to; Treasure Chance: Usually none.

Djéqò (dehjay-KO) "The Blue Bouncing Slime": Frequency: Rare; Number Appearing: 1D6+2; Body Form: Round, greyish-blue slime with rubbery outer surface; Moral Alignment: Neutral; Aggressiveness: Very high; Level: II; Height / Weight: 0.5 m. diameter / 6 kg.; TCA: 1; Attacks per Card: 1; MA: 3 metres per second bounce; FPR: Unlimited; BDR: 1D4+1; APV: 5; CF: 10+1D12; Melee Weapon: Not applicable; Melee Weapon Damage: Not applicable; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Parasitic attack that sucks water from victim's body through his or her skin, causing 1D6+1 points of body damage per Melee Round [victim may avoid by saving each Round at (Constitution x 3 DMod)]; Special Defence: Suffers only half normal damage from cold-based attacks; Treasure Chance: Usually none.

Djéyá (dehjay-YAH) "The Golden Bouncing Slime": Frequency: Rare; Number Appearing: 1D6+1; Body Form: Round, gold- to yellow- coloured slime with rubbery outer surface; Moral Alignment: Neutral; Aggressiveness: Very high; Level: III; Height / Weight: 0.5 m. diameter / 6 kg.; TCA: 1; Attacks per Card: 1; MA: 3 metres per second bounce; FPR: Unlimited; BDR: 1D6+1; APV: 10; CF: 10+1D12; Melee Weapon: Not applicable; Melee Weapon Damage: Not applicable; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Exudes Intensity Level 1D3+1 acid; Special Defence: If struck by a metal weapon, discharges equivalent of a 300 EP *Electric Shock* spell, and is invulnerable to electrical damage; Treasure Chance: Usually none.

Djùsé (dehjoy-SAY) "The Orange Bouncing Slime": Frequency: Rare; Number Appearing: 1D6+1; Body Form: Round, orange or brown coloured slime with rubbery outer surface; Moral Alignment: Neutral; Aggressiveness: Very high; Level: III; Height / Weight: 0.5 m. diameter / 6 kg.; TCA: 1; Attacks per Card: 1; MA: 3 metres per second bounce; FPR: Unlimited; BDR: 1D6+1; APV: 10; CF: 10+1D12; Melee Weapon: Not applicable; Melee Weapon Damage: Not applicable; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Magnitude 1D3+1 electrical shock discharge upon impacting with an opponent, including a strike by a hostile weapon; Special Defence: Invulnerable to electrical damage; Treasure Chance: Usually none.

Djétyu (dehjay-teeYU) "The Crimson Bouncing Slime": Frequency: Rare; Number Appearing: 1D6; Body Form: Round, scarlet- or crimson- coloured slime with rubbery outer surface; Moral Alignment: Neutral; Aggressiveness: Very high; Level: IV; Height / Weight: 0.5 m. diameter / 6 kg.; TCA: 1; Attacks per Card: 1; MA: 3 metres per second bounce; FPR: Unlimited; BDR: 1D8+1; APV: 15; CF: 10+1D20; Melee Weapon: Not applicable; Melee Weapon Damage: Not applicable; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Exudes Intensity Level 1D4+1 acid; Special Defence: If struck and penetrated by a weapon, 40% chance will explode with the equivalent of a 1D6 x 100 EP *Fireball* spell, and suffers only half normal damage from heat-based attacks; Treasure Chance: Usually none.

Djòzma (dehjoy-sMAH) "The Ebon Bouncing Slime": Frequency: Rare; Number Appearing: 1D3; Body Form: Round, jet-black slime with rubbery outer surface; Moral Alignment: Neutral; Aggressiveness: Very high; Level: V; Height / Weight: 0.5 m. diameter / 6 kg.; TCA: 1; Attacks per Card: 1; MA: 3 metres per second bounce; FPR: Unlimited; BDR: 1D10+1; APV: 20; CF: 12+1D20; Melee Weapon: Impact; Melee Weapon Damage: 1D3; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Drains one life (Experience) energy level if it strikes and penetrates an opponent [who may avoid this by a save at (Constitution x 2 DMod)] and also causes 1D3 points of body damage; Special Defence: Immune to death magic and cold-based attacks; Treasure Chance: 5%.

Djazzù (dehjas-OO) "The Shining Bouncing Slime": Frequency: Very rare; Number Appearing: 1D3; Body Form: Round, iridescent multi-coloured slime with rubbery outer surface; Moral Alignment: Neutral; Aggressiveness: Very high; Level: VI; Height / Weight: 0.7 m. diameter / 9 kg.; TCA: 1; Attacks per Card: 1; MA: 5 metres per second bounce; FPR: Unlimited; BDR: 2D10; APV: 25; CF: 16+1D20; Melee Weapon: Blade-like pseudopod; Melee Weapon Damage: 1D6; Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Once each 2 Melee Rounds can use equivalent of a 1D4+1 x 100 EP casting of *Flash* spell, plus one other randomly determined offensive spell of Level I to VI cast with equivalent of 1D6 x 100 EP, also this monster is about as intelligent as a dull human; Special Defence: Immune to damage caused by non-enchanted weapons; Treasure Chance: 10%.

22.3.17. Ursoids

22.3.17.1. Bagamù "The Fast Bear"

The *Bagamù* (BAHG-ah-MOO) is a moderately large, four-legged carnivorous ursoid placental mammal. It resembles a cross between a bear and a large dog; in this respect it is somewhat similar to the *Kharù-kyòn*, but is more akin to a bear than a dog. An adult male *Bagamù* is about 1.8 to 2 metres long and usually weighs about 300 kg. The *Bagamù* is chestnut-brown in colour, occasionally with spots or stripes of a darker brown. It has very strong jaws and long, sharp claws which are on plantigrade feet and has a very good Sense of Smell (in the 15 to 17 range) and decent Hearing (in the 13 to 14 range), although its visual abilities are only average.

The *Bagamù* are mostly solitary, but are occasionally found in larger groups of 2 to 10 animals. It is a dangerous animal and is often found in the deep woods or mountains.

The *Bagamù* can sprint for one Melee Round before having to slow down to normal speed or stop altogether. In a given Melee Round of Melee Combat it may either bite, or claw, or both, checking as follows on 1D6: (1-2)– bite only, (3-4)– claw only, (5-6)– both a bite and a claw attack. The animal checks for this multiple attack possibility on each "attacking" Tactic Card.

Frequency: Uncommon; Number Appearing: 1D3 or 1D12 (subspecies); Body Form: 4-limbed ursoid/canine mammal; Moral Alignment: Animal neutral; Aggressiveness: High; Level: VII; Height / Weight: 1.8 m. long / 300 kg.; TCA: 1; Attacks per Card: 1 or 2; MA: 10; FPR: 48+1D6; BDR: 42+1D6; APV: 8; CF: 50+1D6; Melee Weapon: Bite or claw; Melee Weapon Damage: 1D6+1 (bite) / 1D4 (claw); Missile Weapon: None; Missile Weapon Damage: None; Special Attack: None; Special Defence: None; Treasure Chance: None.

22.3.17.2. Bagamùlo "The Poison Bear"

The *Bagamùlo* (BAHG-ahh-MEW-low) is a relatively large, four-legged carnivorous ursoid placental mammal, very similar to the *Bagamù* but with subtle, sinister differences, probably the result of experimentation on a *Bagamù* carried out by some insane wizard many years ago.

An adult male *Bagamùlo* is about 1.8 to 2 metres long and usually weighs about 300 to 320 kg. It is reddish-brown in colour with faint stripes of dark brown and unusually red eyes. (There is a 25 per cent chance that a character with normal human eyesight will be able to notice this latter feature without coming dangerously close to the animal– note however that the character must be actively suspicious and looking for the feature.) The *Bagamùlo* has strong jaws with two unusually long fangs and long, sharp claws on plantigrade feet. It has an excellent Sense of Smell (in the 17 to 18 range) and decent Hearing (in the 13 to 14 range), although its visual abilities are poor (in the 8 to 10 range). In spite of its poor daylight visibility, however, the *Bagamùlo* has limited infravision and can see about as well in pitch darkness as it can in daylight.

Both the two main fangs in the animal's mouth, and the claws on its forelegs, are poisoned; a character struck and penetrated by either of these must make a Saving Throw or succumb to the poison. The Intensity Level of the *Bagamùlo*'s poison is typically from 7 to 12 (1D6+6). Note that as by default with all other poisonous animals of Telostic, the poison taken from a dead *Bagamùlo* is effective only if taken from a recently killed animal; it otherwise deteriorates into harmlessness in 1D6 game hours.

Bagamùlo are usually solitary predators, but are sometimes, particularly in the Underworld for some reason, found in larger groups of 2 to 12 animals. It is highly aggressive and dangerous animal and is avoided whenever possible.





The *Bagamùlo* can sprint for one Melee Round before having to slow down to normal speed or stop altogether. In a given "attacking" Tactic Card in each Melee Round of Melee Combat it may either bite, or claw, or both, checking as follows on 1D6: (1-2)– bite only, (3-4)– claw only, (5-6)– both a bite and a claw attack. If it scores a strike in Melee Combat, the animal also has a 15 per cent chance of also performing a crushing "hug" attack on a man-sized opponent; this causes 2D4 points of body damage and causes an automatic concussive critical hit on a randomly selected body area of the victim.

Frequency: Uncommon; Number Appearing: 1D3 or 1D12; Body Form: 4-limbed ursoid mammal; Moral Alignment: Animal neutral; Aggressiveness: Very high; Level: X; Height / Weight: 2.12 m. long / 390 kg.; TCA: 1; Attacks per Card: 1 or 2; MA: 11; FPR: 52+1D6; BDR: 45+1D6; APV: 8; CE: 49+1D6; Melee Weapon: Bite or claw; Melee Weapon Damage: 1D6+1 (bite) / 1D3 (claw); Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Hug, poison; Special Defence: None; Treasure Chance: None.

22.3.17.3. *Bagàngga* "The Big-Hipped Bear"

The *Bagàngga* (bahg-ANG-ahh) is another four-legged carnivorous creodont placental mammal that has been misclassified by the sages of northern Ushù'l, this time as a bear. It is an huge, vicious animal, about half again larger than the biggest Terran bear, but with a strangely proportioned body whose hips are actually slightly higher than its shoulders; its head is relatively small but contains extremely strong, long-fanged jaws, and it has a long tail similar to that of a lion. It is plantigrade in locomotion (it walks on the palms of its paws with a lolling, shuffling gait). In colour, the *Bagàngga* is usually golden-brown to tan on its upper body with chocolate or dark brown extremities, but variant overall brown or grey individuals have been encountered.

An adult male *Bagàngga* can be up to 2.9 metres long and can weigh up to 1300 kg. It is highly aggressive and very dangerous, attacking anything that looks remotely like food. Like the *Csòna*, it is less intelligent than the true carnivores, but it is large enough so that this limitation is rarely a problem for it in killing food animals; about its only real disadvantage in Melee Combat is that it is somewhat slower than most other predators and cannot chase prey for long distances. The males of this species spend most of their time alone as solitary predators, but sometimes an unlucky adventure party will encounter a family group of 2 to 6 *Bagàngga*. It is wise to run in the opposite direction, in such cases.

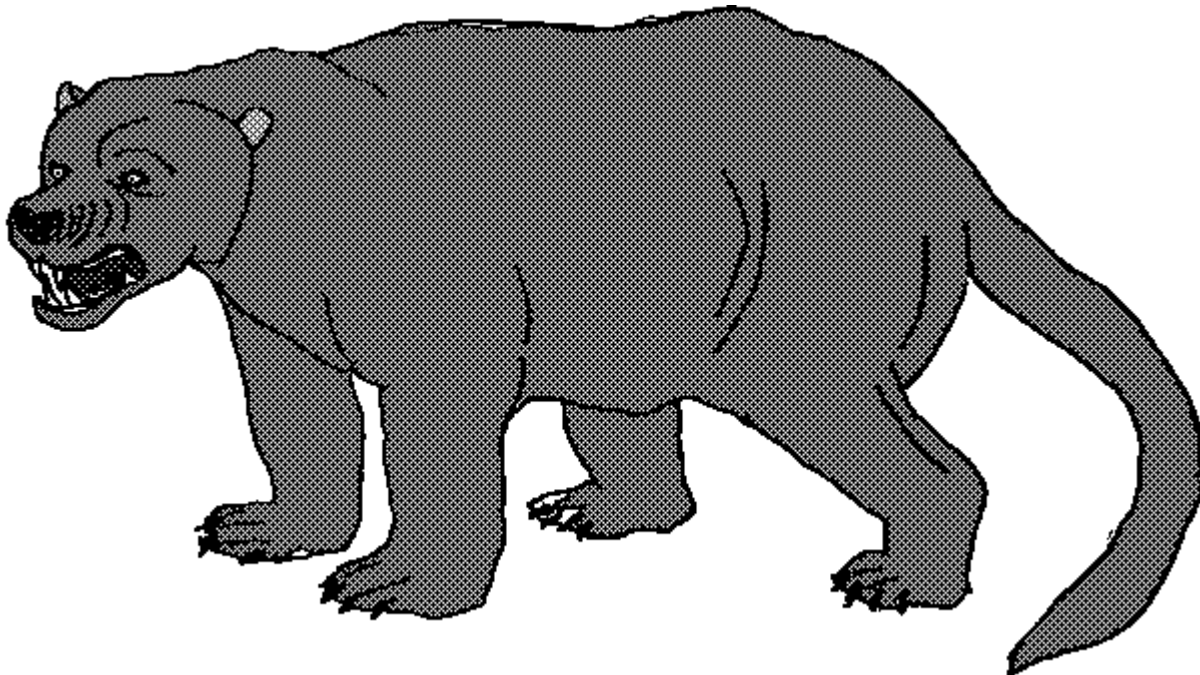
The *Bagàngga* has a good Sense of Smell (in the 13 to 15 range) and good Hearing (in the 14 to 15 range), but only average eyesight (although it sees relatively well at night and in poor light conditions).

The *Bagàngga* cannot sprint and must move as would a normal animal. In a given Melee Round of Melee Combat it may either bite, or claw, or both, checking as follows on 1D6: (1)– claw only, (2-5)– bite only, (6)– both a bite and a claw attack; it checks for this multiple attack possibility on each "attacking" Tactic Card. It cannot perform a "hug" attack as do some true bears.

Frequency: Rare; Number Appearing: 1 or 1D4+1; Body Form: 4-limbed creodont mammal; Moral Alignment: Animal neutral; Aggressiveness: Very high; Level: X; Height / Weight: 2.9 m. long / 1200 kg.; TCA: 1; Attacks per Card: 1 or 2; MA: 11; FPR: 68+1D6; BDR: 71+1D6; APV: 9; CE: 50+1D8; Melee Weapon: Bite or claw; Melee Weapon Damage: 2D6+2 (bite) / 1D4 (claw); Missile Weapon: None; Missile Weapon Damage: None; Special Attack: None; Special Defence: None; Treasure Chance: None.

22.3.17.4. *Bagatìngga* "The Spined Bear"

The *Bagatìngga* (BAHG-ahh-TING-gah) is a large, four-legged carnivorous ursoid placental mammal, similar to the *Bagamù* and *Bagamùlo* but with an unusually thick coat and the ability to throw sometimes poisonous quills at its enemies.



The gigantic, deadly *Bagàngga* of northern Ushù'l





An adult male *Bagatingga* is about 1.7 to 2.1 metres long and usually weighs about 290 to 310 kg. It is chestnut to light-brown in colour, with faint stripes of dark brown. The *Bagatingga* has strong jaws with and long, sharp claws on plantigrade feet, and its limbs and tail are all covered with long, sharp quills. It has a good Sense of Smell (in the 14 to 16 range) and decent Hearing (in the 13 to 14 range), and its visual abilities are excellent (in the 15 to 19 range). It also has limited infravision and can see about as well in pitch darkness as it can in daylight.

A *Bagatingga*, in addition to its ability to fight as would a regular ursoid, has the ability to throw quills from its limbs and/or tail at enemies. It can target up to two man-sized creatures with this attack form per Melee Round, and has a range of about 5 to 10 metres with its quills; from 2 to 8 (2D4) quills will be fired at each target. There is a 40 per cent chance that a quill fired by this creature will be poisonous; a character struck and penetrated by a poisoned quill must make a Saving Throw against an Intensity Level 1D8 poison.

Bagatingga are usually found alone, but are occasionally found in larger groups of 2 to 8 animals. It is quite aggressive, although somewhat less so than the *Bagamulo*.

The *Bagatingga* can sprint for one Melee Round before having to slow down to normal speed or stop altogether. In a given "attacking" Tactic Card in each Melee Round of Melee Combat it may either bite, or claw, or both, checking as follows on 1D6: (1-2)– bite only, (3-4)– claw only, (5-6)– both a bite and a claw attack. If it scores a strike in Melee Combat, the animal also has a 10 per cent chance of also performing a crushing "hug" attack on a man-sized opponent; this causes 2D4 points of body damage and causes an automatic concussive critical hit on a randomly selected body area of the victim.

Frequency: Uncommon; Number Appearing: 1D3 or 1D12; Body Form: 4-limbed ursoid mammal; Moral Alignment: Animal neutral; Aggressiveness: Very high; Level: X; Height / Weight: 2.1 m. long / 290 kg.; TCA: 1; Attacks per Card: 1 or 2; MA: 11; FPR: 53+1D6; BDR: 45+1D6; APV: 8; CE: 49+1D6; Melee Weapon: Bite or claw; Melee Weapon Damage: 1D6 (bite) / 1D3 (claw); Missile Weapon: Quills (MSF 30); Missile Weapon Damage: 1D2; Special Attack: Hug, poison quills; Special Defence: None; Treasure Chance: None.

22.3.17.5. *Bagàtro* "The Hunting Bear"

The *Bagàtro* (bahgAHTrow) is a very large, four-legged carnivorous ursoid placental mammal. It resembles the Terran grizzly bear, but is taller at the shoulder and more lightly built. It is also more primitive and rather less intelligent than would be a grizzly bear. An adult male *Bagàtro* is about 2.1 metres long and usually weighs about 400 kg.

The *Bagàtro* is dark brown or dark grey in colour, with a whitish snout and paws. It has strong jaws filled with long fangs and sharp claws on plantigrade feet. It has a good Sense of Smell (in the 14 to 16 range) and good Hearing (in the 13 to 14 range); its visual abilities are about on a level with a normal human.

The *Bagàtro* is a semi-social animal, usually being found in groups of 2 to 12 animals, although much larger congregations are found in areas with plentiful food such as a salmon run. It is normally only moderately aggressive, but is unpredictable and can fight savagely.

The *Bagàtro* can sprint for one Melee Round before having to slow down to normal speed or stop altogether. In a given Melee Round of Melee Combat it may either bite, or claw, or both, checking as follows on 1D6: (1)– bite only, (2-5)– claw only, (6)– both a bite and a claw attack; it checks for this multiple attack possibility on each "attacking" Tactic Card. If it scores a strike in Melee Combat, the animal also has a 20 per cent chance of also performing a crushing "hug" attack on a man-sized opponent; this causes 2D4 points of body damage and causes an automatic concussive critical hit on a randomly selected body area of the victim.

Frequency: Uncommon; Number Appearing: 1D3 or 1D12; Body Form: 4-limbed ursoid mammal; Moral Alignment: Animal neutral; Aggressiveness: Moderate to high; Level: IX; Height / Weight: 2.15 m. long / 400 kg.; TCA: 1; Attacks per Card: 1 or 2; MA: 12; FPR: 50+1D6; BDR: 57+1D6; APV: 8; CE: 49+1D6; Melee Weapon: Bite or claw; Melee Weapon Damage: 1D8+1 (bite) / 1D4 (claw); Missile Weapon: None; Missile Weapon Damage: None; Special Attack: Hug; Special Defence: None; Treasure Chance: None.

22.3.17.6. *Bagà-zỳòn* "The Lion-Bear"

The *Bagà-zỳòn* (bahg-AH zee-AWN) is a tiger-sized, four-legged carnivorous ursoid placental mammal. It resembles a large lion or tiger on plantigrade feet and also looks vaguely like a dog or bear in some ways, sharing certain somatic characteristics with both creodont and "true" carnivores. An adult male animal can be up to 2 metres long and can weigh about 250 kg.

The *Bagà-zỳòn*'s dorsal surfaces are deep slate grey and it has a lighter grey snout with light grey "rings" around its eyes. Its mouth contains many sharp fangs and, unusually for a plantigrade animal, it also has long claws on its feet. It has a very good Sense of Smell (in the 16 to 17 range), good Hearing (in the 13 to 14 range) and keen eyesight (in the 15 to 17 range). It is one of northern *Ushù'l*'s most common and dangerous predators, as it is a pack animal. In spite of its relatively primitive evolutionary status, the *Bagà-zỳòn* is a cunning and intelligent predator and it has a well-known reputation for stalking its prey and then jumping out to attack at close range.

The *Bagà-zỳòn* can sprint for **three (3)** Melee Rounds before having to slow down to normal speed or stop altogether. In a given Melee Round of Melee Combat it may either bite, or claw, or both, checking as follows on 1D6: (1)– bite only, (2-3)– claw only, (4-6)– both a bite and a claw attack. The *Bagà-zỳòn* checks for this multiple attack possibility on each "attacking" Tactic Card.

Frequency: Uncommon; Number Appearing: 1D8; Body Form: 4-limbed ursoid/canine mammal; Moral Alignment: Animal neutral; Aggressiveness: Very high; Level: VIII; Height / Weight: 2.0 m. long / 320 kg.; TCA: 2; Attacks per Card: 1 or 2; MA: 14; FPR: 52+1D6; BDR: 47+1D6; APV: 8; CE: 55+1D6; Melee Weapon: Bite or claw; Melee Weapon Damage: 1D6+2 (bite) / 1D4+1 (claw); Missile Weapon: None; Missile Weapon Damage: None; Special Attack: None; Special Defence: None; Treasure Chance: None.

22.3.17.7. *Bagrònà* "The Tiger-Bear"

The much-feared *Bagrònà* (bahg-rowNAH) is a huge, four-legged carnivorous ursoid placental mammal. It is in some ways similar to the extinct North American short-faced bear *Arctodus*– in other words, an animal 25 to 50 per cent larger than the largest Terran grizzly bear, but built more for a high-speed, predatory lifestyle. An adult male *Bagrònà* can be as much as 3.5 metres long and can weigh up to 1200 kg.

The *Bagrònà* is tan to light greyish-brown in colour, with lighter undersurfaces; one sub-species is reddish-brown overall with faint brown spots or stripes. It has a formidable array of strong teeth in its large jaws and also has long, deadly claws. It has a good Sense of Smell (in the 13 to 15 range) average Hearing and good eyesight (in the 15 to 16 range).

Fortunately for adventurers in northern *Ushù'l* the *Bagrònà* is mostly a solitary predator, although it sometimes congregates for mating and territorial purposes in small groups of up to 6 animals. It is extremely aggressive and will even attack a large party of human-sized sapient, fighting almost to the death.

The *Bagrònà* can sprint for **two (2)** Melee Rounds before having to slow down to normal speed or stop altogether. In a given Melee Round of Melee Combat it may either bite, or claw, or both, checking as follows on 1D6: (1)– bite only, (2-4)– claw only, (5-6)– both a bite and a claw attack. The animal checks for this multiple attack possibility on each "attacking" Tactic Card. Note that it cannot "hug" as can some other ursoid animals.

Frequency: Uncommon; Number Appearing: 1D2 or 1D6; Body Form: 4-limbed ursoid mammal; Moral Alignment: Animal neutral; Aggressiveness: Very high; Level: X; Height / Weight: 3.3 m. long / 1100 kg.; TCA: 1; Attacks per Card: 1 or 2; MA: 15; FPR: 58+1D6; BDR: 67+1D6; APV: 9; CE: 57+1D6; Melee Weapon: Bite or claw; Melee Weapon Damage: 2D6+1 (bite) / 1D6+1 (claw); Missile Weapon: None; Missile Weapon Damage: None; Special Attack: None; Special Defence: None; Treasure Chance: None.

22.3.18. Unusual Creatures

22.3.18.1 *Chélà* "The Friendly Stone of Ill Fortune"

These weird creatures may be indigenous to Telostic, but are more probably the result of deranged magical experiments of long ago. A *Chélà* (shay-LAH) appears as a lumpy, nondescript piece of basaltic- or pumice- type rock or stone, ranging from 0.01 to 0.1 metre in length and from 0.02 to 0.1 of a kilogramme in weight. When moving, a careful observation of it will reveal tiny crystalline "eyes" and very small silicate "legs", but when the creature has decided to hide (see below), it is virtually impossible to tell from a regular stone. (A character attempting to do so may check against his or her Situational Awareness, but at a DMod of from only 0.5 to 1.0 at most.) It has a natural chameleon-like ability of self-camouflage, including the ability to match the colours of clothes or flesh, and moves with complete silence.





The *Chélà* are semi-intelligent (about as much so as a dog or cat) and are totally inoffensive; they are, however, very curious and will always follow around an adventure party, leaping silently and lightly into the backpack, carrying-sack, or even on to the back—of a character of the party, if it looks that the party is about to outpace the creature. (It has an innate ability to seek out the character or creature least likely to notice this—it will, for example, prefer a mule or other non-intelligent host over a sapient creature.) A character honoured by this treatment may check to see if he or she has noticed the *Chélà* at (Situational Awareness x 1.5 DMod).

The *Chélà* will never **intentionally** harm its new "friends"; unfortunately, over 90 per cent of its body is actually made up of plutonium, so the creature is highly and dangerously radioactive. The *Chélà*'s radioactivity affects all creatures within a 1D6 metre radius, causing 1D3 points of body damage per game minute that a character is so exposed. Other secondary effects are listed in the "Combat" rules section.

Radiation-caused damage is very difficult to cure, although some of its secondary effects can be fixed with the higher levels of magical healing spells.

Frequency: Rare; **Number Appearing:** 1; **Body Form:** Small, irregular-shaped stone-like creature; **Moral Alignment:** Animal neutral; **Aggressiveness:** Very low; **Level:** VI; **Height / Weight:** 0.05 m. / 0.02 kg.; **TCA:** 1; **Attacks per Card:** 0; **MA:** 6; **FPR:** Essentially unlimited; **BDR:** 10+1D6; **APV:** 70; **CF:** 10+1D10 (for purposes of defense only); **Melee Weapon:** None; **Melee Weapon Damage:** None; **Missile Weapon:** None; **Missile Weapon Damage:** None; **Special Attack:** Radiation; **Special Defence:** Immune to cold- and electricity- based attacks; **Treasure Chance:** Usually none.

22.3.18.2. *Bàmos* "The Giggler"

Possibly descended from one of the original species which colonized Telostic, these strange, semi-intelligent creatures are found primarily in the Underworld. They have a rotund, pinkish-shaped body with two black eyes, a round mouth forming the parody of a human smile, and up to 14 long, flexible tentacle-like limbs, each of which is tipped with a sharp set of claws. They are about 1.4 metres tall (excluding the upper limbs, which can reach to more than twice this height) and typically weigh about 75 to 80 kilogrammes.

The *Bàmos* are known for the curious chirping, giggling sound they make as they roam the Underworld; this can be detected by someone with a normal Hearing score at a distance of approximately 30 metres. Although quite aggressive, they can sometimes be threatened, cajoled or reasoned with, especially with a bribe of several animal eyes [see below; these can usually be purchased at any slaughterhouse for 1 *Sùtha* (copper piece) each and will "keep" for 3+1D3 game days.] The *Bàmos* are also fascinated by shiny objects and there is a 21 to 40 (1D20+20) per cent chance that they will stop and sift through a sack of gems, coins and so on, if thrown in front of them.

The *Bàmos* is famous for its lightning-quick reflexes and very high agility; it can perform one attack against an enemy up to 3.5 metres distant for each two of its limbs; thus a *Bàmos* with 14 limbs can perform seven (7) attacks per attacking Tactic Card. This creature is highly feared for its peculiar inclination to grab and remove the eyes of its victims, which it apparently relishes as food; there is thus a 50 per cent chance on each strike the *Bàmos* makes that it will attempt an aimed strike (see Combat rules) at its opponent's eyes; if this strike hits and penetrates the victim's armour, the monster removes either (10-15)—one or (16-19)—two or (20)—all of the victim's eyes, leaving him or her blind.

Frequency: Rare; **Number Appearing:** 1D8; **Body Form:** 8- to 14- limbed, round-shaped creature; **Moral Alignment:** Animal neutral; **Aggressiveness:** High; **Level:** VIII to X; **Height / Weight:** 1.4 m. / 70 kg.; **TCA:** 3; **Attacks per Card:** 4 to 7; **MA:** 15; **FPR:** 50+1D20; **BDR:** 20+1D8; **APV:** 10; **CF:** 30+1D12; **Melee Weapon:** Claws; **Melee Weapon Damage:** 1D4; **Missile Weapon:** Usually none; **Missile Weapon Damage:** None; **Special Attack:** Removes victim's eyes; **Special Defence:** Has a Magic Resistance of 30; **Treasure Chance:** 20% per *Bàmos*.

22.3.18.3. *Btarta* "The Armour-Killer"

These weird creatures are found mostly in the Underworld, but are also occasionally encountered in dense forests. Vaguely humanoid—but with a squat, tremendously muscular build, beady, yellow eyes, very strong arms and legs each ending in triple claws and a mouth filled with strangely elongated, razor-sharp teeth—the *Btarta* are typically about 1.8 to 2.2 metres tall, weighing about 100 to 150 kilogrammes. Despite their bipedal appearance they are only of animal intelligence and cannot be domesticated.

These creatures are normally semi-translucent in their natural state, making them quite difficult to detect unless moving; however, when moving they make a strange, low-pitched grunting sound which is unmistakable to someone who has heard it before. They are expert at tunneling and can travel through loose earth at a rate of almost two metres per game minute. They are immune to disintegration-style magic, although are vulnerable to other types as would be a normal creature.

The *Btarta* are very aggressive and almost always attack; a victim bitten by one of these monsters must pass a Saving Throw at (Constitution + Willpower x 1.5 DMod) or faint. Victims thus incapacitated are sucked dry of their vital bodily fluids in 2D6 Melee Rounds, suffering irreparable damage to internal organs in half that time.

The most feared attribute of the *Btarta* is, however, its "aura"—actually, a spore cloud which the creature is constantly emitting, to a distance of roughly two metres in all directions—which dissolves metal. In game turns, this is handled as follows: Anything made of metal, in particular artificial weapons and armour, that is exposed to the *Btarta*'s spore cloud must pass a Saving Throw equal to (item's Composition Factor / 2) each Melee Round, or dissolve into a soft, jelly-like substance and be utterly and permanently ruined. (At the option of the Referee, magical items can be given a bonus on this Saving Throw; a modifier of -1 for every magical bonus point the item possesses, is a good way to judge this.)

Frequency: Rare; **Number Appearing:** 1D6; **Body Form:** bipedal semi-humanoid bodied creature; **Moral Alignment:** Animal neutral; **Aggressiveness:** Very high; **Level:** VI to XII; **Height / Weight:** 1.9 m. / 120 kg.; **TCA:** 1; **Attacks per Card:** 2 (1 bite, 1 claw); **MA:** 7; **FPR:** 30+1D20; **BDR:** 30+2D8; **APV:** 20; **CF:** 20+1D20; **Melee Weapon:** Bite, claws; **Melee Weapon Damage:** 1D6+1 (bite) / 1D4 (claws); **Missile Weapon:** Usually none; **Missile Weapon Damage:** None; **Special Attack:** Sucks blood; **Special Defence:** Dissolves metal, immune to disintegration magic; **Treasure Chance:** Nil unless encountered in lair (10% chance), in which case roll for a Medium-sized Static Hoard.

22.3.18.4. *Dobùllah* "The Mimic From the Ochre Plane"

The semi-evil *Dobùllah* (doh-BOO-lah) are the result of the last attempt made by the Temple of the Nameless One (or possibly that of Hé-Enriath-?) to establish itself as the ruler of an "above-ground" kingdom. These creatures seem to have been imported by that Temple into Telostic's plane from another dimension, and were then subjected to various enchantments of control and sent out as spies. (The title "Mimic From the Ochre Plane" is evidence of this, but the location of and method of access to the "Ochre Plane" is now unknown to even the most experienced mages of northern *Ushù'l*.) However, the Temple's plans fell awry because of an oversight: these monsters found it impossible to carry out the mission they had been assigned, preferring instead to clandestinely murder and absorb (see below) randomly selected victims.

The *Dobùllah* have the ability to polymorph themselves into a form similar to that of any existing member of an adventure party. For example, they can appear as a *Bèni* slave, or an *Arda* warrior, or even an *Arô* if necessary, as long as at least one character of these types exists in the party encountered. The size of the creature mimicked can be as large as twice, or as small as half, of that of the *Dobùllah* in its natural form. The polymorphism ability includes the capacity to magically conjure into existence clothing and other personal implements of an appropriate type, up to a weight of about 3 to 5 kilogrammes; these last up to about 21 to 32 days (1D12+20) and then slowly start to crumble into dust.

Furthermore, the *Dobùllah* has a limited ability to mimic the main language of an adventure party it encounters. Upon hearing so much as a single word in the language in question, it automatically gains a linguistic fluency of between 11 and 30 (1D20+10, see "Linguistic Fluency Table" in the character establishment rules section) in this tongue. Its ability to converse in this language increases by 1D6 points per game day thereafter, until it has reached an equivalent fluency of 70; after this point, the *Dobùllah* must increase its fluency in the language as would any other character.

An unpolymorphed *Dobùllah* appears as a lumpy, featureless, greenish-grey vaguely humanoid figure about 1.9 metres tall, weighing between 50 and 90 kilogrammes. It can move with a high degree of silence and is virtually odourless. In its native form (although not in whatever polymorphed form has been assumed), the monster is completely blind and can only hear "vibrations" in the ground as opposed to true sounds, but it has an innate ability to sense and seek out life-essences and has a very good Sense of Smell.





The *Dobùllah* has the ability to hypnotically paralyze a character it encounters and approaches within a distance of 5 metres; the Saving Throw needed to avoid this is [(Willpower + Intelligence + MRES) x 2 DMod]. In order to do this, the *Dobùllah* must be in its native form, transformation into or out of which requires 1D3 Melee Rounds. If the attack succeeds, the monster will attach itself to the victim, "flowing" its cellular structure into the latter and horribly sucking his or her life-essence into its own in 2D3 Melee Rounds. There is **no** defence against this other than Divine Intervention once the process has started; this is also true of an attempt to revive a victim killed by a *Dobùllah*, since the former's body will have been completely and irretrievably merged with that of the monster. While it is in the form of an absorbed victim, the *Dobùllah* has all of the capabilities (including magic use, except as decided by the Referee) and requisite scores of that character, *except for* BDR, vulnerability to certain types of critical damage and the ability to call for Divine Intervention. Note that it does **not** have these abilities if it has simply polymorphed itself into a different form— it must have physically absorbed a victim to inherit his or her former skills and powers.

The *Brhà* and the *Mêm-Uhùryo* seem to be partly immune to this sinister attack; although they can be hypnotized as can be other victims, if the *Dobùllah* attempts to merge with either of these two types of creatures it has a 40 per cent chance of immediate death. (Conversely, a *Nràfug* that tries to use its memory-draining ability on a *Dobùllah* has a 40 per cent chance of death, due to the alien and incompatible nature of the latter's thoughts.)

Note that while it is motivated by inscrutable drives that are totally alien to the more familiar races, the *Dobùllah* is highly intelligent and will only attempt to absorb a victim under circumstances where there is a high chance of success—for example, while it is alone with a single other party member. It can, apparently, last for up to 11 to 22 (1D12+10) game days without gaining sustenance in this way, although it may be able to extend this allowance to some degree by eating and drinking as would the creature in whose form it is traveling.

A *Dobùllah* in polymorphed form is very difficult to detect by conventional or magical means; either a suspicious character must have recourse to the Level VII or higher versions of the *Special Sight* spell, or he or she must notice one of the minor cultural or attitudinal errors that the creature may make due to unfamiliarity with the personality of the character it has absorbed or is attempting to imitate. An attempt at the latter should be handled by the Referee as a check against Situational Awareness, using (Intelligence x 1 DMod) as the Success Threshold. A single character may make this check only once per game day unless something really obvious happens to give away the identity of the *Dobùllah*; the Referee should also be careful to disallow barrage-checking for Situational Awareness by the whole adventure party (assume that 1D3 party members, chosen by the players, may check per day).

The *Dobùllah* is immune to most types of "charm" or mental domination type spells, most types of "fear" or emotional control spells (although, it may well fake being so affected to avoid being suspected), death magic (including draining of energy levels), poison, polymorphism or disease. It can regenerate up to 1D6 points of body damage per game minute, and can regenerate a damaged internal organ— but not a severed head, member or digit— in 3D6 game minutes if allowed to rest undisturbed. A strong cold-based attack will merely freeze the *Dobùllah* into a solid mass, from which it will emerge unharmed upon being thawed. It fears strong heat sources and fire, to which it is slightly more vulnerable than would be a regular humanoid (add 10 per cent to all body damage suffered). Because it is not completely on Telostic's plane, it cannot be teleported: a teleportation spell attempted against it will simply fail and will leave the *Dobùllah* where it was originally, whether or not it wanted to be transported.

A party that discovers the true identity of a *Dobùllah*, assuming that the monster is not slain outright, can attempt to reason or bargain with it. However, the need to absorb victims is an innate part of the creature's physiology, and it cannot forego this habit; furthermore, the *Dobùllah's* mentality is of so alien and unfamiliar a nature that although it may indeed cooperate on short-term objectives, it can never be convinced to become a permanent member of an adventure party or of society.

If killed, the *Dobùllah* will dissolve into a slimy, greenish mass within about 2 to 5 Melee Rounds; it cannot be revived from the dead.

The factors given below are for a *Dobùllah* in its natural form.

Frequency: Very rare; **Number Appearing:** (1-18)— 1 or (19-20)— 1D6; **Body Form:** Featureless semi-humanoid; **Moral Alignment:** (1-12)— Evil or (13-20)— Neutral; **Aggressiveness:** High; **Level:** V to XV; **Height / Weight:** 1.9 m. / 55 kg.; **TCA:** 1; **Attacks per Card:** 1; **MA:** 10; **FPR:** 35+1D12; **BDR:** 30+1D12; **APV:** 5; **CE:** 29+1D10; **Melee Weapon:** Not applicable (uses weapons appropriate to assumed form); **Melee Weapon Damage:** Not applicable; **Missile Weapon:** Usually none; **Missile Weapon Damage:** None; **Special Attack:** Victim absorption; **Special Defence:** See above; **Treasure Chance:** Frequently none; at the option of the Referee; 8% per creature per Level.

22.3.18.5. *Hnù'é* "The Life-Stealer"

Possibly imported from some alternative Plane of Being in a fashion similar to the history of the *Dobùllah*, the *Hnù'é* can be encountered almost anywhere, but, as with so many of the other unusual creatures, they seem to have a special affinity for the Underworld. These sinister beings are completely invisible — it requires the most powerful versions of the *Special Sight* spell, for example, to detect them — to all characters except (for some reason) the *Hlòn*, the *Hoyoté-Gò*, the *Agàk*, the *Motnat'tà* and the *Arfò* (who see them as a tripod creature, covered with shaggy, matted fur over a body of greyish, seemingly-rotting skin; they have three long arms ending in sucker-like appendages and what appear to be eyes in the center of their body trunk). The *Hnù'é* are usually about 1.8 metres tall, weighing about 120 kilogrammes, but larger or smaller individuals have been reported. They emit a vaguely sweetish, perfume-like odour which is detectable by characters with an average Sense of Smell at a distance of ten metres.

The *Hnù'é* is prone to stalking its victims, silently sneaking up on an isolated character and clamping its sucker-talons over each side of the victim's head (it requires a successful Melee Combat strike to do this, but frequently is at an advantage due to attacking by surprise). Once this has been accomplished, the victim is paralysed unless he or she passes a Saving Throw at (Willpower x 2 DMod), and the *Hnù'é* then begins sucking out the victim's body salts at a rate of 1D6 points of Body damage per Melee Round, leaving easily noticeable, red welts on the corpse of anyone who expires due to this attack. If confronted in the process of its feeding, the *Hnù'é* will retire but can defend itself with sharp claws that are otherwise retracted within its upper limbs. It is immune to most mental control and charm-type magics.

There are tales of intelligent *Hnù'é* that have learned how to polymorph themselves and feed on victims in urban areas, as do the *Dobùllah* and *Yhéla*; if these stories are true, no evidence has been forthcoming.

Frequency: Very rare; **Number Appearing:** 1 usually, 20% chance of 2; **Body Form:** tripod, humanoid-sized creature; **Moral Alignment:** Animal neutral; **Aggressiveness:** High; **Level:** V to X; **Height / Weight:** 1.8 m. / 120 kg.; **TCA:** 1; **Attacks per Card:** 1; **MA:** 8; **FPR:** 20+1D20; **BDR:** 20+2D6; **APV:** 10; **CE:** 15+1D20; **Melee Weapon:** Claws; **Melee Weapon Damage:** 1D6; **Missile Weapon:** Usually none; **Missile Weapon Damage:** None; **Special Attack:** Sucks out body salts; **Special Defence:** Immune to mental control magic; **Treasure Chance:** Nil unless encountered in lair (10% chance), in which case roll for a Small-sized Static Hoard.

22.3.18.6. *Matànga* "The Fungus of Terror"

These creatures are the result of strange conjurations practiced many years ago by clerics of the evil religions. They appear as almost featureless heaps of living, reddish-green or grey fungus, with a height of about 2.3 to 2.6 metres and a weight of 150 to 250 kilogrammes. As they move through the Underworld, they emit a peculiar sound similar to that of ripping paper; this is detectable by someone with a normal Hearing score at a distance of about 20 metres. The *Matànga's* (mah-TANG-gah) dank, rotting odour, which can be detected by someone with a normal Sense of Smell at 30 metres, can also warn an adventure party of its proximity.

Although these monsters are most frequently encountered in the Underworld (they are a favorite treasure guardian of noisome B'abb-B'bògg), there have been reported several cases of encounters in the wilderness, especially in swamps and other dismal places. Despite its appearance, the *Matànga* is about as intelligent as a dog or cat, although thoroughly evil in all respects, and it often waits in ambush for unwary travelers. It will sometimes retreat, as would a monster of the *Mêm-Uhùryo*, if confidently confronted by a religious symbol of the *Khùl-Tlassù*; note, however, that it is **not** afraid of bright light.





In combat, the *Matànga* can move with surprising speed, and can attack twice per Tactic Card with the two spiked tentacles/tendrils that are normally hidden in its ragged mainbody. Once each two Melee Rounds, these generate an organic electrical discharge, similar to a 100 to 600 (1D6 x 100) EP casting of the *Electric Shock* spell. The *Matànga* cannot harm itself with this attack, and is not only immune to the effects of electrical attacks, but is strengthened by the number of EP in them, regaining one Fatigue Point per EP; when all the monster's FPR has been restored in this manner, each one EP of electricity heals one lost BDR point.

A penetrated strike by one of this monster's tendrils is also hazardous for another reason; a victim of such a strike must pass a Saving Throw at (Constitution x 2.5 DMod) or be infected by the *Matànga*'s ghastly fungoid spores. These germinate immediately inside the victim and count, for curative purposes, as a "Very Dangerous" disease. The spores convert about 2D6 centimetres of the victim's surface area per Melee Round into a pallid, pinkish-red fungus, destroying whatever organ or body part is in this area.

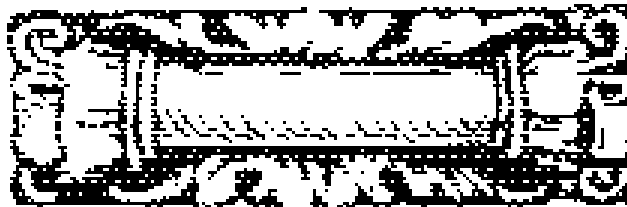
A humanoid victim struck in an extremity such as an arm or foot by this deadly effect will, unless subjected to a magical cure spell, live for about 4 to 7 (1D4+3) Melee Rounds before the rot reaches a vital organ. (Subtract 1 from this die roll if the victim was struck in the trunk or abdomen; subtract 2 if he or she was unlucky enough to have been struck in the neck or head.) Any body points or limbs, organs, etc. lost to the fungus are gone **permanently** unless magically restored through the highest levels of the *Healing* spell, Divine Intervention and so on. Worse still, the body of any creature slain by the *Matànga*'s deadly spores begins to deliquesce immediately, and will drain away into a pool of stinking, mucus-like liquid in 2D6 game minutes after the onset of death—severely limiting the chances of successful revivification. This assumes, of course, that the deceased's comrades win the battle, since any surviving *Matànga* will eat these grisly remains if left in control of the battle scene; in this case, the unfortunate character may only be revived through Divine Intervention.

The *Matànga*'s brain is located deep in the centre of its body and its leathery, rubbery fungoid outer surface is very difficult to damage with conventional weapons, so this creature is a feared opponent. It is, however, vulnerable to cold-based attacks, suffering 50 per cent more than normal damage when struck by this type of attack.

Frequency: Rare; Number Appearing: 1D8; Body Form: Semi-conical fungus heap; Moral Alignment: Evil; Aggressiveness: Very high; Level: V to X; Height / Weight: 2.2 m. / 150 kg.; TCA: 1; Attacks per Card: 2; MA: 5; FPR: 100+1D20; BDR: 40+1D20; APV: 30 (natural); CE: 22+1D10; Melee Weapon: Tentacle; Melee Weapon Damage: 1D3; Missile Weapon: Usually none; Missile Weapon Damage: None; Special Attack: Electric shock, spore infection; Special Defence: Gains strength from electrical attacks; Treasure Chance: 5% per creature per Level

22.3.18.7. *Shanàgga* "The Crushing Cloud"

These evil creatures are found almost exclusively in the Underworld, although they occasionally are found as tomb or treasure guardians elsewhere. When initially sighted, they appear as a medium-sized, dirty grey puffs of vapour hovering, or slowly moving, in the air. These monsters, when in gaseous form, are very difficult to see in the typically dim light of torches or lanterns; the default chance of detection when the *Shanàgga* (shah-NAGGahh) is 10 or more metres distant is (Night Vision x 3 DMod). Their major weakness, in this respect, is that they emit a peculiar, faintly spice-like odour which can be detected by someone with a normal Sense of Smell within a range of about 20 to 30 metres. They are also afraid of the smell of the aromatic *kùhrou'rou* root; this has a 70 per cent chance of causing a *Shanàgga* to flee, if it is burned in a torch or lantern fire before the creature materializes (see below).



If a living being approaches within approximately 25 to 30 metres, the *Shanàgga* will shoot silently towards the former at a speed of between 5 and 10 metres per Melee Round; note that the monster, while in gaseous form, can flow under a door or through an opening, if available. If able to reach a victim—one man-sized creature may be targeted by each *Shanàgga*—the monster will envelop him or her in its cloudy essence and then materialize into a solid entity wrapped around the victim. The solid form of a *Shanàgga* is that of a slimy, black ophidian creature with a madly distorted, vaguely humanoid head, a mouth full of sharp, curved fangs and two small, gleaming red eyes. It is about 5 to 7 metres long when fully stretched out and weighs up to 65 kilogrammes.

The process of materialization requires one full Melee Round to accomplish and, assuming that he or she knows what is transpiring (a lenient Referee might allow the character a check against his or her Inventiveness Class to ascertain this), the victim must roll to dodge (see Agility requisite score description) to avoid having the creature materialize around him or her. Note that the *Shanàgga* does **not** have to roll a strike in Melee Combat to envelop a victim—the *only* defence against it is to dodge, although the monster may, of course, be attacked in Melee Combat when it is in solid form.

The *Shanàgga* kills its prey by constriction, tightening its grip each time the victim exhales. It will not release its grip even if struck by a weapon (other than a strike which decapitates, bisects or kills it), and is considered to have a Strength score of from 16 to 21 (1D6+15). One attempt to break the *Shanàgga*'s death-grasp may be made per Melee Round, as follows: [(3 + (Strength of victim + Strengths of up to 2 comrades) - (Strength of *Shanàgga*)) x 10 DMod]. The *Shanàgga* need expend only **one (1)** Fatigue Point each Melee Round it constricts, but its victim is considered to be engaged in a "special activity of a strenuous type" (see Constitution score description) and expends **three (3)** Fatigue Points per Melee Round that he or she is attempting to break this horrid creature's grip.

A character being constricted takes 1D2 points of body damage each Melee Round that this continues and also suffers from oxygen deprivation; for the effects of this, see "Deprivation of Oxygen" in the Combat rules section.

A victim killed by a *Shanàgga* is sprayed with a tissue-destroying enzyme which turns the victim's corpse into a soft, jelly-like substance in 2D6 game minutes; these grisly remains are then eaten by the monster. Consequently, a character killed by this creature can normally only be revived by Divine Intervention or some other powerful supernatural agency.

Frequency: Rare; Number Appearing: 1D12; Body Form: Cloud-like/snake-like monster; Moral Alignment: Evil; Aggressiveness: Very high; Level: II to V; Height / Weight: 1 m. long x 1 m. wide in gaseous form / 6 m. long and 60 kg. in corporeal form; TCA: 1; Attacks per Card: 1; MA: 12 (gaseous) or 5 (snake); FPR: 38+1D12; BDR: 18+1D10; APV: 0 (as cloud—has no resistance to corporeal weapons) / 10 (as snake); CE: 23+1D6; Melee Weapon: Constriction; Melee Weapon Damage: 1D2; Missile Weapon: Usually none; Missile Weapon Damage: None; Special Attack: Constriction; Special Defence: Invulnerable to non-enchanted weapons while in gaseous state; Treasure Chance: Usually none





22.3.19. Encounter Type Table

Creature Type	Populated Regions	Plains	Woods	Hills	Desert	Swamp	Mountains	Underworld	At Sea
Maritime	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	01-70
Avian	01-03	01-05	01	01-05	01-20	01-05	01-20	01	71-75
Small Insect	04-10	06-10	02-15	06-10	21-40	06-30	21-22	02-05	n/a
Herbivore	11-25	11-40	16-30	11-40	41	31-35	24-35	06	n/a
Canine	26-30	51-60	31-35	51-60	42	36	36-40	07-08	n/a
Feline	31-35	61-65	36-40	61-65	43	37	41-50	09	n/a
Ursoid	36-39	66-70	41-50	66-70	44	38-40	51-65	10-11	n/a
Reptile	40-41	71-73	51-55	71-73	45-62	41-50	66-70	12-20	n/a
Large Insect	42	74-75	56-58	74-75	63-75	51-55	71-74	21-25	n/a
Plant	43-48	76-80	59-75	76-78	76-77	56-60	75	26-27	n/a
Slime/Jelly	49	81-82	76-78	79	n/a	61-70	76	28-40	n/a
Humanoid	51-90	83-90	79-85	81-90	78-85	71-72	77-80	41-52	76-90
<i>Mêm-Uhùryo</i>	91-93	91-92	86-90	91-92	86-87	73-80	81-85	53-63	n/a
<i>Brhà</i>	94-97	93-94	91-92	93-94	88-92	81-85	86-90	64-70	91-95
Unusual	98-99	95-99	93-98	95-99	93-95	86-95	91-96	71-95	96-98
Rare*	00	00	99-00	00	96-00	96-00	97-00	96-00	99-00

* The Referee may consider this category as follows: (01-10): *Umâyshh*; (11-60): *Hsstréa*; (61-90): *Asàchos*; (91-00) Something even worse.

22.3.20. Encounter Type Table – *Chàngalà*

<i>Chàngalà</i> Species	Populated Regions	Plains	Woods	Hills	Desert	Swamp	Mountains	Underworld	At Sea
<i>Chàngalà-shà-Shìrgrya</i> (Azure Dragons)	01-15	01-10	01-05	01-20	01-02	01-20	01-25	01-10	01-75
<i>Chàngalà-shà-Sràéi</i> (Maroon Dragons)	16-30	11-20	06-20	21-30	03-50	21-25	26-35	11-25	76-82
<i>Chàngalà-shà-Dâmbilas</i> (Dark Dragons)	31-35	21-22	21-22	31-35	51	26-30	36-40	26-50	83-84
<i>Chàngalà-shà-Mùyttya</i> (Forest-Dragons)	36-80	23-90	26-90	36-70	52-60	31-85	41-70	51-85	81-85
<i>Chàngalà-shà-Aia</i> (Sun-Dragons)	81-95	91-95	91-95	71-90	61-90	86-90	71-90	86-95	86-90
Rare / Other Species	96-00	96-00	96-00	91-00	91-00	91-00	91-00	96-00	91-00

22.3.21. Human Warrior Statistics Comparison

For purposes of comparison to some of the creature combat-related factors found previously in this book, it may be helpful for the Referee to consult the following table. This outlines what the primary combat-related factors would be of an average-sized human male warrior of various Levels, with the following assumptions: All combat-relevant requisite scores (e.g. Strength, Dexterity, Vision etc.) are "11"; the character is armed with a non-magical shortsword and composite bow, and is armoured with a wooden breastplate and helmet, both in "Usual" condition, as well as with a small wooden shield in "Good" condition. It is further assumed (a bit unrealistically) that the individual in question has managed to acquire the maximum number of training and conditioning bonuses legally available, at each Experience Level.

Character Level	0	I	II	III	IV	V	VI	VII	VIII	IX	X
Accumulated Level Melee Combat Bonus Points	0	2	4	6	8	10	12	14	16	18	20
Accumulated Primary Melee Weapon Training Bonus Points	0	4	8	12	16	20	24	28	32	36	40
Accumulated Primary Missile Weapon Training Bonus Points	0	2	4	6	8	10	12	14	16	18	20
Accumulated Fatigue Conditioning Bonus Points	0	3	6	9	12	15	18	21	24	27	30
Final (Net) Fatigue Point Reserve (FPR)	22	25	28	31	34	37	40	43	46	49	52
Final (Net) Combat Factor (CF)	21	27	33	39	45	51	57	63	69	75	81
Final (Net) Missile Factor (MSF)	22	24	26	28	30	32	34	36	38	40	42
Final (Absolute) Body Damage Reserve (BDR)	28	28	28	28	28	28	28	28	28	28	28
Final Pain Reserve	22	22	22	22	22	22	22	22	22	22	22





22.3.21.1. Encounter Type – Avians

Dice Roll	Avian Creature Type
01-80	<i>Generic avian type</i>
81-82	<i>Tlatlèelyo</i>
83-90	<i>Atà</i>
91-00	<i>Chklàth</i>

22.3.21.2. Encounter Type – Brhà

Dice Roll	Brhà Creature Type
01-40	<i>Mdrà</i>
41-60	<i>Nràfug</i>
61-80	<i>Szàssurgh</i>
81-90	<i>Atà</i>
91-00	Two or more species of Brhà travelling together; (roll each party as if encountered separately); while the Referee does so, the adventure party might want to consider how fast it can run away.

22.3.21.3. Encounter Type – Canines

Dice Roll	Canine Creature Type
01-10	<i>Kharù</i>
11-40	<i>Kharùlo</i>
41-70	<i>Kharùmol</i>
71-85	<i>Kharùsi'é</i>
86-00	<i>Kharù-kyòn</i>

22.3.21.4. Encounter Type – Crustaceans/Amphibians

Dice Roll	Crustacean/Amphibian Creature Type
01-50	<i>Roàmya</i>
51-75	<i>Ongrùo</i>
76-00	<i>Izzitpìra</i>

22.3.21.5. Encounter Type – Felines

Dice Roll	Feline Creature Type
01-10	<i>Nòmh</i>
11-50	<i>Pomàtro</i>
51-80	<i>Tomàdyé</i>
81-00	<i>Csòna</i>

22.3.21.6. Encounter Type – Herbivores

Dice Roll	Herbivore Creature Type
01-10	<i>Edùuh</i>
11-25	<i>Uthga</i>
26-30	<i>Ushètga</i>
31-40	<i>Kwhàì'Khlé</i>
41-50	<i>Hravéthà</i>
51-60	<i>Féfitsma</i>
61-70	<i>Eddinga</i>
71-80	<i>Jòliktàro</i>
81-90	<i>Jòlikyùru</i>
91-00	<i>Zànèhrà</i>

22.3.21.7. Encounter Type – Humanoids

Dice Roll	Humanoid Creature Type
01-10	Remnants of a larger adventure party that met disaster; roll again to determine type, but there is a 60% chance that each party member is wounded or otherwise in need of help
11-20	Merchant caravan, 2D10 members
21-25	Amateur mixed adventure party, 2D6 members
26-40	Large mixed adventure party, 2D10 members
41-50	Savage/barbarian party, all of a single "Common" species, 3D20 members
51-55	Savage/barbarian party, all of a single "Uncommon" species, 2D20 members
56-57	Savage/barbarian party, all of a single "Rare" species, 1D20 members
58-70	Warrior party, 2D10 members (at least 50% fighters, warriors etc.)
71-72	Party of Martial Artists, 1D8 members (all martial artists, usually high-Level)
73-90	Clerical party, 2D12 members (at least 40% priests or clerics); there is a 20% chance that the clerics are conducting a sinister ritual in an temple complex, if encountered in Underworld
91-98	Magic-user party, 2D8 members (at least 30% Antratschèldor-hai); there is a 20% chance that the magic-users are conducting a sinister ritual of some sort, if encountered in Underworld
99-00	Two parties travelling together (roll again)

Modifiers

-Party encountered on a patrolled road or other "safe" area: -10
-Party encountered in the Underworld (per Danger Level of area): +5
-Party encountered in the wilderness: +5
-Party encountered in the mountains or swamps (in addition to above): +5

22.3.21.8. Encounter Type – Large Insects

Dice Roll	Large Insect Type
01-90	<i>Generic Large Insect type</i>
91-00	<i>Tlatlèelyo</i>

22.3.21.9. Encounter Type – Maritime Creatures

Dice Roll	Maritime Creature Type
01-90	<i>Generic Maritime type</i>
91-00	<i>Ongrùo</i>

22.3.21.10. Encounter Type – Mém-Uhùryo

Dice Roll	Undead Creature Type
01-10	<i>Falyèga</i>
11-30	<i>Hly'é</i>
31-35	<i>Hatàly'é</i>
36-50	<i>Yfydàla</i>
51-60	<i>Nayòma</i>
61-70	<i>Hnàyoma</i>
71-75	<i>Njédyu</i>
76-80	<i>Es'Flògha</i>
81-90	<i>Chklàth</i>
91-95	<i>Ulùvo</i>
96-97	<i>Yhéla</i>
98-00	<i>Rha'à</i>





22.3.21.11. Encounter Type – Plants

Dice Roll	Plant Creature Type
01-30	<i>Brotòmit</i>
31-60	<i>Pionvìdo</i>
61-80	<i>Mpìli-Sàsa-Ràarayòà</i>
81-92	<i>Pavagànta</i> (leafy)
93-00	<i>Pavagànta</i> (fungus)

22.3.21.12. Encounter Type – Reptiles

Dice Roll	Reptile Creature Type
01-40	<i>Stò-Ràya</i>
41-60	<i>Mandu'ù</i>
61-90	<i>Stò-Ethes</i>
91-00	<i>Chàngalà</i>

22.3.21.13. Encounter Type – Slimes

Dice Roll	Slime or Amorphous Creature Type
01-15	<i>Mamànta</i>
16-25	<i>Mòntha</i>
26-30	<i>Mènthro</i>
31-45	<i>Làlug</i>
46-50	<i>Atròt</i>
51-52	<i>Géòit</i>
53-55	<i>Shéshut</i>
56-60	<i>Oprò</i>
61-65	<i>R'àbdath</i>
66-70	<i>Vlàma'ié</i>
71-75	<i>Vlèga'ié</i>
76-80	<i>S'áf</i>
81-85	<i>Djéqò</i>
86-90	<i>Djéyà</i>
91-93	<i>Djùsé</i>
94-96	<i>Djéhtyu</i>
97-98	<i>Djòzzma</i>
99-00	<i>Djàzzù</i>

22.3.21.14. Encounter Type – Ursoids

Dice Roll	Ursoid Creature Type
01-10	<i>Bagamù</i>
11-30	<i>Bagà-zyòn</i>
31-60	<i>Bagàtro</i>
61-70	<i>Bagàngga</i>
71-80	<i>Bagrònà</i>
81-90	<i>Bagamùlo</i>
91-00	<i>Bagatìngga</i>

22.3.21.15. Encounter Type – Unusual Creatures

Dice Roll	Unusual Creature Type
01-30	<i>Shanàgga</i>
31-60	<i>Matànga</i>
61-70	<i>Btàrta</i>
71-80	<i>Hnù'é</i>
81-90	<i>Bàmos</i>
91-96	<i>Dobùllah</i>
97-00	<i>Chélà</i>



