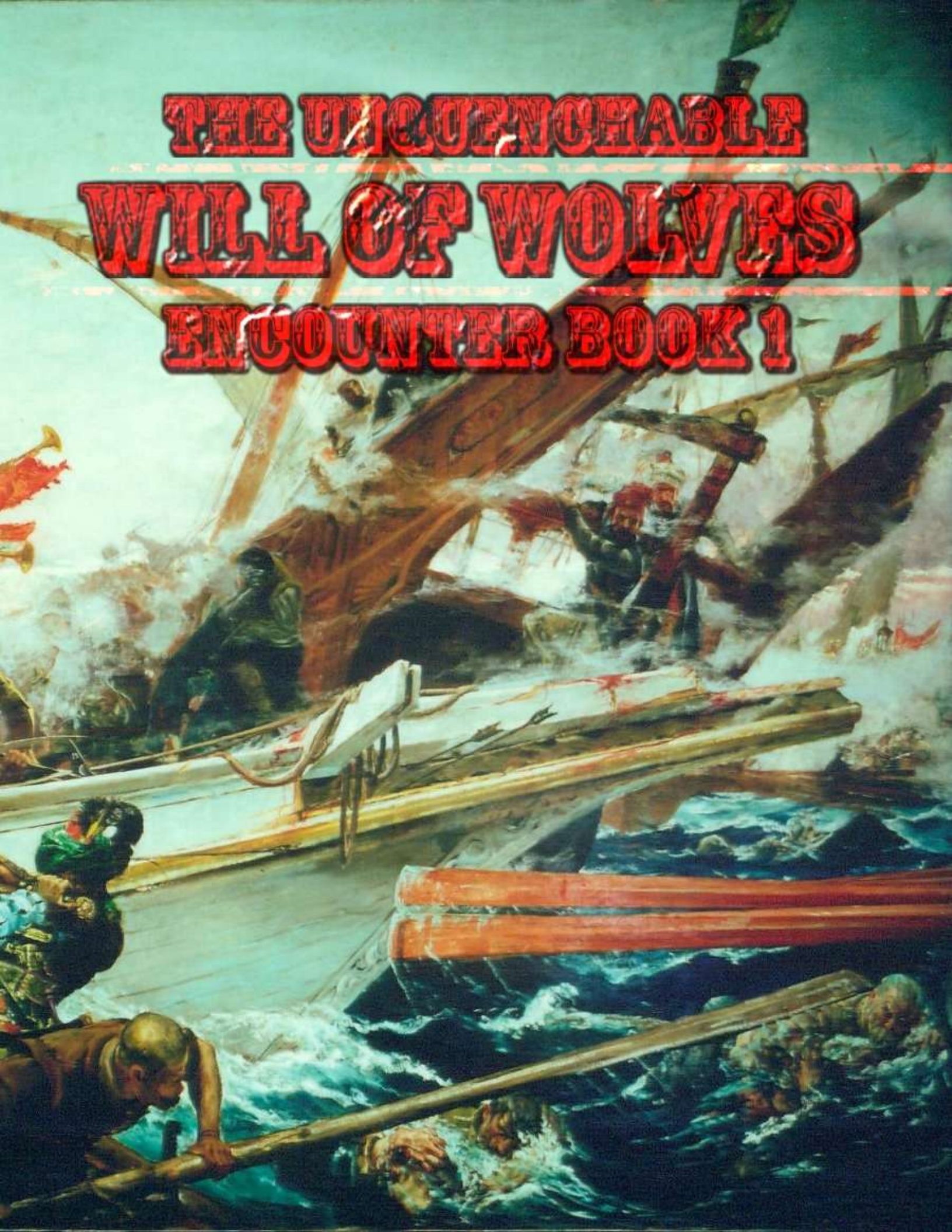
THE UNQUENCHABLE
WILL OF WOLVES
ENCOUNTER BOOK 1

UNQUENCHABLE WILL OF WOLVES ENCOUNTERS BOOK 1
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WHAT'S THE PURPOSE OF THIS BOOK?

Players entering the North via the Will of Wolves campaign will need people & creatures to interact with – that's what this book does. Because the campaign setting itself is rather big the sections have been broken up into more digestible pieces and these run more or less from the southernmost edge of the map to the northernmost edge of the campaign setting.

This book & the accompanying adventures are presented to get players started in the setting. It includes all of the monsters & NPCs mentioned in the text of **Adventure 51.51-A – Unquenchable Will**.

It also stands on its own somewhat, as a resource for creating encounters & as a list for monsters. Some parts of this book require a few resources from the main **Game of the North** manual – the conditions tables, the treasure generation rules & so on – though certainly an inventive Referee will be able to easily make up their own rules on these subjects.

The entries for monsters & for NPCs are, it is hoped, easy enough to understand and close enough to system agnostic so as to be useful to a Referee running any sort of system, although the creatures themselves are better served in a tropical & coastal environment.

WHAT IS THE SHRIKE RIVER DELTA?

Just one of thousands of possible settings in the North, the Shrike Delta is a region of tropical pampas & dense jungles cut through by a barely navigable river. The Shrike is so named for its tendency to pierce those who would navigate it upon the sharp rocks of its cataracts – just above the delta. Still, the region is well populated by colonists & it is a sort of gateway to other regions in the North – your own campaigns for instance. You may absolutely use the events & the places & people of the delta as touchstones & memories – a backfill for the adventures you make yourself for you PCs.

So in this respect the Shrike Delta is intended to be a kind of common origin, a baseline for North style adventures.

The Shrike Delta is also a strange throwback to different times. It is home to a vast array of megafauna, and an efflorescence of biological diversity & abundance. It is pristine wilderness.

The Delta is a series of competing, opposed & allied colonies, all seeking to break away from their southern origins & begin new nations & empires in an unpopulated land. It is promise & it is the fulfillment of ambition.

The Shrike cuts through land once controlled by any number of non & pre human peoples. It is riddled with ruins & undercut by labyrinths. It is mysterious & it is full of treasure for the brave & bold & reckless.

The Shrike Delta is a place without definite form, a series of half nations at the edge of a continental wilderness, it is a place where freedom should reign but slavery is abundant, it is a place of contradictory impulses & above all, a focus for implacable ambition.

And above all, the Shrike Delta & the North beyond is **Adventure.** Welcome.

THE PROCEDURALLY GENERATED MAP

More correctly – Your procedurally generated map. Accompanying this supplement is a map of the southernmost edge of the Shrike River Delta. A number of parts of this map are listed & detailed in the adventure guide – but you will note that most of the map is effectively blank – a few notes on terrain & a dearth of detail. A Referee's intuitions concerning the players tends to inform the Ref's style. A group of players may be avidly itching for a confrontation of some kind – or they may be eager to show off their elusive tricks of stealth. A few players actually prefer to journey between significant locales without enduring any type of intervening adventure. The Game of the North avoids, even repudiates this last element. Every moment of the PC's adventuring career must be noted & experienced – as well as can be – at the table. Scenes are many, travel is essential, getting there is more than half the fun – combined these axioms produce a lot of travel.

And there is that blank map.

This section is a guide to creating encounters – procedurally – using the tables provided. Encounters derived by this process tend to linger, after a fashion, and you will find or your PCs will find, that your map's emptiness is pure illusion & that the world is packed with events & people & novel places. It is possible, even likely, that your PCs will engage with these randomly derived encounters more than they will with only the prescribed locales.

This is all to your benefit. The Game of the North generally, and this system specifically is built around allowing you to improvise & think creatively without leaving you bereft of all guidance. The tables below represent slices of the Shrike Delta, a riot of scenes ready to be created & deployed in aid of or against your PCs.

You use the tables like so:

Either at the table or before you meet choose a hex and consult its terrain type. Roll d% for the appropriate terrain. Consult the dice frontways & backward for instance a roll of 2 & 6 will be a 62 & a 26. Now you'll look at the provided tables. Each table has two columns – one for the Encounter & one for the Location.

Encounters are creatures & beings – those the PCs will interact with in some fashion.

Locations are geographical details – the environment that informs the encounter.

You can apply the dice whichever way you see fit & whichever way will suit your session – for instance – you can say that the result on the die for the Encounter is 62, but that so is the result for the die on Location. You're free to cheat or interpret the dice as you please – keeping an eye on the Players to see if you can provide what it is that will help make the session memorable & good.

Ultimately – you can, if you wish to add further interest, sum the two numbers and consult the Complications table – this gives some options regarding nonstandard modifications to the encounter.

Finally, you'll want to record what it is that lies upon that hex. Provided that it isn't utterly transitory – you can now detail & enrich your map with specifics – elements of story & setting that fit your preferences & which will give you the ability to run your session as a unique personal story unlike any other told in the Shrike Delta.

Modifications from Die 1

Roll	Modification
1	**Abundance - The encounter yields double whatever treasure it normally would - as if they have recently been victorious.**
2	**Shy - The encountered creatures have their morale reduced by 4 - as if they fear a more dangerous threat.**
3	**Depleted - The encountered creatures have half the normal number appearing, as if they've been in a recent battle.**
4	**Distracted - The encountered creatures are surprised on a roll of 1-3 on the initial search roll - as if they are looking in the wrong direction.**
5	**Exhausted - The Encountered creatures have half their normal HP - as if they have been in a recent battle.**
6	**Repose - The encountered creatures halve their initiative score on the first pass - as if they have been lying about, resting.**
7	**Scattered - The encountered creatures are not all together & it takes d4 rounds for all those encountered to arrive on the scene.**
8	**Diseased - The encountered creatures have a sickness - roll a d10 Sickened effect - all encountered have this ailment.**
9	**Maddened - The encountered creatures have some madness - roll a d10 Maddened effect - all encountered have this mental illness.**
10	**Leaving - The encountered creature is departing the scene as quickly as possible - as if their work in the area was finished.**

Modifications from Die 2

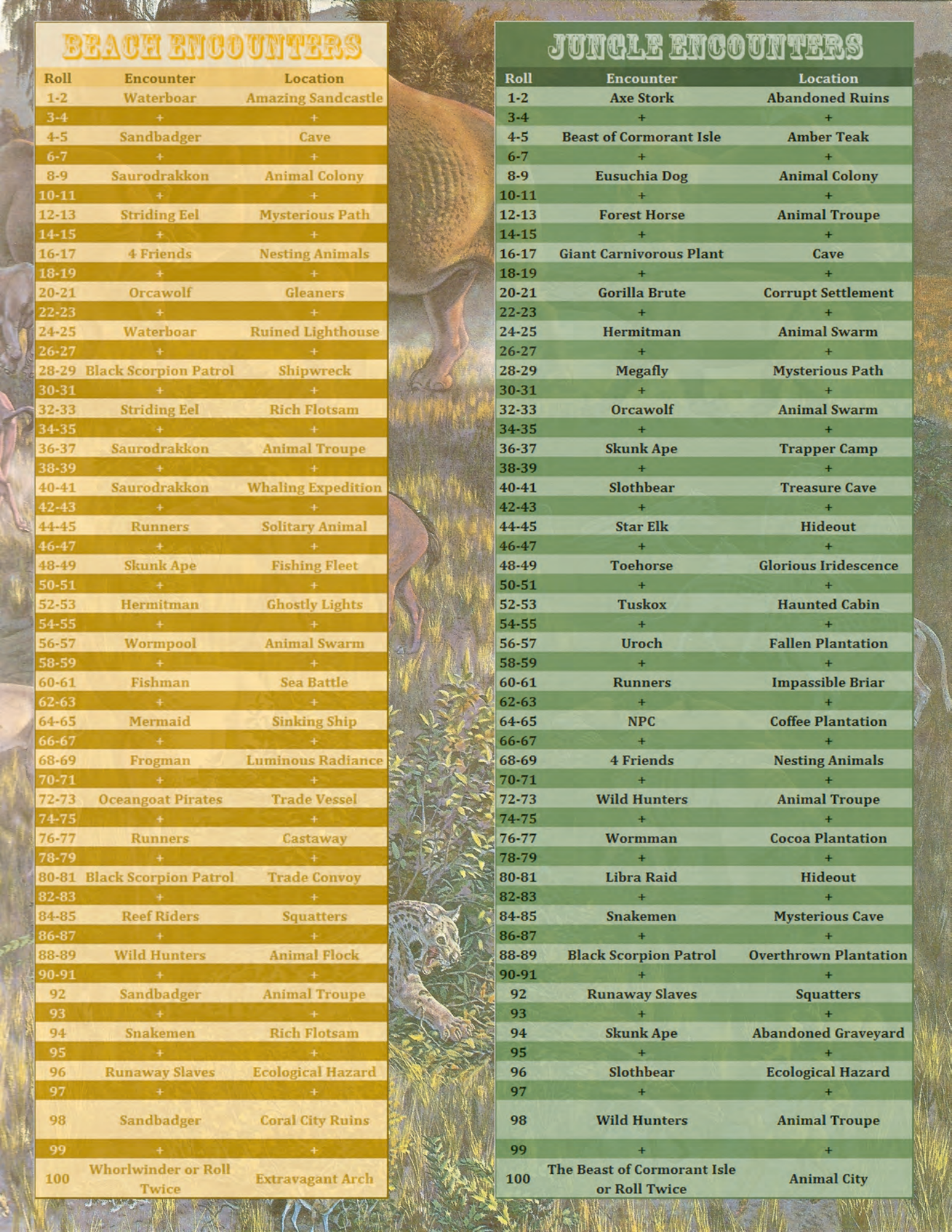
Roll	Modification
1	**Warriors - The encountered creatures increase their To-Hit by 1 - as if they were elites.**
2	**Skulking - The encountered creatures surprise the PCs on a roll of 1-3 - as if they have been hiding, lying in wait.**
3	**Indomitable - The encountered creatures have their AC increased by 2 - as if they were better protected.**
4	**Exemplary - The encountered creatures double their normal HP - as if they were the strongest of their kind.**
5	**Impoverished - The encountered creatures have their Treasure scores reduced by 2 - as if they were especially wanting.**
6	**Eager - The encountered creatures have their Initiative increased by 4 - as if they clamor for battle.**
7	**Numerous - The encountered creatures rolled appear in double the normal numbers - as if this were a gathering.**
8	**Endless - The encountered creatures fight to the death in a frenzy - their morale is 20.**
9	**Vicious - The encountered creatures are at a -4 penalty to all parley attempts - as if they were set on killing.**
10	**Exceptional - The encountered creatures have their damage dice increased by a step.**

MARSH ENCOUNTERS

Roll	Encounter	Location
1-2	Waterboar	Unutterable Gloom
3-4	+	+
4-5	Axe Stork	Mysterious Path
6-7	+	+
8-9	Eusuchia Dog	Animal Swarm
10-11	+	+
12-13	Striding Eel	Nesting Animals
14-15	+	+
16-17	Orcawolf	Shipwreck
18-19	+	+
20-21	Hobtowners	Fallen Plantation
22-23	+	+
24-25	Skunk Ape	Animal Troupe
26-27	+	+
28-29	Horror Leech	Giant Spider
30-31	+	+
32-33	Mudster	Animal Swarm
34-35	+	+
36-37	4 Friends	Animal Troupe
38-39	+	+
40-41	Runaway Slaves	Corrupt Settlement
42-43	+	+
44-45	Over Terrapin	Animal Colony
46-47	+	+
48-49	Eusuchia Dog	Weird Statues
50-51	+	+
52-53	Horror Leech	Ghostly Lights
54-55	+	+
56-57	Wormman	Animal Herd
58-59	+	+
60-61	Axe Stork	Glorious Iridescence
62-63	+	+
64-65	Fishman	Hideout
66-67	+	+
68-69	Frogman	Luminous Radiance
70-71	+	+
72-73	Orcawolf	Amber Teak
74-75	+	+
76-77	Mudster	Haunted Cabin
78-79	+	+
80-81	Hermitman	Animal Flock
82-83	+	+
84-85	Skunk Ape	Errant Grove
86-87	+	+
88-89	Waterboar	Ecological Hazard
90-91	+	+
92	Wormmaster	Animal Troupe
93	+	+
94	Eusuchia Dog	Impassible Briar
95	+	+
96	Snakeman	Animal Swarm
97	+	+
98	Giant Carnivorous Plant	Bleak Fog
99	+	+
100	Roll Twice	Reed Titan

DEEP JUNGLE ENCOUNTERS

Roll	Encounter	Location
1-2	Axe Stork	Sunbreak
3-4	+	+
4-5	Megafly	Cave
6-7	+	+
8-9	Gorilla Brute	Animal Colony
10-11	+	+
12-13	Hermitman	Animal Troupe
14-15	+	+
16-17	Giant Carnivorous Plant	Animal Swarm
18-19	+	+
20-21	Orcawolf	Corrupt Settlement
22-23	+	+
24-25	Hermitman	Giant Spider
26-27	+	+
28-29	Gorilla Brute	Mysterious Path
30-31	+	+
32-33	Hermitman	Haunted Cabin
34-35	+	+
36-37	Toehorse	Watery Traverse
38-39	+	+
40-41	Wormman	Vine Treehouse
42-43	+	+
44-45	Runners	Amber Teak
46-47	+	+
48-49	Skunk Ape	Hideout
50-51	+	+
52-53	Hermitman	Animal Troupe
54-55	+	+
56-57	Wormpool	Animal Swarm
58-59	+	+
60-61	Giant Carnivorous Plant	Fallen Plantation
62-63	+	+
64-65	NPC	Coffee Plantation
66-67	+	+
68-69	Skunk Ape	Glorious Iridescence
70-71	+	+
72-73	Slothbear	Impassible Briar
74-75	+	+
76-77	Wormmaster	Watery Traverse
78-79	+	+
80-81	Runners	Sunbreak
82-83	+	+
84-85	Toehorse	Overthrown Plantation
86-87	+	+
88-89	Slothbear	Glorious Iridescence
90-91	+	+
92	Wormman	Trapper Camp
93	+	+
94	Skunk Ape	Fallen Plantation
95	+	+
96	Slothbear	Ecological Hazard
97	+	+
98	Gorilla Brute	Vine Treehouse
99	+	+
100	Over Vine or Roll Twice	Ghost Glade



BEACH ENCOUNTERS

Roll	Encounter	Location
1-2	Waterboar	Amazing Sandcastle
3-4	+	+
4-5	Sandbadger	Cave
6-7	+	+
8-9	Saurodrakkon	Animal Colony
10-11	+	+
12-13	Striding Eel	Mysterious Path
14-15	+	+
16-17	4 Friends	Nesting Animals
18-19	+	+
20-21	Orcawolf	Gleaners
22-23	+	+
24-25	Waterboar	Ruined Lighthouse
26-27	+	+
28-29	Black Scorpion Patrol	Shipwreck
30-31	+	+
32-33	Striding Eel	Rich Flotsam
34-35	+	+
36-37	Saurodrakkon	Animal Troupe
38-39	+	+
40-41	Saurodrakkon	Whaling Expedition
42-43	+	+
44-45	Runners	Solitary Animal
46-47	+	+
48-49	Skunk Ape	Fishing Fleet
50-51	+	+
52-53	Hermitman	Ghostly Lights
54-55	+	+
56-57	Wormpool	Animal Swarm
58-59	+	+
60-61	Fishman	Sea Battle
62-63	+	+
64-65	Mermaid	Sinking Ship
66-67	+	+
68-69	Frogman	Luminous Radiance
70-71	+	+
72-73	Oceangoat Pirates	Trade Vessel
74-75	+	+
76-77	Runners	Castaway
78-79	+	+
80-81	Black Scorpion Patrol	Trade Convoy
82-83	+	+
84-85	Reef Riders	Squatters
86-87	+	+
88-89	Wild Hunters	Animal Flock
90-91	+	+
92	Sandbadger	Animal Troupe
93	+	+
94	Snakemen	Rich Flotsam
95	+	+
96	Runaway Slaves	Ecological Hazard
97	+	+
98	Sandbadger	Coral City Ruins
99	+	+
100	Whorlwinder or Roll Twice	Extravagant Arch

JUNGLE ENCOUNTERS

Roll	Encounter	Location
1-2	Axe Stork	Abandoned Ruins
3-4	+	+
4-5	Beast of Cormorant Isle	Amber Teak
6-7	+	+
8-9	Eusuchia Dog	Animal Colony
10-11	+	+
12-13	Forest Horse	Animal Troupe
14-15	+	+
16-17	Giant Carnivorous Plant	Cave
18-19	+	+
20-21	Gorilla Brute	Corrupt Settlement
22-23	+	+
24-25	Hermitman	Animal Swarm
26-27	+	+
28-29	Megafly	Mysterious Path
30-31	+	+
32-33	Orcawolf	Animal Swarm
34-35	+	+
36-37	Skunk Ape	Trapper Camp
38-39	+	+
40-41	Slothbear	Treasure Cave
42-43	+	+
44-45	Star Elk	Hideout
46-47	+	+
48-49	Toehorse	Glorious Iridescence
50-51	+	+
52-53	Tuskox	Haunted Cabin
54-55	+	+
56-57	Uroch	Fallen Plantation
58-59	+	+
60-61	Runners	Impassible Briar
62-63	+	+
64-65	NPC	Coffee Plantation
66-67	+	+
68-69	4 Friends	Nesting Animals
70-71	+	+
72-73	Wild Hunters	Animal Troupe
74-75	+	+
76-77	Wormman	Cocoa Plantation
78-79	+	+
80-81	Libra Raid	Hideout
82-83	+	+
84-85	Snakemen	Mysterious Cave
86-87	+	+
88-89	Black Scorpion Patrol	Overthrown Plantation
90-91	+	+
92	Runaway Slaves	Squatters
93	+	+
94	Skunk Ape	Abandoned Graveyard
95	+	+
96	Slothbear	Ecological Hazard
97	+	+
98	Wild Hunters	Animal Troupe
99	+	+
100	The Beast of Cormorant Isle or Roll Twice	Animal City

PAMPAS ENCOUNTERS

Roll	Encounter	Locations
1-2	Black Scorpion Patrol	Animal Colony
3-4	+	+
4-5	Libra Raid	Cocoa Plantation
6-7	+	+
8-9	Runaway Slaves	Corrupt Settlement
10-11	+	+
12-13	Hermitman	Grass Troll
14-15	+	+
16-17	Shellmonster	Mysterious Path
18-19	+	+
20-21	Star Elk	Nesting Animals
22-23	+	+
24-25	Tuskox	Palatial Plantation
26-27	+	+
28-29	Uroch	Strange Ruin
30-31	+	+
32-33	Shoveltusk	Sugar Plantation
34-35	+	+
36-37	Hornbeast	Weird Statues
38-39	+	+
40-41	Toehorse	Hideout
42-43	+	+
44-45	Tigerdog	Farm Settlement
46-47	+	+
48-49	Monstrous Caterpillar	Animal Troupe
50-51	+	+
52-53	Black Scorpion Patrol	Animal Herd
54-55	+	+
56-57	Runaway Slaves	Big Bugs
58-59	+	+
60-61	The 4 Friends	Errant Grove
62-63	+	+
64-65	Crusher Beetle	Poppy Plantation
66-67	+	+
68-69	Wild Hunters	Trade Village
70-71	+	+
72-73	Libra Raid	Fairy Amphitheater
74-75	+	+
76-77	Tuskox	Hobo Jungle
78-79	+	+
80-81	Shoveltusk	Work Camp
82-83	+	+
84-85	Shellmonster	Abandoned Graveyard
86-87	+	+
88-89	Hornbeast	Bacchanal
90-91	+	+
92	Wormman	Carnival
93	+	+
94	NPC	Hemp Plantation
95	+	+
96	Orcawolf	Ecological Hazard
97	+	+
98	Wild Hunters	Animal Swarm
99	+	+
100	Roll Twice	Hidden Valley

WATER ENCOUNTERS

Roll	Encounter	Location
1-2	Mudster	Coral City Ruins
3-4	+	+
4-5	Runaway Slaves	Animal Swarm
6-7	+	+
8-9	Oceangoat Pirates	Sargasso
10-11	+	+
12-13	Sea Serpents	Sinking Ship
14-15	+	+
16-17	Reef Riders	Sea Battle
18-19	+	+
20-21	Trade Vessel	Ghostly Lights
22-23	+	+
24-25	Mirin Ecter Dwarves	Animal Pod
26-27	+	+
28-29	Godfisher	Animal School
30-31	+	+
32-33	Frogman	Sandbar
34-35	+	+
36-37	Snakeman	Weird Statues
38-39	+	+
40-41	Mast Stork	Shipwreck
42-43	+	+
44-45	Over Terrapin	Trade Convoy
46-47	+	+
48-49	Probogharial	Rich Flotsam
50-51	+	+
52-53	Sea Serpents	Animal Flock
54-55	+	+
56-57	Black Scorpion Galley	Solitary Animal
58-59	+	+
60-61	Reef Riders	Sargasso
62-63	+	+
64-65	Fishman	Fishing Fleet
66-67	+	+
68-69	NPC	Animal School
70-71	+	+
72-73	Mermaid	Whaling Expedition
74-75	+	+
76-77	Mast Stork	Animal Pod
78-79	+	+
80-81	Castaway	Animal Swarm
82-83	+	+
84-85	Reef Riders	Trade Vessel
86-87	+	+
88-89	Horror Leech	Shipwreck
90-91	+	+
92	Over Terrapin	Coral City Ruins
93	+	+
94	Oceangoat Pirates	Castaway
95	+	+
96	Mudster	Ecological Hazard
97	+	+
98	Oceangoat Pirates	Trade Convoy
99	+	+
100	The Evil Fish of God or Roll Twice	Southern Fleet

What's on the Tables

The tables are list of a total of 130 discrete entities, but simply rolling up 1 or two individual entities wouldn't be too thrilling – instead, interspersed throughout the tables are '+'s these indicate, generally, that the encounter or the environment contains both of the features immediately above or below that '+' on the table. You can deal with this feature any way you wish – take them as they are, prefer one or another of the two options or simply roll again or prefer the reversed variant of the d% roll.

Cursory descriptions of what the tables hold is provided here – with more details provided in the NPC & Monster sections later in this book.

+ - A combination of the results immediately above and below this result

4 Friends - An NPC party of neophyte adventurers

Abandoned Graveyard - A remnant of another time, perhaps haunted or treasure laden

Abandoned Ruins - An ancient structure, use one of the dungeons from the appendix

Amazing Sandcastle - Who left this impossibly detailed sand sculpture on the beach?

Amber Teak - A treasure. The tree bleeds sap and is covered in precious scabs of amber. 10d10 pieces, Worth 10 SP each

Animal City - A bizarre city of animals - these seemingly sapient creatures (randomly determined) have a functioning city here.

Animal Colony - Colonial animals include gophers, corals, termites, wasps and Meerkat

Animal Flock - A flight of geese, a flock of bats, a penguin breeding ground, a stream of pigeons, a mass of flamingoes

Animal Herd - A herd of Urochs, wild horses, goats, whales & similar, often with many species represented

Animal Pod - A social group of migrating animals, like dolphins, whales or hippos

Animal School - A great mass of sea creatures, tuna, herring, yellowtail and carps

Animal Swarm - An impenetrable mass of animals, ants, bees, sparrows, crabs, starfish, mosquitos, jellyfish

Animal Troupe - A sedentary family of animals, gorillas, baboons, hedgehogs, gibbons, monkeys

Axe Stork - A large hunting bird that is deadly to people and fearless of them.

Bacchanal - A fairy party in the wilderness, the Elves and Goblins carry on and cavort, there is danger here in what is said and learned, but blood is not shed in this playful scene, at least not lightly

Beast of Cormorant Isle - The great & invincible beast, who hungers for ships & crushes all things

Big Bugs - Extremely large insects & allied creatures such as spiders - all ranging in size up to a foot.

Black Scorpion Galley - A naval vessel of the Black Scorpion - rowed by slaves & sporting Black Scorpion marines

Black Scorpion Patrol - A Squad of Black Scorpions - 1 Sergeant & 2d4 Black Scorpion Soldiers

Bleak Fog - A pale screen of impenetrable fog, nothing can be seen within its confines.

Carnival - A small and unimpressive carnival, jugglers and tumblers, a clown and maybe a medicine show, perhaps an animal trainer or a puppet show or a fortune teller

Castaway - Someone, lost at sea, or thrown overboard, maybe a hermit, or maybe a member of another faction, just trying to get home.

Cave - A deep cavern or a broad crevice, possibly with a spring, or the rudiments of habitation by people or animals. A Many are marked with graffiti & mementos of passers by.

Cocoa Plantation - A fairy staple, the narcotic is grown and processed in a great swathe of land, crowded with haunted eyed slaves, overworked and terrorized, the overseers are present and hostile

Coffee Plantation - Shrubs growing in shade & extensively across the land. Slaves pick the beans, shuck & dry & roast them. One of the least murderous of the potential occupations of a slave, and yet, still murderous.

Coral City Ruins - A strange city, under the waves, or in a lagoon a castle or a town all made of coral, fantastic and unknowable, just as likely the place is an illusion, a trick played by undersea faeries.

Corrupt Settlement - Perhaps there's a disease or a plague, or maybe the town is overrun with cultists of some type, or possibly a town run by thugs and criminals. The settlement is otherwise like any other.

Crusher Beetle - A gigantic beetle that strides the pampas & rolls its immense ball over everything, crushing as it goes.

Ecological Hazard - A storm rolling in, a sudden flood, an earthquake or even the eruption of one of the great volcanoes.

Errant Grove - A substantial mass of trees that stands in the grassy plain. It may be host to jungle or forest type encounters.

Eusuchia Dog - Grotesque, cruel & strangely intelligent snake-necked wolves.

Extravagant Arch - The natural world is ostentatious in is displays - here the mountains arc over the sea in a series of branching rock arches that are treacherous to navigation, beautiful to see & apparently inhabited by the look of the lashed on cabins & hanging ships.

Fairy Amphitheater - A natural depression in the earth lined with stones, the Elves, and Halflings, Dwarves and Goblins gather here to watch metaphorical theatre

Fallen Plantation - A plantation lies in ruins, overthrown by slaves? Burned by nature? There may be treasure, the culprits may be on hand.

Farm Settlement - One or two smallholdings, a series of homesteads and pioneer families.

Fishing Fleet - A small fleet of schooners & longboats - all out on a fishing expedition. Contains d6 boats with 4-10 crew each. Fishing may be good, or bad.

Fishman - A creature, once a regular person, a man, changed into a fishlike creature by the Contessa Piscata.

Forest Horse - Miniature spotted horses, woodland ponies that herd in the shadows of great trees.

Frogman - An advanced form of the fishman, often loyal to Piscata instead of resentful.

Ghost Glade - An open area in the wood populated by creatures of an ancient age - giants & their herds, insectine people & their droves of massive locusts. All of this is ghostly & unreal

Ghostly Lights - Will o' Wisps or possibly a corpse candle, earthlights, ball lightning or other inexplicable lights in the day or night

Giant Carnivorous Plant - The descriptive but variably interpretable name for any variety of large plants that can consume people & animals.

Giant Spider - The spiders here are colonial and massive, each with bodies the size of rats & legs as long as rat's tails. They have woven webs that cover the trees.

Gleaners - They gather the discarded & lost cargos here & the scraps of plantations & passing caravans there. In most cases they are broken & crippled, discarded by slavers for their lack of utility.

Glorious Iridescence - A glowing and beautiful flower with magical medicinal properties, worth 1000 SP if harvested successfully

Godfisher - An enormous, charismatic bird with a spear like beak. It hunts fishes by spearing them & specimens of this species can hunt full grown tuna or sometimes sharks.

Gorilla Brute - The largest of the primates in the Delta, these giant gray beasts are carnivorous & hateful besides.

Grass Troll - Once a goblin, this unfortunate has been wrapped & bound by grasses & vines, they've wrapped over and over so that the being has become a feature of the landscape - it may want help.

Great Herd - A rare and truly magnificent, if terrifying sight. The Great Herd is a mass of creatures - an ocean of beasts all migrating at once across the savannah covering everything. The Great Herd is like an encounter rolled with a dozen different herding species - all represented by the maximum quantity - and this is only the edge of the herd that can be interacted with. The great herd roams over the land & may span many days & many hexes.

Haunted Cabin - A hunter's cabin or a fallen homestead, the ghosts of the dead linger here to terrorize or watch over those who would share its home

Hemp Plantation - For trade and rope and canvas, the rope and sail of shipbuilders is got by the laborious toil of slaves, albeit, marginally better treated ones than elsewhere

Hermitman - A lemur or ape that strongly resembles a withered, aged person. The creature is smart enough to exploit this.

Hidden Valley - Within the relentless brush there is a small trail that opens out into a wider plain, deep & hidden by the grasses & the high, densely blue sky. This valley is formed around a wide meander in one of the Shrike's arms.

Hideout - Someone's point of concealment - robbers? Libra? Black Scorpion spies or some other more far-flung faction? Usually well guarded but sometimes temporarily abandoned by the thieves while they're out.

Hobo Jungle - Wanderers - usually wanderers between settlements who live off the land and seek freedom - will band together and form camps & temporary settlements along the nascent highways. These are their homes.

Hobtowners - Goblins and their mephitic minions, they teem and shout and are as likely to attack as flee or parley. Their aggression depends largely on the difference in numbers between them and any party they encounter.

Hornbeast - Bird-elephant that is a true & terrible danger to people on the Pampas.

Horror Leech - A huge leech, built like a constrictor snake but alarmingly sneaky.

Impassible Briar - A mountain of thorns, utterly impassible but is there something notable hidden deep within? A plan is needed, for those who wish to trespass here.

Libra Raid - The Companions of the Libra are active & seek to free slaves & rescue the unwilling servants of the North from bondage. They are hooded vigilantes of unknown origin.

Luminous Radiance - A rare & magical moth, the wings are scaled in gold and jewels, worth 10,000 SP alive, 5,000 SP if not but only to the right buyer. Catching it is not a trivial matter.

Mast Stork - Most enormous of the flamingoes - it's named for its legs which resemble a ship's mast in size.

Megafly - Huge & aggressive dragonfly - big as a cat.

Mermaid - The tribe of sea-women, distaff leaders of the fishmen, frogmen & snakemen. Mermaids hold their own court & dominion in the upper cataracts of the Shrike River.

Mirin Ecter Dwarves - Deep - Sea dwelling dwarves only just now returning to the land. Their enormous, bulky diving suits resemble the deep sea isopod, so much so that upon land they are hard to identify as people.

Monstrous Caterpillar - A cow sized caterpillar, green as anything - it eats gluttonously and won't shy from consuming flesh - its ravenous ways are prelude to some unthinkable transformation

Mudster - A lobster larger than a man, aggressive when on land, in the water it uses ambush Relentless when it has a taste for someone.

Mysterious Cave - Covered in vines or decorated with crude carvings, possibly replete with paintings and handprints there may be bodies or treasure or both interred there.

Mysterious Path - A cobbled or brick path, half buried in the earth, it leads between two points that may have been important once, perhaps, long ago.

Nesting Animals - A swathe of turtle hatcheries, a penguin spawning ground, brooding cassowaries & hatcheries of monitor lizards

NPC - There are a few wanderers & adventurers out in the world that the PCs may become acquainted with. Feel free to supplement the extant list with your own preferred NPCs.

Oceangoat Pirates - Ships of the Oceangoats - a variety of Barks & Ketches - all armed & manned. Encountered at sea there are d6 Oceangoat vessels.

Orcawolf - Whale-wolves, with moon-like grins & conical teeth. They hunt in vicious packs and echolocate their prey in the dark.

Over Terrapin - A snake-necked dragon turtle of preposterous size it's truly aggressive & predatory.

Over Vine - The god of vines & the elemental mind of the jungles - this array of synaptic phloem & thinking xylems is as formidable as it is inscrutable. It is one of the great beasts of the delta.

Overthrown Plantation - A plantation overtaken by the automanumitted slaves, they run the place as their own now. An uncommon scenario & a dangerous precedent, this place is the adversary of the Black Scorpion.

Palatial Plantation - A minor fortress, run as a fief, there are armed men and slaves under them, the whole place is a tiny kingdom for a single rich family. Such places are the dream of many southern migrants

Poppy Plantation - Here the fairy's draught is brewed, they grow their sleep nectar and the slaves here are glassy eyed and dazed, sleeping while they are awake

Probogharial - Unpleasant thin-jawed crocodile, but with manipulative, prehensile lips. It can write & maybe think.

Reed Titan - Some intelligent agent must have organized this thing, this strange object in the marsh. Something like a frame - these bent boughs & wires are formed into a human-like shape. Woven into the mesh frame & growing up and over it - is every type of reed & cattail, it is an effigy grown in marsh weeds.

Reef Riders - Reef Riders are laid back but fiercely independent and protective of their secrets.

Rich Flotsam - The remnants of a treasure ship, barrels and chests with 5d100 SP worth of goods

Ruined Lighthouse - Ancient or modern, the lighthouse is abandoned, at least by people

Runaway Slaves - People, once the property of others, now seeking escape - to anywhere where they won't be slaves. D6 Followers

Runners - People of the Run - a home for runaway slaves & those who would challenge the doctrines of slavery. They come in a couple of varieties - Ginger Runners & Trabant Runners

Sandbadger - Tough little digger who's fond of the beaches & the drier upland hills. Fearless of people.

Sandbar - A hazard to navigation that can be used as a platform for fishing & diving, even the landing of boats. Often occupied by seals & walrus

Sargasso - expansive mat of sea-plants woven in with debris both manufactured & natural. Sargassos are sometimes quite large and function as a perch for sea birds & light- stepping animals & even people.

Saurodrakkon - Big and weirdly appalling - a lizard that runs on two legs, climbs, leaps, spits & terrorizes, it's a nightmare of a creature.

Sea Battle - d10 ships of multiple factions are in an action here, adventurers might turn the tide should they choose to boldly enter the fray. The ships are of random origin & size, unless you have a plan.

Sea Serpents - A true terror of the deep - a gigantic snake or eel that menaces ships & seeks to bring them down. It eats everything & fears only the greatest predators.

Shellmonster - A shelled mammal larger than a wagon. It can be ridden but it can also kill quite easily with its horned & spiked tail.

Shipwreck - Perhaps there are a few desperate survivors, perhaps the wreck is particularly ancient. Ghosts & treasure are the likeliest finds, after watery death & disappointment.

Shoveltusk - Unsightly pachyderm with chisel-like fangs & a whole forest of tusks. Hunted for ivory but never casually - a tough customer.

Sinking Ship - A crew is doing their best to evacuate as the ship sinks - due to misadventure or attack. Help is needed as their efforts are minimal. The survivors constitute a skeleton crew.

Skunk Ape - A stinking vicious, carnivorous ape that haunts settlements & hides in deep jungle.

Slothbear - Shaggy & vast, this bear has long, long claws like a sloth to go with its fearlessness of people.

Snakeman - Transformed folk, made snakes & the like by the Contessa Piscata, these are her elites.

Solitary Animal - A yeti, a tiger, a shark, something formidable and singular, capable of survival alone

Southern Fleet - 2d10 Ships from the south - warships. Each is formidable in its own right- all of them are making for Ked Port with conquest as their ambition.

Squatters - A whole variety of people - slaves, escapees, mercenaries & wanderers - all of whom have decided to try living in abandoned places, creating hobo camps for themselves.

Star Elk - A silvery hided deer of substantial size with antlers like silvered tree branches. A southern breed gone feral in the North, now found in forests & pampas.

Strange Ruin - Absolutely inhuman, a curious array of buildings, foundations and possibly creatures originating in mazes & inhabiting ruins.

Striding Eel - Eels with legs & a willingness to walk on land - and to hunt there.

Sugar Plantation - Here the slaves work unbelievably hard, and in unthinkable conditions. They dry the liquid of the sugar cane stalks & grind it into a powder.

Sunbreak - The great cloud forest's canopy has been broken here - one of the jungle's giants has fallen - allowing a spatter of sunshine on the forest floor.

The Evil Fish of God - Terrifying to all, the Evil Fish is a massive bone-crowned shark that hunts ships & whales.

Tigerdog - Charismatic little beast, it's vicious in its way but clever and ready to tame.

Toehorse - Slender horse-like creatures with cloven hooves.

Trade Convoy - 3d4 trade ships, collected together for safety. A variety of ships can be found - most are Full Rigged, Barquentines & similar. They are fully crewed.

Trade Vessel - A ship of the South headed back, or returning to Ked. Fully crewed but of random type.

Trade Village - A small trade village for the nearby settlements, a tavern, an inn and a general store are likely. A mill, a bakery or a granary are almost certainly features. Some conform to other southern modes so tea & coffee houses and bath houses aren't uncommon.

Trapper Camp - A gang of trappers, hunters and possibly their families, nomadic and tough

Treasure Cave - A cleft in the stone where the loot of many expeditions has been hidden. 10d100 SP in valuable goods, treasure and coin. Certainly it won't be missed?

Tuskox - A cross between a warthog & a bull, it's a very big herd mammal

Unutterable Gloom - A darkness & chill in the air and a sudden melancholy stirring up from the wretched refuse all mired in the swamp. Save vs. Spells or suffer a d6 fear effect.

Uroch - Gigantic bulls covered in wooly fur. A new kind of creature that harkens back to a primordial age.

Vine Treehouse - Someone has made a house or even a village from the high-flung vines in the cloud-forest's canopy.

Waterboar - An angry, boar-hippo cross. It's got the long snout & tusks of both creatures and the worst part of each creature's temperament.

Watery Traverse - A gully with a swift moving stream, it leads, no doubt, to the Shrike River.

Weird Statues - Definitely inhuman, made by an alien people for an alien purpose, of stone, steel or something more exotic

Whaling Expedition - Hunters of whales. They go out in longboats & carry harpoons. D4 well crewed longboats either at sea or at rest upon the beach.

Whorlwinder - A pattern in the sand that has a sentience & life, it opens & undulates - it thinks & speaks & is a strange elemental god. One of the great beasts of the Delta.

Wild Hunters - Hunters of the Star Elf band - maddened and furious but not wholly implacable.

Work Camp - Laborers, possibly slaves, all at work on the works that comprise the nascent civilization

Wormman - A huge worm coiled into human shape

Wormmaster - Three or four Wormmen wrapped together into a giant human shape

Wormpool - A massive field of huge worms writhing underground

AVATAR OF MALINALX

Legendary

Liminal Tier

Monster Name

HD	9d12+16	# Appearing	1	Attack #	7
HP	79	Morale	19	Attack Mod	+16
AC	19	Treasure	8	Initiative	d20+5
SPEED	14	Parley	-6	Saves	9
		Terrain	Any	Stats	19
		Location	51.51	Skills	4

Tags: Bug, Immortal, Boss, Warrior, Giant, Insect God, Legendary Summon, Wicked

Attacks & Maneuvers

+16 Stinger 4d6 - The Great black scorpion pierces with its sting-ended tail. Those who somehow survive being pierced by the sword-like sting are still likely to be poisoned to death. **+16 Claws 2d8** - The Avatar of Malinalx claws pinch & grasp in a flurry. They shred the flesh of all they encounter - and the Avatar is clever enough to always split these formidable attacks between opponents, when able.

Horriffic Display of Death - The Avatar of Malinalx arcs up horribly, curving its whole mass to attack. It strikes with both its claws & sting all against a single victim.

Terrible, Terrible, Terrible - Being near the Avatar of Malinalx is bad for the soul & the mind. Those who can see the thing must save vs. spells or be afflicted by a d10 madness & d10 fear effect.

Master of Scorpions - Those who have encountered the Avatar and escaped will find themselves plagued by scorpions - they will appear within their boots, in their beds, they will encounter scorpions often, and will usually have a bad time of it.

Venom - Those who have been stung by the avatar must save vs. Death or suffer a d20 Poisoned effect.

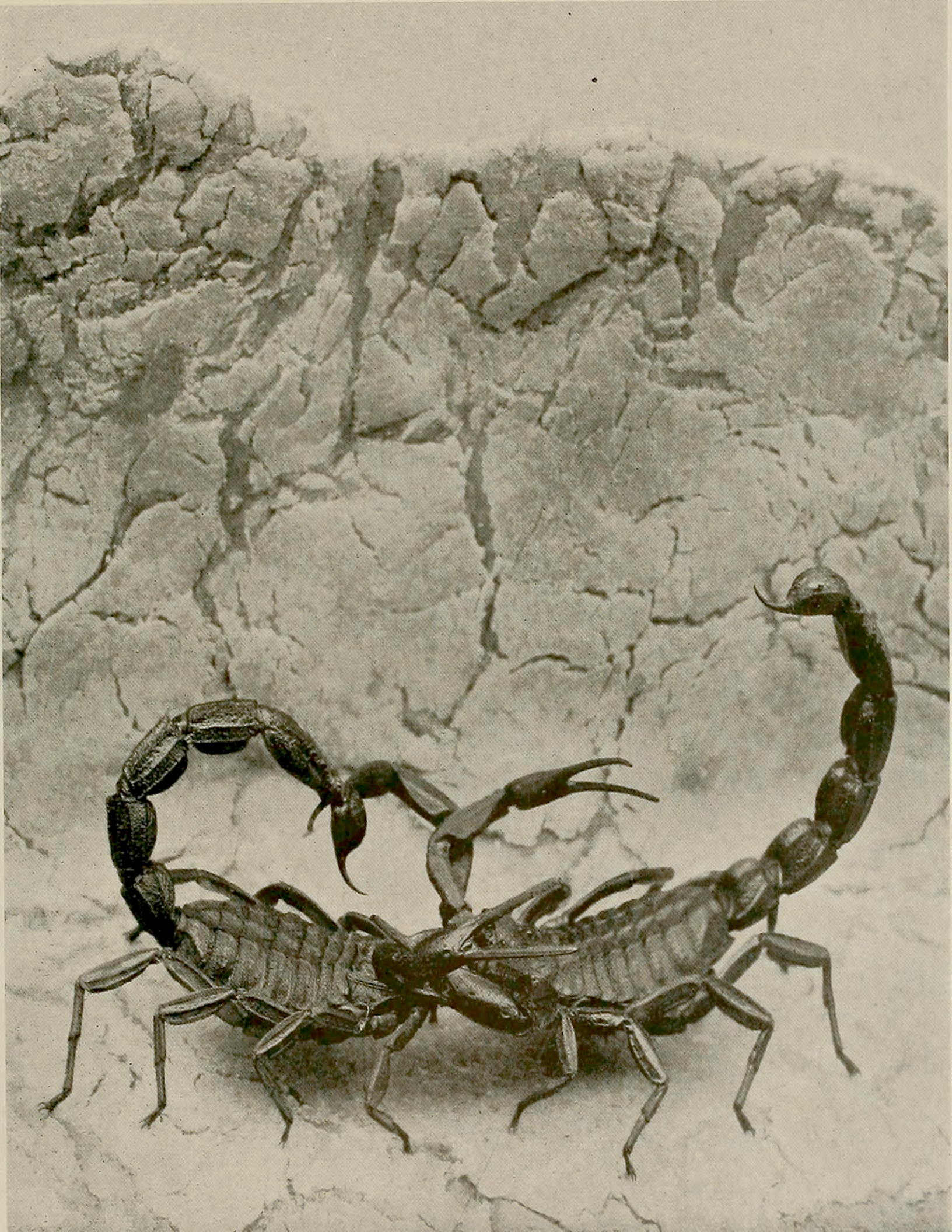
Description

A massive shadow, a patch of palpable darkness that gleams - a collection of strange angles, folded into another dimension - the whole hypnotic, unsettling presence is bent into the form of an unthinkably huge scorpion - the mass of which is comprised of higher dimensional shapes & inverted protrusions.

The Avatar of Malinalx is intelligent, hostile & alien. It seeks worshippers but doesn't shy from killing its devotees. It is apparently fueled by fear – as it reforms & recovers from injury whenever it is near to those who know of it, or who worship it. Its followers can summon the Avatar, indeed they can summon more than one such being at a time & this seems to be the final, fatal goal of the cult of Malinalx, to end the world by calling down an endless stream of these horrific juggernauts.

Good Luck.

Monster Record



AVATAR OF PAPAGNI

Legendary

Liminal Tier

Monster Name

HD	8d12+14	# Appearing	1	Attack #	5
HP	66	Morale	16	Attack Mod	+10
AC	17	Treasure	8	Initiative	d20+6
SPEED	15	Parley	+0	Saves	6
		Terrain	Pampas	Stats	18
		Location	51.51	Skills	5

Tags: Bug, Faerie, Immortal, Giant, Boss, Insect God, Legendary Summon, Benevolent

Attacks & Maneuvers

+10 Wing-Batter 2d6 The Avatar of Papagni buffets a group of people with its huge, beautiful wings.

+10 Tongue Spear 1d10 – A last resort if the Avatar is forced to fight.

Blinding Powder - Those struck by the Avatar's wings must save vs. death or be blinded for 1d6 days.

Gust – The Avatar of Papagni flutters its mighty wings driving up a tremendous gale, everyone nearby must save vs. paralysis or be knocked to The ground.

Blossoming of Hope & Dreams - The Avatar of Papagni can cause a rebirth among those it encounters. Save Vs. Spells or become Lawfully aligned. Those who are blessed by the avatar lose all penalties that they have gained from having the Defeated status condition. Limbs re-grow & wounds are healed. Those who are already devotees of Papagni, or who are already lawfully aligned may - at the player's discretion - reroll their statistics.

Description

An immense, beautiful butterfly - its symmetry & geometry are of a higher dimension -the wings of the great being are hypnotic puzzles that draw the eye and keep all attention. None can say for sure what colors are in the butterfly's wings - only that they are colors that have not beenseen before. Through your tears of joy witnesses are persuaded that there is beauty in the world that transcends all their fears.

The Avatar of Papagni is beauty & hope incarnate – it is the multilayered shadows of higher things, beautiful things, come to fluttering efflorescence in the otherwise dull colored world. Even the most vivid beauty fades in comparison to the Avatar – though the Avatar has been known to lend its tremendous glory to those who follow Papagni – who will suffer in their worship of her and oppose the other gods of this ancient pantheon.

The Avatars actively seek one another out –to breed & lay eggs during their 2 week lifespans.

Monster Record

AXE STORK

Ecological

Liminal Tier

Monster Name

HD	3d6+4	# Appearing	2d4	Attack #	2
HP	15	Morale	18	Attack Mod	+2
AC	13	Treasure	2	Initiative	1+d20
SPEED	25	Parley	-2	Saves	18
		Terrain	Jungle & Marsh	Stats	11
Tags	Animal, Mount, Bird, Fast, Leaping, Hunted, Decorative Feathers	Location	51.51	Skills	1

Attacks & Maneuvers

+2 Beak d8 – The Axe Stork slashes with its heavy beak. It uses this attack preferrentially

+2 Claws d6 – This attack is used on larger prey and is usually performed from a run.

Fluttering Pounce – The Axe Stork can fly very haltingly – it uses flight to pounce upon prey & it uses this attack to strike in a flurry on a formation. The Axe-Stork lands in the midst of a group – moving up to 40 before it crashes in, making its beak & claw attacks against up to 3 random opponents.

Description

A man sized earthbound bird. It has the startling, beautiful plumage of a parrot & a lovely plume of crowning feathers. Different subspecies have different color schemes, but in all cases they have a vibrant, distinctive beak that is large & heavy, giving the creature its name. The Axe Stork is very strong & can carry a person, if it is tamed, though it can only fly, in its halting fashion, when it is carrying someone wieghig less than 50 pounds.

The Axe Stork is a local symbol – of the North & of prosperity & plenty. They have been hunted aggressively for their feathers, which are valuable commodities among some south-bound traders, and for their beaks – which are used in the locally emerging deocrative traditions.

Some military units & mercenary bands use Axe Stork hunts as a form of initation & in those instances they prize one color of feather over the others – as these become emblematic of their crew.

BEAST OF CORMORANT ISLE

Legendary

Liminal Tier

Monster Name

HD	11d12+18	# Appearing	1	Attack #	7
HP	101	Morale	21	Attack Mod	+10
AC	20	Treasure	8	Initiative	8+d20
SPEED	16	Parley	-4	Saves	15
		Terrain	Jungle & Marsh	Stats	18
		Location	51.51	Skills	6

Tags: Legendary Beast, Horror of the North, Reptile, Amphibious, Giant

Attacks & Maneuvers

+10 Bite 2d10+4 – The Beast's preferred attack – it lunges in and bites. It can bite up to 2 people at once, if they are within 1 space of each other.

+10 Tail Whip 3d6+8 – When fleeing, or when confronted by large numbers & especially those using ranged weapons, it uses this attack against everyone in a 10 space-long arc.

+10 Claws 2d6+5 – Uncommonly used except against large creatures.

+10 Throw 2d6-4d6+5 – Anyone clawed or bitten may be thrown on the next turn. It deals damage based upon distance thrown – which is a function of size. Larger creatures are thrown shorter distances.

Consume - Swallows a bitten enemy. Save vs. Traps or take bite-damage every turn. On a successful save you are spit out or otherwise escape. The Beast cannot bite again until you escape or are eaten.

Crush - Immobilizes & crushes grasped enemies Save vs. Paralysis or take claw damage every turn. On a successful save you extract yourself.

Noxious Aura - Being near the Beast causes severe sickness unless a save vs. Death is passed.

Amphibious Giant – It's actual movement is twice its listed speed on both water & land.

Description

The Beast of Cormorant Isle is a gigantic monitor lizard that preys principally on ships. It's well capable of sinking even the largest of the oceangoing vessels in port & it has taken more than a few to the bottom with all hands lost. While it eats people & other terrestrial creatures willingly, it seems to survive principally on whales & sharks, which it hunts intermittently.

Though it is terribly quick, both in and out of water, it walks with the shambling, clumsy gait of a lizard & it is only capable of brief bursts of energy. In practice the Beast is largely idle – spending many consecutive days basking. When it does rise from torpor it is hungry and aggressive & woe betide the world's mariners.

The Beast is named for the notorious island where it nests – some have attempted to stalk it, but few have returned. The creature is elusive, and skilled at hiding, despite its size, though its rotten-meat & stale-beer stench belie its presence no matter that it lies concealed.

Monster Record

CAVERN CRANE

Monster Name

Ecological

Liminal Tier

HD	3d6+3	# Appearing	2d4	Attack #	3
HP	14	Morale	9	Attack Mod	+3
AC	13	Treasure	3	Initiative	1+d20
SPEED	13	Parley	-4	Saves	17
		Terrain	Underworld	Stats	10
Tags	Animal, Bird, Lizard, Sneaky, Underground	Location	51.51	Skills	1

Attacks & Maneuvers

+3 Tongue Stab d8 – The Cavern Crane attacks by plunging its conical, hard tongue into a creature – it attempts to pierce their body and to draw them into its massive jaws. The beast will spear a creature that threatens it, but it won't truly fight anyone that it cannot actually eat.

+5 Bite d10 – This attack can only be used on someone previously struck by the Tongue Stab.

Concealment - It resembles a Stalagmite when still. It is only detected on a roll of 2 or less when searching. It avoids fighting or drawing attention to itself if it is able.

Description

Something like a stork in profile, the Cavern Crane is not a bird but a strange bipedal lizard with a piercing spear-like tongue and cloak-like upper limbs. The beast uses its upper wing-arms to wrap itself – concealing its presence by camoflaguing itself as a stalactite or stalagmite.

These creatures hunt in small packs or teams and are nearly never found in isolation. They hunt by amush & surprise, standing very still & awaiting unsuspecting interlopers. Principally the Cavern Crane preys on bats and so they frequently migrate to positions near cave entrances wher they can attack bats.

Dull colored & songless, Cavern Cranes are all but indistinguishable from rocks. They are valuable though, as pets, and for secretions from their eggs & their feathers which have curious attributes useful in masonry & jewelry making.

COLOSSAL AOMEBA

Ecological

Liminal Tier

Monster Name

HD	4d8+13	# Appearing	1d4	Attack #	3
HP	33	Morale	20	Attack Mod	+5
AC	16	Treasure	5	Initiative	d20-3
SPEED	10	Parley	-6	Saves	14
Tags	Giant, Bug, Trap, single-cell, cytoplasm,	Terrain	Apspa Temple	Stats	10
		Location	51,51	Skills	1

Attacks & Maneuvers

+5 Burning Spray - Damage dealt to the Amoeba causes its hide to rupture & its juice to spray out on its attacker. This attack deals damage equal to the damage dealt to the Amoeba.

(1d6-1) +5 Pseudopods 1d0 - The Amoeba strikes out with a random number of pseudopods, each hits with a tremendous fury.

Wall Crush - The Amoeba swells to fill everything in a room it occupies - crushing victims against the walls - save vs. Breath or take 1d8 damage per space pushed.

Absorb - Those who take damage from the Amoeba must save vs. Traps for 2d4 rounds. On each round that the save is failed the subject endures 2 points of damage as they are dissolved.

Basic - The damage that the Amoeba's cytoplasm deals can be neutralized by acids & acidic substances

Description

Nearly invisible & deadly in the dark – this creature is a massive single cell – an animalcule projected into a collosal form of itself by the agencies of the divine powers once at work in the Delta.

The Colossal Aomeba is seen only on a roll of 1 in a lighted area – and can only be seen on a result of 0 (meaning only by those with supernatural senses) in darkness. This creature has no intellect, no capacity for communication or even any comprehension of sound or light. It simply attempts to consume all living matter – which it does in horrific manner. In a good light the creature seems to be filled with bloody smudges –and its screaming, horrified prey – people and animals trapped within it, being slowly, painfully dissolved.

CRUSHER BEETLE

Monster Name

Folkloric

Liminal Tier

HD	4d4+6	# Appearing	1d4	Attack #	3
HP	18	Morale	19	Attack Mod	+4
AC	16	Treasure	4	Initiative	1+d20
SPEED	13	Parley	-4	Saves	16
		Terrain	Pampas	Stats	12
		Location	51.51	Skills	2

Tags: Animal, Bug, Warrior, Giant, Insect, Carapace, Beetle, Excreta

Attacks & Maneuvers

+4 Horn d12 – The beetle travels backward, usually, so it must be very agitated to use its horn attack. When it does so, it attacks relentlessly & without mercy.

Roll - The beetle rolls its ball over a target dealing 2d10 damage unless a save vs. paralysis is passed. Targets that are rolled into the ball must pass another save vs. Death or suffer a d10 Sickened effect.

Chirrup – When the great beetle sings by vibrating its legs together it creates a dazing cacaphony – anyone in the vicinity must save vs. devices or lose their next turn. The beetle cannot move in the turn it performs this maneuver.

Description

The size of an ox, this beetle's massive horns & pincers gleam in the light, but its jeweled carapace draws the most attention. Each beetle so far encountered has a distinct & lustrous shell. It is possible, though extremely difficult, to steal the massive ball of dung & filth that the beetle always rolls. Those who have done so report finding a cache of marvelous gems at the ball's center – and these gems correspond to the beetle's coloraton.

Crusher Beetles are hunted but not lightly, and are said to pursue those who've stolen their balls with frightening determination, sometimes over the course of years & over many miles of distance. Some speculate that the Crusher Beetles are actually native to some southern region – but that a colony began when one of them swam to the North in pursuit of the gems in its dung-ball.

EUSUCHIA DOG

Folkloric

Liminal Tier

Monster Name

HD	4d6+7	# Appearing	6d12	Attack #	4
HP	23	Morale	17	Attack Mod	+3
AC	16	Treasure	3	Initiative	4+d20
SPEED	17	Parley	-2	Saves	16
Tags	Animal, Pack, Mutant, Snake, Serpent, Musical, Predator	Terrain	Jungle & Marsh	Stats	12
		Location	51.51	Skills	1

Attacks & Maneuvers

+3 Bite d8 – The bite of the Eusuchia Dog is quite vicious & it can come from quite a distance away – the long neck fortells the range at which it can strike, and yet it always seems to reach farther than it should.

Song - The dog howls & yips in an unnerving, startling way - save vs. Spells or suffer a d8 fear effect. The songs of the Eusuchia Dogs are notable for their almost human qualities – not of sound, but of rhythm, harmony & melody.

Venom – Targets bitten by the Eusuchia Dog must save vs. Death or suffer a d4 Poisoned effect.

Terror Hood – The Dog extends its cobra-hood which has a demoralizing effect. When it does so it increases its AC by 4 but it cannot bite until this effect is abandoned.

Description

Like a spotted dog with a furry serpentine neck - the Eusuchia Dog has the head of a vicious jackal as well as the prominent plumage of a lyrebird or an oriole. Sometimes kept as pets, they are an unnerving presence to most. In behavior they are like a cross between a vicious dog and a cobra – but it seems their tempers are soothed by music – which they enjoy hearing & seem capable of repeating.

Euuchia Dogs hunt in packs & are aggressive in the extreme – they have no innate fear of people or their allies & will attack horses, dogs & even entire settlements without provocation. As such people have learned that the beasts can be warded against by the liberal application of fire & music – the former of which does terrify the beasts, the latter of which seems to exert a certain control over them.

THE EVIL FISH OF GOD

Monster Name

Legendary

Liminal Tier

HD	7d10+13	# Appearing	1	Attack #	5
HP	73	Morale	17	Attack Mod	+20
AC	19	Treasure	5	Initiative	d20+7
SPEED	24	Parley	-4	Saves	13
		Terrain	Water	Stats	14
		Location	51.51	Skills	3

Tags: Giant, Animal, Warrior, Boss, Aquatic, Legend, Great Beast, Enemy

Attacks & Maneuvers

+20 Bite 5d10 – The Evil Fish has the most formidable attack of all creatures throughout time.

Destroy - The Evil Fish of God can ram a ship. It deals double damage when biting a ship or boat. Boats destroyed by the Evil Fish sink to the bottom immediately, disgorging all of their crew and cargo.

Ram – The Evil Fish will not be easily thwarted. If its enemy stands on any land, dock, ship or other structure that it can concievably ram – it rams it. Everyone on the structure must save vs. Paralysis or be knocked into the water with the Fish.

Description

A huge armored fish with rows of cleaverlike teeth. The Evil Fish of God principally subsists on whales and dolphins, even the largest of which are easily accomodated by its massive gullet.

The 60 foot long predator is not merely another of the ocean's terrible, hungry mouths. No, The Evil Fish of God is the vehicle of a ruinous hate – it seeks ships to destroy & people to consume & to drown. Its motives are unknown though its malice is clear. The Fish makes no sound – but when it patrols near populated waters it will go out of its way to wreck settlements & ships - sometimes only mauling its prey and not even bothering to consume them.

The sight of its bone-crowned head in the water is enough to drive all but the most reckless of mariners back to the land.

FANGMOLE

Ecological

Liminal Tier

Monster Name

HD	1d4+3	# Appearing	2d4	Attack #	1
HP	6	Morale	12	Attack Mod	+1
AC	13	Treasure	1	Initiative	1+d20
SPEED	13	Parley	-2	Saves	19
Tags	Animal, Rodent, Mountains, Simple, Prey	Terrain	Mountains & Hills	Stats	10
		Location	51.51	Skills	1

Attacks & Maneuvers

+1 Bite d6 – Though the fangmole is not very big it bites with great force. Usually this attack is reserved for trees & their roots in particular, but they will bite an enemy if unable to flee.

Swim & Burrow & Climb – The Fangmole will almost always try to burrow or swim away when threatened, it is not prone to attack at all. It can likewise climb trees and swim quite well.

Description

Larger than other rodents, this creature is essentially a burrowing, tailless beaver or an extraordinarly plump capybara. The fur & pelts of these creatures function like currency in the North & they are so prized that ocassionally Fangmoles have vanished from the biome. They are resistant to domestication & their musk is potent & unpleasant enough that most people avoid handlign them. Their pelts tend to absorb & attract algae & fungus that strongly affect their coloration – part of why they are so prized (and smelly).

The creatures tend to be encountered in small family groups – very uncommonly they can be discovered in mountainous colonies of five or six large family groups. Though principally herbivorous, Fangmoles hunt among mountain streams for shellfish & mollusks, which they crack open with their massive incisors.

FISHMAN

Folkloric

Liminal Tier

Monster Name

HD	4d6+4	# Appearing	3d8	Attack #	3
HP	18	Morale	18	Attack Mod	+4
AC	15	Treasure	3	Initiative	2+d20
SPEED	15	Parley	0	Saves	18
		Terrain	Water	Stats	12
		Location	51.51	Skills	3

Tags: Animal, Elemental, Magical, Cursed, Servitor, Piscata

Attacks & Maneuvers

+4 Spear d8 – Most of the fishmen try to retain their human identity, and that means weapons – they use crude, handmade spears to defend themelves with.

+3 Tail Slap d10 – Some fishmen, those most far-gone will debase themselves by using their natural attacks. The tail slap is a powerful weapon but one which hits only rarely, as the fishman is as yet, unused to even having a tail.

Amphibious - It can swim wonderfully and may try to drag people underwater to drown. The fishman itself is best off when submerged – moving half its speed on land, but it is still shocked by its transformation & tries to keep to land if possible.

Description

Cursed, metamorphosed people, Fishmen have been the subjects of the alterations inflicted by the Contessa Piscata – mistress of the waters. The Contessa's goals & plans are obscure, meaningless to land-dwellers – but it is land-dwellers who are most affected by them.

Fishmen look like people, humans, goblins, orcs etc... who have been affliced with a tremendous, persistent awe. Their eyes drawn wide like saucers, their mouth slack & hanging open. It is possible they are in shock over the colorful scales that have grown over their backs or the uncanny presence of a long, robust fish-tail which extends from their backsides.

Fishmen do not so much band together as they lean upon one another out of fear & in search of support. Made pariahs by their curse – they are forced into their own communities by their former friends who fear what they have become and what may yet happen to them.

FOREST HORSE

Monster Name

Ecological

Liminal Tier

HD	2d4+4	# Appearing	2d4	Attack #	2
HP	10	Morale	14	Attack Mod	+4
AC	18	Treasure	2	Initiative	3+d20
SPEED	17	Parley	-2	Saves	19
Tags	Animal, Mount, Sneaky	Terrain	Jungle	Stats	11
		Location	51.51	Skills	6

Attacks & Maneuvers

+4 Kick d6 – A really sincere, last ditch attack, the horse strikes with its rear hooves as it tries to run away.

Concealment – Forest Horses are excellent at hiding in the woods & move quietly & hide on a 7 or less. When remaining still they are only found on a 2 or lower on the search die.

Description

Pleasingly spotted, this pony is wider & more sturdily built than other horses, but it is also quite a bit shorter. It has distinctive small horns that are furred & knobby. Forest Horses are difficult to train as mounts, but they make servicable work animals, and are especially suited to the yoke & harness. Their braying neigh is distinct, like a horn-blast but is rarely heard as the creatures are shy & silent.

Some colonists have adopted the hunting of these creatures for meat while others have resisted all temptation & refused to partake in the flesh of the Forest Horse. This is an interesting development in the nascent culture of the region & whether one will eat the Forest Horse has become a kind of shibboleth among the Shrike Delta colonists.

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FROGMAN

Folkloric

Liminal Tier

Monster Name

HD	6d6+4	# Appearing	2d4	Attack #	5
HP	25	Morale	21	Attack Mod	+7
AC	16	Treasure	5	Initiative	4+d20
SPEED	15	Parley	0	Saves	18
		Terrain	Water	Stats	14
Tags	Warrior, Elemental, Magical, Cursed, Piscata, Servitor	Location	51.51	Skills	4

Attacks & Maneuvers

+7 Spear d8 – The frogman will open using weapon attacks if possible. It keeps its tongue punch in reserve to surprise enemies who don't know to expect it.

+7 Tongue Punch d8 – This attack is almost always a surprise. It sometimes is used by a group of Frogmen in unison – they will attack a single target with their long, massive tongues all at once.

Mobile - Frogmen can swim wonderfully and may try to drag people underwater. They are just as at home on land however & can swim & leap its speed. When attacking from the water or from the trees above they improve their initiative by 4.

Croaking - Frogmen can create a tremendously loud noise – near the frogman must make a save vs Petrification or be stunned, losing their next turn.

Description

Looking like a man with a shocked, displeased expression the Frogman is a cursed former person. Their mouthsare huge & their smirks suggest incredulity. Their eyes bulge considerably from either side of their heads. They wear no shoes & their hands & feet are both incredibly large & webbed.

Having adapted to their new state, the Frogmen are loyal followers of Contessa Piscata & act as her agents in the delta. They pose, only rarely, as members of their former species – they expect & prefer recognition for their new race. Their principal flaw is an inability to use or manufacture tools, as their transformation makes them simple minded and uninventive.

Frogmen sometimes emerge from the colonies of despondent fishmen – when members of such a colony give in to their despair & accept their new state, they, together, transform into Frogmen.

GIANT CARNIVOROUS PLANT

Folkloric

Liminal Tier

Monster Name

HD	4d8+8	# Appearing	1d4	Attack #	2
HP	26	Morale	20	Attack Mod	+3
AC	15	Treasure	3	Initiative	-1+d20
SPEED	2	Parley	-4	Saves	16
Tags	Plant, Trap, Giant	Terrain	Jungle	Stats	10
		Location	51.51	Skills	1

Attacks & Maneuvers

+3 Vines 2d8 – The plant's vines rise up and strike at a single target, drawing them into its opening – this attack is powerful but can only be used once per round.

Dissolve- The GCP dissolves creatures that fall into it. When this happens the subject must save vs. Traps immediately or take d4 damage on every initiative turn until their next turn – at which point they may attempt another save.

Contain - Creatures falling into the plant cannot escape except with a successful d10 scale walls check

Surprise - the plant is detected only on a 1. A failed save vs. traps causes a creature to be engulfed as the plant drops upon them from above, covering them & dealing 3d6-5d6 damage – depending on the distance fallen. The GCP takes half of this damage itself.

Description

A massive combination of a pitcher-plant and fly-trap-plant and vines, this predator can actually strike out at prey using its long thorny tendrils & will just as often 'pounce' upon its prey by falling onto them from above. Because the Giant Carnivorous Plant is so large, in some instances it becomes the entire scene which it occupies. It can strike from above and below simultanously as it has infested the undergrowth and overgrowth like a parasitic curtain of vines.

In appearance the Giant Carnivorous Plant is many nodes & vines & bulbous, succulent bodies all attached by a system of rhizomes in the soil and vines suspended like curtains in the air. In instances where more than one of these creatures are encountered –they are a colony – effectively a single creature sharing a larger pool of HP.

GLOWWORM QUEEN

Monster Name

Ecological

Liminal Tier

HD	2d4+3	# Appearing	2d4	Attack #	3
HP	9	Morale	16	Attack Mod	+5
AC	18	Treasure	1	Initiative	3+d20
SPEED	1	Parley	-4	Saves	18
		Terrain	Underworld	Stats	10
		Location	51,51	Skills	6

Tags: Underground, Animal, Sneaky, Trap

Attacks & Maneuvers

+5 Bite 3d6 – The glowworm queen only bites prey after it has been entangled by its filament. It takes d4 turns to draw prey to its mouth. If this bite doesn't kill the prey, it is dropped – taking 1d6 points of falling damage per turn required to reel the prey in.

Glowing Tether - touching the tether provokes a save vs. Traps - creatures failing are stuck & are drawn up toward the mouth. The tether does move on its own, the glowworm queen cannot direct the tether, rather the wind blows it, or else other creatures use the tethers as traps themselves.

Description

A huge grotesque worm that has burrowed into the ceiling of a cavern remaining all but unseen. The creature's presence is announced by the long & beautiful glimmering filament with which she fishes. In rare instances these creatures are encountered in numbers – most often they are found among large collections of their miniature, insect hunting kin.

Glowworm Queens are mysteriously intelligent – they have a superior sentience to other worms & a rudimentary signalling ability – they flash colors indicating moods through their filaments – and these can be interpreted by cleverer than average adventurers. What precisely motivates these creatures beyond breeding & feeding isn't clear – but it is possible that they require the intervention of People in order to do one of these.

GODFISHER

Folkloric

Liminal Tier

Monster Name

HD	1d4+4	# Appearing	2d4	Attack #	1
HP	7	Morale	14	Attack Mod	+1
AC	13	Treasure	2	Initiative	1+d20
SPEED	13	Parley	-2	Saves	17
		Terrain	Water	Stats	12
		Location	51,51	Skills	3

Tags: Animal, Pet, Bird, Charismatic, Singer

Attacks & Maneuvers

+1 Peck d6 – Godfisher pecks its enemy viciously and then flies off. Godfishers attack fish & insects as a rule, they can be trained to attack people, and may attack to defend territory – but they don't commonly attack people out of aggression.

Description

A plump, charismatic bird the size of a turkey. The Godfisher is notable for its pleasant & highly varried plumage. There are dozens of sub-species in the delta, and some are actually aggressive. Larger characters may wish to take a Godfisher on as pet, which the Godfisher is likely to hapilly tolerate. These birds are clever, greedy, fierce & playful. Rare specimens are said to be able to mimic human speech. The Godfisher flies with great ease & uses its long bill to pierce fishes when it hunts.

The variability of Godfisher Plumage makes them a reasonable guide of ones location in the delta. Those with darker, duller feathers are usually found nearer to the coast where their coloration blends with the sea & the sand. Brighter specimens are found in the upland streams with the vibrant reds & blues found furthest into the interior. Green & yellow plumed Godfishers are commonest along the main stretch of the Shrike – and lost travelers are often pleased to find these – as they've discovered the main route in the land.

GORILLA BRUTE

Monster Name

Folkloric

Liminal Tier

HD	7d10+10	# Appearing	3d8	Attack #	5
HP	49	Morale	17	Attack Mod	+8
AC	18	Treasure	6	Initiative	4+d20
SPEED	16	Parley	-2	Saves	19
		Terrain	Jungle & Hills	Stats	14
Tags	Giant, Animal, Magical, Warrior	Location	51.51	Skills	4

Attacks & Maneuvers

+8 Beating 2d10 – The savage ape charges, striking out with all of its limbs at once. This attack is a brutal flurry of hostility, meant to drive off adversaries, the creature will kill, but it does not hunt or pursue.

Shamanism - The Gorilla Brute can cast a variety of spells related to changing form into any one other creature. Most Gorilla Brutes take on the forms of conventional jungle creatures – a rare few take on the shapes of birds – these seem to be the leaders of the troupes. They can also use their magic to turn inoccuous creatures into Gorilla Brutes for a time – allowing them to reinforce their numbers with uncanny speed.

Rending - Save Vs. traps or the Gorilla rips your armor apart, ruining it until you have the option to reapply it.

Description

These grey-furred apes are possibly the largest ever documented. A dozen feet tall, these gorillas glare with an intelligent menace. The Gorilla Brute is a local legend, something respected & feared by long time residents. Some stories are told about how the giant apes have helped populations who respectfully leave offerings of sweets near their hillside territories. Still other stories tell of ransacked settlements overrun & occupied by the Apes.

Though the creatures seem to respond to some amount of interaction by people – they do not comprehend language, nor do they communicate using language of any kind. They respond to emotions & seem to understand intent quite well, even complex ideas like colonization or genocide are within their understanding - though they communicate regarding these matters not with words but deeds.

HERMITMAN

Ecological

Liminal Tier

Monster Name

HD	2d4+4	# Appearing	3d8	Attack #	3
HP	9	Morale	15	Attack Mod	+5
AC	20	Treasure	3	Initiative	8+d20
SPEED	15	Parley	0	Saves	17
		Terrain	Any	Stats	11
		Location	51.51	Skills	10

Tags: Animal, Sneaky, Intelligent

Attacks & Maneuvers

+5 Fling Rock d6 – The Hermitman throws rocks with great elan. Lacking substantial intelligence they will sometimes fling rocks simply to amuse themselves, not really expecting or understanding reprisals.

Darkness Adapted - The hermitman sees wonderfully in the dark and is itself difficult to see in the dark. By poor light the creature is actually indistinguishable from a dirty, incoherent human or perhaps slender dwarf. The Hermitman is only active at night and is said to be fond of alcohol, which it goes out of its way to find & steal in settled areas.

Description

What appears to be a man in a long cloak from a distance is, at close range obviously a huge lemur. It's owl-like eyes seem to ask a question, but it does not speak, it makes no sound at all in fact. The creature seems to mimic human behavior, pantomiming quite skillfully. The beast tries to steal liquor, for which it has an uncanny predeliction.

The Hermitman's camoflage & tricky appearance seem to be a happy accident in their favor rather than any special conniving on their part. They haven't been observed to have any conspicuous intellect & they make terrible pets for their indifference to training. They are exceptionally good at infiltrating cities & settled environments where they are easily mistaken for an indigent man or child at a distance.

Monster Record

HORNBEAST

Ecological

Liminal Tier

Monster Name

HD	5d8+4	# Appearing	2d4	Attack #	2
HP	29	Morale	18	Attack Mod	+2
AC	15	Treasure	2	Initiative	3+d20
SPEED	25	Parley	-2	Saves	18
		Terrain	Pampas	Stats	11
		Location	51.51	Skills	1

Tags: Animal, Mount, Bird, Hunter, Pack, Halfling-Eater

Attacks & Maneuvers

+2 Horn d8 – The great bird's horn is a thick protrusion on the top of its long immense bill. No creature easily forgets being butted by the immense horn.

+2 Bite d10 - The hornbeast is particular about what it bites – usually only trying to bite what it eats, and eating whatever it bites.

Plumage Charge - The creature charges forward displaying plumage it attacks with its horn and on a hit it knocks an enemy down, on a miss it provokes a save vs. Traps which, if failed causes the target to lose a turn.

Gulp – Any target smaller than a human (looking at you goblins & halflings), that is bitten by the Hornbeast may be gulped – on subsequent turns, failing a save vs. paralysis, the subject is swallowed & takes the bite damage on all of the Hornbeast's subequent turns – this doesn't prevent the Hornbeast from taking other actions during those turns..

Description

A quadropedal bird that uses its wings like forelegs, this creature is something like a eathered rhinoserous , or possibly a colossal terrestrial pelican. The massive horn that protrudes from the beast's bill helps its thunderous cries to echo over the pampas. Hornbeasts fear nothing & are well known for their aggression. They travel in small packs & are intensely territorial – even to the point of cannibalism. Packs of Hornbeasts will overwhelm smaller packs, taking over territories once dominated by rival packs.

Hornbeasts principally eat small mammals & large insects but have been known to go after Halflings. King Bagel of the Ramhorns has a standing bounty of 20 Silver Coins for every Hornbeast horn brought to him.

Monster Record

HORROR LEECH

Monster Name

Ecological

Liminal Tier

HD	1d4+8	# Appearing	2d4	Attack #	2
HP	11	Morale	14	Attack Mod	+3
AC	14	Treasure	3	Initiative	d20-1
SPEED	11	Parley	-4	Saves	17
		Terrain	Water & Marsh	Stats	10
		Location	51.51	Skills	1

Tags: Animal, Trap

Attacks & Maneuvers

Unseen Attaching - The leech attaches without the subject noticing if a save vs. Death is not passed. Characters failing the saving throw will feel nothing & will in fact gain a sense of euphoria – granting a free re-roll on the first skill or attack roll made after the attaching. Removing the leech inflicts 1d4 HP.

Drain - The leech secretly reduces the target's HP. Every hour that the leech is attached one HP is secretly deducted from the PC, targets only notice this when they stop to rest or take damage from another source, or pass out from blood loss after hitting 0 HP. Each Leech can only draw a maximum of 12 HP from a target before it is gorged & full.

Description

What appears to be a long black snake is in actuality a massive blood-sucking worm. The leech is stealthy & hungry, it attaches to its prey & feeds undetected. The leech is frequently sought out by physicians for the numbing & euphoric properties that its saliva produces.

Leeches of this sort are rather large if not overly substantial. Prior to feeding one of these leeches appears to be effectively, a black & gray ribbon about a cubit long – after feeding at length – usually from some of the delta's megafauna – it will plump up to the size of a small constrictor snake – after which point it will return to the water as quickly as it can. This isn't healthy for the large beasts the leech parasitizes, but neither is it usually deadly. Smaller animals – especially people- are less robust and can be easily overwhelmed by numerous leeches simultanously draining blood.

JUNK CRAB

Folkloric

Liminal Tier

Monster Name

HD	3d4+4	# Appearing	3d8	Attack #	3
HP	10	Morale	19	Attack Mod	+3
AC	15	Treasure	3	Initiative	d12+6
SPEED	13	Parley	-4	Saves	16
		Terrain	Underworld	Stats	11
Tags	Intelligent, Animal, Elemental, Water, Arthropod, Junk	Location	51.51	Skills	5

Attacks & Maneuvers

+3 Blade d6 – The crab brandishes a few different swords and broken blades, discarded junk that it has somehow learned to weild, albeit artlessly.

Shed Armor - The crab can shed its armor when it is badly hurt - escaping with great speed while leaving its junk as a decoy. When shedding its armor the Junk Crab runs away & continues to move at double its speed until it builds another shell. The discarded shell breaks apart, making the ground around its attacker tricky to negotiate.

Description

A wolf-sized hermit crab that is armored with a collection of debris - mainly manmade junk. It clumsily wields weapons in its claws, though it seems to have real intention, even agency. This is no error, the Junk Crab has real intelletual capacity – albeit one limited by their principle concerns which are alien to others.

Junk Crabs have the uncanny ability to speak in the ***Alep*** language, uncanny because their mouths lack tongues & lips. They chant & make rudimentary music in that language but mainly console themselves with longwinded stories – of which they are all quite fond. Most will tell, if asked, a story concerning exile from an undersea kingdom as well as a period of partnership with a race of dwarves from under the waves. In their native language the Junk Crabs refer to themselves as **Geh Nuhur Hurn**. They call Ocean Dwarves **Suln Ulun Som**. All others they call **Ffuflu Som** – apparently an insult.

Monster Record

KING HELLBENDER

Monster Name

Ecological

Liminal Tier

HD	1d4+4	# Appearing	2d4	Attack #	1
HP	7	Morale	14	Attack Mod	+1
AC	13	Treasure	2	Initiative	d20+1
SPEED	13	Parley	-2	Saves	17
Tags	Animal, Pet, Amphibious	Terrain	Underworld	Stats	12
		Location	51,51	Skills	3

Attacks & Maneuvers

+1 Bite d6 – The King Hellbender's wide, solicitous grin belies its iron-hard bite.

Paralyzing Bite - If the Hellbender successfully bites someone who isn't killed outright, it causes them to make a saving throw vs. Petrification – on a failed save, it drags the target under water and tries to drown them, which reduces the target's HP by 1d6 per turn. It obviously can't use this ability when there isn't a large enough body of water on hand.

Description

dog-sized oxylotl. The King Hellbender is an enormous, vividly colored salamander with branching, antler-like protrusions all around its neck. While it has a charming look it is predatory and often encountered in packs. With great patience the beast can be tamed, though it is remarkably stupid and capable of only learning the most rudimentary tricks. Some pirates are known to keep packs of the creatures below decks, unleashing them on boarders.

Because they mature quickly and grow to their substantial adult size in only a few weeks they are sometimes used to sabotage ships – by leaving eggs in the bilge, or houses or fortifications, by leaving eggs throughout the cisterns & water sources. King Hellbenders aren't likely to overwhelm a well armed population with warriors- but they'll certainly cause enough meyhem on their own to significantly disrupt a community.

LOVER OF THE MAIDEN

Folkloric

Liminal Tier

Monster Name

HD	5d4+4	# Appearing	2d4	Attack #	4
HP	17	Morale	18	Attack Mod	+7
AC	16	Treasure	7	Initiative	d20+1
SPEED	15	Parley	-4	Saves	14
		Terrain	Any	Stats	14
		Location	51.51	Skills	8

Tags: Warrior, Crazy, Intelligent, Cursed, Enchanted, Passionate

Attacks & Maneuvers

+7 Weapon d8 – Some of the Maiden's Lovers are more gifted combatants and will use the statistics & attacks of a different NPC group – a Black Scorpion who falls in love with the maiden is still a black scorpion. This is the rudimentary attack of an untrained lover of the maiden.

Maddened by Desire - Maiden lovers are immune to other glammers & reduce social dice by 1 die step for anyone who attempts negotiation.

Resolute Direction - The Maiden Lover instinctually knows the way to the Maiden's Tower - even underground or without recourse to senses, they move twice as fast in that direction.

Description

A madman (or a madwoman) carrying flowers & a gift. The Maiden Lover grimly regards any other person with the sole intention of determining if they are competitors for The Maiden's affection. Maiden Lovers prefer to attack other Maiden Lovers but groups of them will ocasionally band together to attack those who repudiate or plot hostility against the Maiden.

Lovers of the Maiden are mad but not foolish, they can & will plot & will absolutely use anyon they meet to advance their progress in encountering The Maiden – an apparition that covers half the sky – a beauiful woman who demans love & asks for suitors to come & find her.

The apparition of the Maiden affects individuals though it isn't directed at any one person. Rather, when the apparition appears, all those people who have the capacity to falling love with a human woman, tend to do so. Without this apparition there are no Lovers of the Maiden. As yet, no one has discovered a way to mitigate the curse.

Monster Record

MAST STORK

Ecological

Liminal Tier

Monster Name

HD	2d4+4	# Appearing	2d4	Attack #	1
HP	10	Morale	14	Attack Mod	+1
AC	15	Treasure	2	Initiative	d20+3
SPEED	25	Parley	-2	Saves	19
		Terrain	Water & Marsh	Stats	11
Tags	Animal, Mount, Bird, Giant, Colorful,	Location	51.51	Skills	1

Attacks & Maneuvers

+3 Stomps d8 – The great bird stamps on those underfoot.

+3 Thrashing Bill d10 – Usually used to catch & kill the large bugs the bird eats, the Mast Stork will use this attack against a human, though they dislike the taste & don't actually eat people, except at need.

Throw – Anyone struck by the thrashing bill attack may be thrown on a subsequent turn. Failing a save vs. traps will cause the target to take between 1d6 and 3d6 damage – depending on the distance thrown.

Description

A very large flamingo-like bird with legs like small trees. The bird is not predatory but it is aggressive. Its coloration is governed by its diet. Those that principally eat shrimp & lobsters are a bright pink color, while those that consume fish take on a shimmering green coloration. A few are hunters of larger terrestrial animals – these are an extravagant red color. They are named for their long, long legs which are said to be like ship masts, though the creature's legs only rarely excede 20 feet in length.

The Mast Stork is a symbol of the North & the Shrike Delta specifically. It appears on flags & emblems throughout the North & is particularly seen as a sign but north faring sailors – who note that these towering birds are the first sign of land – often they are spied a full day ahead of the shores they stand upon, like sentinels.

MEANAD

Ecological

Monster Name

Liminal Tier

HD	4d4+4	# Appearing	2d4	Attack #	4
HP	16	Morale	17	Attack Mod	+5
AC	15	Treasure	7	Initiative	d20+11
SPEED	15	Parley	-4	Saves	9
		Terrain	Any	Stats	17
		Location	51.51	Skills	8

Tags: Crazy, Immortal, Intelligent, Dream-King, Hallucinating

Attacks & Maneuvers

+5 Beating d6 – When the Cultists of the Dream-King go into their religious frenzy they lose all their ability to fight with skill. They attack by delivering an impassioned unarmed beating.

Ferocious Joy - These maniacs get to make two saving throws & take the better result owing to their ecstacy.

+ 5 Wrestle d6 – Meanads of the Dream King preferentially make this attack when they are outnmbered. Their madness & fury is enough to grant them superior strength & the ability to grapple with up to 3 people simultaneously. This attack makes 3 attack rolls and deals damage 3 times – on up to 3 targets. The Meanad cannot move and make this attack in the same turn.

Description

A lunatic in the throes of religious fervor, the statistics presented here are for any NPC member of the Dream-King's court while under the influence of the maddening dreams of the unseen god. Maenads are often encountered in remote locations while in their frenzies.

The Dream King is likely a fiction – a figure of myth & confused legend meant to occupy the North. Worshippers of the Dream King are found throughout the continent – usually they are maddened by a variety of factors – the apparent absence of the Dream King in reality – his apparent role in their dreams & the liberal application of psychoactive substances all together drive these individuals quite insane. Often they masquerade as sane, regular people only to spring their confusion & madness on the unsuspecting – all, apparently, in service to the Dream King's unknowable whims.

MEGAFLY

Ecological

Liminal Tier

Monster Name

HD	2d4+7	# Appearing	2d4	Attack #	1
HP	13	Morale	24	Attack Mod	+1
AC	15	Treasure	3	Initiative	d20-1
SPEED	13	Parley	-4	Saves	14
Tags	Animal, Bug, Pet, Jeweled	Terrain	Jungle & Marsh	Stats	12
		Location	51.51	Skills	3

Attacks & Maneuvers

+1 Bite d6 – The megafly bites when it lands, and lands usually only to bite. It isn't large or clever enough to truly hunt people, but it is satisfied to leave a vicious scar by landing and removing a mouthful of flesh.

Hovering - The Megafly's AC is 5 higher vs. ranged attacks as it moves with great speed, flying at twice its speed & switching about with tremendous agility.

Description

The size of a hen, this jewel-colored dragonfly darts and hovers speedily. It flits about quite abruptly but never really develops any impressive speed over distance. It is in fact rather slow in its movments & these creatures tend not to range but rather to patrol small pools & stretches of the great river. Megaflies are aggressive & they do eat animal flesh including the flesh of people – though they don't hunt, exactly. Few are those actually brought down by the Megafly. Its usual mode is to land upon a living target, bite of a portion of flesh & to fly off again. Hard-skinned & well shelled targets, such as the animals native to the delta are well used to the Megalfy's behavior – but among the newcomers to the North – the ugly scar left by a Megafly's bite serves as the mark of a bushwise traveler.

SHRIKE DELTA MERMAID

Folkloric

Liminal Tier

Monster Name

HD	3d6+3	# Appearing	2d6	Attack #	1
HP	13	Morale	12	Attack Mod	+3
AC	15	Treasure	3	Initiative	6+d20
SPEED	25	Parley	+5	Saves	16
		Terrain	Ocean & River	Stats	11
		Location	51.51	Skills	3

Tags: Swimming, Enchanted, Fairy, Female, Aquatic, Loyal, Piscata

Attacks & Maneuvers

+3 Lance d10 - The mermaids of the delta swim with incredible speed building to a terrific pace that helps them to more viciously lance their opponents with their conch shell tipped spears.

Compelling Allure - Delta mermaids are not only the most lovely of their kind, with gorgeous upper portions of the most delightful ladies, but likewise their lower portion, in jeweled scales & diaphanous fins is equally enchanting. The mermaid may beckon a sailor - someone aboard a ship - who must save vs. spells or be forced to jump overboard.

+3 Pull Under - The Mermaid makes an attack roll and deals no damage - instead, the target of this attack cannot surface for the round. Each successful attack draws the target further into the ocean's depths as a target so struck moves the mermaid's speed further underwater.

Description

Mermaids of the Shrike River Delta are all the clients & servants & devotees of the Comptessa Piscata - their beloved mistress. Using her magic the Comptessa has enchanted the errant women, runaway slaves & would be conquerors of the delta so that they have become her subjects - the mermaids of the river. These beings are remarkably loyal to the Comptessa & regard her as a savior & hero, one who has liberated them from slavery, corruption & shame. The Comptessa's magic has a particular elegance about it that brings about the traits within her subjects that they wish most to be enhanced - hence some of these mermaids have magnificent, huge & luminous eyes, and others have regal & flowing hair. All of these mermaids have beautiful tails that complement their normal features.

There have been sightings of varied Mermaids in the delta, those with the tails of sharks, or of sea-horses & even eels or the lower bodies like the arms of an octopus. These, it is supposed, are the elites of Comptessa Piscata's Sisterhood.

Monster Record

MONSTROUS CATERPILLAR

Monster Name

Legendary

Liminal Tier

HD	5d10+10	# Appearing	D4	Attack #	4
HP	38	Morale	14	Attack Mod	+4
AC	16	Treasure	5	Initiative	d20+1
SPEED	13	Parley	-2	Saves	11
		Terrain	Pampas	Stats	15
		Location	51.51	Skills	2

Tags: Giant, Bug, Immortal, pest, alchemical reagent

Attacks & Maneuvers

+4 Caterpillar Crushing Bite d8– It rears back and slams its head and thorax down upon you, it's mouthparts working against you horribly. This attack has +2 to hit & deals d10 damage against halflings & goblins

Silken Lasso – Its tail tips up into the air above its head and it launches a strand of silk at you. Save vs. Traps or be snared by the creature and trapped in its sticky silken filaments. Targets are trapped within the goo until they pass the save. The caterpillar gets +4 to attack anyone thus trapped

Description

These titanic, steer sized caterpillars graze industriously on the tall grass of the pampas. They move slowly - deliberately & consume everything in their path - green or blood-filled, they do not relent - they are very hungry. The Caterpillars are plump-bodied & a pleasant green color - they seem to have spines & multicolored spots that resemble angry eyes.

These creatures feed & feed relentlessly and when they have finished they begin to pupate. The pupae – massive, hard-shelled structures the size of a hut – are nearly iossible to break – with AC of 20 and 60 HP each they offer serious protection. Which it happens is essentail – the gore within these pupae is sublimely potent in a variety of applications - it is a sovereign cure & a mystical unguent – as well a narcotic and a poison – depending on seasons & what the caterpillar consumed.

These creatures emerge from their cocoons as Avatars of Papagni after 1 year of metamorphosis.

Monster Record

MUDSTER

Ecological

Liminal Tier

Monster Name

HD	5d6+8	# Appearing	2d4	Attack #	4
HP	28	Morale	29	Attack Mod	+5
AC	17	Treasure	4	Initiative	d20+1
SPEED	14	Parley	-4	Saves	15
Tags	Elemental, Bug, Animal, Warrior	Terrain	Water & Marsh	Stats	12
		Location	51,51	Skills	2

Attacks & Maneuvers

+5/+5 Pincers d8 / d8– The creature always leads with its pincers, and it usually uses both attacks against the same target, relentlessly snipping away at even dead targets. It may not shift its focus away from prey even to defend itself.

+5 Tail Snap d10 – This attack is mainly used underwater, and most often when the Mudster is attempting to flee. When it makes this attack in or near water it immediately moves twice its speed backwards.

Amphibious – The mudster goes at the same speed on land and in water.

Description

A horse sized crayfish, the mudster is possibly a mutant variant of the typical arthropod as prawns & freshwater crayfish are quite common in the delta. Most of these are quite substantial, often growing to a foot or more, the Mudster, though, is a colossus among them. Both aggressive & resilient, it is a well known adversary to most of the folk in the delta. They are especially known for preying upon Goblins, and the masters of Hobtown have declared perperpetual war upon them.

Mudsters are not a distinct species – but again, mutant examples of ordinary crustaceans so some more closely resemble lobsters, others resemble gigantic shrimps & more still are enormous crayfish of the upriver streams & marshes.

Some examples have been claimed to resemble land-based crustaceans – such as pill-bugs. In all cases it happens that all Mudsters are principally encountered remarkably near to Hobtown – leading many to speculate that they are the result of Goblin tampering of some kind.

ORCAWOLF

Ecological

Liminal Tier

Monster Name

HD	1d6+4	# Appearing	6d12	Attack #	1
HP	7	Morale	16	Attack Mod	+1
AC	14	Treasure	4	Initiative	d20+4
SPEED	13	Parley	-2	Saves	17
		Terrain	Any	Stats	12
Tags	Animal, Pack	Location	51.51	Skills	3

Attacks & Maneuvers

+3 Big-Bite d8 – The wide, almost smiling maw of the orcawolf leaves a very distinct mark and the few who surive a full on mauling by a pack of these creatures cannot help but to display their moon crescent scars.

Echolocation - Orcawolves are very good at finding hiding creatures, they hunt by echolocation rather than scent & can detect hidden & secret things on a roll of 4 or less on d6

Description

Strange wolves with black & white coloration & stubby wide muzzles full of conical teeth. The Orcawolf is a terrestrial cetacean, a strange primeval creature from aan ancient age. They lack the domesticity & companionability of traditional dogs, and they are known to turn on one another with little provocation. They cannot be domesticated in a conventional sense, though they may be tamed to the point of being used as chained guard animals or for as pit fighting beasts.

Few Northerners have any good opinion of Orcawolves at all. They congregate near settlements & tend to infest garbage dumps as well as the sights of wrecks. They are drawn to the latter with a preternatural swiftness that some mariners & scavengers claim is linked to a kinship they share with oceanic whales. Many regard them as a dangerous nuisance but some believe they are in league with the leviathans of the deep & much more dangerous than they seem.

OVER VINE

Legendary

Liminal Tier

Monster Name

HD	7d20+10	# Appearing	1	Attack #	5
HP	90	Morale	20	Attack Mod	+5
AC	20	Treasure	5	Initiative	-1+d20
SPEED	0	Parley	-4	Saves	20
		Terrain	Deep Jungle	Stats	14
		Location	31.31	Skills	4

Tags: Plant, Unthinking, Elemental, Forest, Jungle

Attacks & Maneuvers

+5 Earthen Grasp - 3d6 - The Over Vine inhabits all of the land around it, it grips & crushes anyone it wishes with the land itself.

In The Grip - The Over Vine wraps itself around all who enter its domain - all must save vs. traps or become immobilized until they make a successful save, which they must do on their turn.

+5 Giant Thorn - 2d6 - The Over Vine causes a mass of plants to form into or extrude extremely large thorns that pierce the animals that vex it. The Over Vine can use this attack against everyone in the scene on each of its turns - rolling each attack & damage roll independently.

Fragrant Summoning - The Over Vine calls on any creatures of the forest it wishes - usually predators - to come & consume prey it has trapped. Choose a forest creature - it appears with the maximum number in two rounds, entering the initiative on the Over Vine's side.

Description

An indifferent plant-god, the Over Vine is a consciousness in the forest, a thought come to life that twists between the brambles. This thinking energy that inhabits the plants also animates them, gives them power, force & a certain contempt for animals. The Over Vine can be quelled, but it has yet to be truly defeated - it seems this consciousness drifts to different groves & recreates its jungle lair. In appearance the Over Vine is a mass of thick vines & heavy branches & massive leaves, it seems to be a particularly dense patch of forest about a hectare in size - although notably full of skeletons, hanging animal skins & other examples of once-living animal life.

The Over Vine is exceptionally ancient & its knowledge refers back to a time before there were animals – apparently its genesis, although this may relate to another world – as its appearance does not suggest a terrestrial origin. It communicates in the Wozish language, when it wishes to communicate – but its intelligence & desires are indecipherable to any normal mortal understanding.

OVER TERRAPIN

Folkloric

Liminal Tier

Monster Name

HD	7d10+13	# Appearing	2d4	Attack #	6
HP	55	Morale	17	Attack Mod	+10
AC	22	Treasure	5	Initiative	7
SPEED	16	Parley	-4	Saves	17
Tags	Animal, Giant, Boss, Sneaky, Warrior	Terrain	Water & Marsh	Stats	14
		Location	51.51	Skills	8

Attacks & Maneuvers

+10 Bite 3d6 – The bite of the Over-Terrapin is legendarily strong – it can snap through metal, bone – even bare rock. It is said that among the Ocean Dwarves these creatures are accomodated as workers, using their bites ot shape metal & stone.

+10 Overrun 2d8 – The creature darts forward and crushes everyone in the area – this attack strikes up to three targets with this attack, if they are adjacent to one another.

Retreat - The beast withdraws into its shell taking half damage while it remains immobile

Ambush - Over terrapins remain still & go undetected - attacking animals that venture near their mouths. They are detected only on the result of a one on a search die.

Amphibious - The beast has the same speed on land and in water and can survive indefinitely in either media.

Memories - The Over terrapin can speak in the language of Lavithan & it remembers everything it has ever eaten. It may speak or anser questions regarding what it has eaten.

Description

An immense, hideous turtle the size of a house. Its horrid beaked maw shifts about on its ropey neck. The Over-Terrapin is a king among its kind, a massive ambush predator that has lived long enough to grow gigantic, and to develop an intellect & and the ability to speak. It is not quite smart but can be reasoned with to an extent. In particular it will negotiate for food. The tend to be rather bullying though and are known for their inept mendacity.

When encountered in groups one of thes creatures is always the largest & serves as the *bull* – the others will be the bull's *harem*. Solitary Over Terrapins are almost exclusively males & will be out seeking their own harems to steal or capture. These are the most dangerous sorts & encounters involving solitary Over Terrapins indicate that a rampant bull has been encountered. These specimens always have maximum (83) HP – but their morale is often much (12) lower.

POND LION

Ecological

Liminal Tier

Monster Name

HD	3d8+5	# Appearing	2d4	Attack #	4
HP	20	Morale	15	Attack Mod	+7
AC	20	Treasure	3	Initiative	d20+5
SPEED	16	Parley	-2	Saves	19
		Terrain	Still Waters	Stats	12
		Location	51.51	Skills	7

Tags: Animal, Sneaky, Warrior, Predator, Maneater,

Attacks & Maneuvers

+7 Pounce 2d6 – The beast leaps with surprising agility – crushing its prey.

+7 Vice-Bite d10 – The Pond lion's bite is tremendously powerful & cruel.

+7 Algal Spray d6 – Shaking its overgrown mane causes the acidic algae that adorns it to spray out, striking unerringly at range.

Pull Down - bitten targets must save vs. traps or be pulled into the water to drown. Save vs. Traps or be pulled under water – drowning for 1d6 damage on turns ending in 5 or 0.

Amphibious - The beast has the same speed on land and in water.

Slippery Hide – The Pond Lion is slippery and foam clad, it is extremely difficult to grasp or hold – its AC is 5 better against any unarmed attacks.

Description

The Pond Lion is a large predator that lives & hunts in prides much like a typical lion. They lair in ponds & water holes & their manes & furs are clotted with algae & overgrown with vines – owing to their overall lethargy. These green hued lions have webbed & flipper like rear legs that belie their tremendous leaping power. Pond Lions are aggressive hunters & they have recently developed a taste for people-meat.

Pond Lions are adapting to the arrival of colonists & the settling of the frontier by occupying works & structures that are created by people. Pond Lions infest wells & canals as well as many irrigation channels & livestock watering ponds. They are particularly dangerous in the eastern part of the Delta –in the lands of the Lion Knights, who's vegetarianism means that there is no stock of domesticated animals to mitigate the Pond Lion's hunger – they in turn prey savagely upon people in what is becoming a terrible feud.

Monster Record

PROBOGHARIAL

Folkloric

Liminal Tier

Monster Name

HD	4d8+6	# Appearing	3d8	Attack #	4
HP	26	Morale	18	Attack Mod	+5
AC	17	Treasure	5	Initiative	d20+8
SPEED	14	Parley	-2	Saves	17
Tags	Animal, Warrior, Intelligent	Terrain	River	Stats	13
		Location	51.51	Skills	6

Attacks & Maneuvers

+5 Bite d10 – The creature only eats fish, but it will bite any person that comes too near. It's bite is particularly vicious & it will absolutely try to drown anyone in its territory.

+5 Tail Whip – d12 – The preferred method of attack used in a fight – the beast's tail is like a sawbacked whip that strikes with tremendous force.

Pull Down - bitten targets must save vs. traps or be pulled into the water to drown. On a failed save Vs. Traps the target takes 1d6 damage per turn as it drowns.

Catcher - The probogharial is excellent at catching fish & other small swimming animals, it can be trained to fish for a master, though it is greedy & needs at least half the the catch to remain loyal. **Manipulation –** The probogharial can use its strange lips to write & manipulate objects – though it seems to have no intellect, it can write words using a pen or the mud – it writes in many languages.

Cruelty – The creature can choose one person to hate. Against this person all its damage dice are increased by two steps. It cannot choose another target until the original is killed.

Description

Strange beyond strange, this thin-jawed crocodile has a pair of muscular prehensile trunks at the termination of its toothy mouth. These it uses to feel around for fish, to pull apart clams & dig for prey – but also, to manipulate objects & to write messages. The creature, when encountered is usually surrounded by bizarre, often obscene glyphs of its own creation – no one knows how these creatures acquired literacy.

Probogharials will sometimes be encountered as interlopers into smaller settlemenets – in which case they are not always on an aggressive mission – sometimes they come to perform some rudimentary form of trade. In the marshes around Hobtown & the villages of the Ramhorns there are intermittent markets held between the local settlers & the Probogharials, the latter of which tend to trade fish & other food items for peculiar, sometimes inexplicable items. Some of the creatures in fact have been observed to wear hats, jewelry & clothing.

THE RUST DRAGON

Monster Name

Legendary

Liminal Tier

HD	7d8+6	# Appearing	1	Attack #	6
HP	47	Morale	16	Attack Mod	+12
AC	18	Treasure	13	Initiative	d20+4
SPEED	28	Parley	0	Saves	15
		Terrain	Wastes	Stats	14
Tags	Dragon, Magical, Fast, Elemental	Location	51.51	Skills	3

Attacks & Maneuvers

+12 Bite 2d6 – People bitten by the dragon are also burned – the great beast exudes fire & pain & heat.

+12 Firey Spit d8 & catch fire – The Dragon spits a gob of sticky fire at those who threaten it from range. The fire burns for d4 rounds and characters take the fire 'damage every turn.

Breathe Flame - Save vs. Explosions or take 6d6 points of fire damage. The flame engulfs a large area.

Ruin - Metal weapons used against the dragon have a 25% chance to be destroyed- rusting away with fantastic speed.

Spellcasting - The Rust Dragon is an accomplished magician, it has its own spellbook & can cast 5 wizard spells each day of level 6 or lower

Flight - The Dragon flies at 20x its speed. It can only land & take off at dawn & dusk. So it remains in flight most of the day or night.

Description

The Rust Dragon is an ancient being who has dwelt in the delta for a thousand years or more – it is small, as dragons go, but few have the knowledge of dragons required to make that assessment. The beast has little in the way of discernable intention – being both ancient and inscrutable. It seems to enjoy athletic contests and those in its territory have staged competitions to amuse it. It speaks very infrequently & seems to dislike the effort speech requires – it especially dislikes being asked questions – though it seems bound to answer them.

The bull-sized dragon stands on its hind legs. Its forelimbs are wings & it lacks hands altogether. It flies on the drafts that rise from the sea at dawn & dusk. It is named for its metallic coloration & the constant stream of rust which flakes off of it when it is still. It can be tracked, even in flight by the faint powder of rust that it leaves over its territory. It has a dangerous aura oof flame &

SANDBADGER

Ecological

Liminal Tier

Monster Name

HD	1d6+4	# Appearing	2d4	Attack #	1
HP	7	Morale	14	Attack Mod	+1
AC	13	Treasure	2	Initiative	d20+1
SPEED	13	Parley	-2	Saves	17
		Terrain	Beaches	Stats	12
		Location	51.51	Skills	3

Tags: Animal, Pet, Prankster, Trap, Mischief, Digger, Nuisance

Attacks & Maneuvers

+1 Claws d6 – Like a pair of small rakes, the enormous claws are useful tools that are nonetheless fearsome when used as weapons.

Burrowing - In sand or dirt the beast moves its normal speed while burrowing. Its crude tunnels usually collapse behind it, granting no access to pursuers.

Trapdoor – Given an hour one Sandbadger can undermine an area of beach so that any one person in the vicinity must save vs. devices or tumble into a sinkhole – taking only 1d4 points of damage – but needing to make a d8 Scale Walls check to escape. Sandbadgers often operate in groups to simultanously trap several people.

Description

A compact dust-colored wolverine, this creature patrolls beaches & is seemingly needlessly hostile. Sandbadgers burrow with tremendous speed & have been known to tunnel under people & beach encampments in order to cause sinkholes or cave-ins – apparently out of sheer malice.

They do not hunt people or even eat anything with fewer than six legs – they subsist entirely upon marine & beach arthropods and yet they will go out of their way to make trouble & mischief for colonials.

Colonies of the creatures have been known to undermine entire settlements & the Sandbadgers have been blamed for many difficulties encountered by the Black Scorpion during the construction of their fort & outying settlements. Bounties are paid on Sandbadger pelts – which are otherwise too coarse & unattractive to command much in the way of sales.

SAURODRAKKON

Folkloric

Liminal Tier

Monster Name

HD	4d10+5	# Appearing	2d4	Attack #	3
HP	29	Morale	15	Attack Mod	+6
AC	15	Treasure	5	Initiative	d20+6
SPEED	16	Parley	-2	Saves	16
Tags	Animal, Warrior, Fast, Frightful, Scavenger, Lizard, Runner, Thief	Terrain	Beaches & Hills	Stats	13
		Location	51.51	Skills	4

Attacks & Maneuvers

+6 Bite d8 – The tearing bite of the beast is used to rend meat from the bone, it eats everything & anything but is quite content to subsist on carrion.

+6 Foreclaws d6 – Used when hunting, the creature claws with its long whiplike forelimbs when chasing prey.

Caterwaul - The beast lets out a horrifying uulation it does not echo but it pierces even the ground. Save vs. Spells or become afflicted by a d8 fear effect

Preposterous Dash - The beast can run at incredible speed, doubling its rate. It goes fast enough to run over water.

Terror Display - The Saurudrakkon unfurls its frill in a startling display, causing anyone nearby to save vs. traps or suffer a d10 fear effect

Description

A monstrous frilled lizard with long narrow forelimbs that extend almost comically. The Saurodrakkon is alarmingly aggressive – it announces its hostility with a bold display of its unfurrelled neck frill & a horrific shriek that echoes for miles.

The screams of these creatures is so palapable that some believe it can be captured in a bag and used to create an invisible potion – a potion that wakes sleepers, and even, sometimes, the dead.

Saurudrakkons breed & brood their eggs upon beaches in great numbers during the winter season but they abandon the beaches & their nesting colonies for the rest of the year – during which time they maraud about in the interior – sticking mainly to hilly areas where they are able to drive off larger predators with their aggressive display in order to steal the kills of other beasts – often including people. Saurudrakkons are known for upsetting hunts & startling mounts.

Monster Record

ROUX

SEA SERPENT

Folkloric

Liminal Tier

Monster Name

HD	6d20+17	# Appearing	1	Attack #	2
HP	84	Morale	18	Attack Mod	+12
AC	14	Treasure	2	Initiative	d20+3
SPEED	13	Parley	-4	Saves	17
		Terrain	Ocean	Stats	12
		Location	51.51	Skills	2

Tags: Animal, Boss, Giant, Marine, Destroyer, Ship-Hunter, Singer

Attacks & Maneuvers

+12 Bite 3d6 - The massive maw of the beast is easily a fit for a full grown man. It has a perverse affection for the flesh of beings who can speak.

+12 Constriction 3d10 – The huge wrapping coils can trap those who are slow or unwary, it is not very good at catching prey smaller than a boat in those coils, but it can hold up to three people at once.

Wrap - After successfully constricting the sea serpent holds a subject fast they take the damage every turn they do not save against Paralysis. **Sink** - The Sea Serpent deals maximum damage to ships & boats with its Constriction

Song - The Sea Serpent learns & sings human music, it collects songs & uses them to amuse itself and also to hunt. It uses music to draw people near. A Sea Serpent's song provokes a Save Vs. Spells by people aboard a single ship. Anyone failing the save wants to sail the ship toward the serpent. This effect ends at sunrise.

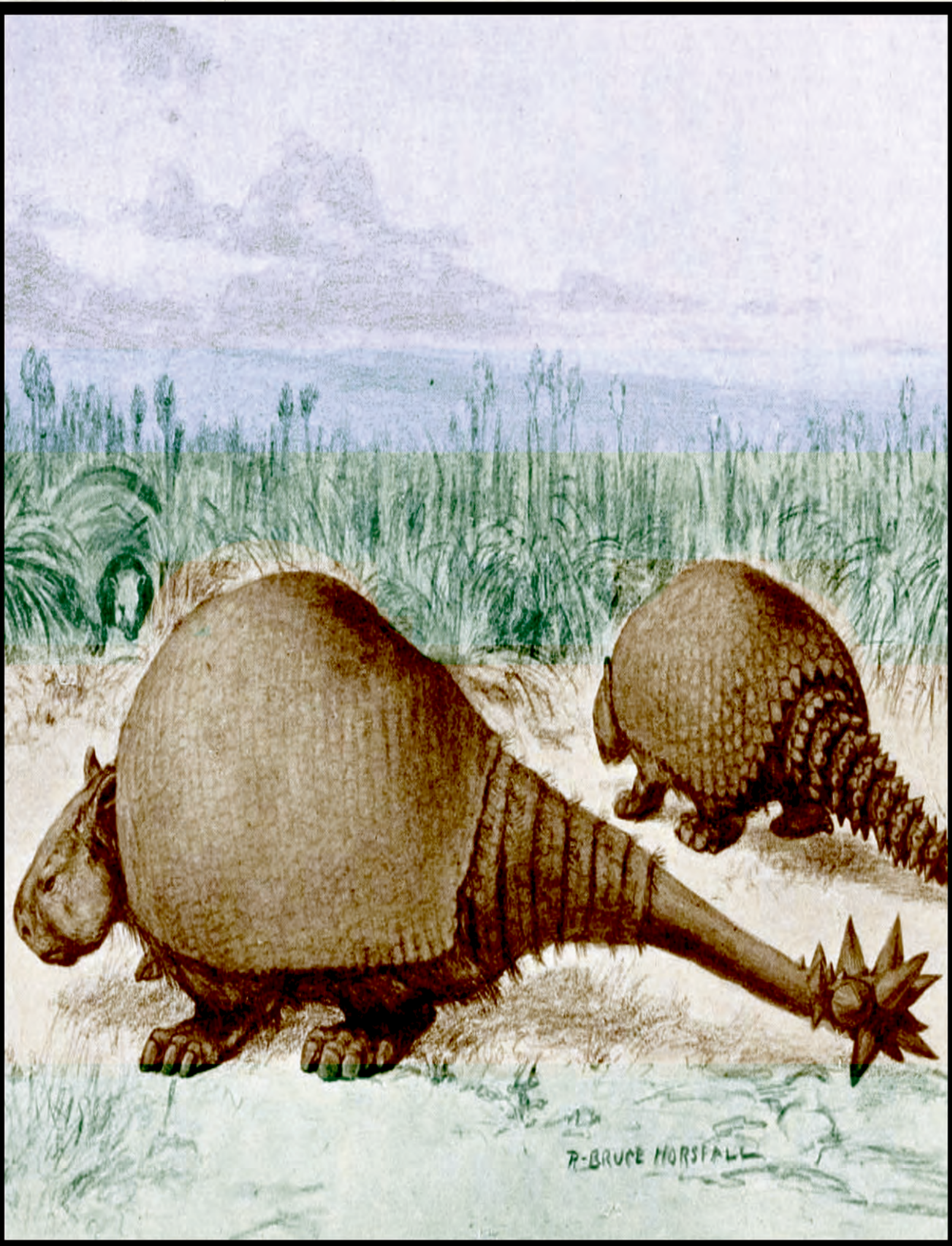
Swallow – People hit by the bite attack must save vs. Traps or be swallowed, taking d6 points of suffocation damage & another d6 points of crushing damage every turn that the beast survives.

Description

An aquatic snake of tremendous size, this creature can coil about a ship and perhaps crush it in its coils. No two of these creatures has the same color or appearance, they each & all have the pattern of one individual type of snake – which causes some to speculate that each sea-serpent is a god among the snakes – the master of one particular species.

The musical ability of these serpents – including their talent for mimicing not just a single singer – but entire choirs & even orchestras is a notable feature which has inspired some of the more ostentatious courts in the North & South to offer a bounty on a captured & tamed sea serpent. These bounties are high but virtually no-one regards the reward as commensurate with the risk.

Given the Serpent's knowledge of language & their individual & singular appearances – there is a notion among the knowledgable that these creatures are somehow the progeny or produce of Contessa Piscata's Court.


R-BRUCE HORSFALL

SHELLMONSTER

Ecological

Liminal Tier

Monster Name

HD	2d8+5	# Appearing	2d12	Attack #	1
HP	13	Morale	16	Attack Mod	+5
AC	23	Treasure	3	Initiative	d12+1
SPEED	7	Parley	-2	Saves	17
Tags	Animal, Pet, Mount, Shelled, Defender, Herd	Terrain	Pampas	Stats	13
		Location	51.51	Skills	3

Attacks & Maneuvers

+5 Tail Bash d10 – The Shellmonster doesn't like fighting – but it is very good at it. It does its best to avoid combat, but will fight without mercy – often striking dead opponents until they are little more than stains on their bony tail-clubs.

Retreat - The beast withdraws into its shell taking half damage while it remains immobile. On a failed morale check or as the result of a fear effect – the Shellmonster never flees – it will use this ability intstead.

Immobility – The beast goes slowly at the best of times – when it chooses to root itself though – it cannot be moved by any amount fo force – it clings to rocks & the ground with equal tenacity -and if going slowly enough – can climb sheer rock faces

Description

The size of a wagon, the Shellbeast is a huge, armored creature somewhere between an armadillo, tortoise & beaver. Its massive horned tail & tough shell are studded with barnacle like protrusions, while it's whiskered rodent-like face has massive incisors good for cutting roots & chewing away bark. The shellbeast is a strict vegetarian & travels in slow moving herds across the pampass aroudn the delta. There are a half dozen breeds in the Shrike delta – all have different patterns of fur (even on their massive shells) thse colors & patterns are almost a match for the many breeds of cat – there are Tabby & calico shellbeasts, for example. Their furs are large & valuable, but difficult to harvest both because the creatures are notoriosly tough – and because the pelts are tricky to extract from the carcass of the beast.

Shellbeasts often herd alongside Shoveltusks Toe Horses. They have few predators, though their calves are periodically hunted by the larger predators of the delta.

Monster Record

SHOVELTUSK

Ecological

Liminal Tier

Monster Name

HD	4d6+3	# Appearing	6d12	Attack #	1
HP	15	Morale	14	Attack Mod	+6
AC	14	Treasure	3	Initiative	4
SPEED	13	Parley	-2	Saves	19
		Terrain	Pampas	Stats	10
		Location	51.51	Skills	1

Tags: Animal, Herd, Giant, Herbivore

Attacks & Maneuvers

+6 Plow - 2d6 – Using its massive thicket of tusks the creature plows through flesh like a whisk through butter.

+6 Stamp - d12 – It crushes those who get underfoot without pity or remorse.

Smoosh - The shoveltusk charges & attacks with its Plow & Stamp attack against all targets in its path - it must move five spaces first, and then it can move its remainng 13 spaces, making both attacks against everything it smooshes.

Description

Resembling an elephant but lacking that creature's trunk – the Shoveltusk is a huge herd animal that travels the tropical plains of the Shrike River delta. These creatures have half a dozen chisel-like tusks mounted to their prehensile lips & they use these to root up grass & dirt, both of which they consmue in huge gulping quantities.

Though social & extremely large – Shoveltusks have the dispositions of much smaller, and much more skittish creatures. They are known to stampede with barely any provocation & to charge & attack any predator. Their charges are devestating but bringing down a shoveltusk, even just a calf, provides so much meat that virtually all the predators of the Delta will risk their attacks. As such the broken & healed limbs & tusk-scars that these creatures inflict are a common sight among the bears & wolve (such as they are) that populate the delta.

Shoveltusks resist domestication generally – but there are notable exceptions – and among the Bos Nandi Orcs there are a few whisperers & shamans know to have tamed small herds of the creatures. Their milk & wool are apparently quite useable - and repordedly superior to that of the southern cow & sheep respectively.

SLOTHBEAR

Ecological

Liminal Tier

Monster Name

HD	3d10+5	# Appearing	1d4	Attack #	3
HP	25	Morale	15	Attack Mod	+10
AC	15	Treasure	3	Initiative	d20+3
SPEED	14	Parley	-2	Saves	19
		Terrain	Jungle & Hills	Stats	12
Tags	Animal, Warrior, Boss, Bear, Destroyer, Serious	Location	51.51	Skills	2

Attacks & Maneuvers

+10 Bite 2d6 – It bites furiously tossing its neck & throwing its prey as it bites.

+8 / +8 Claws d12 / d12 – Rearing up on its hind legs the Sloth Bear is a horrific hairy titan that is ruin to all, it crashes down, brutally crushing its adversaries. When it uses this attack it may apply both strikes to a single target or spread them between two individuals.

Mauling – Anyone struck by both of the bear's claws is liable to a mauling. They must save vs. Death or immediately suffer a d6 Defeated status condition.

Description

An extrordinarily shaggy bear with foot-long claws, it is good at climbing but best at killing. These bears are known & feared throughtout the Delta as the brutal masters of the woods & hills – they are rightly feared as the heroes of animals and the ruin of men. These bears employ no special tricks, no strange gimmicks, they are purely a destructive force of predation & they hunt & kill without mercy.

The bears descend from the trees & hills to hunt on the pampas. They are fast runners & will sometimes team up to bring down more formidable prey like Shoveltusks. They eat a tremendous quantity each day and are aggressive hunters but not strict carnivores.

Successfully hunting one of these creatures is a mark of extreme courage, valor & skill in the Delta, what's more – given the danger these bears pose to all settlers – those who work to eradicate the beasts are regarded as beneficent heroes in many settlements.

Monster Record

SNAKEMAN

Folkloric

Liminal Tier

Monster Name

HD	4d6+3	# Appearing	1d6	Attack #	3
HP	16	Morale	15	Attack Mod	+6
AC	14	Treasure	5	Initiative	6+d20
SPEED	15	Parley	+5	Saves	16
		Terrain	Any	Stats	13
		Location	51.51	Skills	4

Tags: Swimming, Stealthy, Ranged, Fairy, Male, Loyal, Piscata

Attacks & Maneuvers

+6 Curved & Beautiful Bow d8 - Snakemen make up for their lack of sprinting ability with an affinity for ranged weapons, they are dead shots with their finely curved bronze bows.

Silent Going - Snakemen are harder to locate & sense, all attempts to find them have their threshold reduced by 1.

+6 Tail Crack - d10 - When in close range with enemies the Snakemen prefer to attack with their vicious, quick tails, which whip with a fury.

Description

Elites among Comptessa Piscata's male subordinates & the final metamorphosis of her hybridization of men, the Snakemen are those who fully embrace their amphibious life & the ways of their new species. Distaff counterparts to Mermaids, snakemen swim well but only breathe air. Like mermaids, snakemen are extremely loyal to Piscata, and their loyalty is rewarded with imposing, beautiful masculine features on their upper half, and with glorious, elaborately patterned lower halves that are like a gigantic snake.

Snakemen appear in a vast array of types – and these correspond, somewhat, to the identities of the people who have been made into Snakemen by Piscata's magic. Some are aggressive, imposing figures & they display rattles, or even cobra-like hoods. Others are larger & stronger & have constricting abilities & many are brightly colored and venomous – these latter seem, to a one, to have once been allied to Silvas Astra.

STAR ELK

Ecological

Liminal Tier

Monster Name

HD	2d6+4	# Appearing	2d4	Attack #	1
HP	10	Morale	14	Attack Mod	+3
AC	13	Treasure	2	Initiative	1
SPEED	15	Parley	+2	Saves	19
		Terrain	Any	Stats	11
		Location	51.51	Skills	1

Tags: Animal, Mount, Tame, Southern Transplant

Attacks & Maneuvers

+3 Antlers d8 – The Star Elk usually only uses this attack in unison with a rider's attcks. The Star elk has little cause to fight, as it is faster by far than anything that might hunt it.

Sprint - The creature can run at double its speed for up to two consecutive rounds. It regains this ability after a few minutes of rest.

Description

These deer have silvery pelts & lovely gray antlers. Lithe beasts, they have a nobility all their own. The Star elk are not native to the North at all – but they have prospered following their introduction by the Star Elves under Silvas Astra. They are often used as hunting mounts but even the feral examples quickly take to the saddle.

Star Elk survive in the North based, not upon a lack of predators – but owing to their peculiar noctournal patterns of activity. Few of the delta's predator animals are noctournal, and those that are tend to prefer smaller prey. As such the feral population of Star Elk have managed to survive quite comfortably even as they retain most of their domesticity.

The meat of the Star Elk is said to be the sweetest & most tender of all animal flesh – but there is a rumor that those who eat of the Star Elks will be cursed & hunted by Silvas Astra's cohort.

STONE BEE

Legendary

Liminal Tier

Monster Name

HD	6d6+11	# Appearing	1	Attack #	6
HP	35	Morale	30	Attack Mod	+7
AC	17	Treasure	5	Initiative	d12+1
SPEED	11	Parley	-6	Saves	13
		Terrain	Apspa Temple	Stats	15
		Location	51.51	Skills	2

Tags: Elemental, Immortal, Trap, Swarm

Attacks & Maneuvers

+7 Rock Sting 1d6 - The stone bee bumbles along harmlessly, bumping into its target with its surprisingly painful sting. It delivers no poison but it pierces flesh handily.

Burden - When a character passes through an area within the swarm d20 of the bees attach to the character if they fail a save vs. Traps. Each bee weighs 15 pounds and takes up 3 slots worth of encumbrance. If a character's encumbrance rises to more than 3 times their normal total, they are pinned beneath the bees.

Suffocating Crush - Pinned targets who are beneath the bees take d20 damage each turn as they are crushed to death.

Description

swarm of hand sized bees made of rock - these creatures seem like the statues of bees carved in soft pale stone. Each can fly (improbably) and climb & sting. Individuals bumble about somewhat comically and are as likely to clatter to the ground with a heavy thud as they are to fly about.

Individually the stone bees are effectively harmless – and individuals may even be snatched- taken as oddities, or even pets. But when they are incited to action – the mass of the bees in a swarm becomes something deadly & nightmarish.

Those who are faithful & who follow Apspa are given access to the mysteries that allow & call for the Summoning of the Stone Bee Swarms. They produce hone of the most exceptional quality – but which has a strange & deletrerious effect 1% of the time. Anyone consuming the honey hasa 1% chance of permanently turning to stone.

STRIDING EEL

Ecological

Liminal Tier

Monster Name

HD	2d4+4	# Appearing	2d4	Attack #	2
HP	10	Morale	18	Attack Mod	+2
AC	13	Treasure	2	Initiative	d12+1
SPEED	8	Parley	-4	Saves	16
		Terrain	Marsh & Beach	Stats	12
		Location	51.51	Skills	3

Tags: Animal, Elemental, Pet, Fish, Amphibious,

Attacks & Maneuvers

+3 Bite d6 - The Eel has a vicious face, a hideous maw & a cruel bite, it snaps its bony mandibles with an audible clack

Amphibious - It moves the same speed in water or land.

Mud Skipping – The beast can propell itself through writhing over mud flats at a surprising speed. It can double its movement for a total of 3 turns.

Mud Slapping– The Walking Eelcan slap a large area with its body as it skips through the mud. It may use this abiltiy to make area-attacks while Mud Skipping. Anyone in the 4 space area it slaps must Save vs. Breath or take 2d6 damage.

Description

A massive, hideous eel – this creature is a lobe-finned lungfish & can operate in and out of water. Normally the eel prefers to inhabit water but it comes to the land for two reasons. First, and most commonly the Striding Eel hunts land animals and it strikes in the manner of an ambush predator – something like a crocodile. It is fair at hiding near the banks of the river and it is quick enough to pounce out of the water at prey – though its bite is not so overwhelming as that of a crocodile. The Striding Pike doesn't drag prey under water – rather it chomps down and bites at an animal and then retreates to water in order to strike again. Groups of the creatures feeding this way can bring down large animals, but a solitary eel is usually insufficient to such tasks.

The Striding Eeel much more famously comes to land to spawn & lay eggs. It does this at all times of the year & often in large group migrations. These migrations are assiduoulsy avoided by most –as they are a frenzy of fins & teeth and leave a swathe of danger in the land.

Monster Record

TIGERDOG

Ecological

Liminal Tier

Monster Name

HD	1d6+4	# Appearing	1d4	Attack #	1
HP	7	Morale	16	Attack Mod	+6
AC	14	Treasure	4	Initiative	d20+4
SPEED	13	Parley	+0	Saves	17
		Terrain	Pampas & Wastes	Stats	12
Tags	Animal, Pet, Scavenger, Simple, Sneaky, Tricky	Location	51.51	Skills	3

Attacks & Maneuvers

+6 Bite d10 – The Tigerdog bite is notably vicious – but it prefers to eat carrion which it recovers from the larger predators it follows – and if it can get it – it strongly prefers cooked meat.

Mobility - The Tigerdog can both climb and swim at its normal speed, it is equally at home in the trees & the waters.

Brazen – Tigerdogs have a strange attitude toward people of all varieties. They come and go entering settlements without fear. Normal taming tactics do not work on them at all and they can & will knowingly use their skills to hide, steal & trick.

Description

Long-muzzled dog with a plump fuzzy tail – the Tigerdog is a charismatic creature on the pampas and regarded with grudging admiration by the settlers who have met it. It is elusive in vegetation & in the wilds it is very elusive. Groups of them don't shy away from settlements though – and most colonies have a retinue of Tigerdogs nearby – patrolling the streets & living in the trees & thatch of different communities.

Some settlers regard the Tigerdog as a boon & a friend – they note the Tigerdog's pleasant disposition & tricky, amusing companonship as signs of divine fortune. The Tigerdogs for their part are tidy, unobtrusive animals that prefer to haunt streets at night & to lie sleeping in the rafters for the day.

Other communities see them as a pest – owing to their larcenous behavior & their apparent liberationist outlook as some Tigerdogs have been reliably observed helping to free slaves.

Monster Record

TOEHORSE

Ecological

Liminal Tier

Monster Name

HD	2d4+4	# Appearing	6d12	Attack #	1
HP	10	Morale	16	Attack Mod	+1
AC	14	Treasure	4	Initiative	d20+4
SPEED	15	Parley	+0	Saves	19
Tags	Animal, Pack, Mount, Prey, Herd	Terrain	Pampas & Jungle	Stats	11
		Location	51.51	Skills	1

Attacks & Maneuvers

+1 Ram - d6 – A pitiful attack, the poor creature is effectively doomed if it is forced to the point where it must fight.

Dash Away – The Toehorse uses its ations for the turn to run away. While it does so it ignores varried terrain so long as it is not water. It moves at 3 times its speed.

Description

A graceful, slender little horse that is nonetheless quite strong. Known for its split hooves & dew-claw, the Toehorse is abundant in the Delta, one of the many herding animals that wander the pampas where its striped coat helps it to hide. It is a quick runner & agile on hills but it is no match for a riding horse of Southern breed in terms of speed or carrying capacity. It's wildness & its relative weakness have disqualified it from most domestic applications – save for that of a meat animal.

While it is easy to herd & seems content to join the larger herds of southern cattle and northern Urochs, it shuns the company of other horses & is quite likely to reject any rider.

Among the Ramhorns, some of the warrior-cult have taken to taming a pair of these creatures & putting them to work on war-chariots – a duty that the Toehorses seem not to resent.

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TUSKOX

Ecological

Liminal Tier

Monster Name

HD	2d6+4	# Appearing	6d12	Attack #	1
HP	10	Morale	16	Attack Mod	+4
AC	14	Treasure	4	Initiative	d20+4
SPEED	15	Parley	-2	Saves	19
		Terrain	Any	Stats	11
Tags	Animal, Pack, Mount	Location	51.51	Skills	1

Attacks & Maneuvers

+4 Tusks d10 – A simple, straightforward ramming attack. The Tuskox is butal and none too subtle.

Tracker- The Tuskox is incredibly good at tracking by scent & at hunting buried items, it detects hidden on 3 out of 6.

Description

Resembling a cross between a warthog & a bull, this creature is incredibly tough and does not tolerate much of anything. They have been known to charge loud noises, & to wreck camps & even small villages with little provocaton. Tuskoxen love tubers & truffles which can both be used to tame one.

Despite their bad tempers Tuskoxen are not difficult to tame by a patient trainer & this species is a candidate for domestication in the Delta. Many in the delta regard it as a symbol of the wilds they have taken as a home and it appears on the crests of several adventuring groups as well as on the flags & brands of local settlements.

The Tuskox' iconic status has caused a great demand for their tusks – one of the very few Northern-made goods that fetches a higher price in the North than the South.

UNDERBEAST

Folkloric

Liminal Tier

Monster Name

HD	4d6+3	# Appearing	2d12	Attack #	4
HP	20	Morale	17	Attack Mod	+9
AC	20	Treasure	7	Initiative	d20+11
SPEED	17	Parley	0	Saves	16
		Terrain	Underworld	Stats	13
		Location	51.51	Skills	9

Tags: Sneaky, Pack, Warrior, Faerie, Unseen, Sneaky, Darkness, Hunter

Attacks & Maneuvers

+9 Thrash 1d8 – The Underbeast is virtually invisible – when it attacks it does so in a flurry of unseen motions – no one is sure quite how it attacks.

+9 Death from Above 1d10 – The beast's thrash attack when inflicted from hiding. They can climb along on celings and walls – so they prefer to drop down on prey.

Invisibility - In darkness the creature can remain still & blend into the shadows becoming invisible, so long as it does not move. When moving they are difficult to make out at best, and seem only a vague smudge of blurry shadow in the darkness. They cannot be hit by ranged attacks in darkess.

Description

A shaggy, shadowy mass of darkness & hair, its gleaming teeth (in two mouths at the ends of its limbs) can be vaguely discerned in the shadows. It calls out, saying your name as it attacks, those encountering the creatures & surviving report that they cannot be certain how long the monster had been stalking them. It is possible these beings are intelligent – they seem to manifest rudimentary culture – some say they have a hidden city in the Underworld.

These creatures have their own intellect & their own language & culture. These are inaccessible to most as they are based upon the motion of shadows & the appearance of light outside of the normally visible spectrum. Some wizardds have deciphered their writing & observed their langauge – made by the motion of their fur and have determined that they are a very ancient race of beings – once perhaps the vermin of the Underworld – they are its inheritors now.

Monster Record

UROCH

Ecological

Liminal Tier

Monster Name

HD	2d4+4	# Appearing	6d12	Attack #	1
HP	10	Morale	16	Attack Mod	+4
AC	14	Treasure	4	Initiative	4+d20
SPEED	15	Parley	-2	Saves	19
		Terrain	Any	Stats	11
Tags	Animal, Herd, Mount, Bovine, Vegetarian	Location	51,51	Skills	1

Attacks & Maneuvers

+4 Gore 1d12 – The uroch is a massive wooly bull. It hits as such.

+4 Trample 2d8 – Preferred attack of the unhorned females, they seem to dance on the bodies of the fallen.

Overwhelm - The Uroch charges & crushes everyone in its path - making Gore and trample attacks against everyone in its 23 space path. It can potentially double back and hit a target more than once.

Description

Woolly cattle of tremendous size, the Uroch is a peculiar hybrid of some southern species with the Tuskoxes of the North. These creatures are somewhat iconic within the realm of Bos Nandi – where they are the principle agricultural product, and as well subject of their religious veneration & the basis of their sport.

Urochs are clever animals, aggressive & docile at turns. They have managed to slip the bounds of captivity ocassionally and their swift breeding cycle & their quick maturation have led to the appearance of many feral herds throughout the pampas & woodlands of the Shrike Delta. They are deadly to most predators & add a protective element to any herds they cleave to.

Their wool & meat is among the best available in the North & so they are a valuable stock & captured herds are worth a great deal to the right buyer.

WASTE-LANDER

Ecological

Liminal Tier

Monster Name

HD	5d4+4	# Appearing	6d12	Attack #	4
HP	17	Morale	15	Attack Mod	+7
AC	17	Treasure	9	Initiative	14+d20
SPEED	15	Parley	0	Saves	14
		Terrain	Wastes & Underworld	Stats	14
Tags	Mutant, Warrior, Pack, Intelligent, Wastelands, Apocalyptic, Subeteranean	Location	51.51	Skills	8

Attacks & Maneuvers

+7 Junk Weapon 1d8 – Typically using broken mining tools or discarded pieces of metal trash.

Togetherness - Waste-Landers who attack the same target all deal double damage. They have an instinctual bond that helps them quickly and efficiently dispose of enemies. If at least 2 Waste-Landers attack the same target all those who attack & deal damage deal 2d8 with their Junk Weapons.

Glammer Resistance - Waste-Landers don't believe everything they see. They get two chances to save against Glammers.

Description

These barely dressed men all resemble one another strikingly. They cuddle one another as they address outsiders. Their accented *Nordagh* cannot be placed, but their tattered uniforms resemble those of the Blue League.

Almost all Waste-Landers are escapee clones from the Science Mines of Castle Dobley. Seeking their own way in the world, they are neither wise nor clever, though they are incredibly skilled at survival. The Waste-Landers have made the wastes & underworld of the Shrike Delta their homes – principally because no-one will pursue them there and not for any affinity.

They do favor the darkness, for which they have conditioned & they see in darkness just fine. Some among the Waste-Landers are joiners, followers & dependants – outsiders who have taken on the Waste-Landers' ways.

WATERBOAR

Ecological

Liminal Tier

Monster Name

HD	1d4+3	# Appearing	2d4	Attack #	1
HP	6	Morale	12	Attack Mod	+6
AC	13	Treasure	1	Initiative	1+d20
SPEED	13	Parley	-2	Saves	19
Tags	Animal, Herd, Amphibious	Terrain	Marsh & Beach	Stats	10
		Location	51.51	Skills	1

Attacks & Maneuvers

+6 Smash d10 – A brutish, undirected attack, the Waterboar mashes with its tusked muzzle and forelimbs.

+6 Gore – Ony the males of the species have tusks, and they use them to drive off predators from their harems.

Fatty Flesh – The Waterboar is very difficult to harm. Melee attacks that are weapon based deal half damage as blades and clubs are turned away by the slick mud that covers the beast.

Description

Something like the link between a hippo & a boar, these creature's are very territorial & chase anyone who gets too close. Their tusks are valued for their beauty & utility. These huge muddy creatures are fairly indistinct, wallowing in the mud that they live their lives within – they are frequently found in the company of many smaller animals, notably birds and capybaras. Their furious tempers are useful for keeping away predators, who seem to avoid them with great vigilance.

Most groups of Waterboars are females and their offspring as well as a single male – the so called Water-Tyrant. Younger males band together into their own rammpaging herds – so Water Boars encountered outside of their main habitat are much more aggressive as they are all males & out looking for old & weak Water-Tyrants to depose. These bachelor Waterboars are unabashedly carnivorous.

WHORLWINDER

Legendary

Liminal Tier

Monster Name

HD	18d6+15	# Appearing	1	Attack #	4
HP	70	Morale	18	Attack Mod	+6
AC	19	Treasure	4	Initiative	1+d20
SPEED	12	Parley	4	Saves	14
		Terrain	Beaches	Stats	12
		Location	51.51	Skills	2

Tags: Djagan, Elemental, Wind, Fire, Beaches, Ifreet

Attacks & Maneuvers

+6 Glass Lance - 2d6 - The Whorlwinder's limbs become molten & solid as the friction heats them to a plasma.

Inhabit - A target of the Whorlwinder must save vs. Breath, on a failed save the Whorlwinder leaps into the target's body. Thereafter the Whorlwinder strikes with its Glass Lance attack on all of its subsequent turns & needn't make to-hit rolls to strike. It cannot be struck in this situation either. The Whorlwinder can remain within someone & it doesn't have to make attacks when it is within them.

+6 Glass Throw 2d6 - The Whorlwinder flings a gob of molten glass at a target.

Suffocate - Targets within the Whorlwinder's area of effect must save vs. Breath or begin to suffocate as it steals their breath. Leaving its area solves this problem. Anyone attempting melee attacks against the Whorlwinder will take this effect. A target suffocates completely when it has remained in the effect for a number of rounds equal to their HD.

Wind - The Whorlwinder can't be hit by arrows or sling stones as it casts them off with its wind.

Description

An especially hostile elemental, the Whorlwinder claims the beaches of the Shrike Delta as its own. This creature eats the ocean's breezes & basks in the tropical noonday sun for sustenance. Requiring nothing more than this, one is surprised to find that the Whorlwinder is intensely hostile, it's aggression born from some unknown admixture of heat & wind & moisture. In appearance the Whorlwinder is a man-sized vortex of sand & molten glass which twists ferociously all upon the beach, spinning with such intensity that the sand it draws into its mass becomes a molten mass at the creature's center. Wherever it goes it spreads fire & dust, but for reasons no-one knows it does not leave the beach - else it may have burned the pampas & the jungle long ago.

No one has encountered the creature during a time of rest so it is unclear if it does so at all, but thus far, the only sightings of the beast have been during the day.

WORMMAN

Folkloric

Liminal Tier

Monster Name

HD	5d4+6	# Appearing	D6	Attack #	3
HP	21	Morale	14	Attack Mod	+5
AC	18	Treasure	6	Initiative	d20+5
SPEED	14	Parley	0	Saves	14
Tags	Intelligent, Magical, Bug, Relic, Beg	Terrain	Any	Stats	13
		Location	51.51	Skills	7

Attacks & Maneuvers

+5 Whip 1d8 – This person's arms launch from his body with a terrible speed & to a preposterous range.

+5 Wrap 1d8 – Once it hass belted its limbs around a target the Wormman wraps them tight, squishing. The Wormman makes this attack automatically against anyone it has successfully whipped on each of its turns. Characters can use their turn to make a d20 STR or DEX check to escape.

Spellcasting - The Wormman can cast limited wizard spells. Only spells of level 2 or lower. They can cast up to 4 spells per day

Burrowing - The Wormman can burrow underground to escape, it moves its speed through the ground. It's AC when burrowing is increased by 5.

Description

The wormfolk are special denizens of the Shrike Delta – these beings are relics prehistory. Having observed the rise & fall of many cycles of habitation they have the leisure to take what they will from all of the more dominant cultures. Though not individually long-lived these beings have the ability to absorb information from out of objects that they consume – significant information such as the nature & language of persons who used or made such objects. Because they can access history in this way the Wormfolk have an exceedingly long view of events. Their cognition is not relatable – their drives & emotions are in line with worms instead of apes or gods or angels – they have a lower cunning & a baser quality that precludes dignity or desire. Instead they know, and move. These are more than things that the wormfolk do – they are their states of being. Going is movement in the world & it is accomplished in a variety of ways – principally through tunneling – they prefer to go unseen just at the lower margin of civilization. When they must go Up – they put on their charade – Folding themselves & contorting their tubular bodies so that they resemble people – from a distance & shrouded in heavy, concealing clothing.

ENGLISH POET,

WORMPOOL

Ecological

Liminal Tier

Monster Name

HD	10d6+10	# Appearing	1	Attack #	1
HP	52	Morale	19	Attack Mod	+10
AC	15	Treasure	2	Initiative	d20-1
SPEED	4	Parley	-8	Saves	16
		Terrain	Any	Stats	10
		Location	51.51	Skills	1

Tags: Animal, Trap, Magical, Relic, Swarm

Attacks & Maneuvers

+10 Consume 3d6 – The mass of frenzied worms simply eats anythign that falls into it.

Smother - The Wormpool will smother anyone who falls into it. Save vs. Death or take 2d6 damage on their turns.

Inadvertant Trap – The Wormpool is noticed only a result of 1-2 on the search die. Whenever anyone comes too near they must save vs. Devices or fall into the Wormpool – taking the Consume attack on the Wormpool's turns & the Smother effect on their own turn.

Unreasoning – The Wormpool cannot be influenced at all – it is mindless in its frenzy.

Disassociate – If reduced to 0 HP the Wormpool becomes d4 Wormmasters & d6 Wormmen.

Description

When the Wormfolk shift their mentality & pursue their second motivation -Knowing – they take on the colonial stationary attitude called the Wormpool. Going Wormfolk traverse land & air & water with varying applications of stealth. Knowing Wormfolk will be stationary – and they often choose to Know in a place that has abundant knowledge for them to consume – frequently ruins & graveyards – the latter of which fascinate the wormfolk.

In instances like this the wormfolk sometimes enter a frenzied state of consuming & knowing – the two acts are indistinguishable to them – this state is the Wormpool – a circumstance of several, perhaps dozens of Wormmen participating in their low speed frenzy of consumption. Here the soil is turned to a pool of loose earth. Many things – animals, people anything – can be drawn under & consumed in whole or part by the Wormpool. When the frenzy is finished – the Wormmen will tend to depart, going their own way.

Some have wrongly considered the Wormpool to be the breeding place of the Wormfolk – since it resembles ina way the spawning grounds of fish – but the Wormfolk do not breed at all – they reproduce asexually by budding.

Monster Record

MONSTERS & NPCS

There's a fine line, practically speaking, between a monster and an NPC when their mechanics are taken into account. At the table though – the main difference is that NPCs will tend to default to talking to players while Monsters will tend to default to fighting them.

Monsters are not all equal, some are substantially more dangerous than others & this is usually reflected in the number & size of their HD, or Hit Dice. When generating encounters, should you wish to be merciful, you may prefer to give PCs the option of sneaking past very high HD monsters such as The Beast of Cormorant Isle.

NPCs also join & manage factions – in the Shrike delta there are at least a dozen factions – but for this portion of the campaign only a few will be presented here.

Factions offer specific benefits to members as they usually encompass a *Party*. Parties & their statistics & functions are laid out in the **Game of the North** manual – but for a simplistic breakdown – a party has 6 statistics & a variety of abilities much like a PC.

The parties encountered at the Arrival phase of the **Will of Wolves** campaign will likely remain prominent throughout your PCs' adventures throughout the Shrike Delta.

The Black Scorpion – A mercenary band that has become the de-facto ruling class of the city of Ked – the largest & most important settlement in the setting. They are strictly law enforcing & their law is based on strength & the enforcement & practice of slavery.

The Oceangoat Caprices – Chaotic pirates that seem to operate a hidden ship-building facility somewhere in the Delta, they prey on traffic throughout the estuary & all along the islands of the coast. Individually each pirate is not much to speak of, but their officers are legendarily competent. An egalitarian foil to the hierarchical Black Scorpions, the Oceangoats are mostly encountered aboard ship.

Companions of the Libra – A freedom fighting band of lawless crusaders, the Companions follow a pseudo-mythic figure known as the Libra – who frees the slaves & fights those who would be masters. The Companions operate a clandestine cult devoted to freedom for all, they go about in masks & hoods & no-one knows their true identities.

The Four Friends – Four Friends who have banded together & who operate as a small adventuring company. They're presented here, as people that may be met, and as an example of what a party could be.

The Silver Riders – A band of maddened, drug-addled hunters, who murder for pleasure – but with a hidden core of secret sorrow beneath. The Silver Riders of the Elf-Lord Silvas Astra are presented here only as a sketch, their detailed story lies within the campaign guide.

Mirin Ecter's Band – New on the scene – this assembly of ocean dwarves is only just now beginning to arrive – just in time to interact with the PCs. They hint at a power arising from the sea, a new & important group just at the edge of the story so far.

The Alacrity & The Agility – Not parties, as such, these are the two options available to PCs as they arrive in the Delta – two different ships & two different beginnings – exposited in the campaign guide & presented here for ease of reference.

NPOS OF
THE AGILITY

Class: Barquentine

Crew: Base

Cost: 40000

Ship's Name: Agility

Initiative: 15

HD: 7

Saves: 16

Speed

HP: 84

Skills: 3

Forward: 19

AC: 13

Stats: 13

Tacking: 12

Rowing: 2

Sinking: 8

Command: -2

To-Hit: +4

Armaments

Marines 2d6

Qualities

Ship's Wheel: +2 Tacking Speed

Officers' Quarters: +1 Command

Poop Deck: +1 To-Hit & AC

Maneuvers

Silent Running – On a successful Command check the ship can enter ports at night undetected

The NPC

Captain Agon - Villianous Human slaver

Rank	Professional	HP	4d8	CHA	14
Race	Human	AC	12	CON	10
Speed	14	To-Hit	+4	DEX	12
Morale	19	Damage	d8	INT	12
Party		Skills	4	STR	14
Initiative	12+d6	Saves	15	WIS	11

Description

Strict, Uniformed & tidy, the captain is a distant authority figure.

Maneuvers

+4 Bee Saber d8+1

Commands - He has 3d6 Sailors at his command.

Positive Qualities

Capable

Negative Qualities

Wicked

Goals

He wants money & is pleased to get it through evil.

Positive Reaction

"You'll be delivered to your destination presently."

Negative Reaction

"You've fallen into my power & will be sold."

Behaviors

Deceptive, cruel & hostile. He loves to inflict despair through trickery.

The NPC

First Mate Sillian

Rank	Profession -1	HP	2d6	CHA	15
Race	Elf	AC	16	CON	9
Speed	16	To-Hit	+5	DEX	12
Morale	18	Damage	d8	INT	11
Party		Skills	8	STR	13
Initiative	12+d6	Saves	16	WIS	12

Description

Gregarious, almost foolish, he is a pleasing foil to Agon.

Maneuvers

+5 Belaying Pin d8

Commands - He has 3d6 Sailors at his command.

Positive Qualities

Sociable

Negative Qualities

Deceptive

Goals

He's tired of Agon & wants the ship for himself.

Positive Reaction

"Stick with me, I'll look out for you."

Negative Reaction

"You're on your own. Dummy."

Behaviors

Cunning & manipulative, after biding his time he's ready to betray the captain, with some help.

NPCS OF THE BOWMAN & THE ALACRITY

Class: Schooner
Crew: Full
Cost: 6000
Ship's Name: Alacrity

Initiative: 10
HD: 2
Saves: 18
Speed
HP: 24
Skills: 2
Forward: 27
AC: 11
Stats: 10
Tacking: 13.5
Command
Sinking
To-Hit
Rowing: 3
Sinking: 4
Command: -1
To-Hit: +2

Armaments

Ballistae 1d6

Qualities

Quarterdeck: +1 Command

Crow's Nest: +2 Skill

Topgallant Sail: +2 Forward Speed

Maneuvers

Ballistae Snare – A strike with the Ship's bow-mounted Ballistae which strikes another ship's rigging. With a Command Check that excedes the opponent's AC the opposing ship has its non-rowing speed decreased by d4

Class: Galley
Crew: Well
Cost: 12600
Ship's Name: Bowman

Initiative: 20
HD: 12d8
Saves: 18
Speed
HP: 96
Skills: 1
Forward: 26
AC: 14
Stats: 12
Tacking: -3
Command
Sinking
To-Hit
Rowing: 15
Sinking: 4
Command: -6
To-Hit: +2

Armaments

Catapult 2d6

Ram 2d6

Marines 2d6

Marines 2d6

Marines 2d6

Qualities

Archers: Marines strike at range

Quarterdeck: +1 Command

Double Hulled: +1HD size

Forecastle: +1 AC/To-Hit

Poopdeck: +1 AC/To-Hit

Royal Sail: +2 Fwd Speed

Topgallant Sail: +1 Fwd Speed

Maneuvers

Ramming Speed: Ship moves 2x its rowing speed & deals 2x damage to a target & takes ½ the damage itself.

Sea-Song: Elfsong increases the To-Hit of Marines for Command roll in rounds.

Burning Pitch: Command vs. AC – on hit the opposing ship is on fire, taking d6 on every 5th turn.

Row-Eternal: Elf rowers need not sleep with a successful Command check.

The NPC — Prince Ganymede - Aspiring Elf Hero & Runaway Prince

Rank	Expert	HP	2d6	CHA	14
Race	Elf	AC	10	CON	12
Speed	16	To-Hit	+3	DEX	13
Morale	14	Damage	d8	INT	11
Party		Skills	4	STR	13
Initiative	13+d6	Saves	14	WIS	10

Description

Beautiful, regal elf with golden hair & eyes & a lightly tanned skin.

Maneuvers

+3 Bows & Swords d8 Duel Command - Targets save vs. Spells or duel him

Positive Qualities

Earnest, Sincere

Negative Qualities

Oblivious, Naïve

Goals

Wants to be free - to explore the north & abandon responsibility

Positive Reaction

"We shall do great things."

Negative Reaction

"You are distasteful, do not speak to me."

Behaviors

Decieves, soemwhat poorly, concerning his status & nobility, wants to be free to live his life.

The NPC — Captain Sabado - Dwarf Sailor & Oceanwise Captain

Rank	Rival	HP	7d6+2	CHA	17
Race	Dwarf	AC	14	CON	16
Speed	15	To-Hit	+7	DEX	11
Morale	16	Damage	d8	INT	12
Party		Skills	5	STR	15
Initiative	11+d6	Saves	15	WIS	18

Description

A dwarf that strongly resembles a gorilla, hairy, squat, extremely strong.

Maneuvers

+7 Steel War-Cane d8+1

+7 Samedi the Panther d8/d8/d8- Makes 3 attacks at d8 on each of the Captain's turns

Positive Qualities

Professional, Skilled

Negative Qualities

Secretive & Mercenary

Goals

He wants to live by sailing, he loves sailing & wants nothing more.

Positive Reaction

"Come sail with me"

Negative Reaction

"For the right price we can do business."

Behaviors

Protective of his ship & autonomy - he will sell out anyone to keep his boat going.

The NPC — Gobol Springo - Mechanical Inventor Cyborg

Rank	Professional	HP	3d6-1	CHA	14
Race	Goblin	AC	13	CON	8
Speed	14	To-Hit	+3	DEX	12
Morale	17	Damage	d8	INT	10
Party		Skills	3	STR	14
Initiative	12+d6	Saves	13	WIS	10

Description
Goblin with many mechanical parts, possibly more metal than flesh.

Maneuvers
+3 Mechano-Arm d8+1
Galvanic Shakeup - adds 4 to AC vs. ranged attacks

Positive Qualities
Curious & Industrious

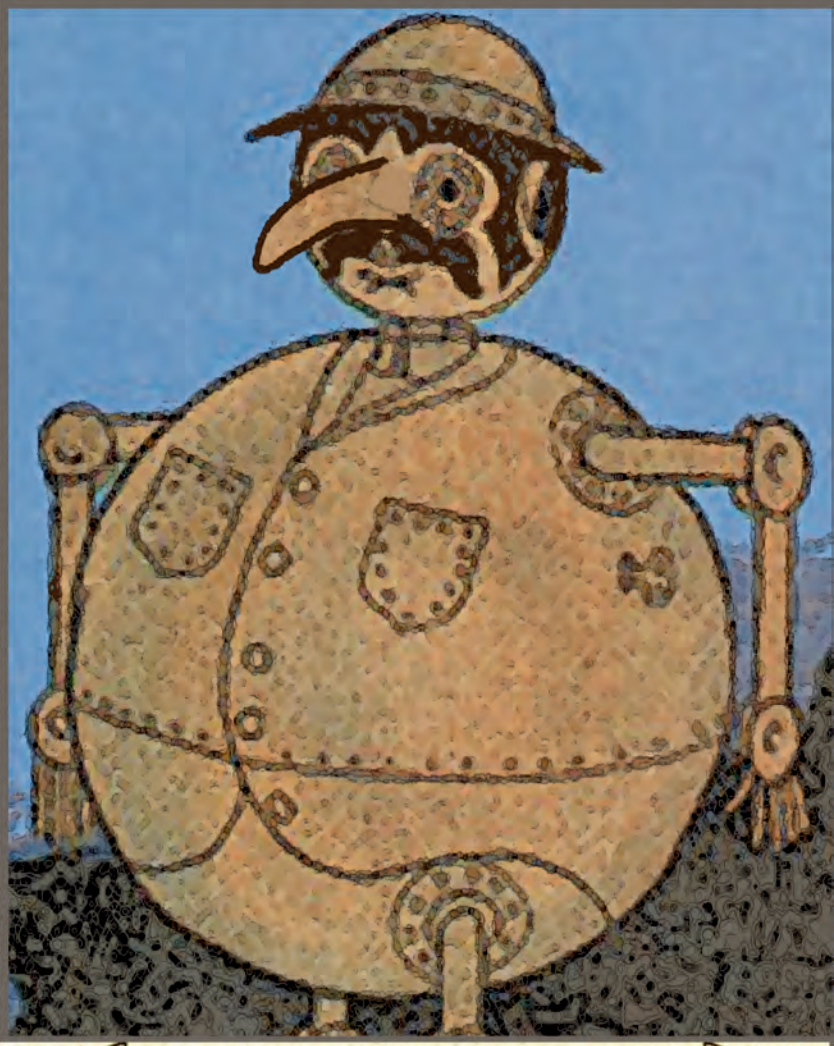
Negative Qualities
Fearful & unemotional

Goals
Wishes to find a place in Hobtown, has friends there.

Positive Reaction
Shares secrets

Negative Reaction
"Do. Not. Touch. Me."

Behaviors
Deeply fears water & sinking. Is very useful & can make many mechanical tools.



The NPC — Sender Belo Gan - Reckless Gambling

Rank	expert	HP	1d8	CHA	8
Race	Human	AC	12	CON	13
Speed	22	To-Hit	+1	DEX	11
Morale	9	Damage	d8	INT	13
Party		Skills	2	STR	13
Initiative	11+d6	Saves	17	WIS	12

Description
Carefree, casual fellow with an easy smile & love of gambling.

Maneuvers
+1 Sneaky Dagger d8
+1**Gambler's Throw** - Throw three knives at +1 to hit each all at different targets

Positive Qualities
Courageous & Loyal

Negative Qualities
Flighty & Capricious

Goals
Seeks his own future, possibly a kingdom of his own in the North.

Positive Reaction
"You're really impressive, I should stick with you."

Negative Reaction
"What've you got on you?"

Behaviors
Will gamble on anything and seeks out someone luckier than himself.

The NPC

Rupert Dimmald - Depraved demonologist

Rank	Rival	HP	3d10+1	CHA	16
Race	Human	AC	14	CON	14
Speed	17	To-Hit	+7	DEX	12
Morale	21	Damage	d8	INT	12
Party		Skills	6	STR	16
Initiative	12+d6	Saves	15	WIS	18

Description
Thin in an ill fitting robe, a long fingered, gaunt, tall man.

Maneuvers

+7 Rusty Old Sword d8+2

The Blue Book - He casts up to 5 levels from the Blue Book each day.

Positive Qualities
Wise & Perceptive

Negative Qualities
Knows Forbiden Things

Goals
He is escaping to the North, fleeing witch-hunters

Positive Reaction
"What have you been doing?"

Negative Reaction
"Would you like to meet my friend, my friend the devil?"

Behaviors
Creepy, surreptitious & demonic, he's nevertheless quite helpful & well meaning.

The NPC

Milker - Creepy Cat-Halfling stowaway

Rank	expert	HP	1d6	CHA	9
Race	Halfling	AC	15	CON	11
Speed	15	To-Hit	+5	DEX	12
Morale	10	Damage	d6	INT	11
Party		Skills	7	STR	14
Initiative	12+d6	Saves	17	WIS	11

Description
Halfling, of some type, with features like a cat.

Maneuvers

+5 Vicious Bites d6+1

Hiss Fit - All must save vs. Spells or take d6 frightened effect.

Positive Qualities
Easily overlooked

Negative Qualities
Horrifying, cruel.

Goals
Its goals are obscure, its temperment unpleasant.

Positive Reaction
"Purr."

Negative Reaction
"Hiss."

Behaviors
Sneaky, aggressive & cruel - it wants to live wild in the North.

The NPC — Captain Hyperia – Southern Captain & Aristocrat

Rank	Professional	HP	4d8	CHA	13
Race	Elf	AC	12	CON	10
Speed	13	To-Hit	+3	DEX	11
Morale	18	Damage	d8	INT	10
Party		Skills	4	STR	13
Initiative	11+d6	Saves	15	WIS	12

Description
Beautiful, noble & dressed in a showy, armored uniform.

Maneuvers
+3 Sword or Bow d8

Commands - She has 3d6 Sun Elf Marines at her command.

Positive Qualities
Competent & Loyal

Negative Qualities
Stubborn & Unimaginative

Goals
She's stuck chasing down the runaway prince. She has no interest in the North & wishes to return home with her ship.

Positive Reaction
"You'll be spared if you comply."

Negative Reaction
"You can leave now in peace or stay, and die."

Behaviors
Rigid, meticulous & persistent - she just wants Ganymede back. Unbeknownst to him, she has been promised him as her husband & her desire is political & romantic.

The NPC — Bowman Crew - Elvish sailors of the Bowman

Rank	expert	HP	2d6	CHA	10
Race	Elves	AC	10	CON	11
Speed	16	To-Hit	+3	DEX	13
Morale	11	Damage	d8	INT	12
Party		Skills	4	STR	13
Initiative	13+d6	Saves	14	WIS	10

Description
An elven marine, a warrior in painted wooden armor & carrying a spear & a bow.

Maneuvers
+3 Spears & Bows d8

Positive Qualities
Disciplined

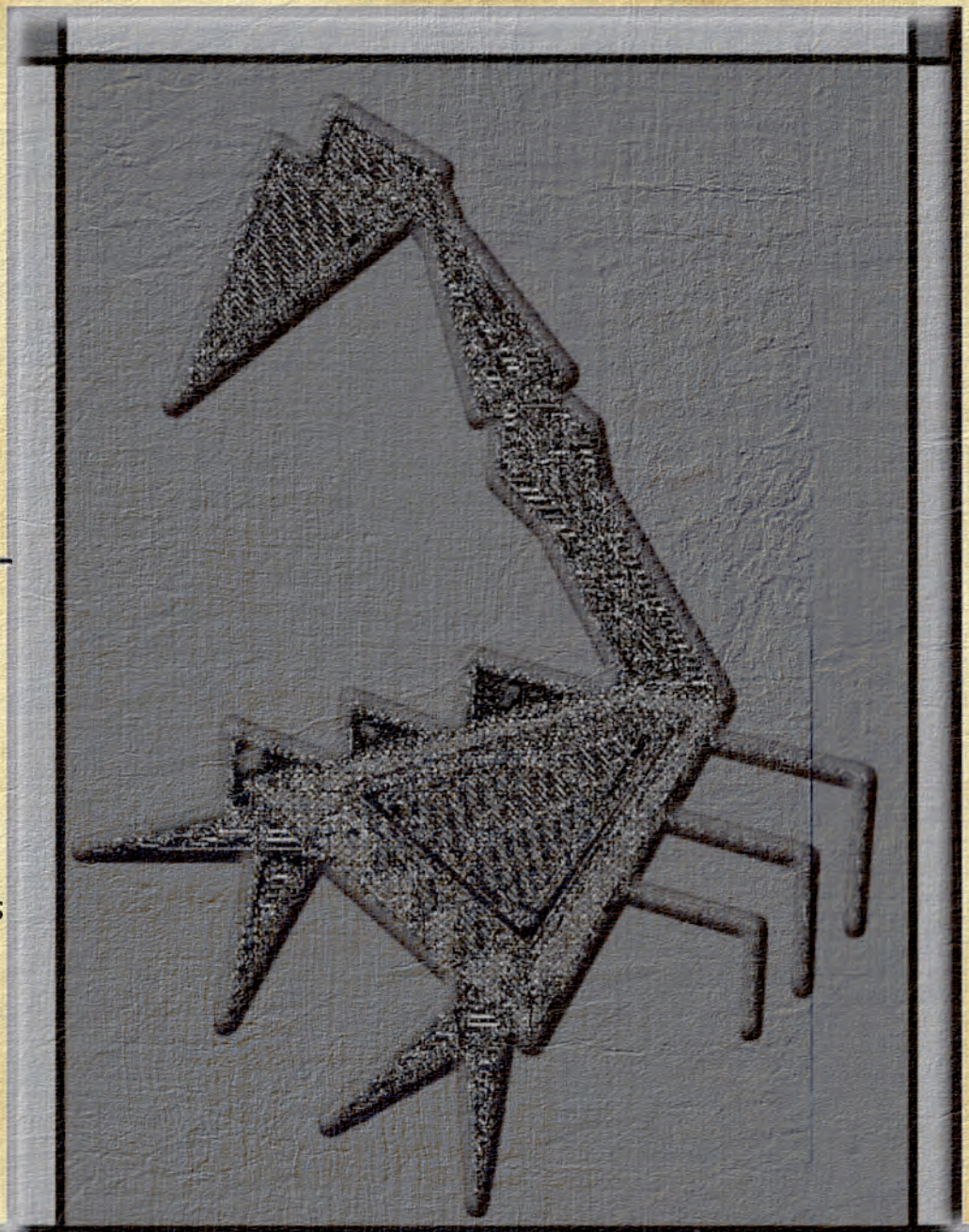
Negative Qualities
Rigid

Goals
A warrior who'd rather be home but who is here, now, to do a job.

Positive Reaction
"You have one chance to surrender"

Negative Reaction
"Surrender or die."

Behaviors
Soldiers of the Bowman - they are some of the best to be found outside the South.



BLACK SCORPION

Black Scorpions are hierarchical. They function as units. A typical unit has 1 Sergeant & 7 Soldiers. A Lieutenant commands 4 such units. & A Captain has 5 Lieutenants

Black Scorpion Captains are significant authority figures in the Shrike Delta. Each of the Captains of the Black Scorpion are distinct individuals with their own statistics.

THE THREE TECHNIQUES OF THE BLACK SCORPION

ENSNARE

Black Scorpion soldiers and officers know how to Ensnare their targets. Whenever they deal maximum damage on a die, or whenever they roll a 20 on an attack roll, they have ensnared their target, rendering them prone and bound. This technique is well known but difficult to master without training.

HOBBLE

Black Scorpions can Hobble their prey as well. Whenever making an attack using a whip or a truncheon a Black Scorpion may choose to deal damage to their target's speed statistic instead of their HP. This damage is recovered whenever the target takes a turn to unfetter themselves. On a roll of 20 on the To-Hit die, the damage is permanent.

SHACKLE

Black Scorpions carry their shackles & whips - and they can utilize them to ensnare & capture an opponent. A Black Scorpion can use their turn to Shackle a target - the target must save vs. Devices or have their hands bound together - rendering them incapacitated.

The NPC — Black Scorpion Soldier

Rank	Follower	HP	2d6+1	CHA	10
Race	Various	AC	12	CON	14
Speed	16	To-Hit	+3	DEX	15
Morale	12	Damage	d8	INT	15
Party	Black Scorpions	Skills	2	STR	13
Initiative	15+d6	Saves	19	WIS	8

Description

Wearing the leather cuirass & greaves all in black, they carry swords & whips.

Maneuvers

+3 Mace or Whip d8

Black Scorpion - Can use Ensnare, Shackle & Hobble

Positive Qualities

Disciplined

Negative Qualities

Slavers

Goals

Whatever life they wanted in the North, these soldiers found a new way of life, they are loyal to it.

Positive Reaction

"You're free to go."

Negative Reaction

"You don't belong to anyone so you'll need to come with us."

Behaviors

Uniformed soldiers, or militaristic police, they keep the peace at everyone's expense.

The NPC — Black Scorpion Sergeant

Rank	expert	HP	3d8+1	CHA	9
Race	Various	AC	13	CON	15
Speed	17	To-Hit	+4	DEX	15
Morale	13	Damage	d8	INT	8
Party	Black Scorpions	Skills	3	STR	10
Initiative	15+d6	Saves	18	WIS	7

Description

Wearing the leather cuirass & greaves all in black, they carry swords & whips. These officers wear silver buttons.

Maneuvers

+4 Mace or Whip d8

Command - Has 2d4 Black Scorpion Soldiers & d6 Sergeants Black Scorpion - Can use Ensnare, Shackle & Hobble

Positive Qualities

Commanding

Negative Qualities

Slavers

Goals

Whatever life they wanted in the North, these soldiers found a new way of life, they crave the authority it gives them.

Positive Reaction

"You're free to go."

Negative Reaction

"You don't belong to anyone so you'll need to come with us."

Behaviors

Uniformed soldiers, or militaristic police, they keep the peace at everyone's expense.

The NPC

Captain Erkin - Ambitious Black Scorpion Commander & Malinalx devotee

Rank	Professional	HP	5d8-1	CHA	15
Race	Goblin	AC	15	CON	8
Speed	16	To-Hit	+5	DEX	12
Morale	30	Damage	d8	INT	10
Party	Black Scorpion	Skills	5	STR	14
Initiative	12+d6	Saves	13	WIS	12

Description

Uniformed & symmetrical goblin with a shock of pomaded black hair

Maneuvers

+5 Whip or Bow or Mace d8+1

+5 Venomous Spittle - He can cast this spell & then inflict a d8 Poisoned effect with a spit-attack.

Black Scorpion - He can use Ensnare, Shackle & Hobble

Positive Qualities

Generous & Ambitious

Negative Qualities

Evil

Goals

Purely devoted to the malice of Malinalx, he is not evangelistic.

Positive Reaction

"We all go up together."

Negative Reaction

"You are an ally to the Libra and a spy."

Behaviors

Traitorous & aggressive, he wants to rise in the ranks of his cult & the army of the Black Scorpion both.

The NPC

Sergeant Hellebore - Secret Libra Agent

Rank	Professional	HP	3d8	CHA	13
Race	Elf	AC	17	CON	10
Speed	15	To-Hit	+7	DEX	10
Morale	18	Damage	d8	INT	11
Party	Companions	Skills	9	STR	15
Initiative	10+d6	Saves	11	WIS	11

Description

Casually uniformed, half-wild Elf in Black Scorpion regalia.

Maneuvers

+7 Mace or Whip d8+1

Glammers - He casts 4 level 3 or lower Glammers each day.

Libra - He can use the Companions' prayers & techniques

Positive Qualities

Serious & Courageous

Negative Qualities

Desperate

Goals

A spy for the libra hiding in the Black Scorpion ranks - he's in way too deep.

Positive Reaction

"I have a job just for you."

Negative Reaction

"It was all their idea! They're the criminals, not me!"

Behaviors

Secretive & worried, he wants to keep the Libra going & steer the BS away from them.

Party Record

Party Name **BLACK SCORPIONS OF KED**

Party Alignment **LAWFUL**

Devotion	14
Glory	12
Influence	12
Membership	18
Reputation	13
Secrecy	7

NPC Stats **6+D10** NPC HD **+1** PC HD _____

NPC Saves _____ PC AC _____

PC Social Modifier _____

NPC Morale _____ NPC Maneuver **+2**

PC Language **+2**

NPC Attack _____ NPC AC _____ PC Manuever _____

NPC Skills _____ PC Skills _____

Party Roster **TOO MANY TO LIST**

Party Traits **EMBLEM (BLACK SCORPION), TRADE GUILD, HIERARCHY BADGE, HEADQUARTERS**

Operations Per Week	6
Operational Range	6
Party Income	24

The Black Scorpion are the protectors of Ked, they strictly maintain official neutrality and assiduously oppose any embassy or state infiltration from the South. The Black Scorpion is becoming Militaristic & have been working on their hierarchical function - though at this moment in time these functions are being absorbed in secret by the Cult of Malinalx. Left alone the Black Scorpion would make the lower delta a place of unbridled free trade & stateless anarchy.

The natural rivals to the Black Scorpion, the Caprices have abandoned the pursuit of any authority in exchange for the pursuit of wealth. Anarchic & greedy, the Caprices care more for freedom than wealth as a rule & they have been a danger to navigation & trade for years now.

Led by the mysterious Capitan Oceangoat, the Caprices are capture captives to enslave in thier hidden headquarters to provide the essential labor required for their large & highly functional navy. Slaves are the least of the Caprices interests though - as they wrest the treasure of two continents for their mysterious leader.

Party Record

Party Name THE OCEANGOAT CAPRICES

Party Alignment CHAOTIC

Devotion	13	NPC Stats 6+D6 NPC HD - PC HD -
Glory	13	NPC Saves _____ PC AC _____
Influence	6	PC Social Modifier _____
Membership	8	NPC Morale -1 NPC Maneuver _____ PC Language _____
Reputation	7	NPC Attack _____ NPC AC _____ PC Manuever _____
Secrecy	15	+1 NPC Skills _____ PC Skills _____

Party Roster CAPITAN OCEANGOAT, TWENTY SHIP CAPTAINS, TWO HUNDRED PIRATES, FIFTY SLAVES & SERVANTS

Party Traits DREAD BANNER - PIRATE FLAG, HEADQUARTERS, PIRATE

Operations Per Week 0

Operational Range 15

Party Income 3

Class: Ketch

Crew: Well

Cost: 9000

Ship's Name: Caprice

Initiative: 15

HD: 6d8

Saves: 19

Speed

HP: 42

Skills: 2

Forward: 32

AC: 12

Stats: 13

Tacking: 16

Rowing: 4

Command

Sinking: 2

-2

To-Hit: +2

Armaments

Guns d6

Qualities

Double-Hulled: Increase HD type

Fine Materials: +2 Stats

Maneuvers

Silent Running: Successful Command check increases Skills by 4 for 1 hour

Derring-Do: Individuals aboard the ship may board an opposing ship up to 3 spaces distant as they swing from the high swaying mast.

The NPC

Mirin Ecter Dwarves

Rank	expert	HP	2d8	CHA	8
Race	Dwarf	AC	13	CON	11
Speed	4	To-Hit	+2	DEX	13
Morale	19	Damage	d8	INT	12
Party	Mirin	Skills	2	STR	14
Initiative	13+d6	Saves	14	WIS	11

Description

Dwarves from the deep sea. They are used to the harshest of environments & are having trouble transitioning out of their dive suits and underwater lives.

Maneuvers

+2 Tridents d8+1

Positive Qualities

Enduring

Negative Qualities

Indifferent

Goals

Abandoning the sea for the long journey to the distant reaches of the furthest north, these travellers are merely stopping here.

Positive Reaction

"I'm sure Mirin Ecter, our lord & savior can help you too."

Negative Reaction

"Keep it up and see if you like what comes next."

Behaviors

In their heavy suits they resemble giant isopods - the heavy steel of their suits protected them from immense pressure & drowning, now it hinders them and they are loathe to remove it.

Mirin Ecter is the charismatic leader of a band of Ocean Dwarves who have begun to migrate from their former home on the ocean's floor toward their ancestral home in the distant polar north. As the migration progresses the dwarf followers of Mirin Ecter come upon shore in small groups, all still wearing their isopod pressure-armor. They look for all the world like gigantic sea bugs stumbli on shore.

The NPC

Silver Rider - Mounted, maddened hunter

Rank	Expert	HP	2d6	CHA	9
Race	Elves	AC	10	CON	13
Speed	15	To-Hit	+4	DEX	12
Morale	10	Damage	d8	INT	11
Party	Star Elves	Skills	4	STR	14
Initiative	12+d6	Saves	14	WIS	11

Description

Arch, superior & with a madman's gleam in their eyes, these noble elves are somehow corrputed.

Maneuvers

+4 Silver Lances & Long Bows d8+1

Positive Qualities

Determined

Negative Qualities

Murderous & Mad

Goals

Crazed, chemically addled elves who have become corrupt based on their lives of hedonic indulgence & slaveholding.

Positive Reaction

"All this to the horizon is Silvas Astra's place, why are you [illegible]?"

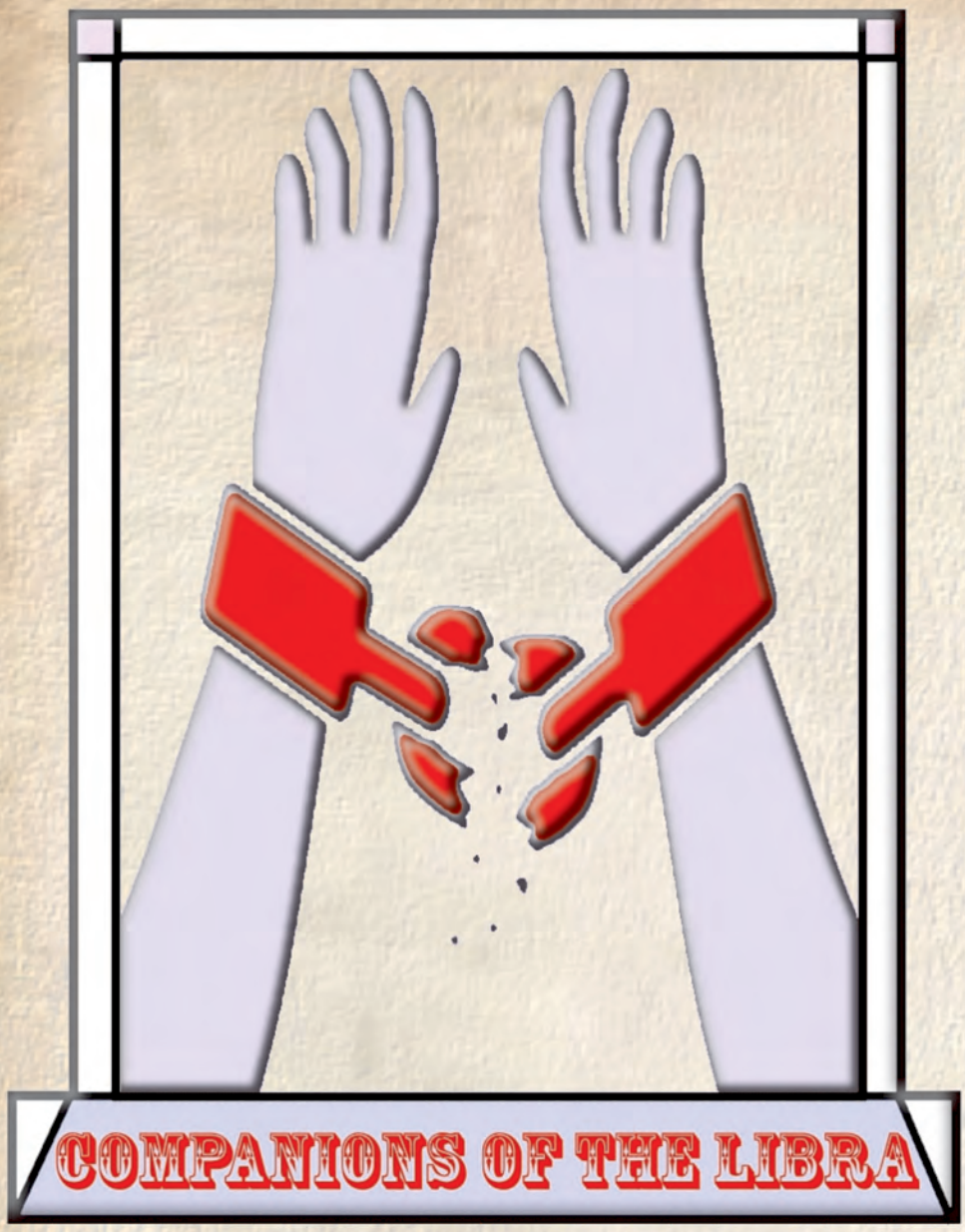
Negative Reaction

"Run! You'll provide no joy for us if you do not run."

Behaviors

In their silver antlered headdresses with their silver-tipped spears & riding the grey elk - these men seem noble, but deranged.

SILVER RIDERS



The Libra is a figure of local myth - one who may or may not have ever existed & who may or may not exist now. The Libra's Companions certainly exist. They wear the grey cowl & cloak that masks their identities & act in secret to free the slaves of the Shrike Delta.

A PRAYER FOR THE LIBRA

The Libra's companions are a mystical order made up of those who've taken it upon themselves to free their fellows and in so doing to free their minds. The Libra preach transcendence of all bonds & their prayers reflect this.

OVERTHROWING TYRANNY

Level 3 Supplication
You spend a day performing the ritual of liberation – you walk through the torii gate and throw your broken chains over it. You pray for guidance in freeing others.

BOLD SHOUT OF LIBERTY

Level 2 Invocation
While wearing the gray cloak & hood you give the intimidating call of the Libra that is the bane of slavers who must save vs. spells or be driven off. This affects up to 4HD worth of slavers.

Party Record

Party Name COMPANIONS OF THE LIBRA

Party Alignment CHAOTIC

Devotion	16	NPC Stats 8+D10 NPC HD +8 PC HD +1
Glory	14	NPC Saves -1 PC AC
Influence	6	PC Social Modifier
Membership	4	NPC Morale -8 NPC Maneuver PC Language
Reputation	13	NPC Attack NPC AC PC Manuever
Secrecy	17	NPC Skills +2 PC Skills +1

Party Roster SECRET & UNKNOWN

Party Traits Mystery, Insurrection, Thieves Guild, Initiation 2, Technique - **Breaking The Bonds -** Members can escape bonds with a successful d20 Statistic check using STR or DEX or INT.

Operations Per Week 2

Operational Range

Party Income

An insurgent, ultimately revolutionary group in the Shrike Delta comitted to the principles of Liberty & Equality. The Companions are a secret sect based around their own heroic paragon - the Libra

The NPC

Liberator - Low Level Libra Agent

Rank	Expert	HP	12	CHA	12
Race	Various	AC	18	CON	12
Loyalty		To-Hit	+6	DEX	9
Morale	15	Damage	D10	INT	9
Party	Companion	Skills	8	STR	13
Initiative	7+d20	Saves	16	WIS	14

Description
In a grey cape & cowl that covers the face, these rogues weild hammers and carry broken shackles.

Notes
Makes ready use of prayers – particularly the Brave Shout of the Libra.

Positive Qualities
Devoted & Virtuous

Negative Qualities
Fanatics

Goals
They see the glory of the North's possibility & hate the slavers for enslaving

Positive Reaction
"You are free, we are all free."

Negative Reaction
"You're a slaver & infidel & must be destroyed."

Behaviors
Liberators & notorious bandits - they free the slaves or they steal property depending on your perspective

The NPC

Emancipator- High level Libra Agent

Rank	Professional	HP	19	CHA	15
Race	Various	AC	19	CON	18
Loyalty		To-Hit	+7	DEX	10
Morale	17	Damage	D10	INT	11
Party	Companion	Skills	9	STR	13
Initiative	9+d20	Saves	14	WIS	17

Description
In a grey cape & cowl that covers the face, these rogues weild hammers and carry broken shackles.

Notes
Makes ready use of prayers – particularly the Brave Shout of the Libra.

Positive Qualities
Devoted & Virtuous

Negative Qualities
Fanatics

Goals
They see the glory of the North's possibility & hate the slavers for enslaving

Positive Reaction
"Have you met the Libra?"

Negative Reaction
"The Libra sends her regards slaver!"

Behaviors
Liberators & notorious bandits - they free the slaves or they steal property depending on your perspective.

Party Record

Party Name THE FOUR FRIENDS

Party Alignment NEUTRAL

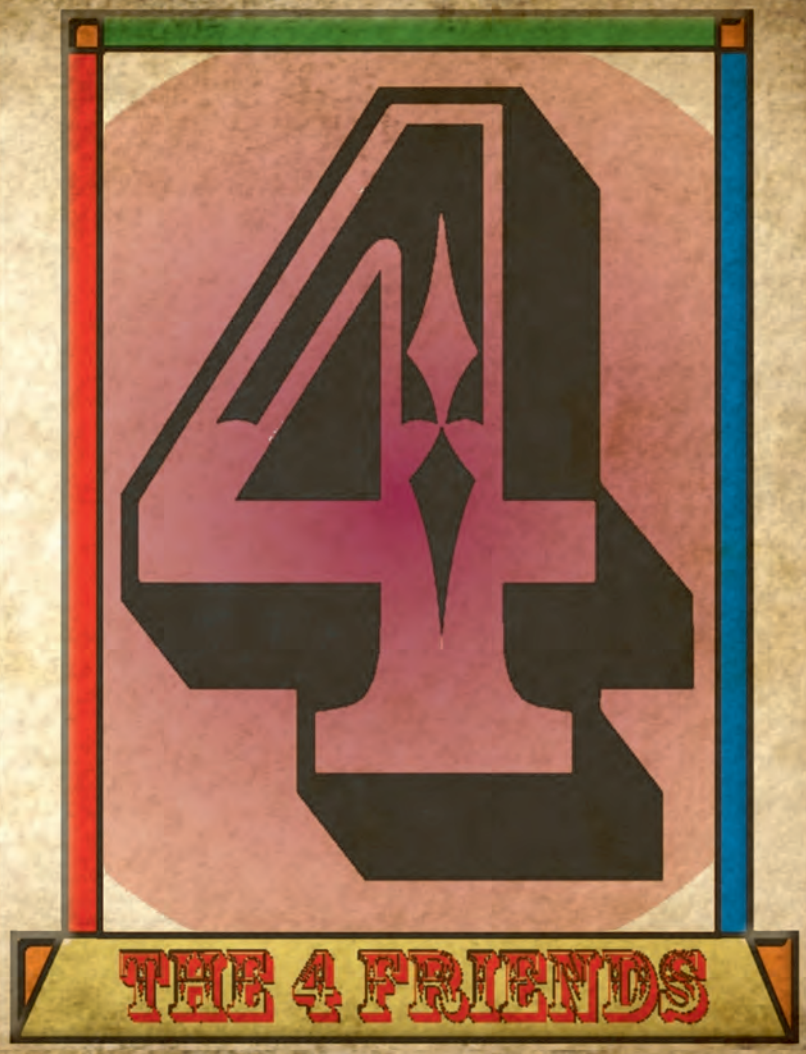
Devotion	12	NPC Stats 8+D8	NPC HD - PC HD -
Glory	6	NPC Saves +2	PC AC
Influence	4	PC Social Modifier	
Membership	4	NPC Morale -8	NPC Maneuver
		PC Language SUNDUS	
Reputation	12	NPC Attack	NPC AC PC Manuever
Secrecy	12	NPC Skills	PC Skills

Party Roster REMY, KWELL, SUHN, VEDA

Party Traits PAST, TECHNIQUE

Rule of 4 – Whenever members of the 4 friends are together they add +1 to all their die rolls for every member of the party present

Operations Per Week	0
Operational Range	2
Party Income	0



The Four Friends are an embodiment of the promise that the North offers to those who are willing to dare the voyage. Individually the Four Friends were unrelated, unaffiliated outcasts, people who were leaving behind their pasts. In the North they found each other and found the home that each of them had been seeking. As a group, the Four Friends are a modest party of adventurers with limited resources & simplistic goals, but their overarching ambitions and their infectious camaraderie seem to be reward enough – and the serve not merely as examples of what adventure awaits in the North, but of the new way of life & the new outlook that can be found in the free & open North.

WHAT HAVE THE 4 FRIENDS BEEN DOING LATELY?

RANDOM ACTIVITIES

1	Fighting	6	Saving	11	Leaving	16	Buying
2	Looting	7	Finding	12	Heading	17	Conning
3	Exploring	8	Escaping	13	Attacking	18	Winning
4	Fleeing	9	Rescuing	14	Raiding	19	Beating
5	Bilking	10	Punishing	15	Discovering	20	Amusing

RANDOM LOCATION

1	Merral	6	Trabant	11	Dobley	16	Wasteland
2	Ked	7	Ginger	12	Ked	17	Jungle
3	Ragy	8	Philemon	13	Lionswall	18	Plantation
4	The Run	9	Hobtown	14	Oceangoat	19	Ruins
5	The Rest	10	Bos Nandi	15	Farm	20	Temple

RANDOM PERSON

1	Bagel	6	Erkin	11	Trabant	16	Cabbage
2	Gudruh	7	Oceangoat	12	Libra	17	Never
3	Sagadra	8	Ragy	13	Akito	18	Slaves
4	Sour-Milk	9	Phantoms	14	Oceangoat	19	Black Scorpion
5	Silvas Astra	10	Gurra	15	Rossiters	20	PCs

RANDOM NOTION

1	War	6	Hinder	11	Think	16	Free
2	Peace	7	Learn	12	Believe	17	Enslave
3	Love	8	Forget	13	Hope	18	Wealth
4	Hate	9	Rise	14	Fear	19	Poverty
5	Help	10	Fall	15	Admire	20	Disdain

JOINING THE 4 FRIENDS

The 4 Friends wouldn't be the same with more members, that's certain - at the same time they do have something to offer & they will certainly see the help of a PC as valuable. Players can be inducted into the 4 Friends (and rise to a position of leadership) with just a few successful social tests.

THE SUNDUS LANGUAGE

The 4 Friends all speak varrying dialects of the Sundus language. While most PCs can learn or begin the game knowing High Sundus the various lower (or house) forms of the Sundus language tend to be mutually unintelligable. Members of the 4 Friends have enough exposure to the varieties of this language that they know all forms of Sundus - and they can speak Sundus with other members of the 4 Friends without being understood by non-members.

THE 4 FRIENDS

The NPC — Remy - Resourceful Clever Farmer

Rank	expert	HP	2d6	CHA	9
Race	Human	AC	10	CON	12
Speed	14	To-Hit	+1	DEX	13
Morale	10	Damage	d8	INT	11
Party	4 Friends	Skills	2	STR	13
Initiative	13+d6	Saves	17	WIS	10

Description

Thick, strong-bodied & stout, dressed in filthy & rustic clothes, heavily patched & well mended.

Maneuvers

+1 Repurposed Farm Tool d8

Rule of the 4 - add 1 to all rolls for every one of the 4 friends present.

Positive Qualities

Bluntly Sensible

Negative Qualities

Stubbornly Provincial

Goals

A farmer with a

Positive Reaction

"You're welcome at my stake."

Negative Reaction

"Get out of here with your fancy learnin!"

Behaviors

Simple, sarcastic & capable farmer.

The NPC — Sunn - Stern Mannerly Sophisticate

Rank	Professional	HP	4d8-1	CHA	14
Race	Human	AC	12	CON	8
Speed	12	To-Hit	+4	DEX	10
Morale	19	Damage	d8	INT	11
Party	4 Friends	Skills	4	STR	14
Initiative	10+d6	Saves	15	WIS	12

Description

A person with clear expression & exquisite manners

Maneuvers

+4 Handy Axe d8+1

Rule of the 4 - add 1 to all rolls for every one of the 4 friends present.

Positive Qualities

Stoic & Noble

Negative Qualities

Rigid

Goals

Uncertain & beginning to regret the journey into the wilds.

Positive Reaction

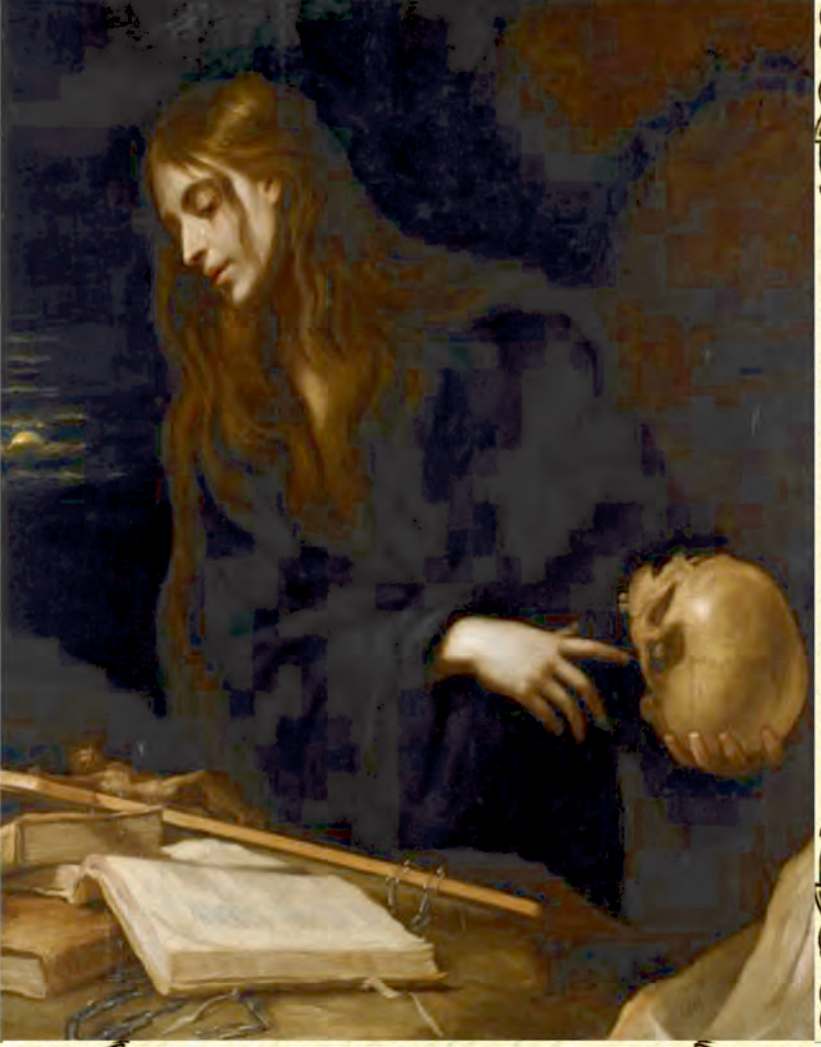
"It's a great pleasure to make your aquaintance."

Negative Reaction

"You'll beg my pardon if I want nothing to do with you."

Behaviors

Sophisticate, one with strong opinions on propriety & decency.



The NPC — Kwell - Talented Lazy Dreamer

Rank	Follower	HP	2d6	CHA	9
Race	Human	AC	9	CON	12
Speed	9	To-Hit	+0	DEX	9
Morale	8	Damage	d8	INT	8
Party	4 Friends	Skills	1	STR	12
Initiative	9+d6	Saves	18	WIS	10

Description

A person with a strong presence, quick, capable hands, lying around doing nothing.

Maneuvers

+0 Heavy Stick d8

Rule of the 4 - add 1 to all rolls for every one of the 4 friends present.

Positive Qualities

Talented & Interesting

Negative Qualities

Lazy

Goals

Likes big ideas & has high hopes.

Positive Reaction

"This reminds me of an interesting story."

Negative Reaction

"We could've had anything, and what we have is you..."

Behaviors

Dreamer with big ideas but no plans, idealistic.

The NPC — Veda - Spiritual Intellectual Metaphysician

Rank	expert	HP	3d8	CHA	9
Race	Human	AC	12	CON	13
Speed	14	To-Hit	+4	DEX	11
Morale	12	Damage	d8	INT	13
Party	4 Friends	Skills	4	STR	14
Initiative	11+d6	Saves	17	WIS	11

Description

A dreamy looking person reading a book & writing notes within.

Maneuvers

+4 Magic Wand d8+1

Rule of the 4 - add 1 to all rolls for every one of the 4 friends present.

Positive Qualities

Deeply Insightful

Negative Qualities

Arch

Goals

Seeking the answers to questions as well as new questions.

Positive Reaction

"Let's share our knowledge, see if we come up with something new."

Negative Reaction

"If you knew anything at all you'd certainly change your behavior."

Behaviors

Intellectual, someone who has probably given your current problem some thought.

NPCS OF THE
SHRIKE RIVER DELTA

The NPC

Jing-Jiang - Comical Solicitous Merchant

Rank	Profession	HP	2d6-1	CHA	14
Race	Dwarf	AC	11	CON	8
Speed	12	To-Hit	+3	DEX	10
Morale	17	Damage	d8	INT	12
Party		Skills	3	STR	14
Initiative	10+d6	Saves	16	WIS	10

Description

A thin, masked dwarf with a high pitched voice.

Maneuvers

+3 Short Bow d8+1

Guards! - He has 2d8 expert guards at all times.

Positive Qualities

Magnanimous & Solicitious

Negative Qualities

Greedy

Goals

Follower of a commerce based faith, Jiang-Jang leads a caravan & seeks to meet new people & trade with them.

Positive Reaction

"Jing-Jiang make bargain at you?"

Negative Reaction

"You make anger for Jing-Jiang and pay further money."

Behaviors

Seeking new trades & novel currencies, Jing-Jiang is more interested in deal-making than profit.

RANDOM RACE

1	Human	6	Orc	11	Giant	16	Goblin
2	Halfling	7	Goblin	12	Demon	17	Orc
3	Ocean Dwarf	8	Arboran Elf	13	Angel	18	Human
4	Snow Dwarf	9	Confirii Elf	14	Human	19	Halfling
5	Cavern Dwarf	10	Desiduirri Elf	15	Halfling	20	Goblin

RANDOM ITEM

1	Watch	6	Crown	11	Instrument	16	Axe
2	Purse	7	Dress	12	Cart	17	Bow
3	Knife	8	Shoes	13	Rope	18	Sign
4	Sword	9	Poncho	14	Bottle	19	Paints
5	Hat	10	Pet	15	Barrel	20	Belt

RANDOM JOB

1	Dockman	6	Weaver	11	Cook	16	Thief
2	Cooper	7	Herder	12	Barrister	17	Beggar
3	Smith	8	Boss	13	Scribe	18	Juggler
4	Fletcher	9	Merchant	14	Laborer	19	Userer
5	Farrier	10	Prostitute	15	Mercenary	20	Tailor

RANDOM QUALITY

1	Tall	6	Old	11	Starving	16	Blind
2	Fat	7	Young	12	Liar	17	Deaf
3	Thin	8	Weak	13	Ancient	18	Rich
4	Short	9	Tan	14	Child	19	Poor
5	Strong	10	Disfigured	15	Bloody	20	Tough

RANDOM MOTIVES

1	Money	6	A Cure	11	Purity	16	Danger
2	Sex	7	A Chance	12	Solutions	17	Wealth
3	Love	8	A Child	13	Answers	18	Ambition
4	Fear	9	A Dream	14	Adventure	19	Escape
5	Safety	10	A Goal	15	Thrills	20	Home

RANDOM NEEDS

1	Drink	6	Help	11	Animals	16	Fighters
2	Food	7	Healing	12	Slaves	17	Shelter
3	Transport	8	Love	13	Servants	18	Advice
4	Protection	9	Leadership	14	Tools	19	Supplies
5	Money	10	Followers	15	Weapons	20	Reader

RANDOM ATTRIBUTES

1	Allergic	6	Ugly	11	Happy	16	Helpful
2	Sensitive	7	Pretty	12	Crying	17	Tricky
3	Angry	8	Kind	13	Mourning	18	Hostile
4	Aloof	9	Sick	14	Tired	19	Busy
5	Drunk	10	Laughing	15	Working	20	Resting

RANDOM SYMPATHIES

1	Libra	6	Silver Riders	11	Wreckers	16	B. Scorp.
2	Malinalx	7	King Bagel	12	PCs	17	Reef Riders
3	Papagni	8	Lion Knights	13	Blue League	18	No one
4	Ked	9	Wilderness	14	Piscata	19	The Sea
5	Oceangoat	10	Bos Nandi	15	Rust Dragon	20	The River

RANDOM LANGUAGE

1	Arboran	6	Ocean Dwarf	11	Hobtalk	16	Vesten
2	Confirii	7	Orkii	12	Vesten	17	Orkii
3	Desiduirri	8	Oss	13	Oss	18	Immortal
4	Snow Dwarf	9	Vesten	14	Sundas	19	Elemental
5	Cavern Dwarf	10	Nordagh	15	Nordagh	20	Monster

RANDOM HATRED

1	Elves	6	Humans	11	Snakes	16	Criminals
2	Dwarves	7	Dogs	12	Mice	17	Fighting
3	Orcs	8	Cats	13	Rich	18	Peace
4	Goblins	9	Whales	14	Poor	19	Religion
5	Halflings	10	Birds	15	Authorities	20	Magic

RANDOM APPEARANCE

1	Blonde	6	Freckled	11	Finery	16	Fair
2	Bald	7	Red Head	12	Rags	17	Long Hair
3	Brunette	8	Green Eyed	13	Dirty	18	Long Limbs
4	Dark	9	Blue Eyed	14	Clean	19	Sneering
5	Fair	10	Dark Eyed	15	Foul	20	Staring

RANDOM LOVE

1	Women	6	Orcs	11	Exercise	16	Music
2	Men	7	Goblins	12	War	17	Crime
3	Elves	8	Animals	13	God	18	Toys
4	Dwarves	9	Plants	14	Magic	19	Weapons
5	Humans	10	Food	15	Literature	20	Meat

RANDOM FEARS

1	Thunder	6	Spiders	11	Demons	16	Wizards
2	Lightning	7	Snakes	12	Water	17	Elves
3	Storms	8	Bugs	13	Poison	18	Halflings
4	Wind	9	Orcs	14	Graves	19	Hunger
5	Dogs	10	Goblins	15	Corpses	20	Poverty

RANDOM CASH

1	1 Sp	6	d10 Sp	11	d% Sp	16	d8 Gems
2	2 Sp	7	d12 Sp	12	2d% Sp	17	Counterfiets
3	3 Sp	8	3d6 Sp	13	3d% Sp	18	d4 Gold
4	4 Sp	9	d20 Sp	14	4d% Sp	19	d6 Gold
5	5 Sp	10	2d12 Sp	15	d4 Gems	20	d8 Gold

RANDOM OWNERSHIP

1	Land	6	Ship	11	Farm	16	Monster
2	Plantation	7	Boat	12	Library	17	House
3	Slaves	8	Pet	13	Atlas	18	Building
4	Horse	9	Family	14	Wagon	19	Store
5	Carriage	10	Armory	15	Warehouse	20	Relic

RANDOM HOBBIES

1	Dancing	6	Riding	11	Breeding	16	Juggling
2	Singing	7	Painting	12	Illustration	17	Performance
3	Pit Fights	8	Writing	13	Building	18	Singing
4	Dog Fights	9	Mapping	14	Whitling	19	Exploring
5	Racing	10	Cooking	15	Sculpture	20	Languages

The NPC

Balt - Sorrowful Drunken Depressive

Rank	Profession	HP	2d6	CHA	14
Race	Dwarf	AC	11	CON	10
Speed	13	To-Hit	+3	DEX	11
Morale	17	Damage	d8	INT	11
Party		Skills	3	STR	15
Initiative	11+d6	Saves	16	WIS	10

Description

Slovenly, broken-looking old dwarf with some rusty tools at his belt.

Maneuvers

+3 Carpentry Hammer d8+1

Boozer - When drunk, Balt takes half damage from attacks.

Positive Qualities

Skilled & Artistic

Negative Qualities

Drunk

Goals

A failed colonist who's lost his drive & now is consumed with his own sorrow.

Positive Reaction

"Come here you, lemme tell you bout somethin?"

Negative Reaction

"Go get lost you jerks! Leemee lone."

Behaviors

He's lost his way & lost his hope, he's just lookig for omething to believe in again.

The NPC

Rossiters - Wandering Slacker

Rank	Expert	HP	1d6	CHA	9
Race	Human	AC	10	CON	11
Speed	12	To-Hit	+2	DEX	11
Morale	10	Damage	d8	INT	12
Party		Skills	2	STR	15
Initiative	11+d6	Saves	17	WIS	12

Description

Shabby looking hobo wanderer with a big silly grin

Maneuvers

+2 Hand Weapon d8+1

Positive Qualities

Steady & Ready

Negative Qualities

Idle

Goals

Just trying to get by in the North while doing as little as possible.

Positive Reaction

"I like your waves, your whole vibe."

Negative Reaction

"Maybe go away man. Maybe reconsider your life."

Behaviors

A slovenly wanderer with a penchant for ease & easy comfort. Won't work hard & wanders off often.

The NPC

Iron-Fang Fredriksdottir - Assertive, Aggressive Shield-maiden

Rank	expert	HP	1d10	CHA	9
Race	Human	AC	10	CON	13
Speed	14	To-Hit	+1	DEX	13
Morale	10	Damage	d8	INT	12
Party		Skills	2	STR	13
Initiative	13+d6	Saves	17	WIS	12

Description

Doughty & well armored, this braided lady is heavily armed

Maneuvers

+1 Musket d8

Musketry - She can fire grapeshot, attacking up to 3 people at once.

Not Out - When her HP are gone she is defeated, not killed

Positive Qualities

Disciplined & Brave

Negative Qualities

Insensitive

Goals

She headed North with other people but is separated from them, she wants to reconnect.

Positive Reaction

"We can get farther together."

Negative Reaction

"You're probably too stupid to understand but if you keep quiet you might learn

Behaviors

Bold to a fault, she's a professional adventurer who lacks professionalism.

The NPC — Sanna the Donation - Friendly, Compassionate & Giving scholar

Rank	Follower	HP	1d4	CHA	10
Race	Dwarf	AC	10	CON	10
Speed	8	To-Hit	+1	DEX	8
Morale	12	Damage	d8	INT	8
Party		Skills	5	STR	11
Initiative	8+d6	Saves	16	WIS	12

Description
Slender, almost Elf-like Dwarf. She dresses like a scholar.

Maneuvers
+1 Piton d8

Positive Qualities
Inquisitive & Wise

Negative Qualities
Cowardly

Goals
A pure scholar, she's come North in search of ancient lore.

Positive Reaction
"So what have you found? What were you seeking?'

Negative Reaction
"I saw what you're looking for..." Gives false directions.

Behaviors
Curious but sage enough to avoid danger. She's much more scrupulous than most adventurers.

The NPC — Phantoms the Seer -Strange esoteric fortuneteller

Rank	Rival	HP	4d10+1	CHA	18
Race	Goblin	AC	14	CON	15
Speed	15	To-Hit	+7	DEX	10
Morale	23	Damage	d8	INT	10
Party		Skills	6	STR	16
Initiative	10+d6	Saves	15	WIS	18

Description
Haunted looking, starved seeming goblin with enormous, luminous eyes

Maneuvers
+7 Quarterstaff d8+2
Bad Luck - He can force 1 character to reroll each round.

Positive Qualities
Mystical & Knowing

Negative Qualities
Haunted

Goals
Come North because of a portent, he follows dreams.

Positive Reaction
"I sense your heart is pure."

Negative Reaction
"Your death is coming, I can smell it in your blood."

Behaviors
Prophetic & haunted, Phantoms sees ghosts & hears the future & the past.

The NPC — Cabbage - Resourceful Scavenger

Rank	Expert	HP	1d8	CHA	10
Race	Halflin	AC	10	CON	13
Speed	12	To-Hit	+1	DEX	11
Morale	11	Damage	d6	INT	13
Party		Skills	2	STR	13
Initiative	11+d6	Saves	17	WIS	12

Description

Small, quiet & easily overlooked, she is reticent & secretive.

Maneuvers

+1 Handy Knife d6

Make Something of It - She has a fusion of the Atavism & Domesticity abilities.

Positive Qualities

Inventive & Clever

Negative Qualities

Evasive & Unreliable

Goals

Desparate to be unseen & terrified of biggers, she's just trying to live here, she has no story.

Positive Reaction

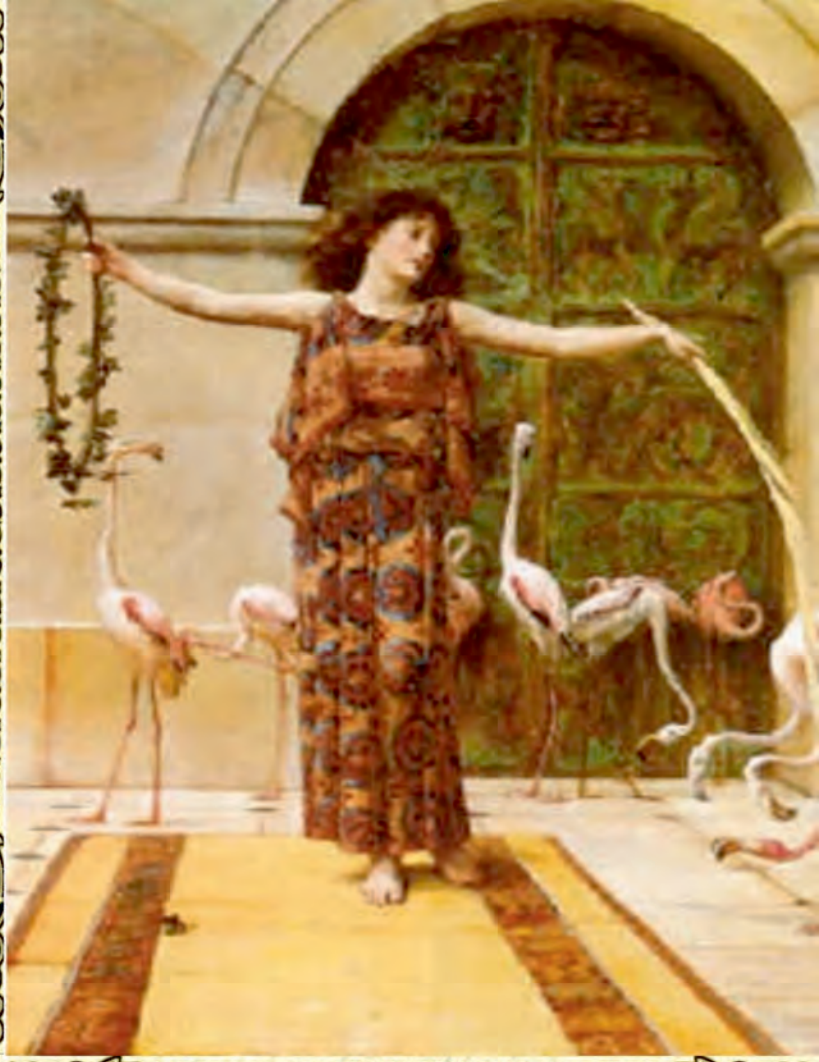
"If you don't hurt me I can take you to something good."

Negative Reaction

"If you don't hurt me I can show you something good."

Behaviors

Dressed in reclaimed jetsam & scavenged finery, she seems almost like a doll, wearing outsized dresses & hats.



The NPC — Sanna the Donation - Friendly, Compassionate & Giving scholar

Rank	Follower	HP	1d4	CHA	10
Race	Dwarf	AC	10	CON	10
Speed	8	To-Hit	+1	DEX	8
Morale	12	Damage	d8	INT	8
Party		Skills	5	STR	11
Initiative	8+d6	Saves	16	WIS	12

Description

Slender, almost Elf-like Dwarf. She dresses like a scholar.

Maneuvers

+1 Piton d8

Positive Qualities

Inquisitive & Wise

Negative Qualities

Cowardly

Goals

A pure scholar, she's come North in search of ancient lore.

Positive Reaction

"So what have you found? What were you seeking?'

Negative Reaction

"I saw what you're looking for..." Gives false directions.

Behaviors

Curious but sage enough to avoid danger. She's much more scrupulous than most adventurers.

The NPC — Ragy - Powerful Aggressive Orc

Rank	Expert	HP	3d8	CHA	9
Race	Orc	AC	12	CON	12
Speed	14	To-Hit	+4	DEX	12
Morale	13	Damage	d10	INT	12
Party		Skills	3	STR	13
Initiative	12+d6	Saves	17	WIS	11

Description

A broken-tusked half naked brute with a broken nose & covered in scars

Maneuvers

+4 Clubs & Spears d10

+4 Ocean-Throw - He can grab & throw a target smaller than him up to his strength in spaces.

Positive Qualities

Ferocious

Negative Qualities

Tempermental & Violent

Goals

Consumed by hate & secret fear - he is intensely hostile to slavers.

Positive Reaction

"Share food."

Negative Reaction

"You want to try me?!"

Behaviors

An ersatz chieftan, leader without leadership, he has a protective instinct at odds with his malicious temper.

The NPC — Gurra - Gigantic Potent Orcess

Rank	Expert	HP	3d10	CHA	10
Race	Orc	AC	11	CON	11
Speed	12	To-Hit	+3	DEX	11
Morale	11	Damage	d10	INT	13
Party		Skills	2	STR	13
Initiative	11+d6	Saves	17	WIS	12

Description

Half-giant orcess, she's vaguely beautiful but wild.

Maneuvers

+3 War Club d10

Dolphins - She can turn into a dolphin & commands dolphins

Positive Qualities

Protective & Fair

Negative Qualities

Strict & Mean

Goals

She is trying to keep the village alive while navigating her situation with Ragy.

Positive Reaction

"Contribute what you can and be welcome."

Negative Reaction

"Useless tramps can dry up and blow away."

Behaviors

The Orc behind the Orc - she is the brains of the Ragy village, and the muscle too.

The NPC

Trabant's Runner - feral tribal villager

Rank	Follower	HP	d4	CHA	10
Race	Various	AC	8	CON	11
Speed	8	To-Hit	+0	DEX	8
Morale	9	Damage	d8	INT	10
Party		Skills	1	STR	11
Initiative	8+d6	Saves	18	WIS	12

Description

A Feral person, someone gone wild from civility - they dress in the neo-native style.

Maneuvers

+0 Jungle Bow d8

Wildmen - They use d6 to Hide in Shadows in forests.

Positive Qualities

Free

Negative Qualities

Militant

Goals

Runoff Slaves & escaped prisoners all, the runners are slaves to their narrow vision of freedom.

Positive Reaction

"Any enemy of Ked is a friend."

Negative Reaction

"You are an ally to Ked & must die!"

Behaviors

Neo-natives - a population of new people inventing a way of life as they go.

The NPC

Ginger's Runner - tribal wilderness runaway

Rank	Follower	HP	d4	CHA	9
Race	Various	AC	8	CON	10
Speed	8	To-Hit	+0	DEX	8
Morale	8	Damage	d8	INT	10
Party		Skills	1	STR	12
Initiative	8+d6	Saves	18	WIS	10

Description

Escapees gone wild - these fierce-eyed folk have the look of hungry wolves, and angry besides.

Maneuvers

+0 Jungle Spear d8

Wildmen - They use d6 to Hide in Shadows in forests.

Positive Qualities

Liberated

Negative Qualities

Murderous

Goals

Highly militant & intense escaped slaves - they reverence the Libra, and seem to think of it as a true person.

Positive Reaction

"Tell no one of what you've seen here."

Negative Reaction

"You know too much and must die."

Behaviors

Tree dwelling runaways with a ferocity born from earned escape - they are brutal in their determination.

The NPC — Trabant - Petty neo-tribal chieftan

Rank	expert	HP	2d8	CHA	8
Race	Human	AC	10	CON	13
Speed	14	To-Hit	+2	DEX	13
Morale	9	Damage	d8	INT	12
Party		Skills	2	STR	15
Initiative	13+d6	Saves	17	WIS	12

Description

Attired in the nascent native style this person has a petty & lordly air.

Maneuvers

+2 Jungle Spear d8+1

Command - He can command 2d6 Trabant's Runners

Positive Qualities

Responsible

Negative Qualities

Petty

Goals

Making a life in the shadow of burgeoning empires, this is guileful leader.

Positive Reaction

"You are welcome here, and welcome to share."

Negative Reaction

"For what you have done I exile you."

Behaviors

A beacon of hope to slaves who sees himself as a prince & who demands fealty rather than liberty

The NPC — Burrid - Clever neo-tribal dissident

Rank	expert	HP	2d6	CHA	10
Race	Human	AC	12	CON	11
Speed	14	To-Hit	+3	DEX	13
Morale	14	Damage	d8	INT	11
Party		Skills	6	STR	15
Initiative	13+d6	Saves	15	WIS	12

Description

Wearing the neo-native style made of wicker, leaves & animal hides, this person has a practiced nonchalance.

Maneuvers

+3 Jungle Spear d8+1

Secret Leader - He commands 2d6 Trabant's Runners

Positive Qualities

Honest & Forthright

Negative Qualities

Agenda Driven

Goals

Seeing Trabant not so much as misguided as simply an opponent - Burrid wants what Trabant has.

Positive Reaction

"With your help we can bring justice back."

Negative Reaction

"Trabant & I both want you gone."

Behaviors

A dissident who uses their voice to acquire their own authority & prestige.

The NPC — Typical Crew - a member of a Northbound vessel

Rank	expert	HP	1d8	CHA	9
Race	Various	AC	10	CON	13
Speed	14	To-Hit	+1	DEX	13
Morale	10	Damage	d8	INT	13
Party		Skills	2	STR	13
Initiative	13+d6	Saves	17	WIS	10

Description
A Sailor

Maneuvers
+1 Belaying Pin d8

Positive Qualities
Regular

Negative Qualities
Regular

Goals
Just a working person who makes a living sailing

Positive Reaction
"I'll show you a new knot, kiddo."

Negative Reaction
"You're a cheat at cards."

Behaviors
Full of character and individual distinctions, as a class they all possess similar skills.

The NPC — Hobtowner - Feral wreckage villager

Rank	Follower	HP	1	CHA	8
Race	Various	AC	11	CON	10
Loyalty		To-Hit	+3	DEX	10
Morale	11	Damage	14	INT	10
Party		Skills	3	STR	8
Initiative	4+d20	Saves	16	WIS	9

Description
Sneering, jeering goblins that seem all the more gobliney for lack of properly made clothes or goods.

Notes

Positive Qualities
Clever & Entertaining

Negative Qualities
Horrible

Goals
Goblins gone feral, they have gathered together & created wreckage where there was already ruin.

Positive Reaction
"Time to sing while the boys play some stab!"

Negative Reaction
"Let's see what their guts taste like in a stew!"

Behaviors
Goblins, of every type, size & shape, they've made a warren here & a kind of life - but it's hazardous to thiers.

The NPC — Exile Islant Leper - Sickly damaged storyteller

Rank	Follower	HP	1	CHA	5
Race	Leper	AC	7	CON	3
Speed	5	To-Hit	+-	DEX	5
Morale	4	Damage	d8	INT	8
Party		Skills	1	STR	3
Initiative	5+d6	Saves	19	WIS	7

Description
Exquisitely sick & damaged, a leper dressed in rags.

Maneuvers
-6 punch d8-6

Cursed - Their disease isn't contagious - it is a magical curse.

Positive Qualities
Kind

Negative Qualities
Dying. Badly.

Goals
Exiled for dying, a broken, ruined person without hope but many stories.

Positive Reaction
"You shouldn't be here."

Negative Reaction
"I mis happiness, Cough."

Behaviors
Each of the lepers has their own secrets, all of their secrets are part of their larger story - the reason behind their curse.

The NPC — Wreckers - Opportunistic treasure hunters

Rank	expert	HP	1d6	CHA	10
Race	Various	AC	10	CON	12
Speed	14	To-Hit	+2	DEX	13
Morale	11	Damage	d8	INT	12
Party		Skills	2	STR	15
Initiative	13+d6	Saves	17	WIS	10

Description
A half dozen people of every species, they gather wreckage & wear it as well.

Maneuvers
+2 Heavy Junk d8+1

Finders Keepers - They deal maximum damage against other Wreckers.

Positive Qualities
Resourceful

Negative Qualities
Materialistic & Banal

Goals
They want without needing, they care more for things than people, than themselves.

Positive Reaction
"What'll you give me for these?"

Negative Reaction
"Just trying to geet by man, nothing personal."

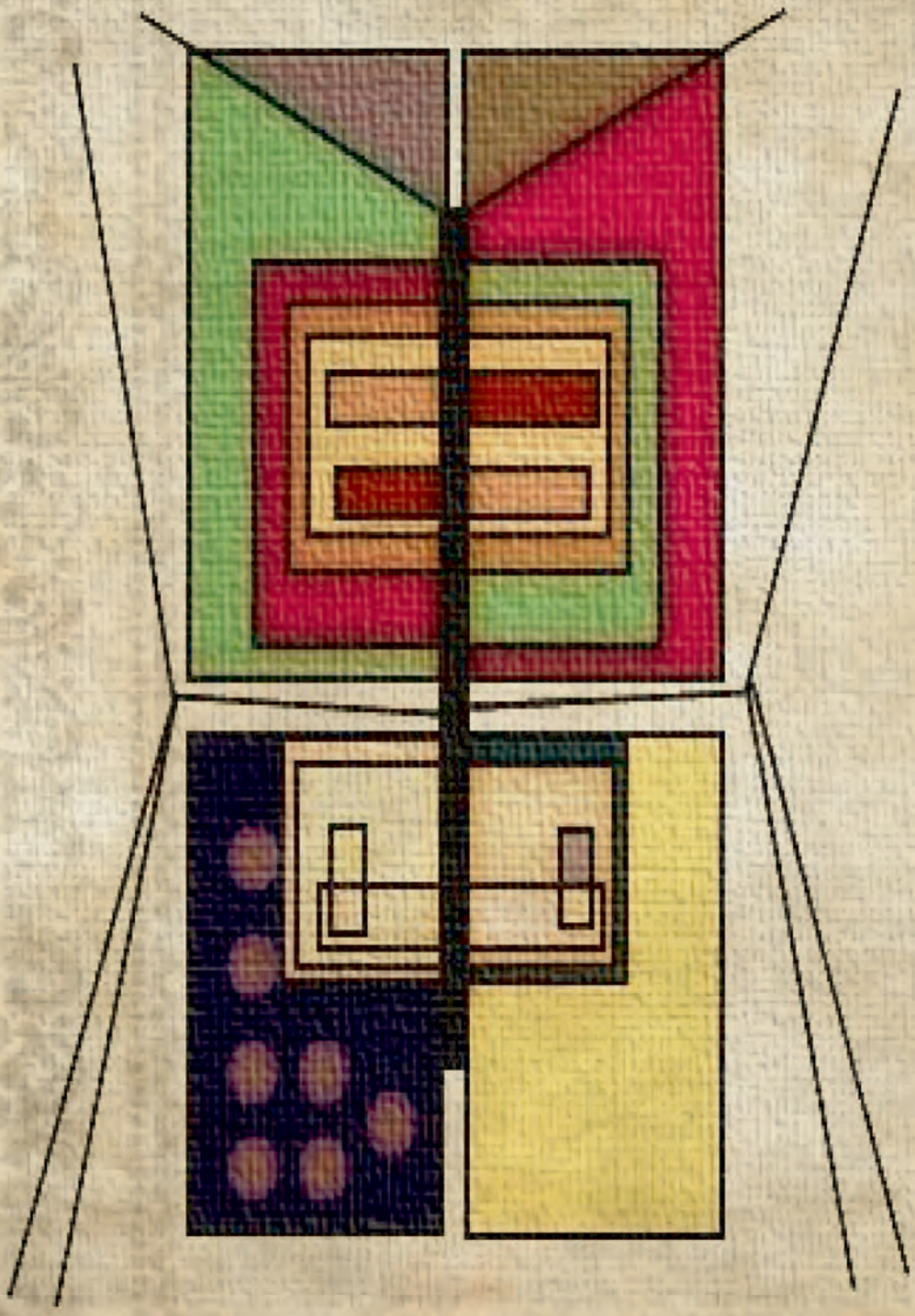
Behaviors
Wearing ersatz costumes made of trash & bickering over trash, they paint a picture of squalor.

SAMPLE PROCEDURAL ENCOUNTER

The Lost Temple of Papagni - The Ancient Butterfly God

This encounter comes from a combination of ***Rich Plantation, Strange Ruins, Monstrous Caterpillar*** & ***Avatar of Papagni***. These 4 elements combined can create this location on the map – and what's provided here is an example of the kinds of encounters you can create using the procedural tools presented in this book.

THE TEMPLE OF PAPAGNI



Development:

Standing in the midst of a field under cultivation is the ruin of what must, once have been an exceedingly elaborate structure. Half buried in the farmer's fields are great stone statutes, eroded now to a point where they do not betray details about the features of those they were meant to depict beyond a humanoid shape and proportions. Amid the array of fallen colossi is a stone structure resembling a low, small stepped pyramid. The gardeners evidently saw fit to reclaim part of the building for their own since the structure has been planted with saplings and flowerbeds. You can see that a brick path of recent manufacture has been built and leads up to the structure.

Following the path – the PCs will discover that in the fields there are great swathes of crops that have been voraciously consumed, and that upon the statues there are clots of thick, sticky webbing and dangling silk threads that serve to further conceal the statue's features. Clearing the threads allows players to discern that the statues depict strange humans of an uncertain race.

Approaching the temple, they will discover the façade depicted, along with the stairway and what seems to be a false door. They will also encounter **Monstrous Caterpillars** – which are industriously grazing in the fields. These monsters are not especially aggressive, but they are very hungry – getting in front of one will guarantee that a player gets bitten and possibly eaten. The caterpillars only attempt to defend themselves after one or two rounds of being attacked, as they are both tough and stupid.

At this point in their development the monstrous caterpillars will use the following ability:

> **+2 Silken Lasso** – Its tail tips up into the air above its head and it launches a strand of silk. Characters hit by the silk are entangled within it and rendered immobile unless they escape. The caterpillar ignores immobilized opponents, unless they are directly in front of the caterpillar, in which case they risk being eaten.

There are a few slaves already wrapped up in the silk, about half of them are able to be rescued, the others have smothered or starved – d4 per encountered caterpillar.

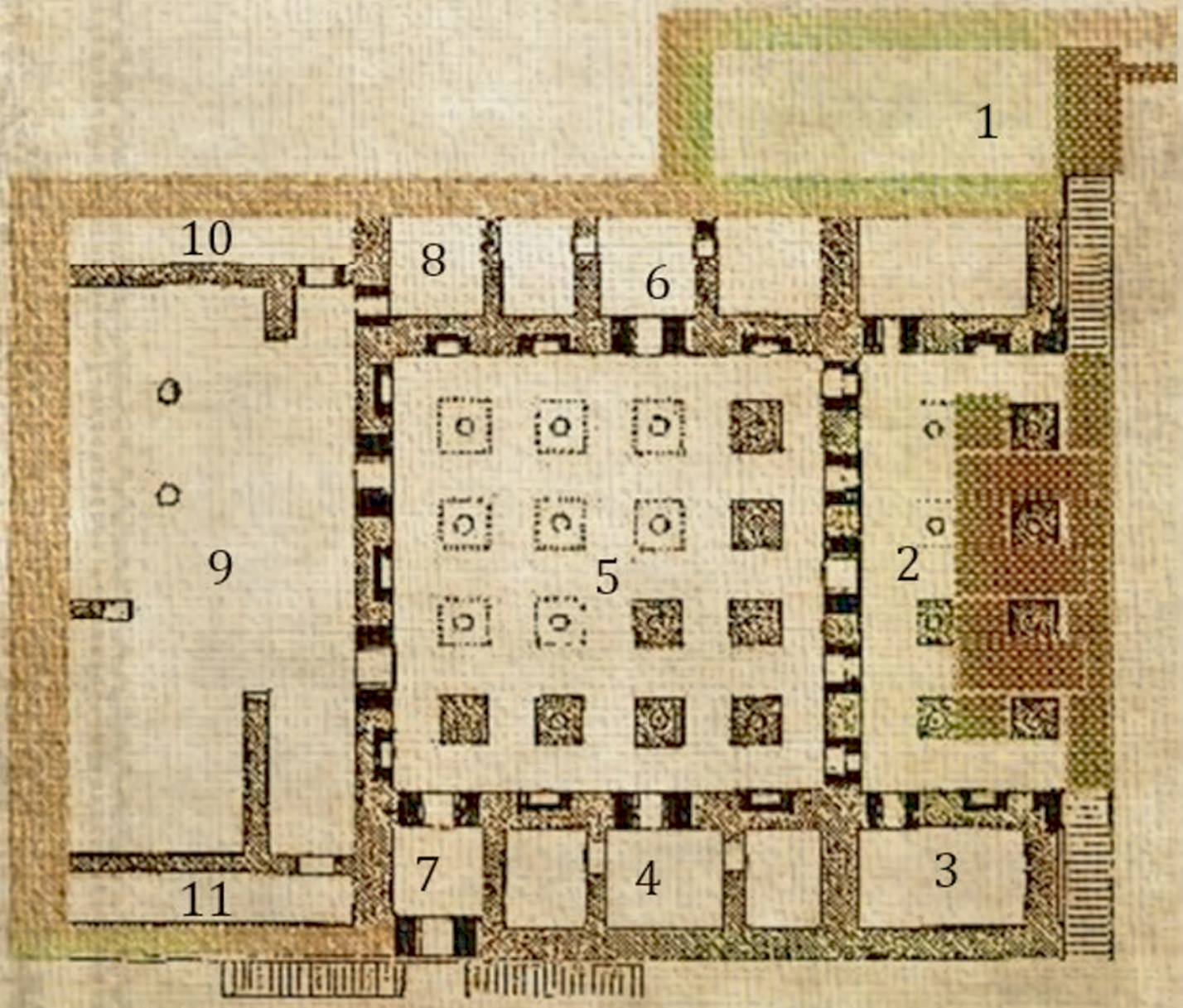
Area 1 – Butterfly Garden – Here, the colonists have planted many flowering bushes and plants, which compliment rather nicely the abstract mosaics that seem to depict a moth or butterfly on the walls of the structure they are built upon. The path winds through the area and leads up the stairs to the temple's porch & entrance. There are 3 slaves here, all wrapped up in silk, one of whom has been partially eaten, all are dead. As well there is a Monstrous Caterpillar that is half wrapped in a cocoon, it is particularly ferocious owing to its approaching metamorphosis. It cannot use its silken lasso power and it's movement is only 2 squares – but it is highly aggressive. The caterpillar is easily sneaked past.

Area 2 – Flower Beds – Here among the pillars and columns that remain partially standing a series of flowerbeds have been planted, most are remarkably well manicured and cared for. Just beyond the brick path there is an overhanging roof of the main structure – the walls of which are decorated with colorful glass in still beautiful, if patchy and ruined mosaic. You can see a door, which would not be at all obvious save for the body of a slave wedged in the aperture. The slave's body is black and bloated – a trap on the door causes a poisoned dart to shoot out at anyone entering

> **Dart Trap**
> **+4 To-Hit** – deals 1 damage and save vs. death or suffer a d6 poisoned effect.

While the trap on this door has been discharged, the other hidden doors are still trapped. Because the other door has been revealed anyone coming near the other doors detects them on 1-3 out of 6. The other doors are all trapped.

The slave lies dead in the aperture of the room to the north, within lies a clutch of enormous, fossilized eggs. They have all hatched. The eggs were once held together by woven strands of silk strung with uncut jewels. The remaining baubles amount to 4d6 jewels each worth 10 SP.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Area 3 – The Unopened Hatchery – Be aware that this door is trapped, the pressure that holds the door closed is released when it opens expelling a poison dart. The room seems to sigh as you open the door, air rushes in, where there was none before. Within the room you see a great pile of crystalline spheres, each a foot across, and draped over them is a webbing made of the finest silk, strung with glimmering ornamental jewels. Simply entering the room won't hatch the caterpillars, but they do begin to move within their eggs once the door is opened. They hatch after a short interval, however and if this room is left alone and revisited – there will be dozens of nymph caterpillars here. Individually these nymphs are not dangerous, as a group – every 10 of them is effectively 1 of the Monstrous Caterpillars noted above. The caterpillars can be captured or dealt with in whatever way the players choose, but they are virtually impossible to train and absurdly voracious, growing to an enormous size in a very brief span of time. There are 2d20 viable hatchlings in the room and 6d6 jewels here, each worth 10 SP.

Area 4 – Cocoon Chambers – The door to this room is locked but there is no trap. This area is pressurized and hermetically sealed like the other rooms in the temple. As the door opens there is a gasp of air, by the firelight you see several large, strange shapes - they are immense cocoons, you can see movement under the translucent silken exterior. These cocoons are not yet ready to hatch, tampering with them will kill the butterflies inside. The three chambers all contain these cocoons which are stood up in the corners alongside several mosaic encrusted amphorae. The amphorae contain a pleasant-smelling slurry of nectar. The nectar itself is a peculiar mix of potion and poison.

Ancient Butterfly Nectar – Random Effect roll d0

- 1 – Heals 2 HP
- 2 – Heals 4 HP
- 3 – Gives +1 to random stat (along with physiological or aesthetic change)
- 4 – Gives -1 to a random save
- 5 – Increases HP by 1
- 6- Increases HP by 2
- 7- Save vs. Death or suffer a d8 *poisoned* effect
- 8 – Roll a d6 *victory* effect
- 9 – Save vs. Death or suffer a d8 *defeated* effect
- 0- Lose 1 point to a random stat (along with physiological or aesthetic change

Area 5 – Collapsed Colonnade – Great large columns of carved and painted wood hold up the remnants of a mesh of silver netting threaded with jewels and beads, the pillars are not all intact, some have collapsed and taken the plaster frescoes on the walls and ceilings with them – creating a difficult area throughout the large room where filthy, wet plaster lies in a thick slurry alongside broken and rotted wood columns.

The room is the largest of the complex and is ruined, the doors, once hidden, are easy to find given the state of the walls and other decoration. Parts of the ceiling have collapsed and there is light shining in from above (assuming it's daytime) which has allowed a few creatures to move in. They can't escape and so are very aggressive and hungry – there are **Hermitmen** trapped here who aggressively interact with the PCs – but seem, at first glance to be monks or priests – in the bad light.

Area 7 – The Exit – The door to the exterior of the temple here cannot be opened from outside without extraordinary measures being taken – breaking the stone, or collapsing the wall or the like – there is no access to the interior mechanism from outside the building. Within the door is completely sealed – so it hisses when opened – the chamber between functions like an air lock and anyone entering or leaving will disturb what lies within. Opening the door from area 5 is difficult and requires a successful d20 STR check. – *You open the door and there is a rush of air, before you, you see a tall and impressive, imposing figure. A woman, wearing a spectacular robe of crystalline shards hanging upon threads of silver – this peculiar colorful gown is draped over radiant shimmering armor of silvery scales. She wears a headdress of butterfly wings made of glass and holds a wooden staff that, in the torchlight blooms & flowers over its length. In a quick instance the impossibly lovely woman, with her shimmering compound eyes, shrivels into a corpse and then to dust, with a sad and dismaying suddenness.*

She always was dead, but the decay was prevented by the hermetically sealed doors. Aside from the treasure here – she will become a ghost, haunting this area or following and haunting anyone who takes her accoutrements. Each of the items is a holy relic of Papagni the butterfly – a goddess of an ancient anthropoid pantheon that may reappear elsewhere in the delta.

Pillion – The High Priestess of Butterflies – A ghost, she cannot attack material objects or even appear by day, by night, she is able to manifest for 1 round per HD she possesses. She usually will only appear in the night to attack a sleeping opponent – her attacks deal 1 point of damage – but more to the point, they prevent anyone startled by them from sleeping at all – she causes insomnia and instigates a difficult survival challenge. PCs may be unaware of what is happening – but she only haunts those who have any of her 4 accoutrements – unless they take up the worship of Papagni. Worshippers of Papagni are likely to oppose and be opposed by worshippers of Malinalx the scorpion god of the same pantheon.

Area 8 – Stores – Here the stores of the Butterfly God's worshippers and faithful were kept. What remains of these stores are several large amphorae partly buried in dirt and dust. The Amphorae contain nearly a ton of rotten & worthless food, but one of them contains the pigmented scales of butterflies. These are useful as magical reagents and they can also be used as a poison, which will cause blindness. Careful handling is important, but when used successfully by puffing them at someone's face, they must save vs. poison or be permanently blinded. The pigments have artistic value and can be used for arts, crafts and decorating equipment as well. The whole amphora of scales is worth 200 SP.

Area 9 – Sanctuary – You open the hermetically sealed door, letting a gust of air wash over you as the chamber is illuminated, your torches flash brightly and burn harder for a moment. The sound of rushing air does not abate, however, in fact it intensifies. Flashing in the corner you see an impressive iridescence that flutters and flashes. The room is decorated in a vibrant combination of mosaic and mandala. The colored sand upon the floor traces a confusing, but very beautiful image that seems to indicate... Something, while not actually communicating anything. It is a very stylized map of the local Underworld – which astute players may later discern. The mosaics depict scenes of a strange agricultural society of winged people with insect eyes harvesting flowers and pollen. The scenes are compelling but difficult to look at for any length of time – because of the strange & fragmentary nature of the mosaic. It's apparent that the image is meant to be observed by people with compound eyes. Within the Sanctuary there is the Butterfly Avatar of Papagni. While not innately aggressive, it will attempt to leave the room – which certainly entails rushing past any interloper PCs. It will only very aggressively attack PCs who prevent it from escaping, or those who misuse or brandish the symbols of its religion without proper reverence.

Treasure – Offerings to the god are littered throughout the area. What once must have been baskets of woven flowers & tapestries and foods are all ruined and rotted, however, there are 3d4 Jeweled Flowers – impressive flowers made of gold foil and gemstones – these are all worth 2d100 SP each. There is also a hidden coffer of silver coins hidden under one of the pleasingly carved & decorated columns. The coffer contains 200+3d100 SP and 3d4 Gold Pieces as well as a tiara of crystalline butterfly wings worth 150 SP.

Area 10 – Catacomb – This narrow room is dug very, very deep into the earth. Opening the door is a bit dangerous as the change in pressure will potentially draw a character down into the pit, effectively creating a trap. A Halfling or Goblin character who opens the door must save vs. Devices or be sucked into the room, falling 30 feet to the ground below (3d6 damage). The walls of the room are lined with shelves that are filled with the bodies of the strange insect-people who once lived here. They have both an exoskeleton and a cartilaginous endoskeleton & their bodies are tough but brittle. They are generally not buried with much in the way of grave goods. Characters who desecrate these bodies in search of treasure cannot follow the faith of Papagni at any point afterward unless they make extraordinary attempts to atone.

Treasure – D20 Gold Pieces

Area 11 – Mausoleum – This area is identical to area 10 – except that the door is already opened. The bodies have rotted to dust and are not preserved at all. Painstakingly searching the room is difficult, but careful characters who make the scale walls checks required can find d20 Gold Pieces in the dust. Because the bodies have rotted away, Papagni does not respond to the bodies being looted.

Panoply of Papagni

The whole Panoply consists of the crystalline gown, the silver scale armor, the headdress & the staff. Individually each is a holy symbol of the God Papagni – together they function as a magic item. Characters who are not devout or worshippers of Papagni will get no effect from the Panoply, save that the armor counts as medium and the staff counts as a medium weapon. Worshippers of Papagni can use the panoply to Pray – as if they were humans with the Prayer ability. It also causes a character, who begins the attunement process, to transform slightly, into one of the butterfly-folk who once worshipped Papagni. At the start, their eyes become like iridescent jewels and they can see in all dark and light – gaining a bonus to find secret doors & to find traps. Later, their sense of taste will become enhanced to the point where they are able to detect the scent of sugar, flowers and other things over a great distance and to experience all scents with a greater intensity.

Panoply of Papagni

XP Spent	Rites Performed	Spellcasting Levels	Ability Granted
0-100	0	1	Ultraviolet Vision
100-1,000	1-5	3	Enhanced Scent
1,001-10,000	6-20	5	Cocoon*
10,001-50,000	21-50	7	Flight

Eventually this devotion causes a transformative cocoon to encompass the character. This is a magical energy effect & counts as a Rite of Papagni. The cocoon persists for a week per HD of the character & when it is over, the character emerges with large butterfly wings, almost capable of carrying them aloft. Once the rites and XP are spent to attune the panoply more fully, the character is finally able to fly, with a speed equal to double their normal walking pace.