

LONE WOLF



ADVENTURE GAME

BESTIARY OF THE BEYOND



JOE DEVER AND CUBICLE 7



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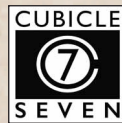
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CHAPTER ONE INTRODUCTION

This book catalogues some of the most famous and infamous creatures of Magnamund and presents them in an easy to use format for the **Lone Wolf Adventure Game** system. Additionally, it provides evocative descriptions, histories, combat traits, and special rules relevant to each. From a loathsome Vazhag to a hideous Gourgaz, great care has been taken to make sure that the men and monsters represented here are accurate profiles of the ones that first appeared in Joe Dever's original gamebook series, replete with lots of extra information that will enhance your understanding and enjoyment of his unique creations.

The book serves as a springboard for Narrators and Players alike, with an special chapter devoted to the art of bringing these monsters alive, so that each encounter will have something to savour and be remembered for everyone involved. This book also introduces some powerful new adversaries, such as the Agarashi and many extra-planar creatures.

As well as being a fascinating read in its own right, this book provides the ultimate toolkit for the Narrator who needs to pull together an encounter scenario quickly, but is understandably reluctant to compromise on quality for the sake of expedience. The best and the worst of the wonderful world of Magnamund await you. Turn the page... if you dare!



AGARASHI: CREATURES OF DARKNESS





CHAPTER TWO

AGARASHI

CREATURES OF DARKNESS



In the year 6700 MS, Naar's most powerful champion, the Demonlord Agarash the Damned, arrived on Magnamund and began his conquest of the planet. He created the Doomstones in mockery of the Lorestones of Nyxator, and gave birth to several mighty demonic creatures who became the mainstay of his vast legions. Every child of Agarash was unique, and each bore a fragment of its creator's power. For instance, Shoongath was born of the Demonlord's cunning and intellect, the Shom'zaa was invested with his mastery over the powers of Chaos, Aagnor the Darkweaver was a reflection of his strategic genius while Karthogg the Doombringer was born of his god-like physical might. Because of this gift they were each an immortal being, continuously drawing energy and reviving power directly from the Plane of Darkness by way of a magical ethereal link. They were able to create creatures that possessed a smaller fragment of Agarash's formidable might. These later generations became known as the Agarashi – the Creatures of Darkness, a collective of demonic races which, unlike all other Demons (see Chapter Extraplanar Creatures), are born on and bound to Magnamund. Agarash and his children had their own language, Ul-Naarvak, or the 'Dark Voice', which was so evil that its recitation or inscribing could doom a mortal soul.

Agarash and his principal lieutenants used the power of the Doomstones to breed legions of Agarashi. Their children infested almost all of the surface regions of Magnamund and established many thousands of breeding colonies deep underground. He invested some with the power of dark sorcery and, with their help, he conquered Magnamund in its entirety. When Agarash

was destroyed by the Elder Magi in 3572 MS, many Agarashi species became extinct, such as the mighty Vorka and Vaag (see APPENDIX), but countless thousands of his Agarashi were left behind. They burrowed deep and hid in the bowels of Magnamund, awaiting their chance to emerge at some future time to avenge the demise of their exulted father.

In MS 5000, many of the descendants of these subterranean Agarashi are still present on Magnamund. They hide in remote swamps, forests, mountains, hills, burrows, lairs and caves. Some have devolved with time to become placid creatures with limited intelligence, the most surprising of these being the inoffensive, albeit kleptomaniacal, Noodnics of Durenor. But others have evolved and become more powerful than their ancient ancestors. Many evil monsters that are not inhabitants of the Darklands during the present period are of Agarashi descent. Some have been enslaved by other servants of the Dark God, such as the Cenerese, the Bhanarians and the Darklords to bolster the ranks of their armies. The majority prefer to shun all contact with humans and humanoids, unless they are driven by disease or famine, or if their secret lairs are disturbed by unwary explorers. Some breeds are known to use the bodies of their still-living victims as incubators for their vile offspring. As a general rule, when a large number of Agarashi settle in an area, their cumulated auras of evil are powerful enough to corrupt their surrounding environment and cause the mutation of local fauna and flora. The prime example of this transformation is the Danarg swamp. Some of the wisest sages of Magnamund are greatly concerned that a new awakening of the



Agarashi is imminent. They cite many legends and portents that forewarn of their return to power in the current age.

AGARASHI (COMMON)

Combat Skill: 21-44

Endurance: 30-50

Traits: Varies, but all Agarashi have Defence 3 and Brutal 1.

Physical Description: Agarashi vary widely in their physical shape and constitution. They were created by Agarash the Damned, and those that still remain on Magnamund can trace their lineage to Agarash's original creations. They are most often large, thin, normal or fat reptilian humanoids, with pale, coal-black or rust-red scaly hides, sharp teeth, glowing malevolent eyes, tough horns, and tails which sprout razor-sharp bony protrusions. Besides the humanoid Agarashi, there are also completely bestial Agarashi with insectoid, snaky, amphibian, fish, mammalian or even shadowy bodies. Narrators are encouraged to develop their own unique variants of common Agarashi with which to challenge and enthrall their Players.



Historical Note: One of the remaining Children of Agarash, the fearsome Demonlord Shom'zaa, is able to spawn countless breeds of Common Agarashi of various shapes and powers without the

help of any Doomstone, contrary to his brethren which spawned only one kind of monstrous creature. The Shom'zaa Agarashi display a proper illustration of the morphological and power ranges of the Agarashi taken as a whole: squat creatures with bloated, veined body and waxy skin able to launch fireballs, thin creatures with ebony skin and iridescent eyes wielding freezing powers, and Brozal steeds. During the Age of War, the Elder Magi imprisoned the Shom'zaa and its horde below a layer of Korlinium mineral beneath the deepest levels of the subterranean kingdom of Bor by means of Old Kingdom Magic. Since that time, dwarf lore has expressly forbade extremely deep mining in Bor for fear that the Shom'zaa and its minions could inadvertently be released. If this calamity came to pass then the Shom'zaa would be able to rapidly repopulate Magnamund with as many different Agarashi breeds as there were during the Age of Eternal Night.

Combat: Agarashi can be cruel and cunning opponents. The stronger descendants are physically powerful, and several possess an understanding of dark sorcery which bestows them with further advantages. Agarashi most typically will use their claws and fangs to inflict wounds during combat. Most Agarashi are repelled and held at bay by the innate goodly power of the mineral Korlinium.

Special Rules: Some Agarashi have traits that further enhance their fighting effectiveness. Here is a list of the most common traits of the Agarashi in MS 5000:

AGARASHI TRAITS

- **Blood:** These Agarashi are constantly covered in a dripping, steaming sheath of motile blood. Whenever they strike a target in combat, some of this acidic fluid splashes into the wound, inflicting great pain and leaving horrendous scars. As a result they are able to inflict one ENDURANCE point of acid damage automatically in each round of combat, unless the Player(s) engaged in the fight possesses some form of magical protection against acid.
- **Cold:** Agarashi with this trait will have frosted skins and iridescent blue eyes. They are able to inflict -1 ENDURANCE point of cold damage automatically in each round of combat, unless the Player(s) engaged in the fight possesses some form of magical protection against extreme cold. They can also make ranged attacks by launching blasts of frigid energy which add + 4 to the normal damage inflicted by a normal ranged attack, and inflicting - 2 COMBAT SKILL for 3 rounds to a Player not protected against extreme cold.
- **Darkness:** Agarashi with this trait will radiate a palpable aura of darkness. This is manifested as a cocoon of deep shadow which engulfs their entire body. This cocoon of darkness cannot be dissipated by strong sunlight or goodly magic. All attacking spells directed at an Agarashi imbued with



Darkness will cause only half damage, with any fractions of ENDURANCE points rounded down. Further, any hold, cold, or heat based spells directed towards them will have no effect whatsoever. Conversely, all attacks using Holy water will cause double damage to an Agarashi imbued with Darkness.

- Disease:** Agarashi imbued with this trait will give off an overwhelming and sickly stench of putridity. Their hides will be festooned with maggots, and swarms of buzzing flies will surround their mouldering bodies. They are able to inflict -1 ENDURANCE point of damage automatically in each round of combat, unless the Player(s) engaged in the fight possesses some form magical protection against virulent disease. Any wound received from an Agarashi imbued with Disease will become infected and inflamed immediately. If a Player loses any ENDURANCE points during the combat, they must treat their wounds with Laumspur to cure the infection (one dose per 2 ENDURANCE points lost). Failure to do so within 48 hours of receiving the wound(s) will result in death.
- Fire:** Agarashi imbued with his trait often have smouldering hides of orange and red, fiercely glowing eyes which radiate a bright yellow light, and fists which glow like balls of red-hot plasma. They are able to inflict -1 ENDURANCE point of heat damage automatically in each round of combat, unless the Player(s) engaged in the fight possesses some form magical protection against extreme heat. Agarashi imbued with Fire can control the amount of heat they radiate at will, so as not to cause the ignition of combustible materials in their immediate vicinity, if they so choose. They can also make ranged attacks by launching balls of white-hot plasma from their glowing fists which inflict doubled damage. Each round they may choose to ignite and disintegrate 1 normal missile (arrow, bolt) fired at them.
- Poison:** The fangs/claws/stings of a Poison Agarashi are long, oversized and well suited for their typical method of slaughter. These creatures inject a powerful magical venom with their bite/scratch/sting which can either double the ENDURANCE points lost each time the injure their foe (if the Player has not the Magnakai Discipline of Curing or an equivalent), or paralyze the Player for 1 hour (again, if the Player has not the Magnakai Discipline of Curing or an equivalent) if they fail a Test. Agarashi Poison, albeit magical, cannot be counter-spelled.
- Psychic:** The blood of Agarash has awakened dark powers in the minds of these Agarashi. In addition to being immune to Mindblast, Psychic Agarashi can use Mindblast freely, adding +2 to their Combat Scores against foes with no resistance. Psychic Agarashi tend to be more intelligent than others of their kind, an intelligence that can manifest as dark cunning or vicious genius.

Roleplaying Notes: Agarashi are among the vilest creatures of Magnamund. Greedy, cunning and utterly corrupted, they are, along with the Darkspawn, the ultimate foes of Humans and Drodarin which they consider as no more than food or potential incubators for their vile offspring.

AGARASHI BEETLE (BESTIAL INSECTOID AGARASHI)

Combat Skill: 25-35

Endurance: 20-25

Traits: Defence 2



Physical Description: A huge black beetle with mandibles and a shiny shell that covers a pair of membranous hind wings. This creature is able to climb on any wall and to cling to any ceiling despite its size thanks to its powerful hooks. A bony tube protrudes beneath its gaping mouth which enables it to launch threads, as tough as steel wire, at very high velocity.

History: Agarashi Beetles can be found in all Agarashi spawning chambers which contain other creatures' bodies, either as food or for use as incubators. Serving the higher breeds of Agarashi, these beetle-creatures will encase living animal, humans or Drodarin in strong grey cocoons which they affix to the ceiling of their lair. The cocoons conserve a living creatures' body to provide future food or incubators for the other Agarashi.

Combat: the Agarashi Beetles are not very resistant but they are, nevertheless, dangerous foes. In combat these creatures launch wiry threads which they employ as lassos, whipping them around the body of their foes to make them fall over. Once an enemy is down, they will attempt to encase them in a cocoon.

Special Rules: When an Agarashi Beetle manages to lasso a loop of thread around the chest of a Player, the thread will constrict tightly and force the air from their lungs. A Player thus affected



will begin to suffocate and will lose 6 ENDURANCE. They will lose consciousness 3 rounds if the thread around their chest is not severed, which can be done at the cost of one action by themselves or another Player. Agarashi Beetles have no Agarashi Traits. They are immune to the Kai disciplines of Animal Kinship and Animal Control.

Roleplaying Notes: These creatures are utterly merciless to creatures which are not of Agarashi descent. Their overriding instinct is to cocoon all non-Agarashi.

AGARASHI STINGTAIL (BESTIAL MAMMALIAN AGARASHI)

Combat Skill: 24-26

Endurance: 30-35

Traits: Flight, Reach



Physical Description: Stingtails are very large flying predators. Their body and head are ursine, like a great Black Bear, and their bodies are twice the size of a large war-horse. They have great black and grey feathered wings. Their long, lashing tail is tipped with a pair of curved and barbed spikes that drip with acidic venom and resemble scorpion stingers.

History: Stingtails are a rare type of Agarashi which have survived by taking refuge in the highest mountains of Northern Magnamund,

e.g. the Hammerdal Range, the Durncrag Range and the Bor Range. They constitute a terrible danger to any mountaineer. Occasionally they have been known to descend to a lower altitude to hunt for prey. Despite several attempts, the Darklords of Helgedad have never been able to tame these fiercely independent creatures.

Combat: These ruthless predators will dive from out of the sky to crush their foes before stinging them with their poisonous barbed tails and then tearing them apart with their bear-like claws.

Special Rules: Agarashi Stingtails have all the Agarashi Trait of Poison (see Agarashi – common) and their venom inflicts extra damage. To assess whether a Stingtail has successfully struck a Player with its tail, assume that any ENDURANCE loss of 5 or more caused by the Stingtail in combat means the tail has successfully struck.

Roleplaying Notes: There is rarely a chance to evade during a combat with a Stingtail. Its wings give it a great advantage and it can easily chase a Player down should they attempt to flee after combat has begun. Stingtails kill for sport as much as for food.

ANAPHEG (BESTIAL AGARASHI HYBRID)

Combat Skill: 18-33

Endurance: 50-60

Traits: Brutal 1, Iron Will

Physical Description: Anapheg are large Agarashi hybrids which appear to be a composite of two entirely different species of creatures that are joined together at the waist. The lower halves of their bodies are covered with a coarse, spiky fur, and the upper parts are pale, hairless, and heavily veined. They have long and sinewy forearms, and white horned lizard-like heads with fanged jaws that are unmistakably Agarashi in origin. Prior to combat, their eyes gleam with murderous intent and they slaver constantly and uncontrollably. The movement of these bipedal, two-footed creatures can appear slow and ponderous, but they are capable of surprising turns of speed when attacking their prey or fleeing from a superior adversary.

History: In MS 4362, experiments by the Nadziranim in the laboratories of Nadgazad led to the creation of Anapheg. The Nadziranim of Darklord Menashga captured the last remaining specimens of an ancient race of infertile Agarashi from the Danarg from which they extracted their noxious body oils that unsettled their prey and repelled would-be foes. This unspeakable stench was peculiarly effective against horses. Prolonged exposure to it would drive them mad. Eager to breed these Agarashi in order to produce units capable of disrupting Freeland cavalry, the Nadziranim tried hard to make the creatures fertile. They achieved this goal after



severing the upper halves of their bodies and transplanting them on the lower halves of fertile Black Bears. The powerful ancient blood of the Agarashi revived the lower half and caused a mutation to take place. This gave rise to a fertile type of Anapheg that was more aggressive than their predecessors. Subsequently, several of these mutant creations escaped from the Darkland city-fortress and fled southwards, through Ogia, to take refuge in the Danarg swamp – their ancestral home - and in the neighbouring Mordril Forest. They have thrived there ever since. Some Anapheg can be found in the dungeons of Nadgazad where they await deployment into the army of Darklord Menashga as and when he requires it.



Combat: Anapheg use their noxious body odour to unnerve their prey. The stench can cause the blood pressure of a non-Agarashi creature to drop dramatically and it dulls their senses and speed of reaction. Players entering into close combat with an Anapheg must first make a Test with a Difficulty of 5. If they fail the test, then they will suffer a -2 reduction to their COMBAT SKILL for the duration of the fight due to the insidious effect of the creature's noisome body odour. This effect can be negated (and the Difficulty Test avoided entirely) if the Player takes the precaution of preparing a pad, made from folds of cloth, and tying it to their face so that it covers their nose and mouth. The pad will need to contain any one of the following substances for it to be effective: Laumspur (1 dose), Tincture of Oxydine (1 dose), Gnallia (1 dose), or Laumwort (1 dose). Horses are especially vulnerable to the detrimental effect

of Anapheg odour and are invariably (with the exception of the intelligent Faerstead of Ilion and the robust Simar of Lissan) driven wild with fear by the awful stench.

Special Rules: Anapheg possess the psychic ability to attack using Mindblast.

Roleplaying Notes: Anapheg are solitary hunters. They will rarely be encountered in groups of three or more. They live in crude shelters constructed from the lower boughs of trees that they tear down with their powerful hands. Trees which have had their lower branches torn away can be an indication that an Anapheg settlement is somewhere close by.

ANDAZOG (HUMANOID REPTILIAN AGARASHI)

Combat Skill: 10-14

Endurance: 30-40

Traits: Aegis, Grouping (Mob)



Physical Description: Andazogim are grey-skinned lizard-like bipeds. In MS 5000, most of them are stunted creatures, their backs bent by years of heavy labour in service to the Darklords. Although stunted and weak compared to other Agarashi breeds, their constitution remains strong due to their Agarashi ancestry. Their lungs are highly resistant to corrosive atmospheres and toxic spores which are not uncommon in mines around Aarnak. This species



has undergone extensive genetic modification by the Nadziranim and has become completely subservient to the Darkords. They are impervious to physical pain.

History: When Agarash was vanquished, his remaining Creatures of Darkness scattered into the wilds of Magnamund. A group of Agarashi reptilians settled in the volcanic Dajdokriitzaga Mountains and the icy steppes of Orgadtezna where they thrived until the Age of the Black Moon. However, in the manner of many other Agarashi species, these reptilians devolved into less and less powerful creatures with the passage of time. In MS 3072, when the Darklords conquered the territories surrounding the newly formed Nengud-Kor-Adez, these reptilians were one of the first species of Agarashi they encountered. The Andazogim viewed the new champions of the Dark God Naar as their natural leaders and became subservient to them. The Darklords were greatly disappointed when they realized that these creatures were so weak, and they considered exterminating them all by herding them into the Nengud-Kor-Adez to feed its insatiable flames. Indeed, this was the fate that befell a large number of Andazogim. However, the Nadziranim of Darklord Haakon found they could exploit this race in another way after noting their natural resistance to toxic atmospheres and their prodigious capacity to breed. Magically and surgically they modified the remaining Andazogim and transformed them into decerebrated slaves that were devoid of free will. They used them as slave workers in support of the Swamp Giaks, and later, the Mountain Giak slaves of Aarnak. The Andazogim proved themselves well suited to mining the mineral wealth of the Dajdokriitzaga Mountains. In MS 5000, a large number of these devolved Agarashi exist in Iznogdazokim, the great mining province ruled by Darklords Haakon and Unc of Aarnak. They are overseen by Mountain Giaks who are quick to encourage them with kicks and curses whenever they falter.

Combat: The Andazogim rarely if ever engage in combat unless they are compelled to do so by a specific Nadziranim spell. The Nadziranim of Darklord Haakon can deploy such a spell if ever they need to muster the Andazogim to defend the city of Aarnak. Should this occur then the Andazogim can be commanded to arm themselves with improvised weapons, e.g. mining tools, and attack an enemy as a mob.

Special Rules: Andazogim possess no Agarashi Traits.

Roleplaying Notes: The murky thoroughfares of Aarnak teem with thousands of Andazogim and pale-skinned Giak slaves who constitute a sub-species of Mountain Giaks (see Giaks – Mountain sub-species in the Darkspawn - Creatures of Helgedad chapter of the Magnamund Menagerie). They are employed as mine workers and will frequently be found hauling great iron carts filled with ore. These pitiful creatures pay no heed to their dismal surroundings and are fixated on their designated tasks. Players venturing into Aarnak

could take advantage of their indifference to explore the city and hide within processions of these lowly creatures. The activation spell implanted into this species by the Nadziranim is a powerful tool, but it has been a source of disappointment to Darklords Haakon and Unc. Its secret was stolen by the Nadziranim of rival Darklords and used to trigger chaotic slave revolts in Aarnak. During one of these revolts, Darklord Unc lost a very powerful weapon called the Ice Orb of Dejkaata and, to date, it has not been recovered.

BAVAZANUR (HUMANOID REPTILIAN AGARASHI)

Combat Skill: 19-42

Endurance: 30-40

NOTABLE SUB-SPECIES:

Yavazanur

Combat Skill: 20-28

Endurance: 25-40

Traits: Flight



Physical Description: Bavazanur are a flying variant of bipedal reptilian Agarashi with bat-like wings. They have lean and sinewy torsos that are studded with hundreds of short horny spikes. Their hooded eye slits emit a chillingly cold yellow light. Yavazanur are a larger and spikier sub-breed of Bavazanur, which are able fold themselves into a ball of compact flesh covered with bony spikes.



History: These winged Agarashi inhabit the Doomlands of Naaros and the eastern Dammerdon Mountains. Some of them also lurk in the Underworld of Magnamund. They are rumored to be numerous and have recently (MS 4998) entered into a pact with the infamous Autarch Sejanoz of Bhanar. They now occasionally serve him as fearsome air attack troops for lightning targeted assaults.

Combat: Bavazanur and Yavazanur are agile and fast flying fighters that usually attack in groups. Bavazanur flocks, whenever possible, will hide themselves in clouds and choose the optimum time to dive down and attack their target(s).

Special Rules: These Agarashi are capable of rapidly expanding their rib cages. When they do so, they discharge a cloud of bony spikes in a forward direction, like a volley of darts. The effective range of these missiles is 30 feet (10 m). This attack causes 5 ENDURANCE damage to every creature in front of the beast out to Long Range. They can regenerate their spikes once every 24 hours.

Bavazanur are immune to Mind Blast and Psi-Surge (but not Kai Surge). A few Bavazanur possess the Agarashi Traits of *Fire* or *Cold* (see Agarashi – common).

Yavazanur are able to transform themselves into spiky wrecking balls to dive-bomb and crush their foes from the sky. The damage inflicted by a diving folded Yavazanur must be multiplied by 2. A Yavazanur needs 2 rounds to unfold itself and ascend into the sky where it will seek cloud cover while it considers its next target.

Roleplaying Notes: The Bavazanur Agarashi are the weaker relatives of the mighty Vaag which were used by Agarash to conquer Magnamund during the Age of Eternal Night. However, they still constitute a powerful force that provides the army of Bhanar with a tactical advantage in battle.

BHAKISH (HUMANOID AMPHIBIAN AGARASHI)

Combat Skill: 15-18

Endurance: 19-22

Traits: Grouping (Mob), Iron Will

Physical Description: Bhakish are ugly amphibians of Agarashi descent which inhabit the Hellswamp, the Danarg and some wet caves of the Underworld. They have a bloated and scaly humanoid body, with taloned paws and gruesome fish-like heads. Their jaws are filled with needle-thin fangs.

Combat: These swamp-dwellers are ambush predators. They are adroit at silently slinking out of the mire to snag and drag their prey underwater to drown them.



Special Rules: A few can have the Agarashi Trait of *Poison* (see Agarashi – common).

Roleplaying Notes: The first night a party of Players spends in one of the great swamps of Northern Magnamund could be their last unless they post an alert sentry to watch out for the Bhakish!

BROZAL

Combat Skill: 12-15

Endurance: 20-24

Traits: Grouping (Mob), Mount

Physical Description: Brozals are large racing lizards similar to the natural Guanza (see Natural Creatures of the Magnamund Menagerie). However, they differ from those natural beasts in that they have grey hides, small glowing eyes and physical deformities which reveal their Agarashi heritage.

History: During the Age of Eternal Night, the Brozals were used as swift mounts by the humanoid Agarashi. They were faster than the legendary warlike Vorka but far less effective in battle. After the demise of Agarash, Brozals came close to extinction due mainly to the proliferation and domination of wild Guanza packs in Southern Magnamund. In MS 5000, the last remaining Brozals can be encountered in the Karak and Ogian highlands where they are still used as mounts by the Agarashi and Terrormen which inhabit these hill ranges. The Demonlord Shom'zaa, although imprisoned beneath the subterranean kingdom of Bor, has been able to spawn Brozals for use as mounts by his Agarashi slaves.



Combat: Brozals are carnivorous. They are relatively fearful creatures and will never attack unless they are mounted or part of a pack. They usually carry humanoid Agarashi equipped with lances and spears. If a Brozal is ridden by an Agarashi, then only the Agarashi's COMBAT SKILL rating should be used to determine the Combat Ratio. An Agarashi mounting a Brozal will gain +2 to COMBAT SKILL and +2 to ENDURANCE for the duration of the fight. When a Player wins a combat against a mounted Brozal, it is the rider who is killed; the Brozal will automatically flee.

Roleplaying Notes: Brozals can be controlled and used as mounts by Players who have the Magnakai Discipline of Animal Control. Players with the Discipline of Animal Kinship must make a Test to determine if they are able to control those lesser Agarashi.

BRUMALGHAST (BESTIAL MAMMALIAN AGARASHI)

Combat Skill: 32-48

Endurance: 38-44

Traits: Brutal 1, Defence 1, Grouping (Mob), Ranged Combat (cones of ice)

Physical Description: Physically, Brumalghast resemble the Baknars that roam the Icy Wastes of Kalte (see Natural Creatures of the Magnamund Menagerie) with their thick white fur and ridged horns. However, they exhale plumes of icy breath that freeze everything they touch and their terrifying almond-shaped eyes radiate a piercingly cold blue light. These hulking creatures have large frost-rimmed mouths filled with sharp fangs, and long claws which can extend up to a foot (36 cms) from their paws. Their physical strength is truly astonishing

History: The Brumalghast were created and bestowed with terrifying ice-elemental powers by Agarash the Damned. They were to become some of his most devastating battle-casters during the Age of War. In MS 5000, these Agarashi are very rare and mostly they occupy frozen caverns located deep below the surface of the Doomlands of Naaros and the Great Plain of Lissan. Isolated colonies can also be found in the western parts of Kalte, and the northern reaches of the Gourizaga Wastelands to the north-east of Ixia. They are capable of hibernating for hundreds of years and will awaken from hibernation when their reserves of body fat are reduced to a critically low level. Hungry Brumalghast are especially dangerous to all natural creatures. Rumours abound that Autarch Sejanoz of Bhanar is attempting to persuade the Brumalghast of Lissan to rally to his evil cause, in exchange of the promise to breed this race being on the verge of extinction after the demise of Agarash and the disappearance of the Doomstones, through his evil sorcery.



Combat: Brumalghast first assault their foes using their ice-magic (see Special Rules below). Following their magical attack, they will assault a weakened foe and finish them with claws and fangs. Brumalghast are able to tolerate temperate climates for up to two months without suffering any ill effects. If exposed to a warm climate, they become sluggish in combat and suffer a -5 reduction to their COMBAT SKILL.



Special Rules: Brumalghost possess an advanced version of the Agarashi Trait of *Cold* (see Agarashi – common). They are capable of summoning huge blocks of ice with which to block a road or a tunnel.

BURROWCRAWLER (BESTIAL INSECTOID AGARASHI)

Combat Skill: 16-18

Endurance: 7-10

Traits: Burrow, Iron Will, Lurker



Physical Description: Burrowcrawlers have six segmented legs that protrude from their tapering tubular bodies with which they can propel themselves at speed. They display a poisonous stinger at the lower end of their worm-like abdomen and a spiked ridge of horn protruding in a straight line along their back from their eyes up to their abdomen. Their bodies vary in colour, from salmon pink to dark ochre. Their insectoid heads have gaping slimy jaws from which swarm myriads long, independently moving tentacles slick with moisture, and red faceted eyes glowing with a dim pink light

in the darkness. They have poor eyesight but this is compensated for by their highly developed sense of smell and sensitivity to vibration. These large subterranean insectoid creatures are capable of burrowing deep into the earth in temperate regions.

History: Burrowcrawler colonies were once prolific all across Northern Magnamund, but since MS 3092 they have been in steady decline. In MS 5000, these subterranean Agarashi can only be found in the Lastlands. Mostly they inhabit the western borderlands of Sommerlund and the hilly forested uplands of the Durncrag Mountains. Occasional sightings have been made of Burrowcrawler bore holes on the Durenon Plain in northern Durenor, and around the eastern fringes of the Wildlands close to the Durenese border.

Combat: These creatures can move swiftly through soft earth. They rarely venture above the surface because ultra-violet light rapidly damages their skin, causing burns and blisters. However, this will not deter them from launching an attack on surface-dwelling creatures. Their favoured method of attack is to track the vibrations made by creatures walking on the surface, and then burrow to a place directly beneath them.

Having thus positioned themselves, they will burst through the topsoil and attempt to ensnare their victim with their writhing mass of tendrils before dragging them back into their tunnel. When fighting a combat above ground in sunlight, Burrowcrawlers lose -2 ENDURANCE point automatically at the start of every combat round due to the effect of ultra-violet damage to their sensitive skins. If conditions are cloudy then this cumulative damage is halved.

Special Rules: Players ensnared by a Burrowcrawler that has burst out of the ground close by will have to make a Test with a Difficulty of 6. Failure to pass the test will result in them being ensnared and dragged into the Burrowcrawler's freshly excavated tunnel. They will still be able to fight, but their COMBAT SKILL will be reduced by 5 for the duration of the ensuing combat. Burrowcrawlers are immune to the Kai Discipline of Animal Kinship. Burrowcrawlers' faceted eyes are especially sensitive to light. Players fighting equipped with a torch (or any other source of light) in the tunnel of a Burrowcrawler may add +2 to their COMBAT SKILL for the duration of this fight

Burrowcrawlers rarely use their poisonous stinger in combat as they always first try to ensnare their prey. However, if they are forced to abandon their tunnel, they will defend themselves using their stinger. They have the Agarashi Trait of *Poison*.

Roleplaying Notes: These fossorial creatures can at first glance be mistaken for mindless predatory natural beasts, but they display an all-too-obvious sadistic intelligence during their assaults which betrays their evil origins.

CAVE LEEKHON (HUMANOID REPTILIAN AGARASHI)

Combat Skill: 24-30

Endurance: 30-48

Traits: Brutal 3, Defence 2, Iron Will



Physical Description: Cave Leekhon are powerful, muscular humanoid Agarashi, with gnarled plate-like armour which encases their limbs and torsos. Their powerful jaws are set with sharp fangs. The gaze of a Cave Leekon can be very unnerving. Their lidless slit-pupiled eyes stare coldly from beneath their horny ridged foreheads.

History: During the Age of War, Leekhon were used as living battering rams in the armies of Agarash the Damned. Legend tells of them being unstoppable berserkers, almost invulnerable due to their formidable body armour. They were deployed to smash through an enemy's front line and create a breach through which other troops could exploit. Following the demise of Agarash, the few remaining Cave Leekhon went into hiding in the subterranean Underworld of Magnamund, along with several other Agarashi species. They have since devolved into less powerful, though still formidable, creatures. Disturbing the spawning chamber of a Cave Leekhon during the exploration of an ancient mine may prove fatal to a party of inexperienced Players.

Combat: A Cave Leekhon usually charges at its nearest opponent. It is immune to missile fire due to its formidable natural armour. Immediately before the first round of combat commences, a Player must make a Resistance Test at Difficulty 6 to determine whether they can evade the creature's charge. If they fail, they will lose 5

ENDURANCE points and be knocked to the ground by the shock of impact. Thereafter, they will suffer a - 2 COMBAT SKILL penalty for the first two rounds of combat.

Special Rules: A few Cave Leekhon may have the Agarashi Trait of Darkness (see Agarashi – common). This should be determined at the Narrator's discretion.

Roleplaying Notes: These berserkers are not especially smart. Players stand a good chance of dodging them before they complete their charge.

CHAGARASHI (HUMANOID SEMI-REPTILIAN AGARASHI)

Combat Skill: 22-42

Endurance: 30-38

Traits: Grouping (mob), Lurker



Physical Description: Chagarashi are long-limbed Agarashi with scaly green hides and fearsome mouths set with long, dripping fangs. They have tufted ears, ridged spines and a keen sense of smell.

History: The Chagarashi are descendants of semi-reptilian Agarashi bipeds that once inhabited the coastal regions of Chai and Vaduzhan. During the Age of War they were placed in the vanguard of Agarashi armies for assaults upon fortified cities. Rushing



headlong at the walls, they leaped up and sank their talons deep into the logs or stones and clang on tightly as their fellow Agarashi used them like scaling ladders to reach the top. Their numbers have steadily dwindled with the passing millennia and, in MS 5000, only a few hundred remain. They hide in the hills, burrows, and forests of Chai. They shun humans and are not known to attack unless they are taken by surprise, provoked or are close to starvation. Autarch Sejanoz has striven to take control of the Chagarashi and desires to find a way to breed them and, if possible, use them to attack and weaken Chai from within.

Combat: Chagarashi are swift hunters with an unnerving ability to leap distances of up to 15 feet (5 mtrs) through the air and land on their prey with a flurry of raking blows. In combat, they use their long taloned limbs to slash and scythe their adversaries beyond the typical reach of a sword. They are adept at hiding patiently for hours before grabbing their prey through dense foliage when the opportunity arises, without revealing their heads and bodies.

Special Rules: Some Chagarashi have the Agarashi Traits of *Disease* or *Poison* (see Agarashi – common).

Roleplaying Notes: the inhabitants of Chai have become accustomed to, and almost accepting of, the Chagarashi as they rarely known to attack humans unless they are close to starvation. However, they are especially fond of horsemeat and will track down and ambush travellers on horseback that stray into their territory.

CIQUALI (AND JENGHI) (HUMANOID AMPHIBIAN AGARASHI)

Combat Skill: 20-34

Endurance: 23-32

Traits: Grouping (Pack)

Physical Description: These humanoid amphibians have dome-shaped heads with a pair of large eyes that are deep-set into their skulls. Their thin-lipped mouths are lined with sharp jagged teeth. They have a throat sac, similar to those of frogs, which inflates and deflates as they breathe. Their feet are webbed, as are their claw-tipped fingers, and their hides vary in colour and pattern from mottled-grey to a spotted brownish-green. They possess good night vision. Jenghi are predominantly green with pale ochre bellies. The large pupils of their eyes are invariably black, which gives them a chillingly soulless countenance. Both species are very similar in size and intelligence.

History: Ciquali are an amphibian type of Agarashi native to the Hellswamp. They live in tribal settlements, in dwellings built of mud-daubed roots and thatched with rotting vegetation. They hunt in packs, usually at night. They have a taste for human flesh which makes them especially dangerous to Players who dare to venture

into their inhospitable domain. They are led by a mysterious and powerful entity, the Swamplord Vag'kroag, who is a survivor of the Age of Eternal Night, and who rules the Hellswamp from a primitive keep in the heart of the vast marsh. The close-cousins of the Ciquali, the Jenghi, infested the Maakenmire after this swamp was formed in MS 3055 by the tainted run-off from the Maakengorge. In MS 4040, an invasion of Jenghi threatened to destroy Ragadorn but a combined fleet from the city's allies drove them off.



Combat: Ciquali are stealthy hunters with an acute sense of smell. Often they will lurk beneath the surface of foul swamp water and wait until their unsuspecting prey passes close by. They will suddenly rise up out of the mire and launch a swift assault, seeking to grab their victims and drag them below the surface to drown them.

They rarely venture more than 8 miles (5 km) from their tribal settlements when conducting their hunting trips. Ciquali and Jenghi have no Agarashi Traits. They sometimes wear primitive bone armour.

Roleplaying Notes: Ciquali are especially susceptible to poisons. Their skins will absorb poisonous potions if they are splashed with them. Any Ciquali that ingest or absorb poisonous potions will suffer double the amount of damage that would normally be suffered by an adult human male.



DAKOMYD (HUMANOID REPTILIAN AGARASHI)

Combat Skill: 25-45

Endurance: 50-60

Traits: Iron Will, Trapper



Physical Description: This is a large (10 feet / 3 mtrs high) and physically powerful bipedal reptilian monster. It is heavy and lumbering, with baleful sickly yellow eyes that bulge from slits in its shell-armoured head and a pale, scaly skin. Its thick twisted limbs end with crushingly powerful hands, the eight fingers of which are tipped with razor-sharp talons. It has a long muscular tail that it uses to whip its victims. When agitated, it emits a hideous and peculiar gibbering sound.

History: The Dakomyd are a very rare and powerful species of Agarashi. In MS 5000, only a few hundred remain alive and they live in secluded isolation in remote caverns and subterranean tombs in the central territories of Northern Magnamund, notably the Zaut wasteland in the north of Lyris.

The Dakomyds are intelligent creatures that are able to install primitive traps to protect their spawning chambers. These traps all involve acid, for the larvae of the Dakomyd produce a dangerous yellow acid that is able to eat through flesh and steel. In their spawning chambers the floor is soft and spongy, and the larvae of the Dakomyd hang by their tails from the ceiling above the entrance(s).

These larvae resemble thin strips of pale green gossamer fabric. They can easily be mistaken for a green-glowing curtain of thin, web-like strands. If a warm blooded creature enters the chamber, the larvae strands will writhe like a seething mass of snakes and attempt to coil themselves around the intruder and dissolve it.

Dakomyd larvae have a very high infant mortality rate and fewer than 2% will survive and grow to reach full maturity. Powerful necromancers are known to use a mature adult Dakomyd to guard the hiding places of their most valuable treasures.

Combat: In combat, a Dakomyd will attack by slashing with its talons, and whipping its enemy with its muscular tail. They possess a crude intelligence and have a highly developed survival instinct. They will always seek to attack the strongest leader of any group, whom they perceive to pose the greatest immediate threat to their safety and survival. By slaying the strongest first, they seek to cause its comrades to turn and flee from further combat

Special Rules: Dakomyd have the Agarashi Trait of Blood for their blood is highly corrosive (see Agarashi – common), even if their body is not covered with blood. Moreover, Dakomyd have a unique and terrible ability which makes them an especially dangerous enemy in close combat. If they are reduced to 0 ENDURANCE during a fight, the dismembered segments of their bodies will writhe and slither until they come together and reconstitute the monster – a disgusting process that takes five full rounds during which time the Dakomyd is helpless.

Fortunately, they can be temporarily paralyzed by the goodly aura of an artefact blessed by either of the Gods Kai and Ishir, or by the use of Holy Water (a minimum of 3 vials is required). The only way to destroy one of these creatures permanently is to strike them at the base of their hideous skull, which the Players will only be able to do if the Dakomyd is paralyzed or if it is in the middle of reconstituting itself. When it dies, the skin of a Dakomyd ripples as if waves were washing beneath its skin, layers of transparent bone peel and fall from its shell-like skull and its body becomes hunched and shrinks until all that is left is a film of dust.

Roleplaying Notes: All Dakomyd possess a fragment of Agarash's formidable might. It is the power of this ancient fragment which imbues them with their unique regenerative ability which, in turn, makes them exceptionally dangerous adversaries.



DEATHSTALKER (HUMANOID MAMMALIAN AGARASHI)

Combat Skill: 27-42

Endurance: 35-40

Traits: Brutal 2, Iron Will



Physical Description: These are shape-changing Agarashi. In their normal state they are human-sized, black furry creatures with amber eyes that blaze in their skulls like a pair of tiny suns. They have the ability to transform themselves into human or humanoid form at will.

History: Deathstalkers are among the most formidable Agarashi to have ever emerged from the Chasm of Gorgoron, in Dessi. They sometimes infiltrate the cities of the Magiocracy to hunt their favorite prey: humans. Deathstalkers have evolved over the millennia to have normal reproductive capabilities. They form a strong bond with their mates and are very protective of one another.

Combat: In a split-second blur, a Deathstalker can turn from its bogus human form into a snarling hulk of black-furred death. Deathstalkers have razor-sharp talons which they use to murderous effect in close combat. The speed and combat reflexes of these creatures have few equals in all of Magnamund.

Special Rules: Deathstalkers have no Agarashi Traits.

Roleplaying Notes: Deathstalkers are aggressive and determined ambush predators who always hunt in mated pairs.

DHOLDAARG (BESTIAL REPTILIAN AGARASHI)

Combat Skill: 28-43

Endurance: 50-56

Physical Description: Dholdaarg are huge aquatic reptilian Agarashi that inhabit subterranean lakes and whose body shape has little changed since the Age of Eternal Night. Their great scaly heads are perched atop necks as stout and as long as a toa tree, and they swim driven by huge pectoral and pelvic fins. Their cold reptilian eyes flare like orbs of yellow flame when they are agitated, and are as impressive as their titanic maws set that are set with jagged, jet-black fangs.

History: During the Age of Eternal Night, when Agarash the Damned ruled Magnamund, the mighty Dholdaarg infiltrated and reigned supreme in all of the large bodies of freshwater on Magnamund. Most of them were destroyed by the Elder Magi during the Age of War, but some survived in subterranean lakes on both continents of Magnamund, including the polar region of Kalte where they adapted to the icy water. Contrary to most of the giant Agarashi of the Age of Eternal Night, the Dholdaarg neither devolved nor decreased in size. They remain virtually unchanged and are still as powerful as they were ten millennia ago. The Cenerese and the evil Shianti of Kalte indirectly used them as guardians of subterranean lakes by giving access to their underground temples, despite the fact that they were never able to control them.

Combat: Dholdaarg are able to move their gigantic necks with speed and agility in order to catch their prey in their fearsome maws.





Special Rules: Dholdaarg can be slowed down but not controlled by use of the Magnakai Discipline of Animal Control. Dholdaarg do not have Agarashi Traits.

Roleplaying Notes: These ancient creatures are very powerful and Narrators should use them sparingly. A Dholdaarg will certainly teach Players just how perilous it can be to go wading or swimming in a subterranean lake!

DOAG (DRAGON/AGARASHI HYBRIDS)

Combat Skill: 30-45

Endurance: 40-50

Traits: Brutal 2 (only in draconic form), Flight, Iron Will, Defence 2 (only in draconic form), Veteran 10/+2



Physical Description: Doag are black-scaled creatures combining the lower body of a wingless dragon with four strong legs and the upper body of a demon-like reptilian with leathery wings and curved horns. A ridge of sharp bone spikes erupts along their upper back and their muscular arms end with long fingers and glistening, razor-sharp hard talons. They are able to transform into breathtakingly beautiful adult humans with pale skin, deep blue or steel grey eyes, and well-toned finely formed bodies. In MS 5000, the few rare Doag which still exist have a fine intellect and powers of reason. Invariably, they choose to remain in human form.

History: Legend tells that these creatures were once beautiful, hairless blue-eyed men and women born from the 'Blood of the Earth', the magical fluid which sprang up from the legendary Night Well in the city of Avan-Telchos. It is said that they were created during the Age of the Old Kingdoms by the wizards of the ancient Telchoi Empire to serve as a slave race that were docile, loving and unquestionably loyal. During the terrible night which saw the demise of the whole Telchoi Empire, these trusted slaves turned into bloodthirsty monsters that slaughtered their masters and brought havoc to the Sun Coast. Determinedly, the surviving Telchoi Warriors systematically destroyed the Doag. In MS 5000, very few remain and they can only be found in remote areas of Magnamund.

Combat: A Doag in dragon-like form will ascend into the sky before swooping down upon its target. They will attempt to knock them down before tearing them apart with their sharp talons. They possess great strength and are tough and determined adversaries in combat.

Special Rules: Doag can change between their draconic and humanoid forms at will. Each transformation takes a short amount of time and if done in combat, requires a full round during which the Doag can defend itself but cannot inflict and ENDURANCE damage. Doag may choose to keep their wings in human form.

Roleplaying Notes: These creatures are intelligent, physically powerful and very dangerous. They live in remote and hard to reach locations in lands that once were part of the ancient Telchoi Empire. Contrary to popular legend, the Doag were created from the binding of the bloods of the Dragon Nyxator and Agarash the Damned. The remaining Doag consider themselves to be the 'grandchildren of Agarash' and patiently they await the return of an enigmatic entity they call "the Lady".

ELIX (BESTIAL MAMMALIAN AGARASHI)

Combat Skill: 17-18

Endurance: 30-32

Traits: Brutal 1

Physical Description: The Elix is a large feline creature with needle-sharp teeth, fetid breath and eyes that glow with an eerie green fire which betrays their Agarashi origins. Far larger than ordinary cats, they are ferocious and very dangerous when angered. Elix emit a distinctive loud hiss before attacking, like steam escaping from a geyser.

History: A devolved breed of a much larger feline Agarashi species that turned into a wild ambush predator with no evil concern, this creature was bred and raised in Vassagonia to serve as a guard



animal, or as great war-cats in the vanguard of the armies of the Zakhan. When partially domesticated, it is often used for border fort guard duties, due to its highly developed sense of smell, its keen eyesight and its irresistible desire to investigate anyone or anything that pricks its curiosity. However, after several unwarranted civilian deaths resulting from Elix attacks, which undoubtedly relate to their ancient Agarashi instincts, ownership of Elix is now restricted to the nobility and the military.



Combat: Stealthy, sneaky, and very patient, the Elix is a predatory ambush animal that is much larger than the common wild or domestic cat. In the wild they prefer to ambush their prey from on high, typically from overhead boughs of trees, and will drop down upon them silently with their claws extended and their needle teeth exposed. If they cannot make an easy first strike, they will stalk their prey until a more favourable location is found. Injured, young, or very elderly members of a group are the favoured prey of these predatory big cats.

As military war-cats, they simply pounce at the first potential prey they encounter, stirred to a frenzy by the smell of blood and by their Agarashi instincts. Elix do not have any Agarashi Traits.

Roleplaying Notes: Loyal and subservient to those who hold their leash, the Elix are otherwise extremely arrogant and disdainful of anyone or anything they do not know. They are known to attack groups of potential victims rather than focusing on one solitary target. They cannot be bribed or distracted with scraps of food or easily tricked away from their chosen, or designated, guard territory.

FLYING SNAKE (BESTIAL REPTILIAN AGARASHI)

Combat Skill: 19-23

Endurance: 18-28

Traits: Flight, Iron Will

Physical Description: These giant snakes have powerful feathered wings and long, muscular, shiny green scaly bodies. They have cold black eyes and long sinuous yellow tongues that dart out from between their sharp and poisonous fangs. They also possess vulture-like forelimbs which are tipped with venomous razor-sharp talons.

History: These flying serpents are found mostly on the great plains of Southern Magnamund, but also on the Anarian Plain in Northern Magnamund. They are a sub-breed of Agarashi that has devolved and become steadily weaker with the passing millennia. The ancient winged snake Agarashi were much larger creatures, with highly toxic venom that would kill their prey in a matter of seconds.

Combat: They attack their prey quickly and decisively. They are at home on the ground among tall grasses, just as much as when they are flying across clear open skies.

Special Rules: All Flying Snakes have the Agarashi Trait of Poison (see Agarashi – common). They are fearful of fire and will always retreat from a naked flame.

Roleplaying Notes: These deadly predators are the scourge of the great plains of Central Magnamund.





GADOTH (AND GAGADOTH) (BESTIAL MAMMALIAN AGARASHI)

Combat Skill: 30-35

Endurance: 50-55

Traits: Brutal 2, Invulnerable (non-Brotherhood magical spells and attacks), Iron Will, Reach



Physical Description: The Gadoth are a smaller type of the mighty Gagadoth and, like this powerful creature, they hide in the depths of the Gorgoron Chasm. The Gadoth are lumbering giant horse-like creatures (10 feet / 3 mtrs high), which stand on powerful, twelve-toed legs with iron-sharp talons. They are covered with plates of gleaming, blue-green chitin. Their head looks like the grotesque caricature of a horse, but one that has six eyes gathered in two groups of three above a gaping toothless maw. The Gagadoth differs from the Gadoth by having a twisted tusk that protrudes from the centre of its forehead, with a large pineal eye set above it. The Gagadoth is twice the size of a Gadoth.

History: The Gagadoth was one of the rare offspring of Agarash that escaped the destruction of Naaros. For thousands of years, it took refuge in the depths of the Chasm of Gorgoron in Dessi. Slowly it has evolved immunity to Old Kingdom Magic, and it awaits the day when it will rise up from the chasm and wreak havoc throughout

in Dessi. The Gagadoth was originally infertile, but during the Age of Eternal Night, it spawned a smaller species (the Gadoth) due to the power of the Doomstones. Some Gadoth survived the fall of the Agarashi Empire and they sought refuge with the Gagadoth in the Chasm of Gorgoron. They have slowly evolved a partial immunity to Old Kingdom Magic. Occasionally, they emerge from Gorgoron and attack isolated villages and settlements in the Jungle of Dessi.

Combat: The Gadoth are fearsome monsters who favour sideswiping their foes with their large clawed paws. If they manage to capture a prey with their huge taloned forelimbs, they will use their gaping toothless mouth to crush their skulls and suck out their brains.

Special Rules: Contrary to the Gagadoth, Gadoth do not have the ability to use psychic power or illusion spells. They do not have any Agarashi Trait.

Roleplaying Notes: Gadoth are quite rare and can only be encountered in the vicinity of the Chasm of Gorgoron in the Jungle of Dessi. They have a deep loathing for the Elder Magi and their descendants, having evolved over the millenniums with the bitter memory of the fall of the Agarashi Empire hard-wired into their genetic makeup.

GANTHI (BESTIAL REPTILIAN AGARASHI)

Combat Skill: 6-9 (Pack 15-20)

Endurance: 9-10 (Pack: 18-25)

Traits: Swift

Physical Description: Ganthi are small (3 feet / 1 mtr high) bipedal reptilian predators. These Agarashi are very swift; they run on their long bird-like hind limbs and use their taloned hands to seize their prey. Their hind limbs are equipped with one oversized flexible claw with which they rip open their prey.

History: The Ganthi are a small sub-species of the gigantic Onzahra. The Agarashi ancestors of the Onzahra and the Ganthi were immense amphibian Wyrms which had long powerful legs with webbed and clawed feet. They infested the swamps, the lakes and the rivers of the northern part of the Dry Main before its desertification during the Golden Age of the Shianti. At that time some of them evolved to become fossorial creatures (the Onzahra), but other devolved to become small running bipedal predators (the Ganthi). Ganthi can be found everywhere in the Dry Main but they mostly favour the areas surrounding oases.

Combat: One Ganthi alone is no match for a human. However, Ganthi often attack in packs and their vicious hind claws can be lethal.



Special Rules: Ganthi have evolved to the point where they no longer possess any trace of endemic evil. They do not have any Agarashi Traits.



Roleplaying Notes: The Ganthi are more numerous in areas where giant Onzahras are buried. Both races have a psychic connection despite their divergent evolutions since the desertification of the Dry Main. Ganthi prefer to settle in regions where they detect buried Onzahra because instinctively they know that other desert predators will avoid such places. The Onzahra leviathans can feel if many Ganthi are slain in their vicinity and this will provoke them. A party of Players who slay a large pack of starving Ganthi should thus be aware their action could awaken a much greater threat. This is not common knowledge but it is known to the Kloons Sages of Chaman.

GORODON (BESTIAL REPTILIAN AGARASHI)

Combat Skill: 27-35

Endurance: 30-36

Traits: Brutal 2, Defence 2, Reach

Physical Description: Gorodons are heavy-bodied, scaly reptilian quadrupeds of Agarashi descent. Their bodies grow to a maximum length of 21 feet (7mtrs) and they move with impressive lizard-like grace despite their considerable weight. These carnivorous creatures have two bull-like horns, one smaller nasal horn, and greenish, porcine eyes that shimmer in the gloom of the shadowy swamps they inhabit.

History: Gorodon constitute one of the most formidable threats to any humans brave or foolish enough to venture into the Hellswamp. Yet there are several hunters who are willing to take the risk, for the horns of a Gorodon have unique qualities much sought after by the alchemists of Humboldt, the principal city of Eru. Gorodons are closely related to Storghs and Nigumu-sa.

Combat: Gorodon attack fearlessly, either alone or in groups of three to five. They possess highly developed senses of taste and smell.

Special Rules: Players with the Magnakai Discipline of Animal Control will be able to dissuade Gorodons from attacking but cannot otherwise control them. Gorodon have no Agarashi Trait.

Roleplaying Notes: Gorodon are fearsome hunters that can pursue their prey for days without pausing for food or rest.



GYBIA (BESTIAL FISH AGARASHI)

Combat Skill: 30-45

Endurance: 48-58

Trait: Swift

Physical Description: Gybia are ferocious aquatic cold water predators. These Agarashi look like huge piranha with maws set with wide, blade-like triangular teeth. Their very large and muscular bodies are covered with myriad small armoured scales, and their fins and operculum have huge claws. They are capable of swimming at high speed. Their Agarashi origin is revealed by their green blood and the supernatural greenish glow which radiates from their eyes.



History: The Gybia were spawned by Agarash the Damned in his early wars against the Ixian Empire during the Age of Eternal Night. The Ixians were an Old Race that mastered ancient witchcraft. They were skilled mariners who created a wondrous fleet of submarines, ice-boats and warships which had no equivalent in ancient Magnamund. This magnificent fleet secured their domination of the seas. At this time, the Gybia were much larger and more powerful than they are in MS 5000. Their huge jaws were able to puncture and crush the hulls of Ixian craft and this led to a steady diminishment of the Ixian fleet and its command of the seas. The Ixian Empire fell after the arrival of Agarash's most fearsome lieutenant: Deathlord Ixiataaga. Since this ancient time, the Gybia have remained in the vicinity of the Ixian coast and have slowly devolved into smaller, faster predators. Some of them have been captured by the undead servants of the Deathlord and compelled to guard the sea entrances to their coastal cave complex. Others settled along the coast of Tadatizaga and Zaldir, and a few migrated as far as Lake Ghargon. The Gybia of Lake Ghargon are smaller than the Ixian Gybia because they are eaten by the Shog'aash when they reach maturity. The largest specimens of this species are the Ixian Gybia.



Combat: Gybia will circle in a wide arc around their prey before swimming in at speed and seizing them in their huge maws. Their jaws are very powerful and can break bones and shatter skulls with minimal effort.

Roleplaying Notes: Greedy, tenacious and ferocious, the Gybia are ruthlessly powerful underwater hunters. Players should rightly be concerned about the speed, strength and tenacity of Gybia if they seek to cross an expanse of water which is inhabited by these ancient monsters.

HUMAN/AGARASHI HALF-BREEDS (HUMANOID AGARASHI HYBRID)

Combat Skill: 12-25

Endurance: 20-35

NOTABLE SUB-SPECIES:

Terrorman

Combat Skill: 12-23

Endurance: 20-35

Traits: Stench 1

Tentacled Man

Combat Skill: 16-23

Endurance: 20-27

Traits: Reach

Wasp-woman

Combat Skill: 15-25

Endurance: 20-25

Traits: Flight



Physical Description: Human/Agarashi Half-Breeds are most often humans that display a deformity inherited from an Agarashi ancestor. The nature of the deformity will depend on the morphology of their Agarashi genitor e.g., a reptilian tail, sharp claws, a long fleshy or forked tongue, scaly hide, antennae or tentacles, and sometimes Agarashi Traits or psychic powers. The Terrormen of Ogia is an ancient race of Agarashi/Human Half-Breeds that have distinctive facial deformities and who exude the repugnant aroma of rotting fish. The Tentacled Men of the Kelderwastes is an ancient race of grotesque Half-Breeds who have tentacles (or pairs of tentacles) with suckers lined with sharp chitinous hooks where normally one would expect to find arms and legs. The warrior Wasp-women of the Sadi Desert are flying hybrids that have human female bodies with wasp-like wings and multi-faceted eyes.



History: Human/Agarashi Half-Breeds, although uncommon, can be found in areas that border upon wild territories which are dominated by Agarashi species, such as the Danarg, the Doomlands, the Hellswamp, the Kelderwastes, the Kraknalorg Chasm, the Hammerlands, the Zaut and the realms of Ogia and Skaror. Most Half-Breeds retain their human nature and intelligence. They are cunning and aggressive which makes them well suited to becoming mercenaries. Most are sterile which greatly limits the spread of this hybrid sub-species. In MS 5000, there are several mercenary companies operating in the Stornlands that have Agarashi Half-Breeds among them who are escapees from the laboratories of Mogaruiith. The Cener Druids periodically experiment with breeding Agarashi/Human hybrids but with limited success. The resulting creatures are invariably infertile and resistant to Cenerese control.

The only races of fertile Agarashi/Human Half-Breeds that have thrived are the Terrormen of Ogia, the Wasp-women of the Sadi Desert and the Tentacled Men of the Kelderwastes. The Terrormen are descendants of an ancient people that settled in the Ogian Hills during the Age of the Old Kingdoms, and were forced to interbreed with the Agarashi that infest the burrows and caves of this region. With the passage of time, the Terrormen have become increasingly more evil. When the Drakkarim conquered Ogia, they chose not to exterminate the Terrormen. Instead, they drafted them into their armies for use as lowly cannon fodder in their campaigns against Talestria, Palmyrion and the nations of the Stornlands.

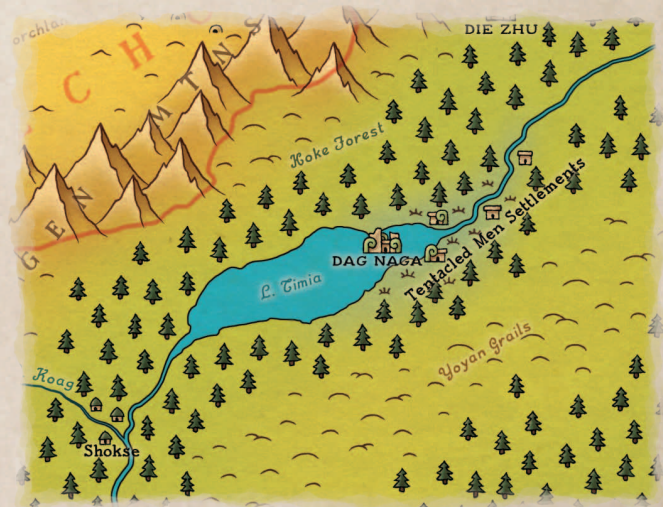
The Tentacled Men are descendants of an ancient people that settled in the north of the Kelderwastes (in the Hoke Forest and around the Kelnerin Lakes) during the Age of the Old Kingdoms. They interbred with a now-extinct race of tentacled aquatic Agarashi that had taken refuge in the depths of Lake Timia and were very dexterous and agile with the tentacles they possessed. The Tentacled Men are the sworn enemies of the Keldrathe of the Great Forest of Kelderwood. They have partly retained their human intellect and some have become mercenaries who ply their martial trade far away in the war-torn Stornlands. The mysterious warrior Wasp-women of the Sadi Desert are Half-Breeds of uncertain origin that have established their lairs in the cool peaks of the Kashan and Lost Siu Mountains. They prey on those which dwell in or visit the oases situated within range of these mountains. Their reclusive and aggressive matriarchal society is dominated entirely by female warriors. Wasp-woman pariahs, banished from their society, have been known to end up as mercenaries in locations as far away as the Stornlands of Northern Magnamund.

Combat: these Half-Breeds fight exactly as humans do, except that their deformities sometimes enable them to use claws, fangs and tentacles in addition to normal weapons. Some may have one or two Agarashi Traits (see Agarashi – common) which can make them especially formidable foes.

Roleplaying Notes: Human/Agarashi Half-Breeds are shunned throughout Magnamund. Some are dominated by their Agarashi instincts, but the majority behave as humans albeit ones with disfigurements and deformities. Rejected and ostracized by human society (with the notable exception of the Mercenary Companies of the Stornlands), they are forced to live in isolation on the outskirts of civilisation. Players may encounter a Half-Breed whilst travelling through territory where Agarashi are known to be present. Their deformities can be shocking to behold at first sight, and they may instill fear in a party of Players who have never before encountered their kind, but rarely do they pose a threat. In MS 5000, Half-Breed hermits have become easy targets for Agents of Darkness who seek to recruit them as henchmen. They take advantage of their loneliness and their resentment of normal humans who will have shown them nothing but disdain throughout their pitiful lives.



Terrormen settlements in Ogia



Tentacled Men settlements in the Kelderwastes



KELDRATHE (HUMANOID REPTILIAN AGARASHI)

Combat Skill: 20-30

Endurance: 25-35

Traits: Defence 2, Invulnerable (normal poison, normal disease)

Special Rules: They can have any Agarashi Trait (see Agarashi – common) but only one per individual.

Roleplaying Notes: Albeit still carnivorous and ruthlessly territorial, the Keldrathe have evolved to the point where they are no longer irredeemably evil creatures. The most advanced tribes have established proper settlements in the Great Forest of Kelderwood and have developed the ability to communicate with one another telepathically. In MS 5000, they find themselves confronted by the threat of the destruction of their native forest and enslavement by the Bhanarians.

KORKUNA (BESTIAL INSECTOID AGARASHI)

Combat Skill: 10-15

Endurance: 20-36



Physical Description: Keldrathe are Agarashi that have evolved into semi-intelligent lizard-men. They have a tough hide which is composed of thick yet flexible scales. They thrive in swampy forest environments.

History: After the fall of Naaros, a group of reptilian Agarashi fled to the Great Forest of Kelderwood and took refuge in this vast, dense timberland. In remote swampy forest lakes, slowly they evolved into semi-intelligent reptilian humanoids which are now called Keldrathe. As their intelligence developed so their confidence grew and they began to emerge from Kelderwood and explore its western coastal reaches. They are very strong swimmers and they swam across the strait which separates the mainland from the Isle of Sheasu and launched daring nocturnal raids upon the harbour of the city of Mydnight. In MS 5000, these raids have become steadily fewer, due mainly to the effective defense which has been mounted by the inhabitants of that remote city of exiles.

Combat: Keldrathe are tenacious fighters and will rarely back down once they have engaged in combat. They are often armed with crude thrusting spears of their own making. If they are encountered in their native territory, namely the Great Forest of Kelderwood, they will gain an automatic bonus of +2 to their COMBAT SKILL.



Physical Description: Korkuna are small and highly venomous egg-like Agarashi that lurk in muddy hollows in swampy jungle regions. They produce a gossamer-thin, jelly-like membrane which gives their lairs the semblance of a pool of fresh water. It is highly reflective, which makes their egg-bodies very difficult to see when looked at from above. When touched, swiftly this membrane will roll in from its edges to smother and hold firm the creature that has triggered it. Korkuna have snaky tendrils with sharp tips that puncture their outer shells and inject paralyzing venom into the ensnared prey. This rapidly takes effect, enabling the Korkuna to gorge on the victim's blood without fear of an instant reprisal.



History: This vicious breed of non-sentient Agarashi has devolved over the millennia from a much larger creature that once had legs and eyes. Prior to the fall of Agarash, they could be found in all of the warm regions of Magnamund. In MS 5000, they are known to infest only the jungles of the Danarg and the Lakuri Isles. Korkuna are opportunistic predators that can remain dormant for weeks while they await an unwary victim to disturb the membrane which keeps them hidden from view.

Combat: Korkuna are exclusively ambush predators. If a thirsty, warm-blooded creature attempts to take a sip from the enticing pool of fresh sparkling water that they think they see, the Korkuna will strike swiftly and effectively. They all have the Agarashi Trait of Poison (see Agarashi – common) and their venom will rapidly paralyse the area of the victim's body into which it has been injected, typically the palm of the hand or the fingers. Its secondary effect soon follows: the paralysis of the victim's vocal chords. This effectively prevents the victim from crying out in alarm. Once it has latched on to its prey, it is very difficult to remove without causing serious injury to the affected limb or body part. If left to gorge itself on blood, the Korkuna will cause its victim to fall unconscious within 3 minutes of its initial strike. In many cases this can prove to be fatal. The victim is at grave risk of falling face-first into surrounding swamp water and drowning. If discovered before it is able to launch a successful strike, Korkuna are very weak opponents. It is relatively easy to stab or smash open their shells which will kill them instantly.

Roleplaying Notes: Korkuna move by shifting their body mass inside their shells, which creates a slow, rolling motion. They have a highly developed sense of hearing and a finely tuned ability to detect small changes in the surrounding air temperature.

KRAKALLA (BESTIAL BIRD AGARASHI)

Combat Skill: 35-50

Endurance: 40-48

Traits: Brutal 1

Physical Description: Krakalla are incredibly powerful carnivorous Agarashi that stand more than 10 feet (3m) tall. They resemble large, obese birds that have shed their feathers. They have muscular truncated legs that end in fearsomely twisted claws, and orange heads with baleful slitted eyes that are set beneath a jutting brow. The beak-like noses protruding from the middle of their faces are jagged-edged and razor sharp.

History: This species of Agarashi were once masters of the skies, but they have steadily devolved over the passing millennia and they can no longer fly. They have become fatter and more muscular and now they are wholly terrestrial predators. In MS 5000,

their dwindling numbers can only be found in the Dammerdon Mountains in the north of the Kelderwastes, and Bhanar. Some of these creatures have been captured and trained successfully and are used by the army of Bhanar.



Combat: Krakalla prefer to attack at night when their excellent night vision gives them an advantage over most humans. If a Player enters into combat with a Krakalla during the hours of darkness, they will suffer a -3 COMBAT SKILL penalty for the duration of the fight.

Special Rules: Krakalla have no Agarashi Traits.

Roleplaying Notes: Krakalla are most often found in mountainous regions. The exceptions to this rule are those that have been inducted into the army of Bhanar where they are used as live battering rams.

KRORN (HUMANOID AGARASHI HYBRID)

Combat Skill: 15-18

Endurance: 24-30

Trait: Reach

Physical Description: Krorn are ugly hairless humanoid carnivores with overly large, muscular shoulders and twisted sinewy arms that hang down below their knees. They have a shuffling gait due to their short bow legs. Their gnarled and shiny skin is a dung brown colour and wrinkled like old leather. They are ape-faced and have sharp canine teeth, and their deep-set eyes are uniformly black.



History: Krorn are a cruel and ungainly hybrid that hails from the Forests of Akamazim and Moggador in the Hammerlands. During the Age of the Old Kingdoms, a group of sentient Agarashi interbred with individuals from an ancient race of Drodarin descent (see Appendix) which was close to extinction due to the ravages of the Great Plague. The offspring of this unnatural union, the Krorn, were strong enough to survive the plague and now they inhabit the forests of Magador, Ogia and the Hammerlands. They speak a harsh language passed down from their Agarashi ancestors. Krorn can be very aggressive, especially towards humans for whom that have a deep-seated hatred. In fact, they love nothing better than to devour human flesh. The Krorn were enslaved by the Drakkarim when they first invaded their territories (MS 2850-3152). Subsequently, they have often been used as slave soldiers by Drakkarim warlords, and sometimes by bandits and mercenaries who invade their territory looking to ensnare and kidnap them for his purpose.



Combat: Krorn are all of low intelligence and are wantonly aggressive, especially went pitched against humans. Their favorite weapons are wooden clubs studded with iron spikes. They are difficult to control in battle and are prone to attacking an enemy impetuously. If successful in battle, they will rarely pursue a beaten enemy for they will invariably stop to consume the bodies of those they have slain.

Special Rules: Krorn have no Agarashi Traits.

Roleplaying Notes: I will tear this human scum apart and eat their hearts!

KYVEERYX (BESTIAL REPTILIAN AGARASHI)

Combat Skill: 30-40

Endurance: 35-50

Trait: Brutal 3, Invulnerable (half damage from magic), Iron Will



Physical Description: Kyveeryx are large marine monsters with an elongated reptilian body propelled by three pairs of long, muscular fins, and a short thick powerful tail. Their huge heads display three pairs of small glowing eyes which can see well in the dark. Their great jaws are filled with several rows of sharp shark-like teeth, and they have two shark-like dorsal fins. They can breathe through their gills or their blowholes and have rudimentary lungs which make them as deadly on the surface as they are underwater.

History: The Kyveeryx were created by Agarash the Damned to serve him against the Elder Magi during the Age of War. He imbued these powerful killing machines with powers that included partial resistance to magic and psychic attacks. He deployed them in combat against the magical fleet of the Elder Magi. The Kyveeryx are cunning, semi-sentient creatures. They escaped the righteous wrath of the Elder Magi and went into hiding when they triumphed over Agarash. These surviving Kyveeryx colonized the subterranean lakes and flooded caverns of the Underworld of Magnamund and have remained within them ever since. They await a time when they can emerge into the seas of Magnamund and avenge the demise of their creator.



Combat: Kyveeryx are fast and powerful swimmers. They can attack and devour humans and humanoids foolish enough to venture into their domain. Their preference is to launch a swift surprise attack that will give them the advantage in the first round of combat. Players that are subjected to such a surprise attack must make a Test unless they have the Kai Discipline of Sixth Sense or the Brotherhood discipline of Sense Evil. If the test is failed, the Kyveeryx will secure surprise in the first round of combat.

Special Rules: These aquatic abominations attack psychically with an equivalent of the Kai Discipline of Mindblast. They have no Agarashi Trait.

Roleplaying Notes: Kyveeryx have a deep hatred of all who possess Old Kingdom Magic. They can instantly detect a Magician of Dessi or a Vakeros Warrior-Mage in their immediate vicinity and will treat them as a priority target.

NIGUMU-SA (BESTIAL REPTILIAN AGARASHI)

Combat Skill: 25-40

Endurance: 40-50



Physical Description: These marine monsters resemble gigantic crocodiles with blunt-muzzled heads and bodies sheathed with dull grey scales. Their gigantic jaws reveal a ghastly red maw lined with dozens of dagger-like fangs. They are very rarely encountered on solid ground; they only venture out of the water to lay their eggs in sand or sandy soil.

History: Closely related to the continental Storgh and Gorodon, the Nigumu-sa are devolved descendants of the fabled titanic amphibian Storghumu. They settled and proliferated in the coastal seas to the east of the jungles of Shadaki. They have since become the deadliest enemies of the Shadakine Buccaneers who have their bases among the numerous islands of this region. There is a large colony of Nigumu-sa that inhabits a small deep water trench near the island of Manfu. From here they venture forth to prey on large fish.

Combat: Nigumu-sa are vicious and swift aquatic hunters. Their initial attack is designed to stun their prey by striking them with their huge body or their long tail. Once they are disoriented, the Nigumu-sa will attempt to swallow them whole.

Special Rules: If a Player swims or falls into waters occupied by a Nigumu-sa, they must make a Test to check whether they can detect the approach of this marine monster. If they fail, they will be stunned by the Nigumu-sa and will inflict no damage to the monster during the 1st round of combat. They have no Agarashi Traits.

Roleplaying Notes: A Player falling into the waters of the Gulf of Ralzuha, or the Gulf of Serpents, will invariably attract a roaming Nigumu-sa. This beast is so powerful and merciless that they will have little chance of survival if nothing is done to fish them out of the sea before it strikes. The most infamous of the Buccaneers of Shadaki are known for throwing their unfortunate victims into the sea and watching with glee as they are attacked and consumed by Nigumu-sa.

ONZAHRA (BESTIAL REPTILIAN AGARASHI)

Combat Skill: 35-48

Endurance: 80-100

Physical Description: The legends of the Dry Main tell of titanic serpent-like leviathans which hide deep beneath the dunes of the desert. These legends are true yet no-one in living memory has ever reported encountering one of these giants. The Onzahra are immense Agarashi serpent-creatures who survive far underground in the northern part of the Vassagonian desert, north of the Koneshi Mountains. They excavate deep tunnels in their search for coolness and moisture. They resemble blind, worm-shaped fossorial monsters with relatively short limbs, pale armoured scales and huge reptilian maws filled with chisel-like blue-grey teeth. Their skulls are very thick and conical which enables them to burrow through highly-compacted soil.

History: The Agarashi ancestors of the Onzahra were huge amphibian Wyrms that had long powerful legs with webbed and clawed feet. They infested the swamps, lakes and rivers of the



northern part of the Dry Main before its desertification during the Golden Age of the Shianti. At that time they were forced to burrow deep underground to avoid the desiccating effect of the desert sun. They have since evolved to become eyeless fossorial creatures that are capable of remaining underground in a state of semi-hibernation for decades. They are able to extract all of the nutrients they need to survive from damp earth or sand. Onzahra are sometimes drawn towards the oases of the Dry Main and have attacked their dwellers. To date, there have been no known survivors of these attacks. The Zakhans of Vassagonia are aware of the fact that these legendary creatures do exist. They have mounted occasional hunting parties to go in search of these elusive legends but none have been successful. The thought of finding, killing and skinning an Onzahra, and then putting its hide on display in the VizuDiar, the Zakhans' trophy hall in the Grand Palace of Barrakeesh, is an ambition that no Zakhans has yet fulfilled. The Vassagonian people regard the Onzahra as either mythical legends or demi-gods who rule the desert underworld. The Zakhans promulgate the latter for it inflates their egos and bolsters their prestige when they go hunting for a demi-god rather than an ancient Agarashi Wyrm.



Combat: Before they break through the surface, the presence of an Onzahra can be felt by strong ground tremors. These can easily be mistaken for a minor earthquake. They are completely blind but they are readily able to detect the presence of humans and humanoids by use of their highly sensitive senses of touch, smell and hearing. There is a vulnerable place in their natural armour

located at the base of their conical skulls, between the second and third vertebrae. A well-placed blow with a sharp blade can penetrate the hide and sever the spinal cord, causing instant paralysis.

Special Rules: Onzahra do not have any Agarashi Trait.

Roleplaying Notes: Players attempting to excavate Majhan ruins in the Dry Main could unwittingly attract the unwanted attention of an Onzahra. Tremors in the ground are an advance warning of an imminent attack. If one breaks through the surface then the Players will be faced with a creature of enormous size. Only the very brave or the very foolish would stand and fight an Onzahra!

PARASITIC AGARASHI (BESTIAL INSECTOID AGARASHI)

COMMON SUBSPECIES

Psychic Parasite

Combat Skill: 0

Endurance: 15 (Add the Discipline of Mindblast to the host)

Armour Parasite

Combat Skill: 0

Endurance: 20-40 (To be added to the Endurance of the host)

Trait Parasite

Combat Skill: 0

Endurance: 15 (Add 1 Agarashi Trait to the host)

Physical Description: These loathsome parasites resemble insects with chitinous shells. They fix themselves onto the backs of Agarashi, at a place where they cannot easily be dislodged. The parasite slowly drains its host of nourishment and grows in size, yet it simultaneously provides the host with special traits, such as an armoured protection for its body, psychic powers or Agarashi Traits (see Agarashi – common).

History: After the defeat of their master, some types of insectoid Agarashi of Southern Magnamund devolved into parasites that preyed upon other, typically common, Agarashi such as Chagarashi and Keldrathe. Some of these parasites have since lost their sentience, but others have retained Agarashi Traits and evolved a cunning intellect and psychic powers which enable them to take full control of their hosts.

Combat: In combat, a Parasitic Agarashi adds one supplementary characteristic to its Agarashi host. An Armour Parasite merges its ENDURANCE with the ENDURANCE of its host, and will be killed at the same time as its host dies. On the contrary, a Trait Parasite and a Psychic Parasite have independent scores and can be killed



separately from their hosts if Players should realise that they are facing two distinct entities. They may then choose to direct their blows at either the parasite or the host.



Special Rules: On rare occasions, some Agarashi can be the host to more than one Parasitic Agarashi of differing kinds. Humans and humanoids need not fear becoming the host of a Parasitic Agarashi for their blood is highly poisonous to these creatures. If the host of a Parasitic Agarashi dies, then it will attempt to scurry towards and leap upon the back of the nearest living Agarashi. If it is unable to do this, it will feign death and patiently await an opportunity to adopt a new host.

Roleplaying Notes: The Narrator should not immediately inform the Players that the strange lump of armour or tumour-like growth that is attached to host Agarashi is actually a Parasitic Agarashi. It is the nature of Agarashi that they are misshapen creatures and no two are exactly the same. Parasitic Agarashi are generally rare in Northern Magnamund. Only learned Kloons Sages of Chaman will know precisely the regions where these vile horrors and their hosts are most likely to be encountered.

PIT AGARASHI (BESTIAL MAMMALIAN-REPTILIAN AGARASHI)

Combat Skill: 19-34

Endurance: 28-38

Traits: Defence 1, Brutal 1

Physical Description: Pit Agarashi are very large and muscular dog-like creatures with taloned paws and fiery red eyes. They have crocodilian jaws which protrude from their cruel, canine faces. Their seemingly sleek and shiny blue-black hides are often pitted and scarred by virulent disease.

History: When they first arrived on Magnamund in 3000 MS, the malevolent Cener Druids sought out and enslaved several species of Agarashi to use as war-beasts. One such species was a powerful dog-like Agarashi that they named 'Pit Agarashi'. The Cenerese launched packs of these ferocious beasts upon the Drodarin during their conquest of Northern Magnamund.

In MS 5000, the Cenerese continue to breed this species in pits located below their stronghold of Mogaruith, although they are now in gradual decline. Pit Agarashi are being supplanted by Plague Hounds that the Cener Druids first created in MS 4698. Pit Agarashi now remain within the borders of the Dark Realm of Ruel and are mostly used as war-hounds controlled by Vazhag officers.

Combat: The Pit Agarashi is a vicious and swift fighter that will attempt to bite and clamp its adversary between its crocodile-like jaws whilst simultaneously scratching and scraping them with its sharp taloned paws.



Special Rules: At least 50% of them have the Agarashi Trait of Disease (see Agarashi – common). The Vazhags of Ruel can control these creatures' instincts thanks to Restrainers. These are small box-like devices, crafted by the Cener Druids, which hang from a chain around the Pit Agarashi's neck. If a Magician of Dessi, a Brother of the Crystal Star or a Kloons Sage of Chaman manages to seize one of these items from the neck of a Pit Agarashi, they will be able command the creature to cease its attack and retreat.

Roleplaying Notes: Pit Agarashi are cunning and treacherous creatures. They are adept at pretending to be asleep in order to catch intruders by surprise as soon as they come within range.

QUOKU (BESTIAL AMPHIBIAN AGARASHI)

Combat Skill: 12-19

Endurance: 30-40

Traits: Flight, Reach



Physical Description: Quoku are large and venomous flying toads of Agarashi descent. Their green skin is covered with ridges and warts which ooze a glistening poison. These predators glide into the air on large flaps of membrane that stretch from their forelegs to their back legs to form a pair of wings. Quoku have suckers on the tips of their fingers and toes, and a long proboscis-like tongue with which they can seize their prey. They poison their catch by rubbing them against their glistening skins. This poison has a quick-acting paralyzing effect and the Quoku will consume their prey whole as soon as they cease to struggle.

History: In MS 5000, the legendary Quoku are extremely rare. They were once prolific and could be found all over southern Magnamund, but the few that have survived are only known to occupy the rocky areas around the Azanam, most notably the Dragon's Teeth: the limestone towers in the Azagad Gorge to the south of Suhn.

Combat: Quoku behave very much like birds of prey. They swoop down on their intended victim from above and behind. Once they have selected their victim, they will try to ensnare it in mid-air with their tongue and their suckers, and immediately rub against it so that the poison they exude will be transferred and begin to take effect. Quoku are known to attack in coordinated groups in order to drive their prey towards their leader.

Special Rules: All Quoku have the Agarashi Trait of Poison (see Agarashi – common). Quoku poison will paralyze an affected Player at the start of the following round of combat. The Player will then lose 3 ENDURANCE points automatically and be unable to fight back. Unless they are rescued within 6 combat rounds following paralysis, they will likely be eaten alive.

Roleplaying Notes: Quoku launch their aerial attacks from high rocky mountain outcrops and the limestone towers of the Azagad Gorge.

QUOKUROS (BESTIAL AMPHIBIAN AGARASHI)

Combat Skill: 17-20

Endurance: 21-29

Traits: Reach



Physical Description: These relatives of the flying Quoku are giant aquatic toad-like Agarashi with repulsive white skins that are covered with pustules. Their heads sport a large centrally-located protuberance. A camouflaged eyelid can open in this cranial protuberance to reveal a single yellowish eye that has a mesmerizing and transfixing gaze. Quokuros have wide mouths filled with sharp shark-like teeth, a long proboscis-like tongue with which they can seize their prey. In contrast to the Quoku, the tongue of the Quokuros is deeply forked.



History: The Quokuros are relative to the Quoku of Southern Magnamund. Unlike their cousins, they mostly inhabit subterranean rivers and lakes. Long ago they ascended to the lip of the Chasm of Gorgoron and ventured out into the surrounding jungle. They came to settle in the swamps and the rivers of Dessi.

Combat: Quokuros are amphibian ambush predators. They will try to grab potential prey with their forked tongues and then reel them in towards their fanged jaws.

Special Rules: Quokuros have a highly developed psychic awareness and can mentally detect their prey. They evolved this capacity in compensation for their lack of night vision, a distinct disadvantage given that they spent most of their lives in subterranean environments. When they open their yellow eye, it signifies the imminent launch of a Psychic Attack (Mindblast) to disrupt their prey or a perceived adversary. Approximately 20% of all Quokuros have the Agarashi Trait of Blood (see Agarashi – common).

Roleplaying Notes: This abomination is rarely encountered on the surface, but it is not uncommon to confront one in the Underworld of Magnamund.

RAHGU (HUMANOID AMPHIBIAN AGARASHI)

Combat Skill: 19-23

Endurance: 21-29

Traits: Aegis, Veteran 5/+1

Physical Description: Raghu are humanoid Agarashi with pointed ears, sharp fangs and spindly limbs. Their resilient rubbery skins are a patchy brownish-green colour, and they have thin, sinewy, bodies. They emit a snickering sound by which they communicate with others of their kind.

History: This sentient breed of Agarashi was one of several types of semi-amphibians that occupied the Danarg crater after it was abandoned by the Elder Magi in 2514 MS. As acres of blighted jungle swampland closed in around the Elder Magi's magnificent Temple of Ohrido, the Rahgu established themselves and thrived in the teeming, fetid environment. They evolved a crudely effective intelligence which has served them well ever since.

Combat: Raghu are intransigent fighters and not afraid to attack intruders who stray too near to their settlements, no matter how large, numerous or well-armed these intruders may be. They prefer to occupy areas of the Danarg that are saturated with marsh gas which they love to breathe deeply and savour, for it puts any would-be enemies at a distinct disadvantage. When fighting Rahgu in their native environment, Players must reduce their COMBAT SKILL by 5 points for the duration of the fight due to the insidious effects

of the marsh gas (unless they have appropriate magical protection, or possess something that will effectively neutralise the gas they are breathing). In contrast, Rahgu automatically gain +2 to their COMBAT SKILL and +3 to their ENDURANCE under these circumstances. Not all of the Danarg is saturated with marsh gas, so these conditions do not always apply.



Special Rules: These creatures can have any Agarashi Trait, but only one per individual (see Agarashi – common).

Roleplaying Notes: Rahgu are cunning and treacherous opponents. They have evolved into a sentient species that is wholly evil. They can never be trusted. In MS 5000, the Rahgu are enmeshed in a life-and-death struggle with the Ghagrim and the Xlogr for domination of the Danarg.

RAK'VARAN (BESTIAL REPTILIAN AGARASHI)

Combat skill: 35-45

Endurance: 60-75

Traits: Brutal 3, Iron Will, Swift

Physical Description: Rak'varans are titanic reptilian leviathans which hide beneath the hard dense snow of the icy plains of Kalte, particularly in the vicinity of the Hrod Basin, the Gorduga Wastes

and the Gouradarim. They resemble huge varans with horned heads, white ice-like scales and reptilian maws filled with long sharp fangs. When they awaken from sleep, they emit a thunderous roar that will make the surround snow and ice tremble.

History: Rak'varans are the descendants of huge Agarashi Wyrms that were released from the Underworld of Magnamund when the Shianti excavated and constructed the Caverns of Kalte during the Age of Awakening. These leviathans evolved and survived by digging deep into compacted snow and ice that covers the great frozen plains of Kalte. Here they spend long periods in hibernation in order to conserve their energy. If they are woken for hibernation early, they will swiftly come to their senses and launch a swift and potentially devastating attack on whomever or whatever awoke them.



Combat: Rak'varans can claw their way to the surface and launch an attack with surprising speed and agility. Their instinct is to seize and consume any living creature that disturbs their rest, thereby replenishing their reserve of body fat and energy with one fell swoop. Their jaws are capable of dislocating in order that they seize and bite huge chunks from the bodies of large creatures, such as

Baknars and Kalkoths. Woe betide any human or humanoid that falls foul of a waking Rak'varan for they are likely to be swallowed whole by this deadly ice predator.

Special Rules: The thunderous roar Rak'varan emit when awaking in their icy subterranean lair is capable of opening up fissures and causing avalanches. Players must make a Resistance Test to avoid falling into a freshly-opened fissure. If they have the Magnakai Discipline of Hunting then they need not test. Rak'varans will emerge after the test has been taken and combat will begin at the start of the next game round. All Rak'varans have the Agarashi Trait of Ice.

Roleplaying Notes: The Ice Barbarians of Kalte fear and revere the Rak'varans as being the greatest predators of their domain. Fortunately for the Ice Barbarians, and anyone else who ventures into the frigid wastes of Kalte, very few Rak'varans remain in existence in MS 5000. Of these, most are likely to be encountered in the Rak'varan Adar. This is a narrow plain which is enclosed between the Hrod Range and the Gulf of Hrod, in the north-western part of the Hrod Basin. This place is traversed in winter by convoys of Ice Barbarians travelling from the Gorduga Wastes to the Hrod Basin. Every year, the Ice Barbarians lose at least one of their sledges to a Rak'varan attack.



SHAPE-CHANGER (HUMANOID REPTILIAN AGARASHI)

Combat Skill: 34-49

Endurance: 30-35

Traits: Ranged Combat (psychic bolts, blocked by Mindblast), Stench 1

Physical Description: Shape-changers are vampiric predators that feast on human and humanoid blood. This intelligent, rare and very dangerous breed of Agarashi is seldom encountered in its true form, which is a cream-skinned hairless and leprous biped with a



bloated abdomen like an over-inflated balloon, and a huge fang-filled maw. In their true form they exhale pungent rancid breath, although their dark powers enable them to mask this tell-tale aspect so that they can ensnare their prey. Shape-changers are able to transform themselves into anything living that is of human size or smaller. The reverse transformation is very painful for them as it involves the rending and breaking of their human flesh and bones.

History: The Shape-changers were created by Agarash the Damned in direct response to the entrancing spells of illusion that the Elder Magi used very effectively during the Age of War. With these spells, the Elder Magi were able to pit the Agarashi against one another. Agarash's Shape-changers not only had the power to change their shape at will, they could also alter the shape of their opponents. The Elder Magi were able to exterminate most of the Shape-changers during the Age of War and now, in MS 5000, very few remain. They lurk in the darkest and remotest places on Magnamund, such as the Vanchou Forest in Bhanar, the Kelderwastes and the Danarg swamp. Few have retained the power to change others and they no longer seek to avenge themselves against the Elder Magi, as once they did. They have long since devolved into a small group of desperate and deceitful predators.



Combat: Shape-changers never engage in a combat in their true form; they adopt a shape that will best deceive their opponents. Often this is one of the opponent's closest allies or a member of

its race. Initially, they will deploy their psychic powers to confuse or ensnare their chosen foe(s). Only players with Mindshield (or an equivalent discipline) will be able to resist the forceful will of a Shape-changer. Others less gifted will become mesmerized and unable to act in their own defence unless the psychic concentration of the Shape-changer is broken. This occurs when the Shape-changer is injured or chooses to revert to its true form. If a player is able to get within melee range of the Shape-changer, it will immediately revert to its true form and launch a physical attack using its claws and fangs.

Special Rules: As a practitioner of Right-handed Magic, it can generate a translucent wall of energy around itself which will deflect energy and destroy physical projectiles that strike it. This barrier lasts for 2 combat rounds and can be cast only twice every 24 hours.

There are a minority of Shape-changers (approximately 20%) that can curse one of their opponents to make them transform into harmless but disgustingly grotesque monster. The Narrator can have some fun determining exactly the misshapen form they wish to bestow upon the unfortunate Player. Their body transforms but they retain their intellect and mental faculties.

An afflicted Player cannot continue combat for they are unable to control their transformed body. The only way to lift the curse and return the Player to their normal state is to kill the Shape-changer that cast the curse.

Roleplaying Notes: Shape-changers are very challenging opponents that are capable of destroying a party of Players with relative ease. For this reason, Narrators are advised to use them very sparingly. In MS 5000, they are exceptionally rare. They live in isolation and shun involvement in all forms of political intrigue. Their overwhelming preoccupation is one of personal survival. However, in exceptional circumstances, they can be summoned by Autarch Sejanoz of Bhanar and compelled to serve him by luring his enemies into prepared traps.

SKARAD (HUMANOID MAMMALIAN AGARASHI)

Combat Skill: 26-42

Endurance: 30-40

Traits: Aegis, Grouping (pack)

Physical Description: Skarada are hulking muscular bipeds covered with coarse dark grey fur. A bony ridge runs from their foreheads to the base of their stunted tails and their mouths are filled with tiger-like fangs. They have short-clawed hands and bloodshot amber eyes. A Skarad communicates by emitting howling, piercing shrieks and tiger-like roars. They are enduring and powerful runners and possess great stamina.



History: When Agarash the Damned was vanquished, his Creatures of Darkness scattered into the wilderness of Chai to the south of the Doomlands. The Skarada are descendants of Agarashi hunters which took refuge in the Voxai Swamp of Chai. They have evolved into semi-sentient tribal creatures with an insatiable thirst for the blood of mammals. Their favourite food is human flesh. The inhabitants of Chai and Bhanar have learnt to fear these terrible creatures that, fortunately for them, rarely venture beyond the confines of their swamp. In MS 5000, in keeping with several other breeds of Agarashi descent, the Skarada have allied themselves to Autarch Sejanoz of Bhanar.



Combat: Skarada hunt in packs of 6 to 12. They wield crude axes fashioned from flint and bone, or long-bladed bone daggers. They can hurl their bone axes with deadly accuracy out to long range. A pack of hunting Skarada will pose an exceptional threat for any party of Players who dare to venture into the Voxai Swamp of Chai.

Special Rules: They possess no Agarashi Traits.

Roleplaying Notes: Skarada are cruel butchers and have been responsible for the slaughter of humans on the rare occasions they venture beyond the borders of the Voxai Swamp. They are ruthless and merciless killers. After killing their prey, they will decapitate and dismember it and feast on its remains. They use the bones of their victims to craft new hafts for their flint axes.

STORGH (BESTIAL REPTILIAN AGARASHI)

Combat Skill: 20-23

Endurance: 32-35

Traits: Brutal 1, Defence 2

Physical Description: Storgh are large crocodilian Agarashi with dark brown bodies covered by thick horizontally-ridged scales. Their powerful tails are keenly edged and as sharp as a sword. Their powerful tails are keenly edged and as sharp as a sword. Storghs have no eyes or ears; their great heads are just a blank mask with large flaring nostrils and wide, fanged-filled jaws. There are some very rare variants of Storgh that are born with two heads.

History: Storgh are fluvial predators of Agarashi descent that inhabit sluggish rivers and swamps in northern Magnamund. They are much smaller than their ancient ancestors, the Storghumu, which once dominated the oceans of Magnamund.

Combat: Even without eyes and ears, Storghs can easily localise their prey with their powerful sense of smell and their keen sensitivity to vibration. These senses are equally effective above or below water. When hunting, Storghs will lie semi-submerged in murky rivers and muddy pools where they will remain motionless for hours while patiently awaiting their unwary prey. When they detect the close proximity of a warm-blooded mammal, they will leap to the attack with startling suddenness, clamping them tightly in their crushing jaws, or causing a deep wound with one swipe of their fearsomely sharp tails.





Special Rules: 10% of Storgh possess the Agarashi traits of Blood or Disease (see Agarashi – common).

Roleplaying Notes: Many humans and humanoids have fallen victim to a Storgh while wandering along the seemingly peaceful banks of a gentle river. Because of this, the inhabitants of the Lastlands have come to fear and despise these monsters. From out of this hatred has arisen a commonly used insult: “Son of a Storgh”.

STORGHUMU (BESTIAL REPTILIAN AGARASHI)

Combat Skill: 38-42

Endurance: 75-110

Traits: Aegis, Brutal 2, Defence 2, Invulnerable (all ranged attacks except Borese guns), Reach

Physical Description: Storghumu are titanic crocodilian Agarashi with blunt-muzzled heads and dull grey iron-hard scales. Their gigantic jaws are equipped with very large fangs and their mouths are wide enough to engulf a small fishing vessel with one bite. Fortunately, in MS 5000, these marine leviathans are extremely rare. The only ones known to still exist dwell in the deepest reaches of the Chai Deep and the Dessi Trench. It is exceptional for them to venture anywhere near the surface.

History: The Storghumu are an ancient race of Agarashi that were created by Agarash the Damned during the Age of War for marine warfare against the Elder Magi and their allies. No surface warships of this age were able to withstand the might of these titanic aquatic monsters. The Elder Magi imprisoned the Storghumu in deep subterranean lakes located in caverns which they sealed off using their elemental powers.

Unfortunately, in 2511 MS, some Storghumu were released from captivity into the oceans of Magnamund during the formation of the Dessi Trench. It was at this time that the Elder Magi, having been decimated by the Great Plague, retreated to the sanctuary of Dessi. Naar unleashed his power upon the Gulf of Tentarium in an attempt to administer the coup de grace upon the survivors.

The Dark God caused the opening of the Dessi Trench to submerge and destroy the new city of Elzian in the resultant tsunami. Elzian and the Elder Magi were saved from destruction, but several dozen Storghumu were released into the oceans of Magnamund. Steadily they evolved and gave birth to three smaller sub-species, namely the Nigumu-sa, the Storgh and the Gorodon. These sub-species evolved and developed limbs and the ability to exist on land as well as in water.

In MS 1610, the Dark God Naar caused the opening of a new trench in Southern Magnamund (the Chai Deep) which released several

hungry Storghumu from incarceration. Unlike the Storghumu of the Dessi Trench, these creatures never gave rise to any sub-species after their release. They acquired gills which allowed them to remain in the abyss of the Chai Deep where they feed on plentiful shoals of Great White Carp.



Combat: Storghumu are not subtle enemies. They will batter any ship they attack with their colossal tails to make them keel over, or they will attempt to crush and sink them using their gigantic maws. These mouths are easily wide enough to swallow up any unfortunate Player who falls into the water close by.

Special Rules: Storghumu have no Agarashi Traits.

Roleplaying Notes: In MS 5000, less than ten Storghumu remain alive on Magnamund. At least two of these are known to lurk in the abyss of the Chai Deep. If ever one surfaces, it spells certain doom to any ship sailing in the immediate vicinity. Players should be advised that destroying one of these leviathans requires a considerable amount of fire power. Autarch Sejanoz of Bhanar is rumoured to be seeking to capture, enslave and breed the Storghumu of the Chai Deep, and use their offspring to reinforce his imperial fleet.



TAAN-SPIDER (BESTIAL INSECTOID AGARASHI)

Combat Skill: 18-33

Endurance: 52-60

Traits: Trapper

Physical Description: These gigantic arachnid-like Agarashi can grow up to 21 feet (7 m) tall. They have dark ochre heads and huge fangs that drip with sticky black venom. Their ten coal-black eyes are clustered into two elongated groups at the front of their skulls and their eight long and powerful legs enable them to scurry very swiftly in their swampy domain, despite the size and weight of their bodies.



History: The Taan-spiders are a breed of hunting Agarashi. When the Elder Magi were decimated by the Great Plague, they awoke from lairs deep beneath the crater of Danarg where they had lain dormant ever since the defeat of their master, Agarash the Damned. Since this ancient time, they have become the arch predator of this corrupted jungle region.

Combat: Taan-spiders are voracious hunters. They wait for their prey to become entrapped in their giant webs which are anchored around the trunks or vines of the Danarg, or they will pro-actively stalk and pounce upon their victims. They are known to take down their enemies by poisoning them with a venomous bite and then wrapping them in a cocoon of quickly woven steel-hard thread. Upon achieving this with one adversary or victim, the Taan-spider will attempt to do the same to other enemies in the vicinity. If combat, they seek to use their fanged bite and body mass to poison and then crush their foes.

Special Rules: Taan-spiders can opt to automatically capture and cocoon any creature that is has reduced to 5 ENDURANCE points in combat, preventing a grievously injured Player from continuing the fight and from receiving healing from other Players. If the Player is alone, the combat is over; a cocooned Player can only be freed by other Players who survive the battle. A Taan-spider can only capture 2 Players per combat in this way. They are especially susceptible to Mindblast and Psi-surge. Players with these disciplines can triple all bonuses they would normally receive if they choose to attack a Taan-spider psychically. Taan-spiders have the Agarashi Trait of Poison (see Agarashi – common).

Roleplaying Notes: You are a master of traps, stealth and cunning. You use your immense webs to ensnare and store the carcasses of your puny victims. You have set up myriad threads that criss-cross your lair and serve to warn you when intruders have ventured within range. By cocooning their bodies, you are sure to provide food for your young and keep them well nourished. Your babies are voracious; you must be sure that they are kept well fed or else they are likely to be tempted to feed on you!

VAZHAG (HUMANOID MAMMALIAN AGARASHI)

Combat Skill: 12-18

Endurance: 17-25

Traits: Invulnerable (disease), Soldier, Stench 2

Physical Description: Loathsome, disease-ridden sentient rat-men, approximately the height of an adolescent human male.

History: Vazhag are distant relatives of the Noodnics of Durenor. The ancestors of these creatures were first created millennia ago to serve Agarash the Damned. They infested many regions of



Magnamund and were aggressive pack hunters. During the Age of the Old Kingdoms, the ancestors of the Vazhag were enslaved by the Cenerese. Since that time they have been bred by the Cener Druids in warrens deep below their fortress of Mogaruith, while the wild Vazhag have since become extinct in all other regions of Magnamund, or have evolved to become Noodnics (in Durenor).

The Cenerese now use Vazhag to patrol the Skardos Trail and the Forest of Ruel, and to gather poisonous flora and fish in the small port of Zinzo on River Reloni. The Vazhag are the most numerous of all the creatures that serve the Cener Druids. They proliferate in the caves of the Skardos Range and the Vazhag Hills of southern Ruel, but are quite rare in every other Cenerese enclave across Magnamund.



Combat: Vazhag are usually equipped with rusty weapons and armour that they have scavenged from the corpses of human soldiers. They fight like humans but are physically less powerful. This deficiency is more than made up for by their raw aggression. Special Rules: Some Vazhag (20%) have the Agarashi taint of Disease (see Agarashi – common).

Some Vazhag (the precise number is left to the Narrator's discretion) automatically gain +1 to their COMBAT SKILL in the next round of combat every time that their enemy makes a successful hit on their

bodies, (i.e., when the Vazhag suffers any loss of ENDURANCE points due to a wound inflicted by a Player's close combat weapon). The revulsion that this will cause to the Player will distract their attempt to land another successful strike in the following round of combat. At the end of a successful combat against Vazhag, a Player can disinfect their weapon(s) with Holy Water or by running them through a naked flame. Failure to disinfect a weapon within one hour of a combat will result in them having to Test at a difficulty of 7. Players with the Kai Discipline of Healing gain a bonus of 1. If the Player fails the test, they will be infected and will suffer a loss of 3 ENDURANCE points every 24 hours. The microscopic parasitic infection can be cured by ingesting 4 Vials of Laumspur; one every 6 hours over an uninterrupted period of 24 hours.

Some Vazhag are equipped with grenade-like devices called Narbul Bombs that are designed by the Cener Druids to injure and infect an enemy at range. These devices comprise spheres of glass filled with a cocktail of explosive, deadly plague spores and bacteria-infested vapour. They inflict 2 ENDURANCE points of shrapnel damage (tiny shards of razor-sharp glass) when they explode less than 10 feet (3 mtrs) from Players, and will engulf them in a cloud of sickly grey gas which will contaminate them with virulent Cenerese Plagues. The Vazhag are immune to the contents of these foul weapons, but exposure to them can kill a human male who will suffer hideous disfigurement and die in 30 seconds. Only Players with (or immediately cured by) the Herbwarden Discipline of Healing Hands, the Magnakai Discipline of Curing (or an equivalent) or those who possess a Vial of Antitoxin and ingest it within 30 seconds of becoming contaminated will survive the effects of a Narbul Bomb. They will lose 5 ENDURANCE points during the short period in which they are contaminated.

Roleplaying Notes: Vazhag will fight to the death for their Cenerese masters. However, this is not because they are courageous or fiercely loyal; it is because they fear what the Cenerese will do to them should they fail. They know that they will be subjected a slow and agonising death whilst undergoing unspeakable experiments in the laboratories of Ruel.

XANON (HUMANOID/BESTIAL MAMMALIAN/ REPTILIAN AGARASHI)

Combat Skill: 27-46

Endurance: 32-42

Traits: Defence 2, Grouping (mob), Reach (if armed with lance)

Physical Description: Xanon are heavily-built Agarashi with large black bull-like bodies, crocodilian heads and amber eyes. These fearsome beasts have four legs upon which they stand and move, and two additional forelimbs tipped with sharp claws. They are capable of sustaining a fast pace over long distances when

crossing open terrain. In battle, they are equipped with a heavy lance which they bring to bear on their enemy when they charge. In addition to the heavy lance, they are armed with either a sword or an axe.

History: Xanon were used as super-heavy cavalry in the legions of Agarash the Damned. Upon the downfall of their master, the remnants of the Xanon survived for many centuries in the Doomlands of Naaros. In MS 4944, their descendants emerged, far fewer in number yet undiminished in power since they went into hiding many millenniums ago.

These emergent Xanon raided the southern regions of the Kingdom of Siyen by way of the Trail of the Damned. Their unwanted presence is loathed and feared by the Siyene. Some Xanon made an exodus to the Vanchou Forest in Bhanar where they settled. In MS 500, it is rumoured that the Xanon of Vanchou have allied with the Imperial Guard of Otavai.



Combat: Xanon will try to smash their opponents with the shock of the impact of their swift charge. If their enemy survives this initial attack, which rarely is the case, then the Xanon will enter into close combat with them and try to cleave them in two with their secondary weapon, either a sword or a battle axe. A few Xanon (20%) carry a satchel of rusty iron darts which they can hurl at a distant enemy as a ranged attack.

Special Rules: Some Xanon can possess the Agarashi Trait of Fire. If a Narrator wishes to add this to a Xanon's natural attributes, they should note that the creature will only be capable of wielding non-inflammable weapons that are made entirely of steel or iron. This negates the use of a heavy lance.

Roleplaying Notes: A charging pack of Xanon is nearly unstoppable and these creatures are not less cruel than the other Agarashi breeds. Due to the terrible devastation they caused in southern Siyen during the last decades, Xanon inspire fear on mere sight in the heart of the usually courageous people of this country.

The Xanon of Vanchou have not caused such devastation in Bhanar. It might be linked to the fact Autarch Sejanos is rumoured to have found a way to breed them through evil sorcery, putting a halt to the slow decline of this specific Agarashi race.

YAWSHATH (HUMANOID MAMMALIAN AGARASHI)

Combat Skill: 22-37

Endurance: 35-45

Traits: Brutal 1, Stench 1

Physical Description: These are an exceptionally repugnant breed of bipedal Agarashi. They have blunt porcine snouts, glowing red eyes, and their matted fur is infested with a host of crawling parasites. Despite their abominable condition, they possess a raw and formidable brute strength.

History: Yawshath are descendants of Agarashi who survived the demise of their leader and went deep underground. They evolved slowly and remerged to establish small colonies in some of the remotest areas of Magnamund, such as the Zaut in northern Lyris. In MS 5000, they continue to survive in isolation, occasionally venturing out from their colonies to terrorise the settlements of humans and humanoids on the fringes of civilization.

Combat: In close combat, Yawshath will attempt to tear to pieces their foes using their colossal strength and their powerful claws.

Special Rules: When engaging in a fight with humans or humanoids, Yawshath automatically gain +1 to their COMBAT SKILL every time that their enemy makes a successful hit on their bodies, (i.e.,



when the Yawshath suffers any loss of ENDURANCE points due to a wound inflicted by a Player's close combat weapon)..

The revulsion that this will cause to the Player will distract their attempt to land another successful strike in the following round of combat. At the end of a successful combat against a Yawshath, a Player can disinfect their weapon(s) with Holy Water or by running them through a naked flame.

Failure to disinfect a weapon within one hour of a combat will result in them having to Test at a difficulty of 8. Players with the Kai Discipline of Healing gain a bonus of 2. If the Player fails the test, they will be infected and will suffer a loss of 4 ENDURANCE points every 24 hours.

The parasitic infection can be cured by ingesting 4 Vials of Laumspur; one every 6 hours over an uninterrupted period of 24 hours.

Roleplaying Notes: Yawshath are evil and cunning creatures who seek to lure and then ambush humans in their labyrinthine underground lairs.



CREATURES OF MAGIC AND CONSTRUCTS



CHAPTER THREE

CREATURES OF MAGIC

AND CONSTRUCTS

All the advanced magic practitioners of Magnamund are capable of using their powers to create obedient and efficient servants. These creatures can be pure animated illusions or they may have a material shape. They can be born of pure (good or evil) magic or made from inanimate matter (raw material or construct) and powered by magical devices or spells. The most complex magically-animated constructs of Magnamund were crafted by the Shianti Demi-gods during the Age of Awakening and the Golden Age, but the Drodarin Dwarves were the only ones who managed to craft primitive clockwork constructs animated and controlled by rune magic. More advanced clockwork constructs will appear after MS 5050 in the human nations, following the works of genius inventors like Jen and Leandra Redalion in Sommerlund.

All powerful practitioners of Magic know that the Material Plane, including all the beasts which were naturally born from biological evolution in this dimension, is the result of the compact made between Ishir and Naar at the beginning of time when they infused and merged their powers into the vessel which became Aon. Gifted magicians understand that life forms can arise from pure magic, and they have learnt how to create creatures from raw magical energy either of the goodly power of Light or of the corrupting power of Darkness. Goodly magicians know that they cannot create sentient creatures with impunity, but wicked sorcerers create powerful and twisted creatures of evil to serve them by use of Right-handed Magic without consideration of the consequences. The most powerful creatures born of magic are to be found in the Shadakine Empire, ruled by Shasarak the Wytch-king and his disciples.

ANIMUS (MAGICALLY-ANIMATED ITEM(S))

Combat Skill: 16-46

Endurance: 15-30

Traits: Aegis, Narrators are free to add Traits as desired to reflect the Animus in play.

Physical Description: An Animus is a magically-animated item or group of items moving in concert. The animated items are generally cocooned by magical halos, like for example pale amber tongues of flame giving off no heat.

History: All the advanced magic practitioners of Magnamund are capable of using their powers to create obedient animated items for dealing with specific tasks. A weapon-based Animus can for example guard a secret room or a laboratory without interruption for years or even centuries. An animus can also be involuntary created by the release of extra-planar energy on Magnamund, for example during the opening and closing of the transient Shadow Gates of Southern Magnamund. Lingered extra-planar residues can in that case suffuse items or debris with a strange kind of life. If empowered by evil energies, spontaneously created Animi can even prove to become hostile. The last time a transient Shadow Gate opened in the Great Plain of Lissan, it caused the spectacular but generally innocuous gravitational anomalies of the Chaosus, where numerous rocky Animi empowered by energy from the Daziarn Plane can be encountered in MS 5000.

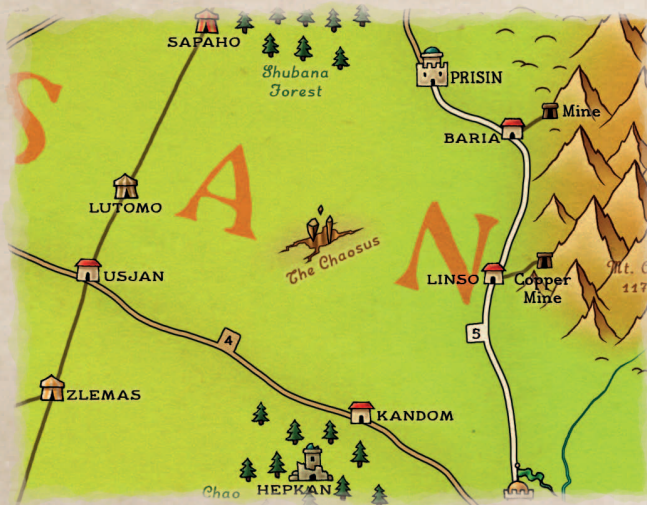


The relics of Tharrayn the Mad, the dark Demi-god of Insanity, emit waves of corrupting power which can create Animi from virtually any item (statues, furniture, rocks...) in their close proximity. An Animus empowered by Tharrayn's energies will be invariably aggressive and chaotic. Adepts of the Tharrayn can excel at creating Animi in order to plunge a city into chaos.

Combat: Only hostile Animi, or Animi created for the purpose of guarding a place or attacking foes will fight Players. When they attack, spontaneously created Animi fly around in a manic whirlwind of matter. Depending on the power of the spell which brings them to life, animated weapons can on the contrary prove to be extremely precise, strong and fast, and can deliver lightning and powerful lethal blows. Powerful sorcerers can even create swarms of animated weapons which fight in concerts using vicious, stunning blows. Destroying an animated item also breaks the spell that brought it to life.

Special Rules: The Brotherhood Spell *Counterspell* (and equivalent Disciplines) can negate the spell which empowers an Animus. However, it depends on the power of the magic that animates it. If the Narrator states the magic that animates it is too strong for the Players, the Animus is anyway slowed by the effect of the spell (the Animus loses 6 COMBAT SKILL points). Very powerful sorcerers can imbue their Animi with the capacity to increase their own strength in battle. In this specific case, an Animus which has failed to draw blood with its initial attack can retreat to a place inaccessible for the Players so that its magical power recharges itself, increasing its intensity in readiness for a second, swifter attack. If allowed to recharge during 2 round (without attacking the Players), such an Animus can gain +4 COMBAT SKILL for its next assault. An Animus can recharge only 2 times and gain up to 8 COMBAT SKILL points during a fight.

Roleplaying Notes: Narrators are free to create any Animus they wish to feed their scenarios, from animated weapons to living clothes, tools or rubble ; There are only few things the magicians of Magnamund cannot accomplish. The animating force of spontaneously created Animi is generally bound to a precise location (for example, the Chaosus in Lissan) and they cannot leave it.



The Chaosus in the Great Lissan Plain, home of spontaneously created ANIMI

CRYSTAL FROSTWYRM (MAGICALLY-ANIMATED CONSTRUCT)

Combat Skill: 15-30

Endurance: 30-40

Traits: Defence 2, Iron Will



Physical Description: These giant serpent-monsters are made of crystalline minerals. They have pink stone eyes and a hard, almost transparent skin which reveals their internal organs pulsating inside. Their huge mouths open to reveal many rows of jagged crystal teeth. A Crystal Frostwyrm remains dormant in the shape of a large mound of crystals until it detects potential prey within striking distance. At this time, the crystals begin to move and take shape until finally they become a writhing, slithering mass of crystal coils.

History: The Crystal Frostwyrm are among the most impressive creations of the Shianti of Kalte. They were Crystal Golems crafted to scavenge the wastes of the cities of the Ancients or to guard tombs and temples in the Caverns of Kalte, but they since evolved into autonomous predatory life forms following the departure of their creator-masters. In MS 5000, Crystal Frostwyrm of various



sizes can be encountered in the Caverns of Kalte. The subterranean entrances to the Ice Fortress of Ikaya are guarded by the largest of these constructs.

Combat: Crystal Frostwyrms attack in a similar way to the natural Giant Snakes of Magnamund. They also spit corrosive saliva at their foes.

Special Rules: To definitively destroy one of these monsters, Players must destroy the crystals that correspond to its head and its vital internal organs. If this is not accomplished then the monster will rearrange itself, even after its ENDURANCE is reduced to zero. When killed, each segment of the creature shatters and then slowly dissolves. The saliva of Crystal Frostwyrms is corrosive and will cause 2 ENDURANCE damage every round to Players who do not have the Magnakai Discipline of Nexus.

Roleplaying Notes: Those beings were initially created as golems by the Ancients of Kalte for specific purposes, but since the departure of the Shianti they have evolved into merciless predators that act on their killing instinct alone.

DHORGAAAN (CREATURE BORN OF MAGIC)

Combat Skill: 20-30

Endurance: 40-50

Traits: Brutal 1, Trapper

Physical Description: Dhorgaan are created by powerful practitioners of Right-handed Magic. They are very long bodied giant serpents with horns. Two pinpoints of crimson glow in the core of their eyes. When a Dhorgaan is summoned, a green whorl of vapour first forms slowly into the shape of a glistening, serpent-like monster. Then a grey mist issues forth from its creator's mouth, floating towards the core of the Dhorgaan and infusing it with the power of Death. The serpent writhes and convulses as the grey mist fills its body, changing it from a dream-like illusion into a deadly foe. When slain, a Dhorgaan shimmers momentarily and then blinks out of existence.

History: Only the Darklords and their Nadziranim can create such evil beings, using a part of their considerable power to infuse them with life. The rare Dhorgaan which escape the control of their creators often take up ghoulish habits, being powered by the essence of Death. They can be found haunting necropolises and sepulchres. They are especially numerous in the ruins of ancient civilisations located within the borders of the Darklands, such as like Tar Ogashaar.

Combat: Dhorgaan do not fight like the natural Giant Snakes of Magnamund, for they are not venomous beings. They are deadly constrictors and will attempt to seize and crush their prey to death in their coils.



Roleplaying Notes: Darklords and Nadziranim summon those giant magical constrictors to crush their foes when in situations involving a direct confrontation. The purpose of the summonation can be to immobilize large opponents or to hunt down adventurers in ruins or subterranean environments. A Dhorgaan is very capable of ensnaring a Giant of Starn or an Ogron in its coils.

DRODARIN GOLEM (MAGICALLY ANIMATED CONSTRUCT)

Combat Skill: 20-35

Endurance: 35-45

Traits: Aegis, Brutal 4 (with their Borese cannon attacks only)

Physical Description: These magically animated constructs look like huge statues of dwarves carved from solid rock, with stone parts joined together and articulated with iron links and rivets. Their eyes are cut glass lenses through which one can see fire burning inside. This fire is the magical power which animates them. They have usually one fist worked into the shape of a hammer and the other fashioned in the shape of a Borese cannon.



History: Using Rune Magic, the Drodarin Dwarves of Bor have been able to craft magically animated constructs made of metal and stone to assist them in several ways. Different from golems crafted by other sorcerers, which are roughly shaped and animated masses of matter, the Dwarven constructs are very large articulated stone servants. Drodarin Dwarves use these rock leviathans to guard their temples and the main gates of their subterranean kingdom. Since the Age of the Black Moon they have equipped them with Borese cannons.

Combat: Drodarin Golems hit hard in combat with their hammer fists, and use their Borese cannons as ranged weapons with devastating effect, especially in confined subterranean spaces.

Special Rules: Drodarin Golems can fire with their Borese cannons up to a range of 300 feet (100 m). Any Player struck by a missile from one of these giant cannons will suffer x4 ENDURANCE damage which makes these constructs extraordinarily deadly foes. Fortunately, they are very slow and can only fire their cannons once every 4 rounds. They carry enough Boom Powder to enable them to fire 5 times. Drodarin Drengar (Runemasters) use magical Tokens which they seal into their golems in order to maintain their control over them.



Roleplaying Notes: Drodarin Golems are not intelligent beings. Invariably they are programmed to attack anyone or anything not authorized to enter a sacred Drodarin chamber. Although fearsome and very powerful, these leviathans have become progressively rarer since they were first created during the Age of the Black Moon (MS

3004 – MS 3799). This is due mainly to the steady demise of Drengar in the Dwarven society. In MS 5000, the few Drodarin Golems that remain are used solely to guard the gates of the Kingdom of Bor and some of its well-hidden treasure chambers.

GOLEM (MAGICALLY ANIMATED AND SHAPED RAW MATERIAL)

NOTABLE SUB-TYPES:

Iron Golem

Combat Skill: 25-41

Endurance: 45-60

Rock Golem

Combat Skill: 20-40

Endurance: 40-70

Ice Golem

Combat Skill: 18-32

Endurance: 35-43

Wood Golem

Combat Skill: 14-28

Endurance: 25-35

Crystal Golem

Combat Skill: 25-45

Endurance: 35-45

Traits for all Golems: Aegis, Reach

Physical Description: Golems are constructs of inanimate matter brought to life by Magic. They can be formed in the likeness of any creature. They are always constructed exclusively from one kind of material (rock, iron, ice, crystal, wood...), and it is this material which determines their sub-type and attributes. These materials are bound together by a powerful combination of magical spells that imbue them with life and serve to protect their outer shells.

History: There are some sorcerers whose lifelong study and understanding of the arcane arts has elevated them into the upper echelons of Magic Users. A few of these masters of magic have progressed to the point where they are able, along with godlike entities such as the Shianti and the Children of Agarash, to bring common, inert, and inanimate matter to life. They can craft guardians and protectors from stone, wood, iron and similar everyday materials. These constructs are known collectively as golems. The Shianti created complex Crystal Golems, but these creatures, more resistant than any other golem and capable of transforming themselves at will into virtually any shape in order to perform complex tasks, can only be encountered in their lost temples in the Caverns of Kalte.

Combat: Golems will follow the strict orders of their creator unless their creator is powerful enough to have imbued them with basic



combat sentience. They are typically lumbering giants, with hammer or club-like fists which they use to crush their opponents. Golems can rest and remain hidden as an amorphous mass of their raw material until summoned and commanded by their master to take shape.



Special Rules: Golems are protected by magical spells, so any attempt by Players to burn a Wood Golem, for example, simply will not work. Whilst fire will cause localised damage when directly applied to its shell, it will not set the creature ablaze. In order to destroy a Golem, it must be reduced to 0 ENDURANCE with conventional weapons, or destructive magical missiles and spells.

- **Iron:** Iron Golems can super-heat their shells once per combat encounter. Having done so, they will inflict an automatic -2 ENDURANCE points of damage to their opponent per combat round. Super-heating an Iron Golem's shell reduces its COMBAT SKILL by -4 for the duration of the combat.
- **Rock:** Rock Golems hit hard in combat and can hurl boulders up to 150 feet (50 m). Any Player struck by a hurled boulder will suffer an immediate loss of 10 ENDURANCE points. Only one boulder can be thrown per combat encounter.

- **Ice:** Ice Golems can create and hurl spear-like shards of ice up to 150 feet (50 m), so long as they are not engaged in close combat at the time. They are able to do this 6 times in any complete 24-hour cycle. They can also super-freeze their shells once per combat encounter. Having done so, they will inflict an automatic -2 ENDURANCE points of damage to their opponent per combat round. Super-freezing an Ice Golem's shell reduces its COMBAT SKILL by -4 for the duration of the combat.
- **Wood:** Wood Golems can hurl spears of sharpened timber, obtained from their bodies, up to 150 feet (50 m) so long as they are not engaged in close combat at the time. They are able to do this 3 times in any complete 24-hour cycle.
- **Crystal:** Crystal Golems can hurl shards of crystal up to 150 feet (50m), so long as they are not engaged in close combat at the time. These crystal shards are able to fly out and return to their body once they have been launched. As a consequence of this ability, Crystal Golems can hurl a virtually unlimited number of shards during a fight. In close combat, Crystal Golems can modify their body shape at will to surprise their opponents. They can seize and hold a Player until they are freed by the attack of another Player. When immobilized, the affected Player cannot fight the Golem and will be progressively crushed by the creature's grip, losing 2 ENDURANCE points every round until they are freed.

Roleplaying Notes: Narrators can elect to make a Golem as crude or as sophisticated as best suits their scenario. Ultimately, it is the quality of the sorcerer that determines the quality of the Golem they create.

JAHKSA (CREATURE BORN OF MAGIC)

Combat Skill: corresponding to their target + 4 to +10

Endurance: corresponding to their target +0 to +15

Traits: All applicable Traits from the original subject, Veteran 15 / +3

Physical Description: Jahksa are evil-minded magically crafted identical twins of an already existing individual.

History: Evil Shianti, and other powerful necromancers, have the power to create the Jahksa of their foes using Right-handed Magic. These are spiritual apparitions who are completely identical to the target, except that they are entirely without any emotions of guilt, remorse, shame or sorrow.

Combat: The Jahksa has exactly the same powers as the entity upon which they are modelled. However, when engaged in combat, they gain an additional +4 to +10 to their COMBAT SKILL and +0 to

+15 to their ENDURANCE, depending on the power of the sorcerer who created them, and on the initial power of the target that is doppelganged.

Roleplaying Notes: Jahksa have no conscience; they are cold and calculating killers. These merciless doppelgangers can be used by an enemy in an attempt to tarnish or destroy a Player's good reputation.



KOROZON (MAGICALLY-ANIMATED CONSTRUCT)

Combat Skill: 37-52

Endurance: 35-45

Traits: Aegis, Defence 6 (not applicable against blunt weapons), Aegis, Ranged Combat (acid, inflicts double Endurance loss), Reach

Physical Description: Korozon are fearsome Golems constructed from glittering tiles and glass. They look like gigantic octopoids

with two bulging eyes that glow with a baleful green light, a hooked beak, and twelve snaky tentacles. Each of their limbs is tipped with a razor-sharp segment of glass or tile. When they are not activated, they pass for decorative mosaics set into walls of Darklord city-fortresses. Any magician will be able to detect the strong aura of magic that saturates any location they guard. When vanquished, a Korozon disintegrates into a pile of dull grey tile fragments or a heap of powered glass.

History: Korozon are powerful and fearsome guardians created by the evil magic of the Nadziranim. The most striking aspect of these golems is they have been imbued with a limited ability to think for themselves and they possess psychic powers. They can speak with deep, resonant, disembodied magical voices. They are used to monitor important halls, tunnels and temples within the greater city-fortresses of the Darklands and programmed to only obey their creators and their Darklord masters.



Combat: Korozon lash at their foes with their mass of flailing tile-encrusted tentacles. Their tile and glass forms are supernaturally hard, similar in strength and resilience to plate armour. When struck by bladed weapons, the blows will likely glance off and inflict little more than scratches.



Special Rules: This creature has an equivalent of the Magnakai Discipline of Psi-surge. Korozon are very susceptible to fire and will take double damage when attacked with naked flame.

Roleplaying Notes: Korozon are inquisitive guardians. With their disembodied voice coming seemingly from nowhere, they will test the loyalty of all creatures entering the locations they guard, first with questions, then by demanding to see items proving the loyalty of the tested visitor. If a visitor fails these tests, Korozon will reveal themselves in their true form and attack the intruder. Korozon are programmed to guard their domain and test visitors. They possess no knowledge or information about the locations they guard. Narrators are encouraged to create variants of Korozon Golems with shapes other than octopoids in order to surprise their Players.

NATURE SPIRIT (LESSER) (CREATURE BORN OF MAGIC)

Combat Skill: 20-35

Endurance: 20-30

NOTABLE SUBSPECIES:

Animal Kin

Combat Skill: 20 **Endurance:** 20

Cloud Dancer

Combat Skill: 20 **Endurance:** 28

Wave Hunter

Combat Skill: 20 **Endurance:** 30

Traits: Aegis, Mount, Invulnerable (all disease except the Great Plague), Flight (for Cloud Dancer), Reach (for Wave Hunter), Swift (for Animal Kin)

Physical Description: Nature Spirits are incorporeal creatures born of the Nature of Magnamund itself. These spirits can manifest in many ways depending on their power. If Greater Nature Spirits can rarely be encountered by mortals, Lesser Nature Spirits can become incarnate in various tangible animal shapes, such as the Animal Kin which are bound to the Herbalish Druids. Incarnated Nature Spirits act very much like the animal of their apparent type, but all have greenish glowing eyes and they move silently, even when traversing 'noisy' terrain, e.g. crisp snow, dry leaves, water.

Cloud Dancers are Itikar-sized, brightly coloured bird-like Animal Kin with plumage containing every hue of the rainbow. Their beak and talons are like shards of glowing crystal. Wave Hunters are aquatic Animal Kin which resemble a large shark with a wide set of side fins that flare out like the wings of a manta ray.



History: The Nature Spirits are very ancient entities, some of whom can trace their lineage all the way back to the dawn of Magnamund. They are avatars of primal natural powers that feed and sustain the biosphere of the planet. In MS 5000, there are ten Greater Nature Spirits (Vauna, Selebirn, Levasin, Quaam, Prasiar, Dirisla, Azlo, Maux, Breleth and their elder, Foway) which command the Lesser Nature Spirits and they are all venerated by the Herbalish.

Seen by some scholars as the response of the biosphere of Magnamund to the wounds and the existential attacks inflicted by the agents of Naar, Nature Spirits are determined foes of all entities who try to pervert and enslave natural beings, like the Cener Druids, and of all entities who try to destroy all life on Magnamund, such as the Darklords of Helgedad. Nature Spirits, on occasion, manifest themselves to protect a place of natural beauty from destruction or corruption.

The Herbalish Druids have a very strong bond with nature. This bond is so powerful that once they become highly proficient, the primal powers of the land provide them with a guardian in the form of an Animal Kin. These Animal Kin are frequently Wave Hunters in coastal environments and Cloud Dancers in mountain environments.

Combat: Incarnated Nature Spirits are capable of ferocity when they defend places of outstanding natural beauty. Animal Kin bound to Herbalish are willing to sacrifice themselves in order to protect the lives of their bond masters and mistresses.

Special Rules: Nature Spirits and Animal Kin are immune to fear-based spells. Nature Spirits are able to see clearly in dark and smoky



environments. If the physical incarnation of a Nature Spirit is slain, it reappears whole and unharmed the next time the moon is full, if the natural place from which it draws its power has not been devastated in the interim.

Once a Wave Hunter bites hold of a victim it may thrash with incredible speed and ferocity, causing severe damage to the bitten creature. At the beginning of a combat, a Wave Hunter will grip a foe with its maw if it manages to inflict an ENDURANCE loss upon it. On the Wave Hunter's next round, it will writhe and inflict piercing and bludgeoning damage equal to the damage it initially inflicted upon the target. The Wave Hunter will continue to writhe until the bitten creature is either dead or escapes. Escaping from a writhing Wave Hunter's maw requires a Test with a Difficulty of 7. Whilst in the grip of a Wave Hunter, Players are considered to be entangled and lose 4 Combat Skill for the duration of the entanglement. A Wave Hunter may only bite and writhe one victim at a time.

Roleplaying notes: Animal Kin are intelligent and courageous entities, willing to do anything that their bond masters and mistresses ask of them. Nature Spirits will act on their own initiative to prevent the destruction of a natural place of natural beauty. Players who accidentally or deliberately cause the destruction of such an area may find themselves subjected to an attack by Nature Spirits.

Because the rule of Nature has been eradicated in the Darklands, Ixia, Tadatizaga and the Doomlands, Nature Spirits will not be found in these regions. This is also true of the corrupted Realm of Ruel, where nature has been so perverted by the Cenerese that the Nature Spirits cannot physically enter this land. Legend tells of some Greater Nature Spirits that were corrupted and enslaved by the Cenerese during the Age of the Old Kingdoms.

NIGHTMARE SHADE (CREATURE BORN OF MAGIC)

Combat Skill: corresponding to their model + 5

Endurance: corresponding to their model +5

Traits: All applicable Traits from the original subject, Stench 2 (Fear, blocked by Mindshield), Veteran 15 / +3

Physical Description: Nightmare Shades are magical entities which only exist in the dreams of sentient beings that have been subjected to a powerful Shianti spell. Born of their victims' fears and memories, the Nightmare Shade will take on their physical form to haunt their nightmares. They appear as silhouettes, or moving shadows shrouded in wispy blackness. They adopt the same dress as their victim and their voices are an insidious whisper that sounds like their victim's voice would do if all humanity were drained from it.

History: Some Shianti Necromancers, including Shasarak the Wytch-king, have the power to invade the dreams of mortals to intimidate

and torture them. The Shianti Necromancers created many powerful spells and curses to psychically terrorise their victims; the Nightmare Shades are by far the worst of these. This creature is a figment of dreams and memories, empowered by the corrupted magic of the Shianti Necromancers that once ruled Sommerlund. They are activated by artefacts originally crafted during the Golden Age of the Shianti.



Combat: Born of its victim's fears and memories, a Nightmare Shade brings its target to a place of remembered despair to demoralise it. Once the victim has thus been weakened, Nightmare Shades will move in for the 'kill'. As it only exists in the mind of its prey, a Nightmare Shade must be faced alone by the victim in a combat which takes place in a nightmare arena. In this supernatural psychic combat, the target Player must fight its Nightmare Shade as if they were fighting a real adversary in physical combat. The Nightmare Shade has the same powers and disciplines as the victim.

Special Rules: A Nightmare Shade is closely bound to its victim. In spiritual combat, a Player inflicting damage to their Nightmare Shade will suffer half the damage (rounded up) they cause it. However, this does not apply to the Nightmare Shade itself. If a Player self-heals, so too will the Nightmare Shade be 'healed' and will gain half



the ENDURANCE points restored by the healing (rounded up). The Nightmare Shade associated with any given Player will return until defeated in combat and is accepted for what it is by the Player: an integral part of the Player's psyche.

Roleplaying Notes: Nightmare Shades will attack their target while they are dreaming, seeking to enmesh them forever in the Neverness. They cannot manifest themselves while the victim is awake. Nightmare Shades seek to end their victim's existence and, as a consequence of doing this, their own.

OUDAKON (CREATURE BORN OF MAGIC)

Combat Skill: 16-20

Endurance: 25-29

Traits: Brutal 3



Physical Description: Oudakon are shadowy animated illusions which can adopt several forms. The most commonly encountered form is that of an armoured warrior equipped with a fearsome weapon. Invariably, Oudakon have flaming red eyes. They move in sweeping swirling rushes of wind and emit blood-chilling shrieks to

startle and unnerve their prey. In dark and shadowy environments they can appear to be almost corporeal. When defeated, the outline of an Oudakon flares brightly scarlet before dissolving into a dense grey mist.

History: Oudakon are illusions sustained by evil spirits from the Neverness. These spectral forces are created by powerful evil wizards (corrupted Elder Magi or Evil Shianti) through the combined use of Enchantment and Necromancy. Oudakon are typically assigned to the protection of secret shrines and laboratories. They can lay dormant in these chambers for centuries and will activate when the locations they protect are violated by an intruder.

Combat: An Oudakon fights like the warrior or the beast it mimics.

Special Rules: Players with the Magnakai Discipline of Psi-Screen, or the magical power of Contramagic, will be able to discern that Oudakon are illusions and can be commanded to disperse. An Oudakon thus commanded will refrain from or cease attacking and will slowly fade and dissolve with a haunting cry of frustrated anger.

Roleplaying Notes: Oudakon are fearsome guardians of forgotten tombs or the covert lairs of corrupted practitioners of Magic. However, they can be defeated with relative ease if a Player understands that they are simply illusions. If the phantasm is believed, they will fight with all the power and intensity of a corporeal foe.

PECHDRAZIL (MAGICALLY ANIMATED AND SHAPED RAW MATERIAL)

Combat Skill: 25-40

Endurance: 20-25

Traits: Aegis, Reach

Physical Description: Pechdrazil are monstrous golems fashioned from shimmering green flames. Borne on moth wings of green fire, their ghostly bodies glide with complete silence. Two whip-like tentacles extend from their core and a toothless fiery maw gapes like a death wound from where their face should be. When killed they evaporate into the air, leaving nothing to mark their existence save the harsh metallic odour of ozone.

History: Pechdrazil are born of the evil sorcery of the Cener Druids. They use them as guardians of their prisons and temples in the Dark Realm of Ruel. Pechdrazil are semi-sentient creatures which are almost as cruel as their masters. They delight in inflicting pain upon the wretched captives they guard.

Combat: Pechdrazil hover above the head of their foes and hold them at bay with their lashing tentacles while they attack them with their psychic powers.

Special Rules: Swelling and contracting as if it were inhaling and exhaling, a Pechdrazil begins its attack by launching blasts of psychic energy, one after another, against each foe engaged in combat.



Only Kai Masters with the Magnakai Discipline of Psi-screen and the ranking of Kai Mentora (or higher) are immune to these psychic assaults. Players who do not possess Mind Shield will suffer triple ENDURANCE loss during combat against a Pechdrazil. Players with the discipline of Psi-Screen but have yet to attain the rank of Kai Mentora will suffer double ENDURANCE loss instead.

Roleplaying Notes: Pechdrazil are cowardly by nature. If its opponent is able to completely resist their psychic attacks, they will seek to flee from combat at the earliest opportunity.

RAHKOS (MAGICALLY ANIMATED RAW MATERIAL)

Combat Skill: 18-33

Endurance: 30

Traits: Invulnerable (physical and magic), Iron Will, Swift

Physical Description: A Rahkos looks like a severed human hand with mottled, swollen skin and black decayed fingers. These

frightening creatures stand upright on their fingers, the first two drawn back so that they resemble monstrous spiders. They can spring into the air and leap at high speed to grab the skull of their prey.

History: Rahkos are vicious predators, evil sentient beings that were created as Flesh Golems from severed human hands and animated by Lord Zahda using the unholy power of his Doomstone in the fortress of Kazan-Oud. They can only survive by consuming one particular form of nourishment: live human brains.

Combat: When they do not launch psychic attacks, Rahkos spring into the air and hover momentarily above the head of their prey. Their writhing fingers stretch open as they plummet towards the skull of their victim and attempt to clamp them in a vice-like grip. Their fingers possess a supernatural strength; they can pierce the scalp of their victim and force their way deep into the cranium to feed (by osmosis) on the brain – the only source of nourishment that sustains their ghastly existence.



Special Rules: Though invulnerable, they often feign injury or death by physical attacks in order to dupe their prey. As soon as the prey lowers its guard, the creature will leap towards their skull once more.

Rahkos can launch a powerful psychic assault before (but not during) a combat, which can harm all susceptible Players within a 30 feet (10 m) radius: Prior to combat, and to further intimidate their enemies, they cause their fingers to rise and fall, drumming a slow and clumsy rhythm on a rigid surface, or curl their fingers into a grotesque fist with which they pound the ground repeatedly with slow, heavy blows. This causes a painful headache in humans and humanoids that are within earshot. This pain increases with every tap of the swollen black fingers or blow of the clenched fist. The pain will quickly become unbearable if Players do not have the Magnakai Discipline



of Psi-screen or an equivalent. They will lose 5 ENDURANCE points every round until the Rakhos is physically prevented from drumming or pounding, i.e. by engaging it in physical combat.

Roleplaying Notes: Created as invulnerable assassins by Lord Zahda, Rakhos have now become so dangerous that he dare not let them roam the inhabited levels of Kazan-Oud. Because these creatures are beyond his control, he has confined them within his deadly Maze. This is where Zahda imprisons all intruders who are captured in Kazan-Oud. However, if one day Zahda were able to regain control of his Rakhos, he could set them loose to terrorise the people of the city of Herdos and beyond.

RATTLE RAT (MAGICALLY ANIMATED CLOCKWORK CONSTRUCT)

Combat Skill: 12-14

Endurance: 18-20

Traits: Aegis



Physical Description: Rattle Rats are steam-powered animated clockwork constructs which resemble a man-sized rat with a metal head and geared grinding jaws for a mouth. They are manufactured from layers of iron plates riveted over wooden 'bones', and their paws consist of bladed gauntlets with sharp iron claws. They draw their power from Drodarin runes secreted in their chest cavities.

History: In MS 5000, there are no purely mechanically-powered Clockwork Constructs on Magnamund. They are to be found on more technologically advanced planets of Aon such as Avaros. The nearest thing to robotic machines is the primitive and rare steam-powered golems that were constructed in the dwarven Kingdoms of Bor and Boden millenniums ago.

Rudimentary steam power was first developed by the Drodarin dwarves of Boden in MS 280 – MS 367, during the early centuries of the Golden Age of the Shianti. Only a few Boden Dwarves still use it. Dwarven legend tells that the secret of steam power was revealed to King Falgar of Boden by Goddess Ishir in MS 280. The key to its success at this time was the use of Bronin in its construction. This rare metal has two very useful properties: it is malleable and can be easily worked, and it can withstand high pressures without failing, even when the thickness of the Bronin boiler casings is modest by comparison to iron.

A breakthrough was achieved when the Dwarven engineers of Boden used Rune Magic in conjunction with steam power to animate their constructs. Rattle Rats were created using this method. For centuries they have been used to perform the mundane task of clearing the sewer systems of the great subterranean Kingdom of Bor and of the cities of Boden. However, with the passage of time, the Rattle Rats have deteriorated and the Rune Magic that powers them has become corrupted. As a consequence, the Dwarves of Bor and Boden have abandoned the few that still remain in existence and now, in MS 5000, they are very rare and can only be found in remote or disused parts of Borese and Bodenian cities.

Combat: Old and defective Rattle Rats are hostile to all living creatures and will attack without provocation using their iron claws and teeth.

Roleplaying Notes: Narrators should feel free to create other Drodarin Clockwork Constructs. But they should bear in mind that the Dwarves of Bor and Boden were not sufficiently advanced technologically to produce very large or complex constructs. Rattle Rats are the largest of the constructs they manufactured during the Golden Age of the Shianti.

REKDIKRAK (CREATURE BORN OF MAGIC)

Combat Skill: 5-6

Endurance: 3-4

Traits: Flight

Physical Description: These jet black bird-like creatures, with cold unblinking eyes, are almost identical to common ravens encountered in temperate regions of Magnamund. However, they are semi-intelligent and wholly made of evil magic.



History: Created by the dark arts of the Nadziranim, the evil sorcerers of the Darklands, the Rekdikrakim are sentient scouts. They are bird-like in form and are used by Vordaks to spy on the defences of the Freelands. “Rekdikrak” means “Scout Bird” in the Giak language.



Combat: Rekdikrakim fight exactly like the ravens they mimic, using their talons and beaks.

Special Rules: Players who possess the Discipline of Animal Kinship should never try to telepathically communicate with these evil creatures. The mind of the Rekdikrakim is so alien and cruel that it will chill the Player to the bone and cause them Psychic Shock resulting in a loss of 2 ENDURANCE.

Roleplaying Notes: Rekdikrakim are fiercely loyal to their masters and will always squawk a warning to them if they detect an ambush. Isolated from their master, they never attack unless they are forced to do so in self-defence. They are strictly scouts, not fighters. The information they obtain whilst scouting can be relayed instantly to their master within a range of one mile (1.6 kms), and everything they hear and observe is retained and can be extracted at a later time.

SENTIENT DUST STORM (AND DUST ZOMBIES) (ENTITY BORN OF MAGIC)

A Sentient Dust Storm fights using:

Sentient Dust Tendril: Combat Skill: 12-17 Endurance: 10-15

Dust Zombie: Combat Skill: 10-12 Endurance: 15-17

Traits: Defence 3 (not against slashing weapons, Dust Zombie), Grouping (swarm, Dust Zombie only), (Invulnerable (special, see below), Reach (Sentient Dust Tendril)

Physical Description: Sentient Dust Storms are more than just natural flows of windborne sediment gathering dust into long-flowing streams of grey, red or ochre-coloured tendrils. They are hostile elemental manifestations that behave in an evil sentient manner. With their tendrils of dust, they can attack living beings directly and enter and animate corpses to turn them into hostile Dust Zombies. Dust Zombies stumbling out of the cloaking veil of a seemingly mundane dust storm herald the coming of a Sentient Storm.



History: These short lived Dark Spirits of loss and devastation are directly born from the creeping corruption of the soils of the Darklands and the Wildlands caused by the subterranean infiltration of the Nengud-Kor-Adez. They only occur in these regions. They



have little else but a sense of wrath and a desire to choke the breath from the living. The more corrupted a region, so the larger and stronger are the Sentient Dust Storms. The most fearsome Sentient Storms are encountered in the Naogizaga Desert of the Darklands.

Combat: Each tendrill of living dust behaves as an independent foe. If they find corpses, the Dust Tendrils can animate them as Dust Zombies which should be considered as individual foes as well. The combat ends when all the Dust Tendrils and Zombies are destroyed. **Special Rules:** Normal dust storms limit visibility and choke those without shelter. Anyone caught out in a dust storm suffers a loss of 2 points of ENDURANCE as the abrasive storm buffets them, clogs their eyes and invades their throats.

Sentient dust storm tendrils cannot be fought with normal weapons; they must be dispersed with such things as cloaks, shields, tent sides, blankets and so on. All other form of attacks will inflict no damage. Dust Zombies can be attacked with normal weapons. When slashed open, they spill forth their animating dust. Any slashing attack with a bladed weapon inflicts double damage to them.

Roleplaying Notes: A sentient dust storm has an evil intelligence that only lasts for the duration of the phenomenon's manifestation. Sentient Dust Storms obey to no master and will seek to destroy any and all living beings. They are an indirect manifestation of land blighted by corruption.

TZOOG (CREATURE BORN OF MAGIC)

Combat Skill: 33-48

Endurance: 32-42

Traits: Invulnerability (physical, vulnerable to Holy Water), Iron Will

Physical Description: Tzoog are nightmarish creatures that appear to be formed of a semi-solid mass of flickering darkness. They take on the shape of a hunched humanoid body, with a misshapen head, chameleon-like hands with two prehensile fingers, and a leech-like maw. They will attempt to latch onto their chosen victim and feed on its life force.

They can be created by skilled necromancers during hours of darkness and when the moon is not full. When destroyed in combat, these hideous monsters will disintegrate into thousands of tiny black particles that rapidly dissipate into the surrounding air.

History: These loathsome creatures were first created by Shasarak, the Wytch-king of Shadaki, and were crafted by the power of his evil magic. The secrets of their creation were passed on to the necromancers of Shadaki (i.e. the Shadakine Wytches and the Kitaezi Shamans), and subsequently they have become their weapon of first choice when seeking to attack and destroy their chosen enemies.



Combat: Tzoog can make ranged attacks hurling bolts of energy that emerge from the centre of their beings. The effective range of these attacks is 60 feet (20m). If any living being is struck by one of these bolts, there will be an immediate release of energy in the form of a blinding flash of white light. A Player hit by a Tzoog Bolt will lose 8 ENDURANCE points. Tzoog can instinctively sense an approaching missile and destroy it with a bolt of energy. They can hurl one bolt of energy every round but they cannot engage in other forms of attack while doing so.

This vampiric monstrosity will attempt to fix itself to its prey with its leech-like maw. Once this has been achieved, it will feed on its life force until its luckless victim is dead. When a Player is in close combat with a Tzoog, there is an increasing risk that it will affix itself to them. Players who elect to engage in a melee with this creature should immediately pick a number from the Random Number Table in the usual way. If the result is a '0', the Tzoog will latch onto them and they will suffer an immediate loss of 3 ENDURANCE points. For every ensuing round of combat, they will suffer an additional loss of 3 ENDURANCE points per round until either the creature is destroyed, or their ENDURANCE is reduced to 0 and they expire.

Once a Tzoog has latched on, a Player will not be able to Evade combat. Should the Player avoid being latched onto in the first round of combat, they must pick a number from the Random Number Table

at the start of the second round. The odds of avoiding the Tzoog's sucking maw now shorten dramatically. If the resulting number is a '0', '1' or '2', the Player will be latched onto and suffer accordingly. At the start of a third round of combat, picking any Random Number between 0 – 7 will result in success for the Tzoog. At the start of the fourth round, picking any Random Number except a '9' will result in failure for the Player. Should the combat continue to a fifth round, the Tzoog will abandon its attempt to latch onto the Player and will seek to evade further combat.

Special Rules: Tzoog are especially susceptible to electrical damage, most notably that which is caused by the use of the Brotherhood Spell of *Lightning Hand*. Double all ENDURANCE point losses the Tzoog suffers from such (or similar) attacks.

Roleplaying Notes: Tzoog are created for one specific purpose: the assassination of a target designated by its necromantic creator.

VULGORATH (CREATURE BORN OF MAGIC)

Combat Skill: 25-39

Endurance: 30-40

Traits: Brutal 2, Invulnerable (see below)

Physical Description: These manifestations of dark power are bound to the blood contained in dark goblets desecrated by Vurnos the Plaguebringer. Once called forth, a Vulgorath is roughly twice the height of an adult human and appears as a humanoid creature made of congealed black blood, with crushing fists and a dripping maw that reveals a dark void within. Vulgorath have no legs; their lower bodies flow down into the chalice to which they are inextricably bound.

History: Vurnos the Plaguebringer, the Patron of Disease, is one of the dark Demi-gods of the Pentad, the circle of evil deities led by the Dark God Naar who rules the Plane of Darkness. Vurnos has filled several magical vessels with his foul blood over the course of history. Each of these unholy relics bears a different unnatural illness.

The longer the vessel exists without disgorging its contents, so the more powerful the disease it bears becomes. When unsealed, the blackened putrescence of Vurnos flows freely from these artefacts, pouring out a seemingly infinite quantity of contaminating blood-mist. Each Vurnos Chalice is a semi-sentient entity which can summon a Vulgorath when they are in danger of being captured, destroyed or neutralized.

Combat: Vulgorath attack by pummelling their foes with unholy strength, crushing armour and flesh with equal ease. Every attack also carries the high risk of disease, making even a glancing blow potentially fatal.

Special Rules: Vulgorath take only half damage from non-magical weapons and cannot fall below 1 ENDURANCE. They can only be reduced to zero ENDURANCE by the use of magic, enchanted weapons, or fire. Vulgorath can also hurl gobbets of themselves as a ranged attack. Each time they do this, their maximum ENDURANCE decreases by 3. Due to the power of Vurnos, Vulgorath regain 5 ENDURANCE every round unless reduced to 0 ENDURANCE.

Vulgorath suffer a loss of 10 ENDURANCE points if they come into contact with healing liquids of any kind. This allows opponents to use items such as Potions of Laumspur and Holy Water as weapons. Such potions are vapourised after inflicting damage.



Roleplaying Notes: Vulgorath cannot move away from their summoning chalices. Legend tells of 12 chalices that were cursed by Vurnos the Plaguebringer and these artefacts are scattered all over Magnamund. Two are believed to exist in Mogaruith, the stronghold of the Cener Druids of Ruel. It takes a great deal of energy for one of these chalices to summon a Vulgorath, so they will only do so when they detect that they are in imminent and grave danger of being captured, destroyed or neutralised.



ZHÜRRC (CREATURE BORN OF MAGIC)

Combat Skill: 37-52

Endurance: 30-40

Traits: Brutal 3, Flight, Invulnerable (half damage from physical), Swift



Physical Description: Zhürrc are hulking winged bipedal reptilian horrors born of magic. Heavily muscled and sheathed in a glistening green skin, they have slitted eyes, a hissing fang-filled

mouth and razor-tipped claws. Their wings can shrink and melt into their shoulders and they can run and spring at high speed when on the ground. Few creatures on Magnamund of similar size are as physically strong as a Zhürrc. Their blood is a green ichor and, when killed, their body transforms into a hissing mass of fiery green sparks that rapidly dissipate, leaving behind a pungent and lingering odour of decay.

History: Zhürrc are the most powerful magical creations which can be summoned by Shasarak the Wytch-king and his most-gifted disciples: Shadakine Wytches and Kitaezi Shamans. In addition to their formidable strength, they have supernatural senses that enable them to detect the precise location of magical items.

Combat: Zhürrc are berserkers that charge at their foes with a dramatic turn of speed. The force of their impact can send a human or humanoid-sized adversary flying several feet into the air, or smash down doors and walls of regular thickness. They react with incredible swiftness to avoid attacks. In close combat, maniacally they will slash at their foes with their deadly talons.

Special Rules: Immediately before the first round of combat commences, a Player must make a Resistance Test at Difficulty 7 to determine whether they can evade the creature's charge. If they fail, they will lose 7 ENDURANCE points and be knocked to the ground by the shock of impact. Thereafter, they will suffer a - 2 COMBAT SKILL penalty for the first two rounds of combat.

Roleplaying Notes: Narrators should use these creatures very sparingly for they are among the most powerful beings to be faced on Magnamund, with the exception of the Darklords of Helgedad, the Demonlords, the Children of Agarash and the Shianti. A rampant Zhürrc can easily lay waste to a party of unseasoned Players. The ritual necessary to create a Zhürrc is very costly for the necromancers who attempt to summon these magical beasts. With the exception of Shasarak himself, they must prepare an elaborate summonation area in a secure location where they can invoke and channel the power of Dark God Naar to bring a Zhürrc into existence upon the Material Plane.



DRAGON-CREATURES





CHAPTER FOUR

DRAGON-CREATURES

During the War of the Gods for the control of Aon, as one world fell to Evil, another was saved by Good, until just one, the brightest jewel of all, remained unclaimed and unconquered. This world is Magnamund. The great powers marshalled their forces in preparation for the final momentous battle that would decide the fate of Aon, for control over Magnamund will tip the balance in favour of the victor and banish the defeated to the void from whence they came. In 13000 MS, the forces of the God Kai were the first to enter the primeval world of Magnamund, and in doing so, those Demi-gods from the Plane of Light voluntarily sacrificed their immortality and became mortal creatures capable of procreating.

They chose to dwell in the depths of the oceans where they took the shape of sea Dragons of massive size and power. Although mortal, they were extremely long lived, physically titanic (greater than any other creature having existed on Magnamund since its creation), and capable of innate magic. As the minions of Kai, they had a gift for the elemental power of fire. After many generations, Naar, the King of Darkness, sent among them some of his creations who copied their dragon-forms, and they did not at first realize the consequences they now faced. The Dark God also tainted several clutches of Dragon eggs in the deepest parts of the sea. While the Dragons forming within had the power of Kai, their minds and souls started to fester with evil. Thus, the False Dragons – also known as Sea Dragons – were born.

The God Kai spoke to Nyxator, a dragon of immense wisdom, and warned him of the birth of evil among his brethren. Nyxator led the True Dragons that were loyal to Kai onto the land and created the realm of Cynx, to avoid the evil spawn of Naar that were hatching in the depths of the sea. The True Dragons fathered lesser races of dragon-creatures who erected wondrous cities like Cynx and Zaaryx. These creatures were among the first sentient beings on Magnamund. In 11890 MS, led by Maligna, Sinnigar and the treacherous Huan'zhor, the Dragons of Naar emerged from the sea on the Isle of Zhor in Southern Magnamund and waged war on the Realm of Cynx, destroying it with a rain of fire that lasted many centuries. Nyxator escaped although his brothers were defeated and their race became extinct along with most of the dragon-creatures they had fathered. The Sea Dragons of Naar burned and savaged the land, laying all to waste in an orgy of triumphant destruction. Yet in doing so they sealed their doom for they were also mortal creatures.

They became extinct during the Age of Entropy, with the notable exception of the Shog'aash who had taken refuge in Lake Ghargon.

In MS 5000, very few children of the True and False Dragons remain, sometimes horribly mutated, in very remote places of Magnamund. The mortal beings of Magnamund never forgot the power and the majesty of those god-like entities, and they are often used as symbols of power. Examples of this are the blue dragon which adorns the flag of the Kingdom of Lencia and the dragon sculptures which embellish the battlements of the ancient city of Varetta in Lyris. The first Champions of Light and Darkness have left behind them other, very subtle legacies. Necromancers harness the residual power emanating from the remains of these ancient demigods to spawn new dragon-like creatures. And the Gods themselves created new servants in the shape of the ancient Dragons, such as the fire-breathing Zhengha which serve the Chaos-master in the Daziarn Plane. This chapter does not address the last remaining False Dragon, the mighty Shog'aash of Lake Ghargon. However, it details all of the creatures related to those ancient Demi-gods who gave up their immortality to live on Magnamund.

CROCARYX

Combat Skill: 10-15

Endurance: 26-30

Traits: Defence 2, Grouping (Mob), Invulnerable (physical ranged), Iron Will

Physical Description: Crocaryx are short bipeds with the head of a baby crocodile and a toad-like body which is covered with hard, shiny scales. They are goodly sentient beings who are able to communicate telepathically. When they breed, the females subsequently lay large eggs with a gestation period of 120-130 days.

History: The Crocaryx look very similar to one of the races of lesser sentient Dragon-creatures which inhabited the realm of Cynx during the Age of the Dragons and became extinct during the War of the Wyrms (11890 MS – 10148 MS). The Crocaryx which exist on Magnamund in MS 5000 were recreated and placed, millennia later, by the God Kai in the cursed ruins of the subterranean dragon city of Zaaryx to guard the Lorestone of Tahou until Skarn, the last of the Koura-tas-kai, comes to reclaim it. The lifespan of these



reptilians has been prolonged by God Kai for the entirety of their duty. Crocaryx have advanced magical skills which enable them to craft powerful artifacts with which to protect the Lorestone in their possession. Crocaryx society is matriarchal.



Combat: Crocaryx are comparatively weak fighters, but they possess large rods of crystal which are capable of launching destructive missiles at their enemies.

Special Rules: Crocaryx equipped with crystal rods can make devastating ranged attacks (up to 300 yards / 300 meters) which inflict x4 normal damage. However, these crystal rods are heavy weapons which require a minimum of two Crocaryx to carry and operate them. Thanks to their armour-hard skin, Crocaryx are immune to non-magical ranged attacks.

Roleplaying Notes: Crocaryx are a special breed wholly dedicated to a single purpose. They are very territorial within their subterranean city, and they will not hesitate to attack any intruders who attempt to steal the Lorestone that they guard.

DRAGONKIN

Combat Skill: 20-35

Endurance: 30-45

Traits: Varies, but often includes Brutal 1, Defence 2, and Flight

Physical Description: Any natural being corrupted by the residual power of the False Dragons of Naar can slowly transform into a Dragonkin, i.e. an evil entity retaining some of its original traits but

also displaying some physical traits of a False Dragon. These include black armoured scales, a long muscular tail, wings or razor-sharp claws. Sentient Dragonkin (i.e., of Human or Drodarin origin) can display very few discernible Dragon traits yet gain a supernatural physical strength. In rare cases, they acquire an aptitude for magic and the capacity to launch Fire Blasts.

History: During the Age of Entropy, it was above the southern peaks of the Mountains of the Isle of Zhor that Maligna, the leader of the Dragons of Naar, was slain by her fellow False Dragons during the First Rebellion which heralded the demise of this accursed dragon brood. In MS 5000, many False Dragon bones and scales dating back to this legendary battle can be found in the Fallen Dragonhills in southern Zhor. The residual power of these fallen Champions of Darkness pervades everything surrounding their weather-worn skeletons. Occasionally, this power gives rise to Dragonkin. The Tovanshyll Peak in the Great Siyen Range (where Sinnigar the Black was bested by Maligna) and the foothills of the Sun Shadow Mountains and Southern Shada Mountains in Shadaki (where Dazhasha and B'kasa, notably, met their doom) also harbour corrupting remains of Sea Dragons. When Dragonkin are born from corrupted beasts, they behave as dangerous predators equipped with fearsome claws and armoured scales. When Dragonkin are born from sentient beings, they may side with the Forces of Darkness and become sly and capable foes.



Combat: A bestial Dragonkin will rush at its foes to tear them apart with its mighty dragon-inherited strength and claws. A sentient Dragonkin will fight like a humanoid, but will also benefit from a



supernatural strength. Due to their regenerating capacities, Dragonkin never fear to enter the fray and are immune to all fear-based spells.

Special Rules: All Dragonkin have the power to regenerate. A Dragonkin heals 5 ENDURANCE points every time it takes a turn, and will continue to do so, even when it is reduced to 0 ENDURANCE, unless its body is subjected to Holy Water whilst at 0 ENDURANCE. One time per combat, a few (20%) of Dragonkin can launch a Fire Blast. This is a Ranged attack that inflicts double ENDURANCE damage.

Roleplaying Notes: Bestial Dragonkin can only be encountered in regions where the remains of False Dragons of Naar are to be found. Sentient Dragonkin can mingle with the society they come from and act as Agents of Darkness. Some of these intelligent Dragonkin actively seek ways to resurrect the Sea Dragon which gave them their powers. So far these efforts have been in vain. During its long lifespan, a Dragonkin inexorably transforms into a bestial, infertile dragon-creature, until nothing of its former aspect remains. It is rumoured that the ingestion of the blood of a False Dragon will instantaneously transform a Human into a Dragonkin.

Regions where bestial Dragonkins may be encountered



GROLTH

Combat Skill: 10-14

Endurance: 25-35

Traits: Defence 1, Brutal 2

NOTABLE SUB-SPECIES:

Grolth Tadpole

Combat Skill: 15-21

Endurance: 18-20

Traits: Grouping (Swarm)



Physical Description: Grolths are mindless, brutish grey-skinned amphibian humanoids that thrive in the swamps of Tadatizaga. Usually peaceful, these tough, bi-pedal and cold-blooded hunter-gathers are the only known creatures that are able to feed on the poisonous vegetation of the Hardlands. They are among the most venomous creatures of Magnamund. The slime which covers their grey skin is lethally poisonous. The Grolth are related to the Grolth Tadpoles which thrive in Lake Ghargon. They are large and horribly misshapen tadpole-like fishes with a Grolth-like head. Some display



one single dragon-like taloned arm or leg. Contrary to the terrestrial Groth they have reptile-like fangs. The Groth Tadpoles are not the larvae of the Groths; they are distant relatives which share common ancestry but have followed a different evolutionary path since the Golden Age of the Shianti.

History: Despite their humanoid aspect, the Groth (and the Groth Tadpoles) are Dragon-creatures which were first spawned during the Age of Awakening by the mighty Shog'aash, the last Sea Dragon of Naar, in the fathomless depths of Lake Ghargon after she awoke from her ages-long hibernation. The solitary Sea Dragon laid many eggs which were unexpectedly seeded by a powerful anti-nature curse placed upon Tadatizaga by Deathlord Ixiataaga long before the awakening of the Shog'aash. To the despair of the Shog'aash, these eggs hatched creatures which looked like large tadpoles, and they fed on the highly nutritious plankton in Lake Ghargon.

The influence of the Moonstone during the Golden Age of the Shianti triggered their evolution and led some of them to evolve into carnivorous aquatic hunters: the Groth Tadpoles. Others metamorphosed into bipedal humanoid amphibians: the Groth. The Groth rapidly spread across the uninhabited blizzard-swept hills of Tadatizaga and thrived in this hostile environment due to their ability to feed on the poisonous vegetation of this cursed region. Their presence in the Hardlands attracted predators from the Darklands such as the Egorghs, and the Giant Wolves.

Since the arrival of the Darklords upon Magnamund, hordes of Groths have regularly and inexplicably attacked the western border of the Darklands with varying degrees of success. Conversely, a large number of Groth have been captured and enslaved by Darklord Ghurch and Darklord Tomogh of Gournen and subjected to experiments by their Nadziranim. Groth Tadpoles, when they grow too large (i.e. longer than 9 feet / 3 meters) are invariably killed and eaten by the Shog'aash who swims supreme and undisputed in Lake Ghargon.

Combat: When encountered in the swamps of Tadatizaga, Groth are docile creatures which are unlikely to attack a party of Players foolish enough to explore this accursed land. However, the Groth of an entire swamp can suddenly and simultaneously become very aggressive and attack all living creatures in the vicinity. The Groth do not appear to be dangerous, but the slime which coats their skin is a magical poison which is lethal even to most Darklands creatures, including Mountain Giaks. When angered, Groth will try to touch their opponent and thereby pass on their deadly poison. Groth Tadpoles are venomous piranha-like predators that amass and attack in large numbers in order to overwhelm large prey.

Special Rules: Groth and Groth Tadpoles will cause +5 ENDURANCE points of damage every time they successfully hit a Player. This is a consequence of their venomous touch. The

Magnakai Discipline of Curing and equivalents do not immunize against Groth venom, which is necromantic toxin, similar to all the poisons found in Tadatizaga, which are a result of the curse cast long ago by Deathlord Ixiataaga.

Roleplaying Notes: Groth are something of a mystery to both the Darklords of Helgedad and the sages of the Freelands of Magnamund. Born of the Shog'aash and the Deathlord's power, they do not look like dragon creatures and have unique attributes.

They are as poisonous as the hellish lands of Tadatizaga itself, and although they are usually benign they can suddenly turn into viciously aggressive foes. Their regular attacks along the western borders of the Darklands are a thorn in the side of the Darklords of Helgedad. Some scholars, notably the Kloons Sages of Chaman, have theorised that the Shog'aash has remote control of those seemingly non-sentient creatures.

KITAEZI DRAGON

Combat Skill: 32-47

Endurance: 45-55

Traits: Flying, Invulnerable (physical ranged, half damage from magical attacks), Swift

Physical Description: These are large, flying dragon-like creatures which exist only in Central Shadaki. Their forelimbs are equipped with impressive claws, including a prehensile one, and bat-like membranous wings. On the ground, they are bipedal creatures that walk on their long hind limbs. They can seize and grip items using their prehensile forelimbs. Some are intelligent and have the ability to converse with humans and humanoids.

History: In the remote hills of Central Shadaki, the native tribesmen long ago found the gigantic remains of mighty winged Dragons which fell from the sky during the draconic wars of the ancient past. The malevolent Kitaezi Shamans (see Chapter Humans & Humanoids in the Magnamund Menagerie) notably revere the remains of Dazhasha, a winged False Dragon which perished impaled on a mysterious and seemingly ageless obelisk.

These evil necromancers have channeled the residual power of the remains of Dazhasha and used it to craft magical bronze statuettes generally in the likeness of the Dragon which will curse any mortal being that touches them.

A human who touches one of the Dragon Statuettes of the Kitaezi Shamans will instantly transform into a winged draconic creature. They will retain, at least partially, their conscience and intellect. Simultaneously, the bronze statuette transforms into a likeness of its victim. Those who fall foul of this horrible curse are often driven insane by the agony of the transformation. They become



bloodthirsty and chaotic berserkers as a consequence. The rare few who retain their intellect will often choose to serve the Kitaezi Shamans in the slim hope they will be rewarded one day with a return to their true form.

Very few victims realise that they can oppose the Kitaezi Shaman and retrieve the statuette which transformed them. This is their only true hope of ever returning to their human form. At the behest of Shasarak the Wytch-king, the Kitaezi Shamans use this curse to punish tribal chieftains of the jungles of Shadaki who defy his rule.

Combat: A Kitaezi Dragon will swoop down from on high to crush its victim beneath its huge weight. If the victim survives this crushing attack, the Kitaezi Dragon will attempt to slash them to death with its clawed forelimbs. They are swift and agile close-combat fighters.

Special Rules: Kitaezi Dragons have inherited a part of the supernatural resistance of Dazhasha the False Dragon.. One time per combat, a Kitaezi Dragon can launch a Fire Blast. This is a Ranged attack that inflicts double ENDURANCE damage.

Roleplaying Notes: Kitaezi Dragons are powerful enemies that Players would be wise to avoid whenever and wherever possible. They are not intrinsically evil; they are humans that have been

unwittingly transformed into dragon-creatures. Those that have been driven insane by the agony of transformation have no control over their actions and will attack in berserk fashion.

If Players are able to reason with a Kitaezi Dragon (i.e., one that has not been driven insane) may be able to convince it to turn against the Kitaezi Shaman who cursed it. However, very few Players will likely be aware of the intrinsic nature of these creatures, and they will have to obtain this knowledge to fully understand the situation. This could be gleaned from a conversation with a Kitaezi Dragon.

The only way to remove the curse placed upon a Kitaezi Dragon is to place the bronze statuette which cursed it back into its clawed hand. Players who are successful in doing so will witness a wondrous transformation take place. Slowly the Kitaezi Dragon will shrink and its body will change into that of the human it was before. The Bronze Statuette, which bore the likeness of the cursed human, will revert to the shape of a winged dragon when the transformation is completed.



LAVAS

Combat Skill: 34-49

Endurance: 35-45

Traits: Flying, Grouping (Mob), Invulnerable (physical ranged)

Physical Description: Lavas are winged man-high bipedal Dragon-creatures, with horny skins, tails and wings that glimmer like crinkled sheets of gold leaf. Armour-like scaly plates protect their limbs, bellies and skulls. They have glowing malevolent eyes and from their serrated beaks protrude snaky tongues. Their claw-like hands and feet are tipped with talons that glint like sharpened knives.

History: Native to the Plane of Darkness, Lavas are the fell servants of the Dark God Naar and are counted among the legions of his most ferociously efficient soldiers. When Huan'zhor the Dragonlord was rewarded by Naar for the many acts of evil he perpetrated during his long existence, he was granted a fiery domain within the Plane of Darkness.

The Dark God created a new warlike race of Dragon-creatures in the likeness of his favoured champion. These were the Lavas. They were enslaved to Huan'zhor and, under his command, they ravaged many worlds of Aon and the Daziarn in the name of Naar. They proved to be so powerful and ruthless that the Dark God adopted them as his principal shock troops. In MS 5000, Lavas are present in every domain of the Plane of Darkness.

Combat: Encountered individually, a Lavas is an extremely strong, fast and agile fighter. It circles above its target before sweeping down to attack, battering its victim with its wings and slashing them with its taloned paws and horny tail. Individually, Lavas can be defeated, but when they attack en masse they are exceptionally hard to overcome.

Special Rules: The body armour of the Lavas cannot be penetrated by normal missiles, but their eyes are a vulnerable weak spot. These creatures of evil can sense the aura that radiates from agents of Light out to a range of 1500 feet / 500 meters which makes it virtually impossible to catch them by surprise. Encountered on the Plane of Darkness, Lavas can become semi-transparent.

To human or humanoid eyes, their outlines flicker in and out of sight. In this exceptional circumstance, they can only be detected by Players who possess psychic capacities.

A group of 5 Lavas can beat the air with their mighty wings and cause a powerful down-draught which will cause most humans and

humanoids to fall down, thereby preventing them from advancing or attacking them physically.

Roleplaying Notes: Lavas are irredeemably evil and merciless entities. Woe betides any sorcerer who thinks that they could ever summon, bind and control one. They can only enter Magnamund by way of a Shadow Gate, or by the direct will of Naar himself. In theory, the latter could happen at any time, but Naar's will is constantly being held in check by the Gods Ishir and Kai. Mindful of the dire consequences that will befall Magnamund if ever Naar should succeed in flooding Magnamund with Lavas, they remain ever vigilant and determined to deny him the opportunity to do such a thing.





ZADRAGON

Combat Skill: 40-50 **Endurance:** 50-70

Traits: Defence 2, Brutal 2, Iron Will, Reach,

Physical Description: Zadrasons are huge wingless dragon-creatures that propel themselves on their four great clawed feet. Their monstrous heads are as broad as the body of an adult horse, with jagged fangs that curve down over their lower jaws. They have bulbous green eyes with which they fix their prey with an unnerving unblinking stare. Their bodies and long necks are sheathed with horny black scales, and a collar of coarse feather-like appendages fan out around the base of their skulls and the scarlet wattles which distend loosely below their throats.

History: Zadrasons are the last remaining survivors of the offspring of the Sea Dragons of Naar that fought during the War of the Wyrms and the Age of Entropy. After the extinction of their creators, some Zadrasons escaped into the underworld of Magnamund where they now rule as supreme predators. In MS 5000, there are very few Zadrasons in existence. They can be encountered in deep cavern networks or underground metropolises such as Cynx or Zaaryx. The Darklords of Helgedad hunger to enrol Zadrasons into their armies, but they have until now proved to be impervious to their power. This is due to the fact that they are spawn of far more ancient and powerful Champions of Darkness.

Combat: Zadrasons are brutal and unsubtle opponents. They invariably rush at their enemies and attempt to snatch them up in their voluminous fang-filled jaws, or trample them to death beneath their great clawed feet.

Roleplaying Notes: Zadrasons are extremely rare. Only seasoned and well-equipped parties of Players should try to deal with one of them. They like to hide in subterranean places where, in the ancient past, their kind won significant victories over the forces of Light. These places include ruined cities, like Zaaryx, that were once inhabited by their enemies. They are known to guard ancient treasures which they jealously protect. Players seeking to find an ancient artefact deep underground should be extremely wary of disturbing a sleeping Zadrason.



EXTRA-PLANAR CREATURES





CHAPTER FIVE EXTRA-PLANAR CREATURES

Extra-planar Creatures are entities originating from a plane of existence outside of the Material Plane of Aon, namely the Plane of Light (the domain of the Gods Ishir and Kai), the Plane of Darkness (the domain of the Dark God Naar), the Astral Plane of Daziarn and the Neverness. Some can be champions of Light or Darkness especially created and sent by the Gods to conquer or defend a planet of the Material Plane, like the Elder Magi or the Darklords of Helgedad and their courts on Magnamund. Others can be wandering entities or exiles from a doomed world of the Astral Plane of Daziarn, such as the Shianti. Usually these entities are so powerful in the Material Plane they are considered as Lesser Gods (or Demi-gods) by the mortals of Magnamund. However, there are also less powerful beings who occupy the other planes of existence which serve Demi-gods, such as the Agtah which are slaves to the Chaos-master on the Daziarn Plane.

The practitioners of evil Magic are able to summon extra-planar creatures to Magnamund and the most common of these are known as Demons. There are two principal types of Demons that strive to ensnare the unwary humans and humanoids of Magnamund, and those foolish enough to believe that they can summon and bind these powerful entities to do their bidding. These two types of Demons are known as Lesser and Greater Demons (or Demonlords).

They can be brought to the material world of Magnamund via inter-planar portals, called Shadow Gates, or by the use of exceptionally powerful magic. Potentially, there are hundreds of Demons that can be summoned from the parallel planes of existence. Demons are very powerful and wholly malevolent entities. Some have been created by the Dark God Naar on the Plane of Darkness, and they are pledged to wreak havoc and destruction on Magnamund. Others are ancient evil entities who dwell in a limbo-like state of existence in the infinite reaches of the Neverness and the Daziarn Plane.

Besides the Demons, powerful sorcerers (including the Shianti and the Elder Magi) are able to summon Elemental beings onto Magnamund. These creatures reside in the Elemental Strongholds of Fire, Water, Earth and Air located in the Daziarn Plane, and can manifest themselves in their corresponding core elements present on Magnamund to serve the sorcerers who have summoned them.

The following are just a few of the lesser kind of Extra-planar Creatures that Players may have the dubious fortune of encountering on Magnamund.

Note: the Darklords and Demonlords will be addressed separately in the Darklands supplement.



AGTAH & CHAOS-BEASTMEN

Combat Skill: 20-27

Endurance: 27-33

Traits: Grouping (Mob), Iron Will



Physical Description: These lumbering monstrosities from the Daziarn Plane appear to be neither humanoid nor animal but a ghastly fusion of the two. They stand upright like men, but they are covered with fur or scales and have misshapen horns. Their heads are of varying types. Some are cat-like with huge, green eyes; some are boar-like with snouts and twisting tusks; others have rams' heads that are sabre-toothed and riddled with decay. Clusters of insect eyes protrude from their skulls, and their lolling tongues hang limply from their gaping maws and drip with black venom. No two Agtah or Chaos-beastmen are identical, although the fire of Chaos burns fiercely in the evil eyes of all of these twisted parodies of human, humanoid and animal lifeforms.

History: The Agtah, or 'Creatures of Chaos', are the hideous creations of the Chaos-master on the Daziarn Plane. The seething corruptions of this Demi-god of Evil encroach upon the goodly realms of the Daziarn, corrupting and consuming all they touch. The Chaos-master instills corruption in everything he comes into contact with, including the humanoid sentient beings inhabiting the twilight world of the Daziarn Plane, such as the Meledorians who can be transformed into evil Chaos-beastmen that are similar to the original Agtah. Only the destruction of the Chaos-master can save his victims yet some Meledorians choose willingly to make a pact with Chaos in the deluded belief that it will grant them immortality.

Initially they gain strength and longevity, but eventually they mutate into Chaos-beastmen. Their humanoid bodies develop lizard-like scales or furry hides. In the final stage of their mutation, their skulls and faces become grossly disfigured.

Combat: Agtah are bestial opponents which attack with their clawed paws and fanged maws. Chaos-beastmen eschew the use of normal weapons in favour of their sharp talons and teeth.

Roleplaying Notes: It is exceptionally rare for Agtah and Chaos-beastmen to be found upon Magnamund. Their domain is the Daziarn Plane. However, elements of the corruption of Chaos can pass through the Shadow Gates of Magnamund (such as the one located below the Guildhall of the Brotherhood of the Crystal Star in Toran), although it is invariably short-lived upon entering the Material Plane. Short-lived, that is, unless it finds a living host to infect immediately upon its arrival. Chaos-tainted and highly contagious Beastmen have been encountered in the vicinity of other Shadow Gates and they are destroyed on sight by the forces of Light. However, the threat that Chaos poses is insidious and ever-present. Powerful evil sorcerers who have studied the Shadow Gates of Magnamund can summon Agtah to serve them. There is a dreadful possibility that one day such a sorcerer may make physical contact with the Chaos-master himself and be transformed into a Chaos-creature with magical abilities. Young Brothers of the Crystal Star are strongly warned by their elders to be extremely careful when studying the Shadow Gate of Toran for fear that they may fall into the seductive clutches of Chaos.

AIR ELEMENTAL

NOTABLE SUB-TYPES

Wind Sprite

Combat Skill: 5-7

Endurance: 5-10

Gale Wraith

Combat Skill: 10-14

Endurance: 10-15

Whirlghast

Combat Skill: 20-28

Endurance: 25-38

Traits: Flying, Invulnerable (physical ranged)

Physical Description: Many species of Elementals inhabit the Elemental Stronghold of Air in the Daziarn Plane, from the benign Wind Sprites and Gale Wraiths to the powerful and dangerous Whirlghasts. When they are resident upon their home plane, they adopt forms which resemble the shape of beautiful creatures – including humanoid females – with silvery hair and glowing almond eyes. When summoned to Magnamund, they are transformed into near-invisible vortexes and winds of various volumes and sizes. Wind



Sprites are bird-sized, Gale Wraiths are dog-sized, and Whirlghasts are man-sized or larger. As they pass across the surface of the land, they whip up loose debris which becomes trapped by these swirling inverted whirlpools of air. It is this swirling debris which gives them a recognisable physical form with the faint outline of a pair of eyes shining from within the depths of their whirl.



History: On their home plane, Whirlghasts are peaceful and graceful entities. However, when they are summoned to Magnamund, they are transformed into hostile phenomena with a strong desire to destroy living creatures and can thus be devastating tools for the sorcerers who are able to summon them. Wind Sprites and Gale Wraiths also suffer transformations but they usually remain peaceful and benign entities.

Combat: Whirlghasts use the mass of debris that is trapped within their swirling vortexes to batter and abrade their enemies. They can be cunning adversaries and will deliberately try to force their opponents towards any natural hazard in the immediate vicinity (e.g. cliff edges, steep drops, boggy ground) in order to place them at an increased disadvantage.

Special Rules: Once per combat encounter, a Whirlghast can eject objects from the core of its vortex. This has the effect of 'lightening its load' and it will grant it an extra 5 ENDURANCE for the remaining rounds of the combat. However, the effort and concentration which is required to perform this action will temporarily reduce its COMBAT SKILL by 5 until the combat ceases. Any Player who is

not directly engaged in the combat, but is positioned in the open within 500 yards (500 m) of it, risks being struck by the ejected debris. They should immediately pick a number from the Random Number Table in the usual way. If the resulting number is a '0', they will have been struck by this debris and will suffer an immediate loss of 8 ENDURANCE points.

Roleplaying Notes: Air Elementals communicate in soft melodic whispers when they are resident on their home plane. However, when they are summoned to Magnamund, they lose all ability to converse in their natural way. Attempts to communicate are transformed into a howling screech that will cause Whirlghasts great anguish and make them further despair of their current predicament. Thus enraged, they will strive to break free of their binding and escape the torments of Magnamund at the first opportunity.

CRYPT SPAWN (SWARM)

Combat Skill: 16-55

Endurance: 16-40

Traits: Flying



Physical Description: Crypt Spawn appear in material form as slimy, brain-like monsters, with clawed bat wings and long trailing tentacles. The dark, greyish matter that makes up their central mass, pulses with a wan, sickly light. This light radiates dully from the pulsating veins that cover their brain-like bodies.

History: These monstrosities can be summoned at will by the Darklords of Helgedad and their necromantic sorcerers, the Nadziranim, directly from the Plane of Darkness. Darklords have sometimes used a flood of Crypt Spawn to attack and overwhelm an enemy, or have set a plague of them upon a land to despoil its crops and livestock. The Evil Shianti also had the ability to summon



Crypt Spawn which they used primarily as guardians in many of their burial tombs.

Combat: Utterly hostile to any creature not allied with their masters, the first instinct of Crypt Spawn is to swarm and attack. Although they are telepathic, Crypt Spawn rarely communicate intelligently.

Roleplaying Notes: Outside of the Darklands, Crypt Spawn will most often be encountered as living traps guarding Shianti burial grounds and tombs. A giant horde of Crypt Spawn summoned by a Darklord can overwhelm an enemy and can only be repelled by goodly Magic.

DEMON (LESSER)

Combat Skill: 20-45

Endurance: 20-53

Traits: Flying (if winged), Invulnerable (non-magical attacks), Iron Will



Physical Description: When Lesser Demons appear on the Material Plane, they can adopt many different forms, from ugly, distorted monsters with horns, wings and claws to human or humanoid forms, with or without clothes. In humanoid form, the only tell-tale sign that betrays them is the pupils of their eyes. They are invariably

black, the deepest and most impenetrable black that most mortals never experience. Looking into the eyes of a Lesser Demon is like staring into the coldest, farthest reaches of deep space.

History: Ageless protagonists of the struggle between Good and Evil, Demons are the original denizens of the Plane of Darkness, born of the will of the Dark Gods (Naar and the divinities of the Pentad) or the power of Darkness itself, before the creation of Aon. Some of them immigrated to the Astral Plane of Daziarn or the Neverness, but their presence is unnatural in the Material Plane of Aon. Lesser Demons can exist in two parallel dimensions at the same moment in time. The core of their being will nearly always reside on their home plane. Their manifestation in the material plane is nothing but a projection of their psychic energy. It is this mind energy that transforms itself into a corporeal shape upon the instant they arrive. Lesser Demons can thus be summoned by powerful sorcery without Shadow Gate and bound by holding spells. Sometimes they will assist sorcerers or necromancers to achieve their aims, but all the while they will be seeking a way to trick and consume the one who has summoned and bound them.

At the instigation of the Dark God Naar, Lesser Demons can exceptionally come to Magnamund through a Shadow Gate. In that case, the core of their being arrives also in the Material Plane, and they can be definitely annihilated if defeated. However, their power is five times greater than in their own plane, which makes them nearly invincible.

Combat: Lesser Demons can use conventional weapons and Right-handed magic (See common Dark Spells in the Nadziran entry) to battle their opponents. If a summoned Lesser Demon is destroyed on the Material Plane, its psychic energy will be shattered and its natural form will be greatly weakened on its home plane. It will not be completely destroyed but it will be severely crippled and disadvantaged for all eternity. If the core of a Demon crosses a Shadow Gate, this entity will gain +10 to its original COMBAT SKILL and ENDURANCE.

Special Rules: The body of any humanoid creature that is killed by a summoned Lesser Demon can subsequently be possessed. All body wounds, including dismemberment, can be repaired instantly. In this way, a Lesser Demon can adopt the perfect disguise when seeking to use the body of the human or humanoid it has slain in order to pass itself off as that being. Beings slain by Lesser Demons become undead.

Roleplaying Notes: Lesser Demons are hugely powerful adversaries that Narrators should use only after very careful consideration. Most Players will not be equipped to prevail against them in a face-to-face confrontation. Possibilities exist to limit their powers, such as a consequence of the binding that has been placed upon them.



DENTAAG

Combat Skill: 31-46 (pack 36-51)

Endurance: 24-26 (pack 30-38)

Traits: Aegis, Flight

Physical Description: Dentaag are large, spindly-limbed, black insectoids with ghoulish heads and composite eyes. They are able to dissipate in a swirl of black smoke and can pursue their victims in this form.

History: Dentaag are an ancient breed, a creation spawned by Naar for use by the Deathlord of Ixia at the time he was tasked with conquering Northern Magnamund. They still exist in Xaagon where they protect the enchanted prison of their master. They act as the eyes and ears of the dormant Deathlord, ever watchful of the territories surrounding Ixia. Other Dentaag can be found on the Plane of Darkness, the domain of the Dark God Naar. Notably they thrive in the sub-domain of Nza'Pok, Lord of the Mire.

Combat: Often several Dentaag will attack simultaneously. At first, they utilise their fearsome psychic powers to assault and weaken their adversaries prior to engaging them in close combat. Once engaged, they use the razor-sharp spines that protrude from their shells to stab repeatedly at their foes.



Special Rules: At the beginning of a combat, Dentaag will unleash a tremendously violent psychic attack that can overwhelm even the strongest of psychic defences. Players with the Magnakai Discipline of Psi-screen will in part resist this assault and lose 4 ENDURANCE. Players without this Magnakai Discipline, but with the Kai Discipline of Mindshield, will lose 8 ENDURANCE. Players with no psychic protection will lose 12 ENDURANCE and will be rendered unconscious for the duration of the combat.

Roleplaying Notes: Dentaag should be used sparingly, perhaps only in the final stages of an adventure. Players who possess no physic defences will be especially vulnerable to a Dentaag mind assault and may be rendered unconscious as a result.

EARTH ELEMENTAL

Combat Skill: 25-40

Endurance: 45-60

NOTABLE SUB-TYPES

Stoneghast

Combat Skill: 27-40 **Endurance:** 45-55

Earth Giant

Combat Skill: 20-35 **Endurance:** 50-60

Traits: Burrow, Defence 2



Physical Description: Earth Elementals are created from rock and soil. Various forms exist in the Elemental Stronghold of Earth on the Daziarn Plane. When summoned to Magnamund, the Stoneghasts take the form of very large (15 feet / 5 meters tall) muscular humanoid figures with sharp and angular features. They are lumbering and gnarled hulks with mottled skin comprising clay and clumps of topsoil that adhere to their craggy bodies. Earth Giants can also take the earthen form of animals, such as great bears or wolves. When they reside upon their home plane of existence, they



adopt wholly different forms that would be unrecognisable to the creatures of Magnamund.

When an Earth Elemental is summoned, a large crack appears in the ground that widens into a great hole when the entity emerges amidst an explosion of loose rock and soil. Once their assigned task on Magnamund is completed, Earth Elementals return into the hole from which they appeared. The surrounding earth then rapidly fills and covers the hole, leaving a shallow indentation.

History: On their home plane, Earth Elementals are placid and benign entities. But when summoned to Aon and brought to the surface of Magnamund, they become angry and embittered. They are easily bound by powerful sorcerers and they bitterly resent this binding. They are efficient agents when used by their summoners to destroy a wall, a building or a party of foes. If bound for a long period,

Earth Elementals lose all trace of their naturally benign dispositions and become chaotic lumbering hulks bent on destruction. They will lash out at any living creature that comes within range.

The legends of the Southlands tell of seven Greater Earth Elementals that settled on Magnamund during its creation. Kloon Sages know that these entities were called by various names, including the Kazim, the Stone People, and the Masters of Truth. In MS 5000, no one knows for sure what has become of these ancient entities. It has recently been discovered that there is a mysterious stone circle in the heart of the Fernmost Forest called 'Circle of the Kazim'.

Combat: Earth Elementals display few signs of sentience. Earth Giants are considered by scholars and sages to be the most stupid of all Elementals. They possess the ability to pick up heavy boulders and hurl them up to 1500 feet (500 m) but with poor accuracy. When engaged in combat, they will seek to batter and crush their opponents to death.

Special Rules: Earth Elementals can hurl a heavy boulder prior to engaging in close combat. This missile attack has a low chance of hitting its intended target and will only do so on a Random Number pick of 0. If the throw is successful, any Player struck by the hurled boulder will lose 10 ENDURANCE and be rendered unconscious for a number of minutes corresponding to a Random Number pick (0 = 10 minutes). Earth Elementals can only perform this ranged attack in locations where boulders are present, only once before combat, or once if its opponent elects to evade during combat.

Roleplaying Notes: Earth Elementals speak with a very low voice when they are present on Magnamund. Their speech is crude and monosyllabic. They abhor the fact that the Material Plane of Aon transforms them into a parody of their true selves and, as a consequence, they are in a perpetual state of frustrated rage. They

will strive hard to break their bonding and leave Magnamund at the earliest opportunity.

ELDER MAGI

Combat Skill: 33-52

Endurance: 30-45

Traits: Iron Will, Veteran 25 / +1



Physical Description: Before they arrived on Magnamund from the Plane of Light, these goodly entities had no physical form at all; they were balls of pure energy. When they arrived they all adopted human form, even though they are able to adopt any form they wished. In MS 5000, the remaining Elder Magi look like very venerable elderly men and women clad in magicians' robes. The Elder Magi became mortal beings the moment they appeared on Magnamund. They have exceptionally long lifespans (more than one thousand years) yet, being mortal, they are destined to grow old and pass away.



History: The Elder Magi are all that remain of the race of beings from whom all goodly magic stems on Magnamund. They were sent to Magnamund in 4570 MS by the Gods Kai and Ishir to challenge Agarash the Damned, Naar's greatest champion. They undertook a daring assault upon his fortress at Naaros and seized the stolen Lorestones of Nyxator whilst he slept, entranced by their spells. Enraged to a terrible fury, Agarash unleashed his Creatures of Darkness in a great war with the Elder Magi that lasted over one thousand years. But the magicians used their intelligence and skill to turn his creatures against themselves and, by so doing, brought about the downfall of his great empire in 3572 MS.

The Elder Magi then ruled the largest part of Magnamund, from the Hellswamp to the Bavari Hills and from the Kelderwastes to the Gulf of Durenor for many centuries, turning the crater of Danarg into a rich and fertile paradise, the perfect setting for their most sacred place of worship—the Temple of Ohrido. They interbred with several races of Magnamund, including humans, and passed down fragments of their innate magical power to their descendants which allowed these races to access Old Kingdom magic. In MS 5000, the oldest remaining Elder Magi of Magnamund are not the beings who defeated Agarash; they are their direct descendants. However, most of the human and Drodarin magicians of Magnamund (with the notable exception of the Brothers of the Crystal Star) can trace their genealogy back indirectly to ancient Elder Magi ancestors.

In 2514 MS, the numbers of the Elder Magi were decimated in the Great Plague that was released by their enemies - the Cener Druids of Ruel. The surviving magicians sought refuge in the mountains of Dessi and have lived there ever since among the Vakeros, the indigenous tribesmen of this realm. Over many centuries, the Elder Magi interbred with the Vakeros and taught the Vakeros Warrior-Mages the secrets of their battle-sorcery. The current Magicians of Dessi are descended from the Elder Magi and have been born with strong innate magical powers.

The Elder Magi have always aided Sommerlund and the Freelands and have been loyal and invaluable allies to the Kai Order and its illustrious founder, Sun Eagle. They are the wise observers of Magnamund from the Tower of Truth in the wondrous city of Elzian, and they can detect imbalances between the forces of Good and Evil. They also craft powerful goodly artefacts to assist the champions of Light to defeat the Agents of Darkness, such as the famous Blue Steel weapons that are bestowed upon the Vakeros Warrior-Mages.

In MS 5000, their ancient power is waning and the few thousands of Elder Magi who survived the Great Plague number less than a hundred. When an Elder Magi comes to the end of their mortal life on Magnamund, they pass over into the Plane of Light, the ethereal domain of the Gods Kai and Ishir, in a special ritual conducted in the Tower of Truth in Elzian.

Combat: The Elder Magi almost never fight in hand-to-hand combat. On the rare occasions that they are forced to do so, invariably against the agents and champions of Darkness, they unleash their considerable magical powers. They favour luring their opponents into deadly traps, or causing them to fight one another by means of powerful spells of illusion.

Special Rules: The Elder Magi are masters of Old Kingdom Magic. They have all the disciplines of the Magicians of Dessi and the Vakeros Warrior-Mages classes, as well as supplementary powers (notably elementalism, illusion, sorcery, psychomancy, prophecy and alchemy). They have an equivalent of the Magnakai Discipline of Psi-surge.

Roleplaying Notes: The Elder Magi command great love and devotion from the people of Dessi. Yet it is apparent to all that their power and influence is fading as a new age fast approaches. Soon they will disappear entirely from the face of Magnamund.

The younger generations of Magicians of Dessi and Vakeros Warrior-Mages are stepping forward to pick up the legacy that their illustrious forebears are leaving for them. Centuries earlier, when the power of the Elder Magi was not in such evident decline, they were widely revered as demi-gods amongst men. But now their powers have ebbed to the point where they can no longer provide an effective check against the rising might of the practitioners of evil magic and corrupted nature, such as the Nadziranim of the Darklands and the Cener Druids of Ruel.

The Elder Magi are very rarely encountered outside of their principal Dessian cities, namely Elzian, Hikas, Anasundi and Herdos. The exceptions to this rule are senior members of their High Council who actively assist the Order of the Kai.

FIRE ELEMENTAL

Combat Skill: 14-28

Endurance: 30-40

Traits: Invulnerable (non-magical attacks)

NOTABLE SUB-TYPES

Flame-man

Combat Skill: 14-18

Endurance: 36-40

Traits: Grouping (Mob), Invulnerable (non-metal attacks)

Physical Description: Upon the Elemental Stronghold of Fire in the Daziarn Plane, Fire Elementals are scintillating and magnificent entities, incandescent, vibrant, and sparking with raw energy. But when they are summoned to Magnamund they are transformed into flaring pillars of wild fire that burn and crackle with frustration



and seething malevolence. This is exacerbated by the relatively low surface temperature of the planet. Flame-men are Fire Elementals which have been forced by evil sorcerers to adopt a blazing human form upon being summoned. This is wholly unnatural to them and it causes them constant physical and psychic pain.

History: Fire Elementals, when summoned to Magnamund, are capable of causing great destruction to their immediate surroundings. On their home plane, combustible objects and copious quantities of oxygen do not exist, so their raw power is greatly restricted. Fuelled by these new and highly inflammable components, Fire Elementals on Magnamund relish the anarchic freedom that comes with their suddenly increased power. Unrestricted, they quickly transform into wild and wilful phenomena that are very difficult to control and contain, especially so because of the unrelenting physical and mental pain they are forced to endure.

Combat: Fire Elementals are deadly close range combatants. They will use the extreme heat that they generate to sear their enemies to a blackened crisp.

Special Rules: Fire Elementals can only be injured by magical weapons, spells, and by being drenched with a large quantity of water. However, due to their humanoid form, the Flame-men can be hurt by normal metallic weapons. Wooden weapons and missiles will ignite upon striking them and do no harm.



Fire Elementals can hurl balls of fire as a ranged attack, striking with a 50% accuracy so long as they are in the open and within 150 feet (50 m) of their chosen target. Players facing a Fire Elemental must double all ENDURANCE they lose during combat due to the severity of the burns they sustain. Water is by far the most effective weapon to employ when fighting any Fire Elemental. However, it must be used in sufficient quantity. A minimum of 50 gallons (225 ltrs) is required for it to have any chance of destroying them. If a Player is able to douse a Fire Elemental with, or in, 50 gallons of water, or more, it will automatically be destroyed. No trace of the destroyed entity will remain.

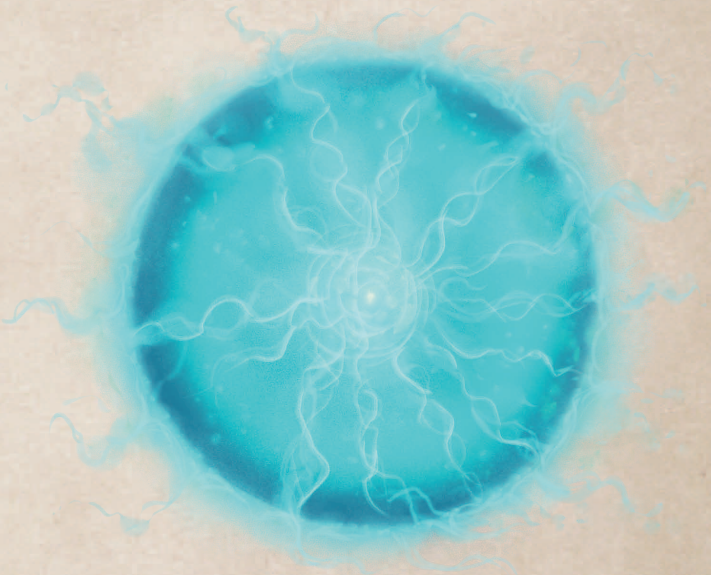
Roleplaying Notes: Fire Elementals hate Water Elementals and will seek to find a way to destroy them in priority to attacking all other enemies. If they come into physical contact with Water Elementals whilst on Magnamund, they are automatically destroyed.

HEART WARDEN

Combat Skill: 18-20

Endurance: 20-24

Traits: Brutal 1, Flight, Iron Will (can be granted to allies), Swift



Physical Description: These intelligent extra-planar creatures from the Plane of Light look like balls of incandescent light. They are consummate shape shifters can take the form of any small creature and still retain all of their abilities.

History: Before their people allied themselves to Shasarak the Wytch-king, the Wytches of the Sadi Desert were able to summon Heart Wardens from the Plane of Light. These creatures possess tiny fragments of the goodly power of Goddess Ishir and they became protectors of the Wytches who invoked them. After the



Great Alliance of MS 4650, most Wytches became practitioners of evil magic under the tutelage of Shasarak, but a few goodly Wytches took refuge in the jungles of Shadaki where they passed down their knowledge to the tribal population. In MS 5000, a few jungle shaman females, direct descendants of these renegade Wytches, are able to summon Heart Wardens to protect them physically and magically from detection by the evil Wytches loyal to Shasarak.

Combat: A Heart Warden rarely fights in its original form. It transforms itself into a small creature, be it an animal or a monster. They display supernatural speed and strength in combat.

Roleplaying Notes: A Heart Warden can shield itself and its summoner from any form of divination magic, giving its summoner a Resistance Test to defeat such spells and disciplines. If the Test is successful, the summoners can send back to the detector whatever image or message they wish it to see, including nothing at all.

ICE DEMON

Combat Skill: 37-53

Endurance: 40-50

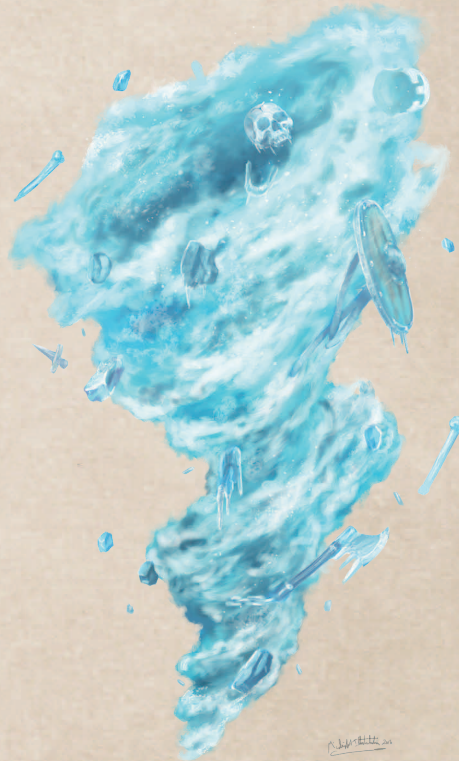
Traits: Invulnerable (non-magical attacks), Reach

Physical Description: Ice Demons are formless creatures before they arrive on the Material Plane that is the universe of Aon. They exist as pure energy in other dimensions, beyond the confines of space and time. They manifest on Magnamund as freezing blasts of wind that whirl ferociously into a small cyclones.

History: Legend tells the story of the evil Ice Demons who once fought a war in order leave their doomed world and come to Magnamund. During the Age of Awakening, they arrived in Kalte by way of a Shadow Gate, which in this instance was known as the 'Vagadyn Gate'. The evil, corrupted Shianti who occupied Kalte at the time of their arrival, captured these entities as they emerged from the Vagadyn Gate. They imprisoned the Lesser Ice Demons in large glowing stone bowls, called M'lare Bowls, which are a source of eternal light.

The evil Shianti harnessed the power of the Greater Ice Demons and used it to construct the ice fortress of Ikaya, as well as other elaborate edifices and devices now hidden in the Caverns of Kalte and deep beneath the Uncharted Void. In MS 5000, the Ice Demons are still imprisoned in M'lare crystals, or animated statues, or even magical devices in Ikaya and the Caverns of Kalte. If an Ice Demon is released from its prison, it will seek to enter and control body of the creature who released it with the aim of releasing its fellow demons. They are bent upon vengeance and are determined to conquer and plunge Magnamund into a terrible Ice Age when the opportunity to do so presents itself.

Combat: Ice Demons will manifest themselves by adopting the form of a whirling, freezing cyclone. They can use the mass of debris that is trapped within their swirling vortexes to batter their enemies to death. If it has taken control of a living creature, an Ice Demon can turn the body of its host into an Ice Golem prior to a combat, coating it with thick crystalline ice from head to toe until it resembles a sculpture of finely chiseled crystal. These Ice Golems fight surrounded by a large sphere of translucent crystal formed by freezing blasts of icy wind, from which they can conjure and hurl myriad chunks of ice. Greater Ice Demons also take advantage of their non-corporeal form and dimensional magic to violate the natural law and balance of the Material Plane, being able to breach and enter any door and magical shield at will. This also allows them to make ranged attacks: a swirling vortex engulfs the outstretched arm of their body host and another appears directly in front of their foe. The host's fist or weapon then strikes their foe at range from the core of this vortex.



Special Rules: Unless they have the Magnakai Discipline of Nexus, or have applied Baknar Oil to their skin, Players facing an Ice Demon will lose 3 ENDURANCE every round due to the freezing effect of the Ice Demon's attack. Moreover, Ice Demons possess tremendous psychic powers (equivalent to Psi-surge) which they will use to attack and slay mortal enemies. A released Ice Demon will immediately seek to enter and control the body of whoever freed it from captivity. The only course of action that the target can take is to flee from the encounter as quickly as possible. Freed Ice Demons can only be held at bay by the use of fire or an enchanted goodly weapon.



Roleplaying Notes: Any mortal creature who becomes possessed by a freed Ice Demon will automatically receive the COMBAT SKILL and ENDURANCE points of the Ice Demon (as listed above). This will transform them into a very powerful and intelligent adversary. They will seek to destroy any goodly mortals in their immediate vicinity (most likely their fellow Players). Ice Demons are powerful entities, but when they take possession of a human or humanoid, they become mortal and therefore vulnerable to being injured and/or killed. If a possessed human is reduced to 0 ENDURANCE, it will die and so will the Ice Demon that inhabits its body. Greater Ice Demons will seek to pass from one body to another if they feel their current body is about to be killed. However, they can do so only if they can physically touch another body.

IPAGÉ

Combat Skill: 20-25

Endurance: 20-30

Traits: Grouping (Mob), Invulnerable (non-magical attacks)



Physical Description: Ipagé are entities ranked as Lesser Demons. When summoned, they usually manifest themselves as grotesque creatures with high-humped backs and square, flat faces that bear two blank, emotionless eyes. These eyes are colourless and entirely lacking in warmth or feeling. Their bodies are semi-transparent and

shimmer with an eerie green light. As is the case with most Lesser Demons, they can transform at will into the guise of humans and humanoids.

History: Known as the “Demons of Hate”, the Ipagé Demons are paradoxical entities that originate from the Plane of Darkness. Only the evil Shianti and the Shadakine Wytches are known to be able to summon them to Magnamund. Their power is derived from hatred, and the more they are hated by their foes, so their power increases. They are only known to fight if attacked by mortal creatures.

Combat: Ipagé Demons can read the mind of Players they encounter. They only will attack Players who seriously want to destroy them and will feed on the hatred they generate. Once a fight is initiated, the attacked Player must fight an Ipagé to the death. Ipagé can attack either with their grotesque bodies, or in human or humanoid guise. Like other Lesser Demons, they are capable of using weapons and Right-handed magical spells.

Special Rules: During a combat, an Ipagé Demon will gain +2 Combat Skill and +2 Endurance for each opponent who willingly chooses to attack. This increase in power is gained from the hatred emitting from their enemy.

Roleplaying Notes: Ipagé will not attack a Player who does not seek to destroy them. Therefore, an Ipagé can be rendered powerless if it encounters a group of non-combative Players. However, Ipagé are very cunning and adept at agitating humans and humanoids to attack them. They are able to read the minds of mortal beings (if unprotected by the Magnakai Discipline of Psi-screen), and they will perform actions and utter words deliberately tailored to anger their potential adversaries and provoke them to attack first. Narrators who introduce Ipagé into a scenario should devise strategies designed to provoke their Players, using the susceptibilities of the characters incarnated by their Players. Ipagé in human guise delight in sowing dissent among mortal creatures.

KLEASÁ (SOUL-EATER)

Combat Skill: 25-45

Endurance: 25-40

Traits: Invulnerable (non-magical attacks), Iron Will (Mindblast only)

Physical Description: Kleasá are non-corporeal and shadowy entities when they are present on the Material Plane. They are ranked as Lesser Demons. They have claw-like horns, two blank eye-slits and gaping black maws which they use to feed, vampire-like, on the willpower and souls of mortals, since they have no soul of their own.

History: Kleasá are malevolent and powerful Soul-eaters, summoned from the Plane of Darkness by Shasarak the Wytch-King and his



Shadakine Wytches to hunt down their enemies. Kleasá do not act willingly. They will strive try to find a way to escape the Wytch-King's binding so that they will be free to roam the Material World of Aon unfettered. During the Age of War, Agarash the Damned was able to summon the most powerful Soul-eater of the Plane of Darkness: Zorkaan the Soultaker.

Combat: Kleasá surround and envelop their victims, attacking them psychically and leeching their life energy.



Special Rules: For every round of combat they are enveloped by a Kleasá, a Player must subtract 1 WILLPOWER point and 2 ENDURANCE points from their total. If the Player is a magician able to erect a magical shield, they will lose only 1 WILLPOWER and 1 ENDURANCE each round. Kleasá have an equivalent of the Magnakai Discipline of Psi-surge with which they claw at the souls of their foes. Kleasá have the capacity to take the Player they envelop hostage during a combat. If a Kleasá is touched by a magical attack when it envelops a Player, it can choose to use them as a shield and transfer all damage to the enveloped Player. If they choose this option, they cannot attack during this round of combat.

Roleplaying Notes: The corpse of any mortal slain by a Kleasá will disappear upon the instant it is killed. Its slain body and soul will be transported directly to the Plane of Darkness.

MASTER OF SOUND (LESSER)

Combat Skill: 20-30

Endurance: 20-30

Traits: Flight, Invulnerable (non-magical attacks), Ranged Combat



Physical Description: These grotesque demonic entities adopt the body of an infant human child and the face of an old man. They are capable of levitation and flight and most often choose a cross-legged and sitting pose. They emit either deeply disturbing or exquisitely charming sounds or songs.

History: Led by Steth-Amon the Screaming God, the Masters of Sound are a type of Lesser Demons which settled in the Daziarn Plane shortly after the beginning of time. While the Greater Demon Steth-Amon created his own domain and his own legion of slaves, the Elessi, the other Masters of Sound, became wandering creatures in the Astral Plane. They can be summoned temporarily to Magnamund by powerful sorcerers such as the Shadakine Wytches.

Combat: Masters of Sound do not fight physically: they use their powerful sonic capabilities to attack their foes. They emit blasts of sound as ranged attacks.

Special Rules: Masters of Sound are immune to normal weapons: only magical spells, magical weapons and psychic attacks can cause them injury. Every combat round, a Master of Sound can choose to emit one of four types of sonic attack, each with a different effect:

- **Dissonance:** Players who do not have the Discipline of Mindshield (or an equivalent) will be rendered incapable of rational thought and will attack their nearest fellow Player or ally for one round.



- **Sleep:** Players who do not have the Discipline of Mindshield (or an equivalent) will fall asleep until the end of the combat round. A Master of Sound cannot use this consecutively during combat. Upon awakening, the Player will fight the next round with a temporary loss of 2 COMBAT SKILL.
- **Piercing:** the Master of Sound targets one creature within Far range and attacks as per Ranged Combat.
- **Deafening:** the Master of Sound emits an unbearably loud shriek which causes a loss of 4 ENDURANCE to all Players within Medium Range.

Roleplaying Notes: When they do not fight, Masters of Sound sing enchanted songs with the purpose of luring mortals within range of their sonic attacks, or to benefit in some way the sorcerers who summoned them to Magnamund.

MIND REAPER

Combat Skill: 30-45

Endurance: 36-46

Traits: Flight, Swift

Physical Description: Mind Reapers first appear as shimmering haze arising from the floor. They will then crystallize into the shape of a winged beast with glowing ghostly eyes, sharp claws and a fang-filled mouth. This form can be partly altered by the will of their summoner or by the fear it can sense (if any) in its victims. The aim of this alteration is to enhance their fearsome aspect in the minds of their victims. When slain, Mind Reapers disappear in an instant and leave no lingering trace of their presence upon Magnamund.

History: These powerful spirit-creatures can be summoned from the deepest reaches of the Plane of Darkness through the power of the Black Throne in the Tower of the Damned in Helgedad. They answer the call of the Archlord of the Darklands immediately and without hesitation.

Combat: Mind Reapers fight in melee combat with their fangs and claws.

Special Rules: A Mind Reaper draws its power from invoking fear and terror in those it fights. Fear is induced when the Player(s) hear an eerie cadence, similar to the distant scream of a young human child in severe pain. Whenever it is in melee combat with a living sentient being, a Mind Reaper compounds the fear it causes in its adversary and causes a loss of 2 ENDURANCE per round. Every time the Mind Reaper leeches ENDURANCE in this way, its COMBAT SKILL and its ENDURANCE scores are increased by 1 point each. Additional COMBAT SKILL gained in this way is immediately lost as soon as the combat ends (for any reason). The only defence effective against this power is possession of psychic

ability. If a Player can use a mental shield of any kind, it will be able to block the Mind Reaper's fear-inducing capability. Mind Reapers are especially susceptible to psychic attacks. Double all bonuses a Player would normally receive if they use either Mindblast or Psi-surge (or the equivalents of) during combat.



Roleplaying Notes: Summoning the Mind Reapers from the Plane of Darkness is one of the exclusive privileges afforded to the Archlord of the Darklands. Darklord Zagarna uses Mind Reapers to torture servants who have displeased him, and to assassinate his foes both in the Darklands and beyond its borders. He also employs them as spies to watch for, and report on, plots and schemes to usurp his supremacy.

NADZIRAN (BLACK SORCERER)

Combat Skill (in natural state): 25-40

Endurance (in natural state): 25-35

Traits: See below, Traits depend on form.

Physical Description: These evil entities are rarely, if ever, seen in their natural form. This is a semi-transparent ghoulish bipedal shape which is goat-like, but with small straight horns and claw-tipped humanoid hands. The faces of their goat-like natural form are caricatures of greed, wrath, lasciviousness, avarice and pride.



They have malevolent eyes, patches of facial hair, wide nostrils, fat lips which roll back to reveal large, broken teeth and darting, wet, sausage-like tongues. They are most often clad in shimmering semi-transparent hooded robes and masks. They are masters of their dark art and can adopt various physical forms at will. When they are not in secreted in their foul laboratories, their favoured shape is that of a wispy, ghost-like life-force.

History: When the Dark God first sent them to Magnamund in MS 3072, together with the Xaghash, they formed a contingent of personal sorcerers and advisors to each of the original twenty Darklords. They exist to serve their personal Darklord master by creating weapons, spawn, potions, spells and magical devices with which to further his political ambitions. They are the most prolific users of Right-handed magic and have created some of the most powerful and destructive weapons of evil to be found on Magnamund.

These entities cannot exist beyond the borders of the Darklands in their primal form. However, they are capable of transforming themselves into more enduring forms that are resistant to the temperate climes and oxygenated atmosphere that exists beyond the boundaries of the Darklands. Highly intelligent and wickedly gifted, they communicate with their fellow sorcerers using telepathy. The Nadziranim are notoriously sadistic and take great delight in the pain and misery they inflict deliberately upon mortal creatures.

Combat: Nadziranim will launch a primary attack using their very powerful psychic abilities which are capable of overwhelming most psychic shields. They are often armed with powerstaves and will fire bolts of crackling crimson energy from their tips as arranged attack. Players struck by a bolt from a Nadziran's powerstaff will suffer triple ENDURANCE damage.

Special Rules: Nadziranim have the discipline of Psi-surge. Being masters of Right-handed Magic, the Nadziranim can perform each round any of the Dark Spells listed below:

- They can confuse a spell-caster for 3 rounds using their enhanced psychic powers. If the targeted Player does not have the discipline of Mindshield, or an equivalent, they cannot make use of any Kai Discipline or magical Discipline for 3 rounds.
- They can channel the power of Death to freeze one opponent. If touched by a Nadziran's freezing blast (a ranged attack with a 30 feet / 10 meters radius of effect), a Player must make a Test at TV7 to evade it or else be frozen and paralyzed for 3 rounds.
- They can stir close allies (Drakkarim, Giaks, Gourgaz) into battle frenzy. This will bestow +2 COMBAT SKILL on the affected allies as well as the discipline of Mindshield for the duration of the combat.





- They have the capacity to drain energy from multiple foes in a radius of 30 feet (10 meters). They will steal 4 ENDURANCE points per Player and per round. The stolen ENDURANCE points are added to the Nadziran's ENDURANCE total. When they perform this necromantic spell, they cannot do anything else. They can only use this spell for 2 rounds per fight.
- They can inflict Spell of Pain upon a Player. This causes violent convulsions that will render the Player unconscious for 5 rounds, unless it is counterspelled by a Brother of the Crystal Star or a Vakeros Warrior-Mage. A Nadziran can only use this spell once per combat.
- They can raise any slain Player (or creature in the vicinity) into a Zombie. This transformation takes three rounds to complete. Upon completion, the Player immediately attack other Players.
- They can summon a swarm of Crypt Spawn (see the Crypt Spawn Entry in this chapter) which will attack the Player(s) when they manifest themselves in two rounds.
- They can cast convincing illusions to frighten and disorganize the Player(s), such as a summoning of a seething tide of black-bodied insects. As soon as the Player(s) challenge the illusion (for example, by attacking it) it will vanish.
- They can generate Mantle of Darkness, a magical armour which will add +8 ENDURANCE to their score for the duration of the combat.
- They can cast Spell of Terror upon a Player. If this Player does not have the Magnakai Discipline of Psi-screen, they lose 4 COMBAT SKILL for the duration of the Combat.

These 10 spells are only a small sample of the magic which can be performed by the Nadziranim. Their considerable powers will be covered in more detail in future supplements.

When destroyed, a Nadziran will vanish and leave behind a harsh, caustic stench to mark its passing. On rare occasions, its body will remain on Magnamund and can be resurrected if it is transported to its personal laboratory and subjected to a dark ritual performed by a trio of Nadziranim who are loyal to the Darklord whom the dead Nadziran served. In MS 5000, a few Nadziranim are seeking to invent a spell which will automatically resurrect them if they are defeated in combat by leeching life-force from any creature(s) that inadvertently touch their corpse. So far their efforts have not been successful.

Nadziran never engage in close combat in their primal form; they always adopt a secondary form which is best suited to the situation. Their most common fighting transformations are:

Fire Dragon: (Combat Skill: 31-46 Endurance: 30-40).

Traits: Brutal 2, Defence 2, Invulnerable (fire, acid)

This form resembles a scaly bipedal winged dragon, approximately the same size as an adult horse. This form is very muscular and

capable of feats of great strength. Its scaly skin is impervious to extreme heat and its internal organs are highly resistant to all known poisons, including corrosives. In this transformation they are usually armed with a magical flaming sword.

Ice Dragon: (Combat Skill: 33-48 Endurance: 42-52).

Traits: Brutal 3, Defence 3, Invulnerable (cold)

This is by far the most powerful form that a Nadziran can adopt for combat. It is approximately twice the size of the fire dragon form, and has a tough white scaly hide that glistens with a thick layer of frost. The eyes are jet black and the fangs and claws are sword-length and razor sharp. Its tail is as long as its body is tall and it is ridged with poisonous barbs. It has the ability to forcefully exhale a blast of super-cold breath (once every 3 rounds) that will freeze any opponent that does not possess either the Magnakai Discipline of Nexus or some other appropriate type of magical protection.

Tahrdeemon: (Combat Skill: 27-42 Endurance: 32-42).

Traits: Stench 2

This is the most revolting transformation that a Nadziran can effect. It resembles a great snuffling beast with six long-clawed feet, a bulbous head, reeking fur and a pair of milky-coloured eyes which roll in its skull like balls of mist. It can deliver a powerful mental attack which takes the shape of a ball of flame. This ball of psychic flame is fired at an enemy from out of their gaping maw and has a range of Long. This is a very destructive missile and will inflict triple ENDURANCE loss to a Player who does not have the Discipline of Mindshield, or double ENDURANCE to a Player who possessed Mindshield but does not have the Discipline of Psi-Screen. Players with the Discipline of Psi-screen suffer only normal ENDURANCE point loss. A Nadziranim Ball of Psychic Flame will only injure sentient creatures. It does no damage to non-sentient beings and inanimate objects.

Vodok: (Combat Skill: 29-44 Endurance: 42-52).

Traits: Defence 3, Ranged Combat, Swift

Nadziran can implant themselves into these curious and deceptively weak-looking entities. Vodoks are small black creatures that are covered in shaggy fur. They have a white head cut with bony ridges and a pair of flaming red eyes. They do not appear to be especially dangerous at first. However, their fur can metamorphosise into a shiny steel-hard shell, and they can spit out a stream of white-hot liquid fire as a ranged attack. Vodoks can move at high speed and are very agile. Their claws and fangs are razor-sharp and especially deadly against unarmoured or lightly armoured opponents in close combat. Players without metal armour, or clad in padded or leather armour only, will suffer double damage.



Roleplaying Notes: Since their arrival upon Magnamund, the Nadziranim have become increasingly powerful and arrogant. In MS 5000, many are disposed to betray their Darklord masters and switch allegiance to another Darklord whom they consider stronger and more likely to ascend to Archlordship. They are deeply envious of the Darklords of Helgedad but they are bound to them by the will of their creator.

The only true loyalty of the Nadziranim is to Naar himself. They are totally dedicated to the ultimate victory of Darkness in Aon, hence they will overtly or covertly support the Darklord whom they consider to be most capable of conquering Magnamund.

SHADOW RAZOR

Combat Skill: 18-23

Endurance: 15-18

Traits: Flight, Invulnerable (non-magical attacks), Ranged Combat



Physical Description: Shadow Razors are small demons originating from the Daziarn Plane. Made of pure darkness, they manifest themselves on the Material Plane as winged serpents nearly two feet (60 cms) long. Their shadowy wings end in vicious claws, and their ebon fangs drip with a magical venom so powerful that it can corrupt agents of Light and bind them to the forces of Darkness.

History: Shasarak the Wytch-king taught his Shadakine Wytches (see the Chapter Humans & Humanoids) the lore needed to summon Shadow Razors and bind them to serve diligently but never with true loyalty.

Combat: Shadow Razors are vicious and agile foes, which attempt to bite their foe with their poisonous fangs. They can perform ranged attacks by generating a Shadow Sting, i.e. a bolt of dark energy that they launch from their lashing tail. A Shadow Sting has a range of 60 feet (20 meters) and doubles any ENDURANCE loss it causes if the target is strongly aligned with Good, e.g. a Kai Lord or a Magician of Dessi.

Special Rules: The bite of a Shadow Razor is virulently poisonous for it contains Shadow Bile. This supernatural poison is both paralyzing and corrupting, and deals damage to COMBAT SKILL. A Shadow Razor bites a Player if it inflicts any ENDURANCE damage during melee combat. The bitten Player loses a number of COMBAT SKILL points equal to the damage indicated by the Combat Result Table (Killed = Combat Skill reduced to 0). If a Player's COMBAT SKILL is reduced to 0 and they do not possess the discipline of Mindshield (or an equivalent), the Player must make a Resistance Test. If unsuccessful, the Player becomes immediately aligned with Evil and serves Shasarak the Wytch-king as a Non-Player Character. Lost COMBAT SKILL points can be restored by the use of the Magnakai Discipline of Curing or an equivalent.

Roleplaying Notes: This small creature should not be underestimated; it is both powerful and magical. A Shadow Razor can be summoned indefinitely and remains coiled as a formless shadowy armband around its Wytch mistress' arm, until she decides to unleash it upon a target. Players who have been turned to Evil by Shadow Bile can be saved and restored to normal if they are injected with a tincture of Oede Herb.

SHADOW REAVER

Combat Skill (corporeal): 20-25

Endurance: 25-30

Traits: Grouping (Soldier), Veteran 10/+2

Physical Description: These spirit-entities travel across the non-corporeal planes of existence as globes of darkness. When confronting the agents of Light, they transform into black-hooded skeletal riders mounted on demon steeds. Their leering skulls peer out from the shadow of their cloaks. On closer inspection, one will see one's own eyes shimmering in their bony sockets.

History: Shadow Reavers are wholly evil spirits which serve Naar's Champions of Darkness as scouts and messengers on the non-corporeal planes of existence, such as the Neverness or the Oblivion of the Tortured Souls, the domain of Avarvae the Tormentress on



the Plane of Darkness. The only place where Shadow Reavers can be encountered on Magnamund are the magical mists surrounding the Isle of Lorn in the Sea of Dreams, for the exiled Shianti no longer have control over the forces that exist within this enchanted region. Shadow Reavers are sent by Naar into these mists to spy on the exiled Shianti and sometimes to attempt to corrupt them, or to lure and ensnare those who dare attempt to contact them by travelling through the mists. In this ghostly region, the Shadow Reavers have the power to entrap a traveller and hold them prisoner there indefinitely.



Combat: Shadow Reavers are able to summon lances of crackling blue fire at will. They attack their victims as mounted cavalry armed with magical lances which inflict double damage in combat. When their ENDURANCE is reduced to 0 they disappear from the Material Plane in an instant and are banished to the Plane of Darkness forever.

Special Rules: Shadow Reavers possess strong psychic powers equivalent to the Magnakai Discipline of Psi-surge. They will launch a psychic attack at range (up to 200 yards / 200 meters) upon their chosen target prior to making a charge.

Roleplaying Notes: Shadow Reavers are intelligent and merciless foes. If they are unable to corrupt an agent of Light, they will use their psychic power and formidable charge attack in an attempt to destroy them.

SHIANTI (ANCIENTS, SUUKON, MAJHAN)

Combat Skill: 40-55

Endurance: 50-60

Traits: Aegis, Invulnerable (all sources except extremely powerful weapons and spells)



Physical Description: The Shianti are a tall (6-8 feet / 2-2.6 meters) tall, slim, graceful and enigmatic race of humanoid demi-gods. Their bodies radiate a halo of goodly light that reveals the immense powers they possess. The pupils of their eyes cast reflections and are like mirrored glass. Shianti are all male-looking entities. No female-looking Shianti have ever been seen or recorded in ancient records. They do not self-reproduce or interbreed with human or humanoid mortals.

History: In the year 1600 MS, an accident took place that was to alter the balance and course of history on Magnamund. A race of goodly Demi-gods called the Shianti appeared through a Shadow Gate, a door between the material world of Magnamund and the astral world of Daziarn, which opened in the Caeno Tahra Badlands in the region that will later become Shadaki. They had long journeyed through the void of the Daziarn, homeless wanderers in search of a



place to call their own after the destruction of their home world of Caliandra. Contrary to the Dragons, these lesser divinities did not lose their immortality when they arrived on Magnamund.

Once they had established themselves in Southern Magnamund, from the Caeno Tahra Badlands to the Gulf of Vaduz, their culture spread to the north and east where they were known by several names: the Majhan in Vassagonia, the Suukon in Durenor, the Ancients in Sommerlund and Kalte. The Shianti were famously the creators of the Moonstone from which all time on Magnamund is recorded, and the architects of a Golden Age that blessed Magnamund for more than three thousand years (MS 0 – MS 3004).

The creation of the Moonstone heralded the arrival of many new human peoples in the continents of Magnamund. Some of these human peoples, like the Mythenish, the Tianese and the Vassa, settled in the territories controlled by the Shianti, worshipping them as Gods and the children of the Goddess Ishir. The vast majority of the Shianti were benevolent and wanted only the best for the humans they encountered, but they were also arrogant and believed their power made them fit to rule the “weaker” mortal races of Magnamund. For a time, this seemed to be true and Mankind lived in harmony in the light of the Moonstone, even beyond the borders of the territories ruled by the Ancients, where the other human peoples founded great nations such as the kingdom of Lencia and saw the Shianti as the legitimate emissaries of the Gods of Light on Magnamund.. The Shianti were rarely cruel to their subjects but their emotional detachment made it very difficult for them to empathize with them.

Tragically, towards the end of this Golden Age, some of the Shianti (notably the Ancients of Sommerlund and some Majhan of Vassagonia) were corrupted by Dark God Naar and transformed into great and evil necromancers*. They perpetrated war (e.g., the War of the Ancients MS 2821 – MS 2900) and disasters (e.g., the collapse of the Shianti Temple in the northern Durncrag Range). Their evil deeds also indirectly detracted their fellow Ancients’ attention from the Drakkarim invasion in western Magnamund.

The goodly Shianti defeated the necromancers at the cost of countless thousands of mortal lives. But even though Evil had been defeated, Man and Drodarin stood as little more than shadows, blinded by the light of Shianti glory. The Moonstone, like the Shianti themselves, defied the natural order and disrupted the balance that the Gods of Light had designed for Magnamund and its mortal denizens.

The Goddess Ishir, whom the remaining Shianti worshipped devoutly, sent the entire race into exile to the remote Isle of Lorn in Southern Magnamund, where they were forbidden to have further contact with humankind ever again. One Shianti defied Ishir’s will. His name was Shasarak, and later he was to become the feared Wytch-King of Shadaki. In MS 5000, the Isle of Lorn is surrounded by magical

protections which deter and prevent anyone from locating and entering the remote domain of the Shianti.

** The Ancients of Kalte were turned to Evil during the Age of Awakening after their cruel enslavement of the Ice Demons whose energy they harnessed to build the ice-fortress of Ikaya.*

Combat: Shianti are immortal masters of all forms of goodly magic. They are physically, psychically and magically far too powerful for Players to engage in combat.

Special Rules: Shianti are immortal beings when encountered upon the material world of Magnamund and can only be killed by very exceptionally potent magical weapons, such as the Sommerswerd or the personal weapons of the Darklords of Helgedad. Only Darklords and Demonlords can compete with them in combat and banish them from the face of Magnamund if triumphant. Any Shianti thus defeated will be cast forever into the Neverness: a limbo plane of existence which lies beyond the material universe of Aon.

Roleplaying Notes: The Shianti of Lorn are immensely wise, powerful and goodly entities. Banished now to their remote island home, they grieve that they are unable to help Mankind thwart the evil machinations of their treacherous brother - Shasarak. It will be virtually impossible for Players to meet one of the goodly Shianti of Lorn, as entering their hidden island realm is not realistically achievable due to the protections that Goddess Ishir has put in place.

However, it is not beyond the bounds of possibility for a party of Players to happen upon an old Shianti burial place or tomb during their travels in Vassagonia, Kakush, Sommerlund and Kalte. These ruins may be hard to find but they still exist. However, these remote places are invariably haunted by the spirits of corrupted Shianti, for it was only the evil Shianti who were ever interred in such a fashion. This was a direct consequence of their corruption by Naar, for in giving themselves over to the Dark God in return for the secrets of his evil magic, unwittingly they relinquished their physical immortality on Magnamund. Other Shianti ruins can be found in other places on Magnamund, namely Durenor, Shadaki, Korli, Forlu, Suhn, Azanam, Karnali, Fernmost, and Vaduzhan. These ruins are not inhabited by Shianti Ghosts. The Shianti who occupied these settlements and regions prior to their exile to the Isle of Lorn were all goodly entities.

WATER ELEMENTAL

Combat Skill: 19-27

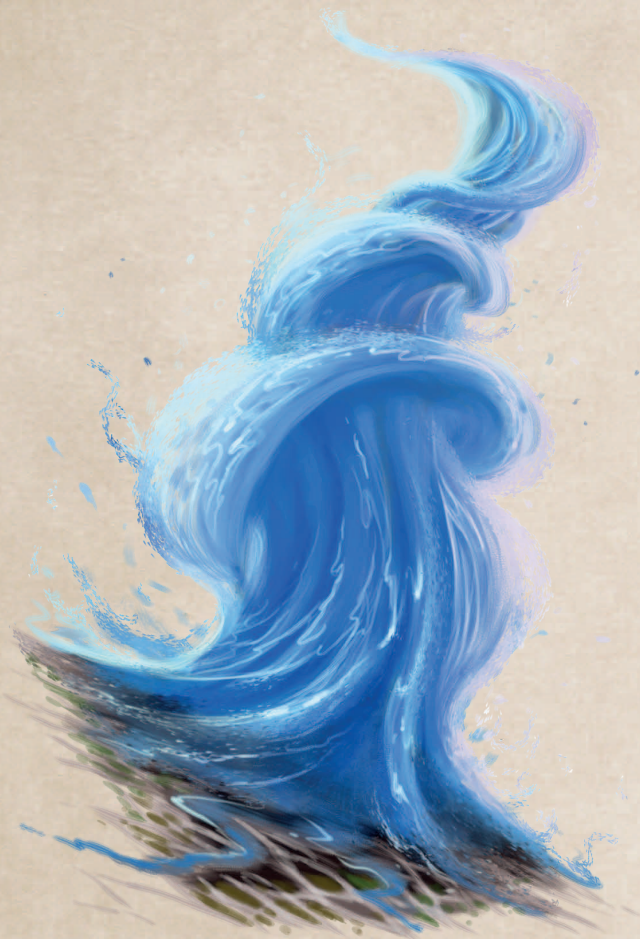
Endurance: 20-36

Traits: Brutal 2, Invulnerable (non-magical attacks, fire)

Physical Description: When encountered in the Elemental Stronghold of Water in the Daziarn Plane, Water Elementals appear as semi-transparent snake-like creatures that travel at speed through



the depths of their endless oceans. When encountered upon Magnamund, they appear as glistening columns of shimmering clear liquid which can take on several forms, such as giant hands or legless humanoids. They are able to move at the same speed as an average adult horse, unless they enter, or are subjected to, areas of sub-zero temperature. Water Elementals will freeze and become immobile if subjected to sub-zero temperatures.



History: On their home plane, Water Elementals are tranquil and benign entities who relish their freedom. When they are summoned to Magnamund, they must be firmly controlled by their summoner or else they will seek to find the nearest substantial body of water, such as a river, lake, or sea, into which they will submerge themselves. If they are allowed to enter a large mass of water, they will revert at once to the snake-like form that is their natural configuration, and all control over them will be lost by the magician who summoned them. Water Elementals are not aggressive but they can be mischievous creatures.

Combat: In combat, a Water Elemental will attempt to envelop and drown their adversary.

Special Rules: They cannot be harmed by normal weapons or fire. Only magical weapons and spells will cause them physical damage. Water Elementals gain +5 to their ENDURANCE and +3 to their COMBAT SKILL when fighting in a large body of water. They can regenerate 2 lost points of ENDURANCE per combat round when fighting whilst submerged. Vials of poison can be used as a weapon against them, but only when they are engaged in combat on dry land. The poison will be absorbed by their liquid form and it will affect them instantly, causing 2-12 points of damage to their ENDURANCE, depending upon the potency and quantity of the poison used.

Roleplaying Notes: Water Elementals will automatically destroy Fire Elementals if they come into physical contact with them whilst on Magnamund.

XAGHASH (LESSER DARKLORD)

Combat Skill: 32-47

Endurance: 42-49

Traits: Brutal 3, Defence 2, Invulnerable (normal ranged, poison, acid)





Physical Description: Xaghash are physically powerful creatures with horny ochre skins covered by iron-hard scales. They have baleful, milky-coloured eyes. They resemble lizard-like bipeds but with great muscular shoulders and short sturdy legs. A sharp curved horn protrudes from the middle of their lizard-like foreheads and their hands each have four claw-tipped fingers.

History: Xaghash are lesser Darklords that were created by Naar upon the Plane of Darkness. A contingent of them accompanied each of the original twenty Darklords as personal bodyguards when the Dark God first sent them to Magnamund in MS 3072. Darklords, even their lesser representatives, are Champions of Darkness especially created for the conquest of Magnamund. Unlike Demons, the core of every Darklord's intellect is filled with an infinitesimal part of the soul of the King of Darkness, which implies that Naar is in fact somehow behind all their decisions and knows nearly all their plots. Unlike Demons, who are bound to the Plane of Darkness, Darklords have been bound to Magnamund by force and despite their immortality, they are all subjected to the laws of the Material Plane. They must breathe and eat to survive. Xaghash are fiercely loyal to their designated master. Unlike the Nadziranim, they are neither very intelligent nor capable of using dark sorcery (except for some very rare individuals), but it is their unswerving devotion and huge physical strength that makes them a valuable asset to every Darklord.

Nevertheless, Xaghash are always involved in schemes and court intrigues in attempt to ascend their evil hierarchy and become the right arm of their respective master. Only in exceptional cases they have been known to openly scheme and act against their designated master. An ambitious Xaghash for example stole a Doomstone from his master, Darklord Zagarna, and went to Ikaya in the hope of using it to release and enslave the Ice Demons imprisoned there. His plans were disastrously wrong and he was destroyed by the Ice Demons which he released.

To maintain their physical strength, they must devour the flesh and soulstuff of warm-blooded creatures. They consume copious quantities of Giak meat every day, but they have developed a particular fondness for human flesh. Many of the attacks that are launched from the Darklands against human and humanoid border settlements are raids to gather food for these loathsome beings. When they first encountered the Drakkarim, shortly after the arrival of the Darklords on Magnamund, the Xaghash attacked their settlements in Norther Skaror and Northern Nyvoz and wantonly consumed many of their soldiers.

Bravely, the Drakkarim fought back and destroyed several Xaghash in retaliation. The Darklords, mindful that the Xaghash were a limited and valuable resource and the Drakkarim were a potentially useful ally, decided to keep their rampant Xaghash in check. An uneasy understanding was reached between the Darklords and the Drakkarim with regards to the proclivities of their Xaghash bodyguards, and this served to help cement the alliance that has existed between them ever since.

Combat: Xaghash will attempt to crush an adversary to death in the palms of their powerful hands, or slice them to pieces with their huge, razor-sharp axes of black steel. They will always attack humans in preference to any other type of creature, and consume their desiccated bodies at the first opportunity. In MS 5000, they are rarely encountered beyond the walls of Darklands city-fortresses.

Normal air is poisonous to all Darklords, the high oxygen content causing their slow but certain disintegration. They are dependent on the noxious fumes given off by the Nengud-Kor-Adez, which were partly responsible for the transformation of the northern central part of Magnamund into the Darklands.

Special Rules: Contrary to the Darklords, the Xaghash are vulnerable to normal weapons. As lesser Darklords, Xaghash have magical senses which enable them to detect any devotees of Light in their vicinity, e.g., Kai Lords, Magicians of Dessi, Vakeros Warrior-Mages, Herbwarden of Bautar, etc.

As an echo of the mind of Naar himself, which is present in the soul of every Darklord, Xaghash are immune to spells that would control their minds, confuse them, inflict a morale effect of any kind, stun or panic them.

Roleplaying Notes: Xaghash hate the Nadziranim. Only the powerful protective spells that the Nadziranim are able to maintain are sufficient to keep themselves from being torn apart by these bloodthirsty bodyguards.

Darklords have been known to feed exceptionally treacherous Nadziranim to their Xaghash as punishment for a suspected or attempted betrayal. The Nadziranim are very powerful creatures in their own right, but they are still vulnerable to the greater power of the Darklords they serve.



MUTANTS



CHAPTER SIX MUTANTS

A mutant is a biological entity which has undergone a dramatic change in its genetic structure and morphology when compared to others of its species and its ancestors. There are many mutant creatures on Magnamund in MS 5000. Mutations generally occur after voluntary or involuntary exposure to corrupting energy originating from the Plane of Darkness. This is prevalent in certain areas such as the Darklands and the Maakengorge which have been blighted directly by the power of the Dark God Naar, and Agarashi-infested regions such as the Danarg swamp and the central desert of Telchos. Strong mutations can and do occur in the proximity of artefacts of evil power such as the Doomstones of Agarash the Damned like in the fortress of Kazan-Oud. Mutations also occur at the periphery of cataclysmic explosions, such as the Great Blast which destroyed the kingdom of Taklakot in MS 3280.

By far the majority of mutants are the result of experiments carried out by evil sorcerers, such as the Nadziranim, the Evil Shianti and the Cener Druids. The Nadziranim routinely subject natural species to unspeakable experiments in their sinister laboratories in the fortress-cities of the Darklands. The goal of these experiments is to produce living weapons that will serve their masters, the Darklords of Helgedad. Long ago, before the arrival of the Darklords and the Nadziranim on Magnamund, the Evil Shianti created mutants to serve as slaves and to guard their temples. Some of these mutants

were endowed with a resistance to magic, such as the Magdi Hound that was spawned by Wytch-king Shasarak. The mutants created by the Evil Shianti can be regarded as the most successful mutants of any type to be found on Magnamund, for they are immutable and they are capable of natural self-reproduction.

In MS 5000, the Cener Druids are the masters of the dark art of animal and plant mutation. After countless centuries of study and experimentation, they have deciphered the genetic structure of all the living creatures of Magnamund. The majority of living creatures that inhabit the Dark Realm of Ruel are mutated species designed to serve the Cenerese. Plants, insects, reptilians, and mammals have all undergone genetic modification during the long reign of the Plague Lords. The Cenerese use mutated vermin to spread the lethal viruses that they create in their laboratories, and mutated plants and monsters to monitor and defend all of the routes to their fortress capital of Mogaruih.

The Cener Druids employ several methods of creating new mutants. They can channel the dark powers of Decay and Pestilence to corrupt the bodies, cells and genes of their victims, and they can also infect them with mutagenic viruses, or inject them with the corrupting blood of Agarashi. For centuries the Cenerese have attempted to create Human/Agarashi hybrids but with little success.



The mutants of Magnamund are generally slaves to the sorcerers who mutated them, although some have managed to escape from their genitors and now hide out in remote caves, temples or swamps. The majority of mutants are aggressive due to the residual effect of the evil powers that were used to bring about their transformation.

AERIAL ZOOBOTANICALS (MUTANT CARNIVOROUS PLANT)

Combat Skill: 20-23

Endurance: 25-30

Traits: Aegis, Flight



Physical Description: Aerial Zoobotanicals are airborne mutated plant abominations. These very mobile carnivorous plants are green with pinkish stripes, with multiple limbs akin to burgeoning shoots ending in birdlike talons. They have no faces, just a circular maw with wooden fangs atop their elongated stem-like bodies. They fly by beating two pairs of large wing-shaped leaves. It is impossible to determine at first glance if they are made of flesh or wood. They have no sensory organs with which to detect their prey, and rely solely upon their alien psychic powers to hunt them down.

History: The radiation emitted by the Great Blast of MS 3280, which destroyed the kingdom of Taklakot, greatly altered the genetic structure of the plants of the nearby Forest of Fernmost which, in appearance, seemed to have been spared by the explosion. However, its trees have long since mutated in extraordinary ways. The mutations favoured the emergence of deadly carnivorous plants which feed on warm bloodied creatures. The most alien of the mutant plants are the Zoobotanicals which have evolved and developed the ability to fly.

Combat: Aerial Zoobotanicals usually hunt in packs of three. They swoop down on any warm bloodied creature they detect after having confused it with the use of their psychic powers. They will then proceed to lacerate it with their taloned root-like limbs.

Special Rules: Aerial Zoobotanicals always attack their prey using an equivalent of the Kai Discipline of Mindblast.

Roleplaying Notes: Aerial Zoobotanicals are merciless predators which cannot be reasoned with. They do not possess brains and greatly differ from normal avians. They are invulnerable to the Kai disciplines of Animal Kinship and Animal Control and can only be found in the Fernmost Forest of Southern Magnamund.

ANTAH WASP (SWARM) (MUTANT INSECT)

Combat Skill: 16-40

Endurance: 16-30

Trait: Aegis, Flight, Grouping (Swarm)



Physical Description: Antah Wasps are large, hornet like insects with illuminating, needle-like, barbed venomous stingers that they fire with great accuracy up to a range of 30 feet (10 m). Antah Wasp Hatchlings differ from the mature specimens by having a third set of wings on the abdomen which they subsequently lose during growth.



History: Antah Wasps are a dangerous subterranean mutant insect species which infests caverns, old ruins, and ancient tombs. Antah Wasps were originally created by the Ancients (the Shianti of the North) as living traps to guard their temples during the Age of Awakening (1600 MS – MS 0). These wasps did not have a specific name at this time. Several centuries later, the Cenerese looted many Shianti temples in search of ancient magical artifacts that they hoped would assist them to restore their lost supremacy. They collected many wasps and studied and experimented on them in Mogaruith in the hope of creating gigantic controllable swarms of the insects that they could unleash in revenge upon their hated enemies: the Herbalish. These captured wasps were given their name in the honor of Antah, an ancient Archdruid of the Cenerese.

Note: Archdruid Antah's temple still exists in the Helotry of Nyras. The experiments ultimately failed as the Antah Wasps proved to be impervious to the corruption which is inherent in Cenerese power. They were highly resistant to genetic modification. No matter what they did to the insects, nothing changed their basic genetic composition or disrupted their natural breeding cycle. However, the Cenerese fully appreciated their usefulness as tomb guards and employed them for this purpose. All incidences of Antah Wasp hives and infestations west of the Lastlands (including caverns of the Great Bor Range) can be traced back to Cenerese activity during the Age of Awakening.

Combat: Swarms of Antah Wasps will surround their prey and fire their poisonous stingers in a simultaneous volley.

Special Rules: The venom of Antah Wasps is paralyzing and very potent against anyone who does not possess (or have access to) the Kai Discipline of Healing or its equivalent. Antah Wasps can engage in one round of Ranged Combat during a battle. If, at any time during the fight, a Player's ENDURANCE falls to below half of what it is at the beginning of the combat due to ranged attack(s), the venom of the Antah stingers begins to take effect. The Players' vision starts to blur and their limbs stiffen as the venom circulates in their bloodstream. Unless they have the Kai Discipline of Healing or an equivalent, the Antah venom attacks their heart and lungs with fatal consequence..

Roleplaying Notes: Antah Wasp hives are never found above ground. Shianti Ruins and Cenerese laboratories contain Antah Wasp breeding vats, which are circular pools brimful with a glowing viscous green liquid. New eggs of Antah Wasps are created in the depths of these pools by the birthing acids invented by the Shianti and replicated by the Cenerese.

When these pearly-coloured Antah Wasp eggs rise and break the surface, their shells rapidly dissolve to release new Antah Wasp Hatchlings. Antah Wasp breeding vats can remain dormant for centuries, as is the case in old Shianti temples, but magical wards

designed to detect intruders can reactivate them and stimulate the production of new wasps to defend the temple's secrets.

BEASTMAN (MUTANT HUMAN/BEAST HYBRID)

Combat Skill: 13-22 (invisible: 24-25)

Endurance: 25-35

Traits: Grouping (Mob)



Physical Description: A Beastman is a vile mutant hybrid of beast and man. Some resemble canine faced humanoids with smooth or shaggy haired bodies. Others have goat-heads studded with coarse tufts of bristle and fur. But most frequently they have a boar-like snout and tusks, unnaturally long arms, yellow-clawed hairy hands, and long, tufted tails. Rare specimens have cat-like features and were magically and surgically modified to become invisible at will. The boar-like Beastmen often wear skull helmets of black iron (similar to Drakkarim battle helms) and fragments of black armour. This can often lead to them being mistaken for Drakkarim when seen at a distance. Lesser sub-breeds of Beastmen are not war-like but they do have other skills that compensate for their lack of aggression including a rudimentary grasp of Right-handed Magic. They wear hooded robes and raised hoods to keep hidden their alarming facial features.

History: Beastmen are the consequence of the corrupting power of the Doomstones upon natural beings. In the fearsome fortress of Kazan-Oud, in Dessi, the infamous sorcerer Lord Zahda used the Doomstone Shugzanlajak (the so-called “Green Eye of Agarash”) to transmute his human servants and animals into these ruthless entities (his so-called “children”) to serve and protect him. Humans subjected to the power of this Doomstone initially turned into completely featureless white-faced humanoids with thin black lips and eyes and extended limbs. The second phase of their transformation is when they acquired their bestial features. There are various castes of Beastmen in Kazan-Oud: brutish boar-like warriors, hooded servants and lowly magicians. They are all ancient zealots of the master of the fortress whose lives have been prolonged by and enmeshed into the power of the Doomstone. If Lord Zahda ever manages to escape from the magical prison constructed around Kazan-Oud by the Elder Magi, his stated intent is to unleash an army of his Beastmen in a vengeful attack against the rulers of Dessi.

Combat: Beastmen are brutal and cunning foes. They employ tricks and traps to disadvantage their adversaries and will always seek to fight in locations they know well.

Special Rules: Invisible Beastmen are especially deadly foes which can only be found in Zahda’s Maze in the heart of Kazan-Oud. They use illusion spells in addition to their powers of invisibility. They can only be detected by Players with the Discipline of Huntmastery. All other Players must reduce their COMBAT SKILL by 3 points for the duration of a fight against an Invisible Beastman.

Roleplaying Notes: Intensely territorial and aggressive, they will never surrender in combat and will always fight to the death.

CARSAYAN (MUTANT PRIMATE)

NOTABLE SUB-SPECIES

Amphibian Carsayan

Combat Skill: 16-18 **Endurance:** 30-40

Traits: Burrow (deep dive), Grouping (Mob)

Kelderwood Carsayan

Combat Skill: 20-23 **Endurance:** 24-28

Traits: Grouping (Pack)

Physical Description: Originally similar to the Kundi, though taller, the Carsayans were sentient humanoids with simian features. Their civilization was shattered by Agarash the Damned, but two distinct branches survived in very different ways. The Carsayans who remained on the Carsas Archipelago devastated by Agarash

evolved into mindless amphibian carnivores similar in shape to sea lions with ape-like faces, bulbous yellow eyes and oversized canine teeth. The Carsayans who were enslaved by the Agarashi Empire were horribly mutated into grey-skinned simian monsters with long muscular arms featuring one supplementary elbow joint and clawed hands with two prehensile thumbs. The naked bodies of these agile, leaping tree-dwellers are covered with scars and cancerous cysts.



History: Carsayans were the inhabitants of the Empire of Carsas, which emerged at the end of the Age of Chaos on an archipelago located in the southwest of Southern Magnamund. In MS 5000, this archipelago is now partly submerged below sea level. The only isles remaining are Morabi, Tok, Rhanas, Ngoro Pa and Voluna in the west of Vaduzhan. Despite their simian morphology, they were plains folk, and had a strong bond with nature. They were exterminated by Agarash the Damned during his conquest of Southern Magnamund during the first part of the Age of Eternal Night. They suffered greatly when Agarash corrupted and poisoned their home islands, forcing them into the waters of the Sea of Vaduz. Some evolved into amphibious carnivores in order to survive, but the majority were corrupted by Agarash’s power and became mutants. During their short existence in this mutated state, they served Agarash as shock troops during the Age of War.



Very few have survived and taken refuge in the Great Forest of Kelderwood, where they have become aggressive tree-dwelling ambush predators.

Combat: Amphibian Carsayans are ambush sea predators which spring from water to catch their prey and drown them. Kelderwood Carsayans swoop down on their prey from the top of the trees to knock them down by surprise, and then tear them apart with their claws. If a Kelderwood Carsayan manages to begin the combat with surprise and inflicts damage to a Player, it automatically knocks the Player out for 3 rounds (i.e., the player loses 4 COMBAT SKILL for 3 rounds). Kelderwood Carsayans usually attacks in packs.

Roleplaying Notes: The Amphibian Carsayans roam the Carsas Shallows east of Morabi Island, off the Wilderwaste Coast. They are known to emit noises quite similar to human cries in order to lure sailors and attack them by surprise. This capacity is the last remnant of the civilized ways of their ancestors, for now they are no more than bestial carnivores. The Kelderwood Carsayans are quite different. Although they have been turned into cruel, bloody predators by Agarash, they partly remember their glorious past, and will truly worship any remnant of the former Carsas Empire. The ruins in the south of the Kelderwastes are places of worship for this accursed race.

The remnants of the Carsas Empire



CENER BEETALA (MUTANT INSECT)

Combat Skill: 1-2

Endurance: 1-5

Traits: Flight, Grouping (Swarm)

Physical Description and History: These loathsome scuttling creatures are harmless mutants created by the Cener Druids of Ruel. They look like large beetles with big eyes and long rat-like tails and are used as lookouts in the Forest of Ruel. They are controlled with spells that robs them of all free will. When

they detect an intruder, the Cener Beetala will cease their frenzied movement with a sudden abruptness, as if they have turned to stone, in order to observe the trespasser. If discovered, they instantly burst into life, sprout wings with a sound like a squeaky door, and soar into the air where they adopt a formation resembling a small black cloud. This cloud is able to communicate directly with their Cenerese masters and thereby alert them of the intruder's presence and location.

Combat: A Cener Beetala poses very little danger during a fight. It will always attempt to evade combat whenever possible.



Roleplaying Notes: These small and individually insignificant mutants are an asset to the Cener Druids. They can use them to spy on their enemies in almost every environment, with the notable exception of the icy wastes of Kalte. However, Cener Beetala are very noisy fliers and sometimes they can alert Players to their presence when they are airborne. The discovery of a Cener Beetala is often an indication that one or more Cener Druids are somewhere in the vicinity.

CENER CRABALA (MUTANT CRUSTACEAN)

Combat Skill: 3-4

Endurance: 3-7

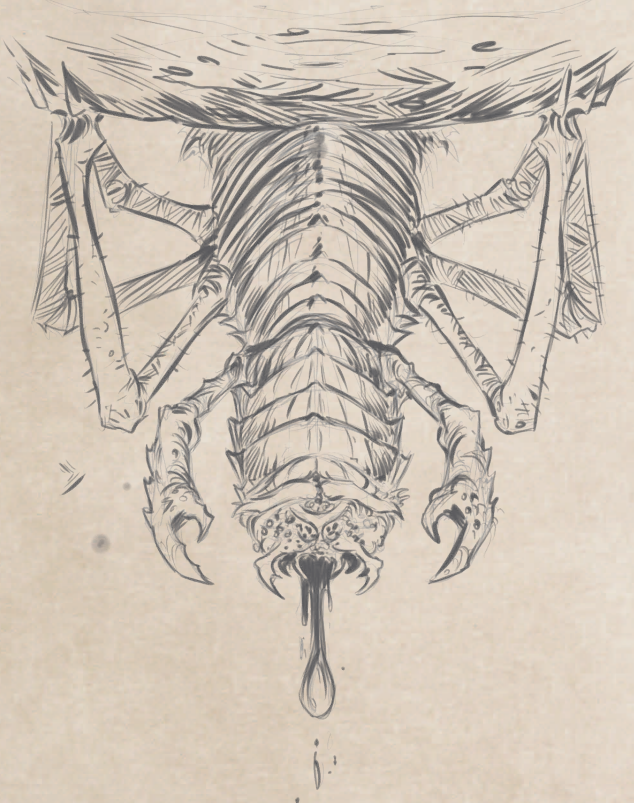
Traits: Grouping (Swarm), Invulnerable (acid)

Physical Description and History: These small crab-like mutants inhabit the caves and tunnels of the Skardos Range. They were created by the Cenerese solely for a defensive purpose. Their shells



are invariably white as these strange crustaceans never expose themselves to the sun. They excavate funnel-shaped holes in the ceilings of the caves and tunnels they have been stationed to guard, and this is where they await their potential prey. If Players pass directly below them, they will secrete droplets of a clear sticky liquid onto their heads and shoulders. This liquid is an organic acid that is corrosive to human flesh, cloth, leather and wood. It does no damage to metal or glass.

Combat: Cener Crabala are not especially dangerous in a fight against a human or humanoid. The droplets of organic acid that they secrete cannot be propelled, and so they must rely on gravity to deliver them to an intruding enemy. Cener Crabala will always attempt to evade combat and scurry back to their ceiling funnels from where they produce myriad droplets of acid to rain down on their adversaries below.



Special Rules: The acid of a Cener Crabala is exceptionally damaging to flesh. Players who possess the Magnakai Discipline of Nexus will lose 8 ENDURANCE points if struck by droplets of the acid. Players who do not possess this discipline will lose 12 ENDURANCE points.

Roleplaying Notes: These mutant crabs can pose a serious danger to Players who dare to explore the caves and tunnels of the Skardos Range. Narrators should advise them to wear metal helmets and metallic upper body armour as a precaution.

CHAKSU (MUTANT REPTILE)

Combat Skill: 24-30

Endurance: 30-45

Traits: Defence 1, Grouping (Pack)



Physical Description: Large, ten feet (3.3 m) tall bipedal reptiles with surprisingly expressive eyes. The Chaksu are capable of a primitive form of mind speech and live in relatively complex matriarchal societies. Mature females are larger than the males.

History: Despite their close resemblance to the Agarashi, the Chaksu are not of evil origin. They are neutral sentient mutants originally created by the Shianti, and whose intelligence has greatly evolved since their first appearance upon Magnamund. After the exodus of the Shianti to the Isle of Lorn, the Chaksu remained in the Gurlu Marshes in Southern Magnamund. They lived in peace until the appearance of the Tianese in this region. Indeed, the wealth of the city of Karnali, located on the edge of the Gurlu Marshes, was built originally upon its trade in Chaksu hides. Chaksu are still hunted by the Tianese and Shadakine, but they are formidable opponents that are able to communicate psychically. As the years have passed, so their predators have found it increasingly difficult to hunt and trap them effectively.



Combat: Chaksu are heavily built fighters, powerful, and with strong natural armour thanks to their resilient hides. They usually attack in packs with devastating effect. In a fight, they will try to ensnare their enemies in their powerful arms to crush them or rend them apart.

Roleplaying Notes: Chaksu are naturally benign creatures. However, if a member of their tribe is attacked, or if their settlements are threatened, then they will become ruthlessly aggressive towards the source of the threat. They are hunted for their valuable hides which are renowned for their toughness and elasticity. Chaksu are known for their generous nature and empathy towards those who show them kindness and understanding. Sentient races that help them to survive, particularly against their predators, will be warmly welcomed and can rely on the Chaksu for guidance and assistance. Chaksu use wooden pipes, called Chaksu Pipes, to communicate beyond the range of their natural psychic ability (up to 50 feet / 16m). It is considered a great honour to be given a Chaksu pipe by the Chaksu. It is a token of their friendship and appreciation.

DEGRADON (MUTANT ABOMINATION)

Combat Skill: 34-49

Endurance: 30-40

Traits: Aegis, Brutal 2, Reach



Physical Description: A Degradon is a lumbering bipedal mutant whose bulbous head is set with huge fishy eyes. The head is disfigured by disease and rests awkwardly upon a wobbling crooked neck. A livid crimson gash just below the eyes serves as its mouth.

From its bear-like torso there protrude four tentacles and two powerful legs, all sheathed in shaggy scales. The four limbs are tipped with horny talons, and its long swishing tail is ridged with sharp spines.

History: Degradon are among the most powerful and devastating mutants ever created by the Cener Druids of Ruel. They are used as guardians of their secret chambers and as shock troops in the front line of their mutant army.

Combat: Degradon are unexpectedly swift and agile fighters. They stab and slash at their opponents in a frenzy with their sword-sharp talons.

Roleplaying Notes: This mutant is fearsomely powerful. It should be used sparingly, perhaps as a final challenge for Players exploring an ancient Cenerese Temple or if they should ever find themselves at the head of a charge across the Gharvoz Bridge into the Dark Realm of Ruel.

DHAX (MUTANT HUMAN/BEAST HYBRID)

Combat Skill: 20-27

Endurance: 28-32

Traits: Brutal 1, Grouping (Pack)

Physical Description: Dhax are leathery black-skinned, dog-faced Beastmen with webbed hands and eyes that blaze with feral crimson fire. They often wield magical maces, but the long talons that can spring out and retract from the tips of their webbed fingers are also dangerous weapons. When killed, their bodies will immediately burst into flames and burn fiercely until all that is left is a heap of glowing embers.

History: Dhax are among the most powerful of all the mutant guardians employed by Lord Zahda of Kazan-Oud. These demonic Beastmen, originally created by Zahda's intense use of the dark power of the Doomstone Shugzanlajak, are so evil, cunning and physically strong that they resemble the Agarashi. They are trained to use their power-staves to deadly effect.

Despicably sadistic, the Dhax are always hungry for fresh meat and will spend countless hours hunting through the tunnels and galleries of their underground world in search of prey. They never show mercy to their victims.

Combat: Dhax are cunning and vicious predators that take great pleasure in stalking their prey. They always hunt in packs and will use their powerful magical weapons, Dhax Power-staves, to stun or kill their prey prior to consuming them.



Roleplaying Notes: Dhax have highly developed tracking skills and a very keen sense of smell. They can be heard to snicker with delight before they go in for the kill.

EGORGH (MUTANT CARNIVORE)

Combat Skill: 19-25

Endurance: 30-35

Traits: Brutal 1, Reach

Physical Description: Egorgh are large carnivorous bear-like mutants with yellow, cat-like eyes and long black hair. Their prehensile hands are equipped with fearsome claws with which they grab their prey. Due to this peculiar hand morphology, they usually walk on their fists like massive orangutan apes, with which they also share facial features like a thick brow ridge and a flat nose. They emit distinctive inhuman snickering sounds.

History: Native to the stormy northern coasts of the Darklands, the Egorgh were one of the few natural breeds of Northern central Magnamund that survived the creation of the Darklands.

Unfortunately, they were slowly corrupted by the noxious gasses of this region and they mutated into extremely aggressive and avaricious creatures. Impressed by their ferocity and their ability to breathe the heavily tainted air of the Darklands, the Darklords captured them and used them as guardians in several of their fortress-cities.

The Egorgh have become so resistant to poisons that they are the only mutant species of Magnamund that are able to prey upon and consume the poisonous Grolth (See Chapter Dragon-creatures) of the Tadatizaga.

Combat: When attacking, Egorgh will rear up on their hind legs and bring their huge clawed front paws into play. They rarely flee from combat unless badly wounded, i.e., they have been reduced to 10 ENDURANCE points or less by combat damage.



Special Rules: These creatures are particularly susceptible to psychic attacks; Players may double all bonuses they would normally be entitled to if they choose to employ psychic attacks during a combat with Egorgh.

Roleplaying Notes: Egorgh can sometimes be discovered hibernating in their caverns along the northern coastline of the Darklands. Players would be well advised never to disturb them if ever they have the misfortune of stumbling upon them in this condition. To do so could well be the last mistake they will ever make!



GARTOTH (MUTANT GASTROPOD)

Combat Skill: 28-43

Endurance: 50

Traits: Reach, Trapper



Physical Description: Gartoth are horribly mutated slug-like amphibians with two rope-like tentacles which extend from a sac beneath their solitary eye. The skin sheathing their body is as hard as iron. The only fatally vulnerable part of their anatomy is their eye. They are ambush predators that await their prey at the bottom of remote lakes, ponds and pools.

History: Gartoth were created by Arch Druid Antah when the Cenerese ruled Nyras millenniums ago. They were used to guard the lakes surrounding his great temple. The Cener Druids still use Gartoth to guard the stagnant pools of the Dark Realm of Ruel.

Combat: A Gartoth will endeavour to wrap its virtually indestructible tentacles around the body of its prey and drag it down into its watery lair to drown it.

Special Rules: Any player captured by a Gartoth (after a failed Test) will have to hold their breath until the monster is slain, for these giant slugs never release their prey once they have it in their grasp. Each round after the initial capture, the ensnared Player must make a Test at Difficulty 6 to check whether they are able to hold their breath. If they fail, water will enter their lungs and they will lose consciousness at the start of the following round. Successful tests become increasingly difficult by +1 on each subsequent round.

Roleplaying Notes: Gartoth are silent and dangerous predators. They can easily cause the demise of a Player attempting to wade across a pool of waist-high water. They should be used sparingly, unless the Narrator knows that their Players have some Sabito Pills. These are made from the dried and crushed roots of the Sabito plant, commonly found in the Boari Jungle, which enables the human body to extract oxygen from water by absorbing it through the skin.

GIANT HACTARATON (MUTANT REPTILE)

Combat Skill: 20-35

Endurance: 50-60

Traits: Defence 1, Swift



Physical Description: Giant Hactaratons are a mutant breed of venomous giant snakes which can only be found in the fortress of Kazan-Oud in Dessi and in the compound of Darklord Khatellu in Helgedad. Their main physical particularity is the single yellow eye which burns with an icy stare and is set in the centre of their wedge-shaped, green scaly heads.

History: Giant Hactaratons are mutants changed and corrupted by the power of the Doomstone Shugzanlajak which rests in Kazan-Oud. Ordinary Hactaraton are anaconda-like snakes which are most commonly found in the jungles of Dessi. Their mutated cousins are great predators with a primeval desire to savage and consume warm-

blooded creatures. Centuries ago, when all of the Doomstones were gathered in Helgedad by Archlord Zagarna, he used their power to spawn Giant Hactarations similar to those currently found Kazan-Oud. The remaining specimens, also of gigantic size, have become the favourite pets of Darklord Khatellu who commands all evil serpents. They infest his compound in Helgedad.

Combat: Giant Hactarations are a mutated species of Giant Snakes. They are incredibly swift despite their weight and size, and they will try to inject their venom into their opponent(s) before seizing and crushing them in their massive jaws.

Special Rules: Giant Hactarations double all ENDURANCE points that Players lose during a combat (unless they have the Magnakai Discipline of Curing), due to their venomous bite.

Roleplaying Notes: Exploring the fortress of Kazan-Oud in Dessi, or the bastions of Darklord Khatellu in the Darklands, the Players will open themselves up to the dire possibility of falling into a nest pit of a Giant Hactaration. These pits are invariably hidden from sight, but they can be detected by the harsh reptilian odour that arises from them. This comes from noisome piles of undigested bones and excrement that are strewn about the slimy pit floor and are used to incubate clutches of Giant Hactaration eggs. These eggs have leathery green shells and each one is the size of a small cask of ale.

GIGANITE (MUTANT CARNIVORE)

Combat Skill: 26-35

Endurance: 35-40

Traits: Brutal 2, Ranged Combat (acid, double damage, blocked by Nexus)

Physical Description: Giganites are very large mutants with misshapen, fanged cat-like heads perched atop a snaky body as thick as the trunk of a tree. They inhabit deep pits where they remain until they detect prey. The mouth of a Giganite is full of bubbling corrosive phlegm, which can be launched as great acidic spit-balls that are so corrosive that they can eat through the base of a medium-sized tree and cause it to fall.

History: Over the centuries, several ill-conceived invasions of the Dark Realm of Ruel have been attempted by the Freelands of Magnamund and all have ended disastrously. The few who survived spoke of their encounters with gigantic, acid-spitting worms that rose up out of the ground without warning and devoured whole companies of their comrades in one fell stroke. These devastating attacks were made by Giganites. These grotesquely mutated creatures constitute an important link in the chain of defences of the forested heartland of the Cenerese. The Giganites spend most

of their lives in deep pits excavated along the borders, and around the most important settlements of Ruel, and feed on the blood and flesh of warm-blooded mammals. They psychically control packs of Cener Ghouls and use them to lure prey to their pits. The largest of the Giganites can be found in the pits of the Plague Plateau at the heart of the Forest of Ruel.



Combat: Giganites initially attack their prey with a psychic assault and follow this up with their acidic spit-balls. Once the prey is both disoriented and dissolving, they finish them off by crushing and grinding them in their huge fanged jaws.

Special Rules: Giganites will unleash a violent psychic attack that can penetrate even the strongest psychic defences. In this regards, this attack is similar to the power of a Magnakai Discipline of Psi-surge.

Roleplaying Notes: Giganite constitute one of many perils for Players who dare to venture into the Forest of Ruel. Narrators should use them sparingly because Giganite are rarely encountered alone. Typically, there will be three Giganite pits excavated in the same area, and each pit will have a group of 10-15 Cener Ghouls (See Chapter Undeaf of the Magnamund Menagerie) in the vicinity who act as “beaters”.



GNASTORG (MUTANT ABOMINATION)

Combat Skill: 16-18

Endurance: 10-12

Traits: Flight, Invulnerable (poison)



Physical Description: Gnastorg are small orb-like flying mutants that resemble human eyes with bat-shaped wings. Their eye-body is equipped with a venomous fang-like spike. They radiate an unmistakable aura of evil.

History: In the dark fortress of Kazan-Oud, Lord Zahda and the All-Seeing-One, his monstrous eye-headed and tentacled sorcerous servant, use the power of the Doomstone Shugzanlajak to create horribly mutated entities from organs harvested from other creatures. The All-Seeing-One favours creating terrifying mutants with eye-bodies. The Gnastorgs are his most subtle and most successful creations. These little flying creatures are incredibly fast and the All-Seeing-One uses them to monitor the surroundings of Kazan-Oud.

Combat: The Gnastorgs rely on their speed to dodge attacks. They will flutter overhead of an enemy and then dive and strike with their venomous spikes when the opportunity arises.

Special Rules: Unless a Player has the Discipline of Healing, or an equivalent, they must deduct 1 ENDURANCE point (in addition to regular damage) whenever they sustain any ENDURANCE loss whilst in combat with a Gnastorg due to its venomous stings.

Roleplaying Notes: Normally, the Gnastorg can only be encountered flying around Kazan-Oud on the Isle of Khor, in Dessi.

GOURGAZ (MUTANT REPTILE)

Combat Skill: 19-30

Endurance: 28-40

Traits: Brutal 3, Iron Will, Soldier

Physical Description: Gourgaz are imposingly large (sometimes ten feet / 3 mtrs high), muscular, stub-nosed, rapacious, cold-blooded reptilian mutants with tough hides composed of greyish-green scales. Their powerful muscular arms and legs have webbed hands. They have large jaws filled with sharp fangs and powerful tails with which they can knock down their enemies. They are merciless and cunning predatory hunters.



History: Gourgaz were once benign sentient reptilians who inhabited fertile swampy marshlands that later became the fetid territory now known as the Maakenmire Swamp. The Maakenmire had originally been an expanse of rolling grassland nestling in the heart of the Maaken Range. It was formed in MS 3055 when a vast bowl of land sank below sea level as the tremors, from



several earthquakes in the southern Durncrag Mountains, spread eastwards. The swampy marshlands created in the wake of this event underwent a dramatic transformation when the whole area was heavily polluted by run-off from the Maakengorge.

The once-peaceful tribes of Gourgaz were destroyed by internecine conflicts as they mutated into aggressive and hatefully carnivorous predators. Following the transformation of themselves and their habitat, the mutated Gourgaz frequently ventured beyond the borders of the Maakenmire in search of warm-blooded prey.

In the Spring of MS 4711, a hunting party of Gourgaz encountered a large scouting party of Giaks and Drakkarim led by a Vordak officer, in the vicinity of the ghost city of Maaken. The Gourgaz were captured alive and taken back to Helgedad. Remarkably, they were not affected by the noxious atmosphere of the Darklands. Upon further inspection of the captured Gourgaz, the Nadziranim of Archlord Zagarna discovered that they possessed a combination of unique attributes that would be of great use to their master.

The Gourgaz were intelligent and uncannily battle-wise. They also secreted oil from scent glands that ridged the underside of their tails when they were angered. This scent had no odour, but when it was inhaled by their Giak guards, a chemical reaction took place in their brains that stirred them into a state of frenzy and total fearlessness. When Archlord Zagarna was informed of this, he knew at once that finally he had found the ideal creatures to lead his Giak armies into battle.

Combat: Gourgaz are a fearless, relentless, and intelligent enemy whom the Darklords employ to lead their Giaks into battle. In MS 5000, most Gourgaz have long since been inducted into the armies of the Darklands but a few thousand exist in their home territory of the Maakenmire Swamp. They are led by fearsome Gourgaz Lords.

Special Rules: They will automatically raise the COMBAT SKILL of any Giaks in their vicinity (the radius of effect is 600 feet / 200 m) by +2. Gourgaz are sometimes carriers of the Red Death Plague virus, although they are themselves immune to the effects of this terrible disease. Exposure to Gourgaz blood carries with it a small risk of contracting this plague. Players who come into contact with Gourgaz blood must make a Difficulty Test of 2. If they possess any healing skills, they may add +1 as a bonus. There is only one known cure for the Red Death Plague: the clear, sticky resin which can be found beneath the bark of the Druse tree. It is a very rare, powerful, and expensive plant variety of Southern Magnamund that can be found in the remote Forest of Fernmost.

Roleplaying Notes: Gourgaz have excellent night vision. They also have a high natural resistance to poisons and complete immunity to disease. Those that are used by the Darklords of Helgedad are capable of understanding and speaking Giak.

HELKONA DIREFLY (SWARM) (MUTANT INSECT)

Combat Skill: 20–40

Endurance: 25–35

Traits: Flight, Grouping (Swarm)



Physical Description: These mutant insects resemble giant black flies with gossamer grey wings. By means of altering the audio pitch of their wing beats, they are able to communicate in a rudimentary way with one another. They are capable of forming themselves into fearsome swarms.

History: In the dusty soil of the petrified Helkona Forest in Northern Skaror are millions of mutated giant flies. They are the ancestors of common flies and they are the only living creatures which survived the corruption of the Darklands into this region. The Direflies constitute a fearsome threat to intruders but they are easy prey for the Skryza spiders (See chapter Darkspawn in the Magnamund Menagerie). The predatory spiders prevent the Helkona Direflies from proliferating beyond the borders of Northern Skaror.

Combat: Once they have been disturbed, giant swarms of hungry Direflies will quickly gather to attack any warm-blooded creature that strays into their domain. They attack using their dagger-like mandibles.

Roleplaying Notes: Any Helkona Direflies that the Players may encounter will most likely be extremely hungry, bordering upon starvation. The sparse resources of the Petrified Forest are insufficient to sustain them all and so they are highly motivated to attack and devour any warm-blooded creature they can find.



KALKOTH (MUTANT CARNIVORE)

Combat Skill: 10-15

Endurance: 30-35

Traits: Grouping (Pack), Reach



Physical Description: Kalkoths are large, ugly, savage mutant feline predators with four legs, glowering red eyes, and a fanged mouth with a long barbed tongue.

History: Kalkoth are savage, vicious and cruel predators that inhabit the icy wastes of Kalte. They were created by Evil Shianti during the time when these demi-gods occupied and controlled the frigid northern wastes. After the Shianti left Kalte, the Kalkoth remained and sought shelter in the subterranean caverns and the mountains of the ice kingdom. Their favourite prey is Baknar, although they relish any opportunity to ambush and kill humans.

Combat: Kalkoth are ambush predators that never hunt alone. They are rarely found above ground in the snowy wastes of their territory. They prefer to remain in their underground caverns where they lie in wait for Baknar taking shelter from the ferocious ice blizzards that sweep across the frozen wastes of Kalte.

Special Rules: The barb of a Kalkoth's tongue contains powerful venom with which it paralyses its victims. This venom takes only a few seconds to act. Players who are injured by a Kalkoth must make a Test with a Difficulty of 6 (or 3 if they have the Magnakai Discipline of Curing). Failure will result in them becoming stung by the creature's barbed tongue and they will fall unconscious at the start of the following combat round. Unless other Players are willing and able to immediately engage the Kalkoth in combat (and

test accordingly), the stung Player will be attacked repeatedly by the Kalkoth. They will be unable to fight back and will automatically suffer a -5 ENDURANCE loss every subsequent combat round, until they are either rescued or killed.

The effect of Kalkoth venom remains active for 3 hours. Upon regaining consciousness, a human will have no recollection of anything that has happened to them in the previous 3 hours.

Roleplaying Notes: Kalkoth are mortally afraid of fire. They will retreat and flee from any naked flame. They become frenzied when they detect the scent of Baknar Oil. Rarely, Kalkoth have a Shianti artefact hanging on a chain around their neck. These artefacts are generally blue stone items serving as key in the Caverns of Kalte, and date back to the Golden Age.

KAUM GIANT (MUTANT DRODARIN)

Combat Skill: 18-30

Endurance: 30-40

Traits: Brutal 2, Invulnerable (poison, disease), Reach

Physical Description: A Kaum Giant is a tall (12-15 feet / 4-5 mtrs), black-skinned, muscular humanoid, with a smoothly asymmetric face and a body completely devoid of hair that sometimes have deformities. Their organs were modified long ago by the Cenerese to become resistant to diseases, poisons and injury. Some Kaum Giants (20%) have rudimentary spare organs which activate if their main internal organs are destroyed. They are very aggressive mutants and are known to launch unprovoked attacks on humans and humanoids.

History: The Kaum Giants are the result of genetic experiments which were carried out on captive Drodarin Giants of Starn by the Cener Druids. These cruel and unnatural procedures were conducted in the laboratories of the Cenerese stronghold of Mogaruiith in the year MS 937. Corrupted by the degenerate power of the Cener Druids, these captive giants were transformed into formidable long-lived killers with an insatiable bloodlust. The Cenerese had planned to convey them in a flotilla of boats to Bautar and put them ashore near the city of Talon to wreak murder and mayhem in the capital of their sworn enemies, the Herbwardens. Unfortunately for the Cenerese, the plan did not go as they had intended.

The mutant giants killed the crews early on in the voyage, and took control of the flotilla. Instead of sailing a south-easterly course towards Bautar when they reached the Tentarias, they turned to the north-west and sailed to the Mens Sound. Here they entered the wide and sluggish flow of the River Mens and followed it all the way to its source in the remote mountains of Kaum. When they could go no further, the boats were abandoned and the escaping giants took

refuge in the forests and swamps of this isolated territory which, ironically, had been a Cenerese stronghold ages ago.

They have since claimed this region as their own, recovering artefacts, temples and old Cenerese laboratories and finding a way to breed which still remains a mystery to the scholars of the Freelands. The neighbouring lands of Halia and Lunarlia have suffered persistent attacks from Kaum Giants for several centuries. The Kaum Giants are capable of using evil Cenerese herb-sorcery, sometimes to devastating effect. Many human settlers have been kidnapped by these giants, and all retaliation has so far proved fruitless for the mountains and swamps of Kaum provide the giants with a formidable sanctuary. In MS 5000, it is rumoured that the Cener Druids have regained partial control over the Kaum Giants and are turning their territory into a Cenerese bastion in the heart of Southern Magnamund.



Combat: Kaum Giants are implacable and relentless foes. They will attack using large clubs that have been crafted from tree trunks, and stone boulders (typically 50lbs / 25kgs) that they have smoothed down to fit comfortably in the palms of their huge muscular hands.

The Kaum Giants carry with them potions they have brewed using ancient Cener lore retrieved from the ruins of Kaum. A Kaum Giant can carry 2 of the following potions:

- **Bitterroot:** This potion enhances the Kaum Giant's strength. If swallowed before a combat, the Kaum Giant gains +4 COMBAT SKILL points for the duration of the fight. This potion only affects Kaum Giants.
- **Blood Boil:** this foul liquor stirs the Kaum Giant into a fighting frenzy. It will feel compelled to fight for the next 5 rounds. During this time, the Kaum Giant doubles all ENDURANCE losses it inflicts. This potion only affects Kaum Giants.
- **Wykedroot Balm:** A healing potion that only benefits Kaum Giants. It heals 8 ENDURANCE points if swallowed during a combat (if it chooses to do so; a Kaum Giant cannot inflict damage during the corresponding round).
- **Gashgrave Oil:** Poured on a Kaum Giant's weapon, this potent organic acid adds +5 to damage it inflicts during the first 3 rounds of combat in which the treated weapon is used. At the start of the fourth round, the Giant's weapon disintegrates and is rendered useless.
- **Cener Plague Spores:** This precursor to the Narbul Bombs of the Cenerese is a device designed to injure and infect an enemy at range. If a Vial of Cener Plague Spores is shattered less than 10 feet (3 mtrs) from Players, it will engulf them in a cloud of spores which will contaminate them with an ancient Cenerese Plague. The Kaum Giants were made immune to this plague by their creators, but exposure to them can kill a human male after 6 hours. The ingestion of a Vial of Antitoxin, the use of the Magnakai Discipline of Curing, or the Herbwarden Discipline of Healing Hands can save the infected Players but they will suffer an additional loss of 4 ENDURANCE points during the recovery period.

Special Rules: Some Kaum Giants use evil herbcraft as performed by the Cener Druids. If encountered in the Kaumswamp, such a Kaum Giant can take control of virtually any plants in the vicinity and make them attack a Player, thereby gaining +4 COMBAT SKILL for the duration of the fight. Some Kaum Giants with auxiliary inner organs (comprising 20% of all Kaum Giants) will have an even more fearsome capacity. If their ENDURANCE is reduced to 0 during a fight, they will fall dead as expected.

However, if their head has not been severed from their torso, their auxiliary organs will activate and revive them in 5 minutes and give them 10 ENDURANCE points, enabling them to continue fighting.

Roleplaying Notes: They have excellent night vision and an acute sense of hearing. They are as cruel and as ruthless as their Cenerese genitors, and they share their hatred for the Herbwardens of Bautar.



KWARAZ (MUTANT REPTILE)

Combat Skill: 20-24

Endurance: 30-37

Traits: Invulnerable (poison, disease), Swift



Physical Description: Kwaraz are large carnivorous creeping reptilian mutants with huge oval eyes and sharp fangs. They are capable of rending apart flesh and shattering bone with a single snap of their powerful jaws. The Kwaraz can traverse any rocky surface, gripping stone securely with their long, curved claws.

History: Kwaraz were once sedate omnivorous reptilians that inhabited the fertile swampy marshlands that later became the fetid territory now known as the Maakenmire Swamp. The Maakenmire had originally been an expanse of rolling grassland in the middle of the Maaken Range. It was created in MS 3055 when a vast bowl of land sank below sea level as the tremors from several earthquakes in the southern Durncrag Mountains, spread eastwards in MS 3055. Both the swampy marshlands created after this event, and the Kwaraz underwent a dramatic transformation when this whole area was heavily polluted by run-off from the Maakengorge.

Kwaraz now thrive in any hot, damp, fetid or marshy environment. In MS 5000, several have migrated to the areas around the Maakenmire Swamp in search of warm-blooded prey, and some have ventured much further still. A small colony of Kwaraz has infested the Bagadarooz sewer of Barrakeesh, the capital of Vassagonia, which is an ideal breeding ground for these deadly beasts.

Combat: Kwaraz are fearless in combat. They are able to produce a stunningly quick burst of speed when they rush in to attack their prey.

Special Rules: Kwaraz are very susceptible to psychic power. Players may add +4 to COMBAT SKILL for the duration of any combat with a Kwaraz if they possess Mindblast. They can also be repelled using the Discipline of Animal Kinship.

Roleplaying Notes: Kwaraz have excellent night vision and a highly developed and selective sense of smell. They are fearful of fire and will always retreat from any naked flame.

LEKHOR (MUTANT REPTILE)

Combat Skill: 12-16

Endurance: 26-30

Traits: Swift



Physical Description: Lekhor are medium-sized water serpents with green slime-encrusted bodies. They have large fan-like head crests which fold flat when they are submerged. They are beautiful to behold when they slide gracefully through the depths of their

domain, but their grace belies their deadliness. They have pupil-less white eyes and razor-sharp yellow fangs.

History: The Lekhor can only be found in the waters of Lake Khor in Dessi. These dangerously venomous mutant snakes were first created in MS 4862 by the evil sorcerers of Kazan Oud. They are a hybrid of harmless Rose Snakes which can be found in the Serpent Swamp of Dessi. Lekhor were released in great numbers into the waters of Lake Khor to guard the approaches to this dread fortress.

Combat: Lekhor fight like normal Giant Snakes (See Natural Creatures Chapter in Magnamund Menagerie).

Special Rules: A Lekhor relies on its highly corrosive venom to slay its opponent. It burns like a red-hot dagger when it contacts human skin. A Player who does not have the Magnakai Discipline of Nexus must treble any ENDURANCE point losses they sustain during a combat with this creature.

Roleplaying Notes: Lekhor have a highly developed sense of taste. In water, this sense replicates the sense of smell. A Lekhor's corrosive venom will be perilous to a Player who is not immune to its power. Some Lekhor wind themselves around the iron mooring rings of the jetty of the Isle of Khor where they wait patiently to ambush any intruder who attempts to come ashore from the lake. Their bodies can easily be mistaken for ropes: you have been warned!

MAKI-SCORPION (MUTANT ARACHNID)

Combat Skill: 19-26

Endurance: 20-25

Traits: Defence 2, Grouping (Swarm), Swift

Physical Description: The Maki Scorpions are large black scorpions which only exist in the desert of Telchos. Except for their size, they resemble regular desert scorpions. They are capable of moving at high speed and they possess great strength which makes them very dangerous.

History: These mutant predators draw their surprising strength and speed from their exposure to the evil auras of the Agarashi which have infested the desert of Telchos since the fall of old Telchoi Empire during the Age of the Old Kingdoms. They are one of very few creatures that command fear and respect from the tough Telchoi Warriors.

Combat: Maki-Scorpions can cling to sheer surfaces and hang upside down from rocky ledges. They are capable of leaping 30-45 feet (10-15 mtrs) when launching an attack on their enemies.



Special Rules: If a Maki-Scorpion manages to strike first (i.e., it causes more damage than it receives in the first round of combat), a Player is considered to have been stung and immediately they lose an additional 4 ENDURANCE points. At the start of the subsequent second and third rounds, the Player will lose a further 3 ENDURANCE, to a maximum auxiliary loss of 10 ENDURANCE, as a consequence of its venomous sting. The venom can be neutralized (i.e., made ineffective) if the stung Player consumes a Vial of Antitoxin. Players with the Kai Discipline of Healing, or its equivalent, will regain 2 lost ENDURANCE points at the start of a fourth round of combat.

Roleplaying Notes: the Maki-Scorpions are a frightening example of the corrupting and mutating influence that the Agarashi have on their environment.

MAGDI HOUND (MUTANT CARNIVORE)

Combat Skill: 20-25

Endurance: 20-25

Traits: Grouping (Pack), Invulnerability (half damage from all magical attacks)

Physical Description: Magdi hounds are large and ferocious mutant hounds with two monstrous heads that have a single horn protruding from their foreheads. Their mouths are each set with a pair of oversized fangs.

History: Magdi Hounds were created by the evil Wytch-King Shasarak of Shadaki to fulfil the dual roles of warhounds and



bloodhounds that are resistant to magic. They are efficient hunting dogs and they are also used as war hounds by Shadakine warriors.

Combat: Magdi Hounds are pack animals and prefer to hunt and attack with a large group of their own kind. They are obedient to their handlers' commands. If encountered in smaller groups, they will be hesitant at first and will seek to target and attack the weakest member of a party of Players (determined by whoever has the lowest ENDURANCE score at the time of the encounter). If possible, they will circle around their chosen opponent(s) and seek an opportunity bring them down with a swift strike and weight of numbers.



Roleplaying Notes: Magdi Hounds are often loud and always aggressive. They will invariably be encountered in the company of Shadakine Warriors. Shasarak endowed them with the ability to detect humans and humanoids who have magical powers, and they will howl loudly when they detect these individuals, thereby alerting their handlers to their presence.

NAJIN (MUTANT PRIMATE)

Combat Skill: 10-14

Endurance: 9-12

Traits: Flight, Grouping (Mob), Reach

Physical Description: These mutants bear a strong physical resemblance to common apes. They are stocky, with long arms, big hands and furry grey skins. It is only when they unfurl their large, black, bat-like wings that suddenly they look anything but common apes!

History: Najin were benign creatures created by the Shianti when they ruled the south-eastern territories of Magnamund. After their

Exodus, the Najin continued to live and thrive in the jungles of this region. However, when evil Shasarak the Wytch-king conquered these lands, he regarded the Najin as part of his rightful legacy and he set about enslaving them. They now serve the forces of Shadaki as spies and messengers. Very few of them remain free from enslavement, but those that do are considered to be friendly by the sages and the zealots of the Shianti.



Combat: Najin fight with their balled fists. They can also deliver a nasty bite with their chisel-like teeth, although they seldom employ this tactic unless they are cornered. Their preferred method of attack is to take to the air and circle above their enemy, dropping rocks and other heavy items on their heads. They are intelligent enough to know when they are beaten, and canny enough to fake having being wounded in order to lure careless foes into range.

Roleplaying Notes: Make a careful and tactical assessment of the situation for your Shadaki masters. Pick out the strongest of the foes, and concentrate on striking them first. This will surely unnerve their followers. Scream and snicker loudly as you circle above your prey, then come swooping down to attack them before soaring up and away out of harm's reach.

OCTOPOUD (MUTANT CEPHALOPOD)

Combat Skill: 18-19

Endurance: 26-27

Traits: Reach, Trapper



Physical Description: Mutated giant green-skinned octopi with large yellow eyes and a serrated beak. They inhabit the stagnant pools of the fortress of Kazan-Oud in Dessi.

History: Octopoud are among the many and terrible mutant creatures that have been spawned by Lord Zahda of Kazan-Oud, using the corruptive power of his Doomstone. They inhabit his nightmarish Maze in which he imprisons his enemies. They lurk in muddy pools scattered throughout the Maze where silently they await their victims.

Combat: Octopoud lash out with their tentacles and try to neutralize an enemy by dragging them below the surface of their pools and strangling them as they lose consciousness through lack of air. They prefer to eat their victims alive, using their razor-sharp beaks to eviscerate their skin and flesh. They are able to crawl out of their pools to attack potential prey, but they will only employ this method of attack when driven by hunger.

Roleplaying Notes: These creatures can only be encountered in the Maze of Kazan-Oud.

OTOKH (MUTANT ARACHNID)

Combat Skill: 25-40

Endurance: 35-40

Traits: Aegis, Invulnerable (all ranged attacks except Borese guns), Trapper

Physical Description: Otokh are gigantic mutant spiders with grotesque tic-like bodies, eight rubbery legs tipped with steel-hard

talons, and a scarlet fanged maw. They have a pair of ghastly green eyes. By rubbing together their forelimbs they are able to produce and launch blazing electrical bolts of very high voltage. They emit high-pitched chittering shrieks when agitated. They are also capable of shooting a stream of sticky strands at their targets to ensnare them before leaping upon them and stabbing them repeatedly with their talons.

History: Otokh are a mutant breed of huge spiders created by Shasarak the Wytch-king to bolster his fleet after its defeat at the Battle of Tentarium against the Vassagonian Imperial Fleet. The flagships and larger vessels of the Shadakine Empire carry one Otokh perched on their prow. In naval combat, an Otokh will launch bolts of electrical power at an enemy ship to kill its crewmen and ignite its timbers and sails. When close combat is engaged, the Otokh will leap aboard the stricken ship and attack the surviving crew members with its talons.



Combat: It is very difficult to approach an Otokh without falling victim to its powerful electrical attack which is effective out to long range. The base chance of being struck at long range is 50%. A successful hit is determined by having the targeted Player pick a random number. 0-4 indicates that the bolt has missed; 5-9 indicates that the bolt has hit. A Player hit by an electrical bolt loses 8 ENDURANCE. This is reduced to 4 ENDURANCE if they possess the Magnakai Discipline of Nexus or its equivalent. Otokh are unable to discharge electrical bolts once they are engaged in close combat. Otokh have swift reflexes which enable them to destroy incoming missiles (arrows, crossbow bolts, thrown spears and javelins) with a burst of their electrical power.

Special Rules: If a Player comes within medium range, the Otokh can eject a stream of sickly grey fluid from a sac located below its gaping maw. This fluid hardens as it passes through the air and transforms into several long gluey strands which can engulf the targeted Player. They must make a Test at Difficulty 7 to avoid becoming trapped. If engulfed by these tough threads, they will be immobilised and will lose 4 COMBAT SKILL until they are freed



by a fellow Player. Otokh can only launch a stream of sticky threads once every 12 hours.

Roleplaying Notes: These creatures are fearsomely powerful. Only a concentration of destructive firepower from 2 - 6 Bor Cannons is sufficient to kill an Otokh at range. Otokh are rarely encountered on land; they are typically to be found aboard prestigious Shadakine naval vessels. Narrators should use these monsters sparingly and in specific maritime situations where the objective of their attack is primarily to disable or sink a targeted vessel.

OU DAGORG & MAGGOT MUTANT (MUTANT WORM)

Combat Skill: 12-17

Endurance: 15-17

Traits: Stench 1

Maggot Mutant

Combat Skill: 10-12

Endurance: 2-4

Traits: Grouping (Swarm, double final Endurance total)

Physical Description: Oudagorgs are large, slimy-skinned, centipede-like creatures with great black eyes and strong horny mandibles. They propel their bodies along with their myriad short, rubbery legs. An odious purple froth bubbles and drips from their maws when they are on the move. When killed, a ring of crackling blue electrical energy engulfs their heads and bodies and causes their carcasses to thrash about wildly for several minutes.

Oudagorg larvae are called Maggot Mutants. Oudagorgs will seek to infest the carcasses and corpses of slain enemies with these loathsome horrors. A Maggot Mutant has no discernible head and it writhes constantly while it is inside its host. The carcasses of dead Oudagorgs are often infested with Maggot Mutants. They are scavengers and are capable of attacking living creatures with their sharp needle-like tongues. If the infestation is exceptionally large, the Maggot Mutants can propel the carcass of their host as a 'Maggot Monster' towards a living creature in order to overwhelm and devour it alive.

History: Oudagorgs are among the many and terrible mutant creatures that have been created by Lord Zahda of Kazan-Oud, using the corrupting power of his Doomstone. These creatures are employed primarily as tunnel guardians in the depths of his forbidding fortress. They are tasked with the capture of intruders who have breached the outer walls of Kazan-Oud. The poor unfortunates who fall victim to an Oudagorg invariably end up enmeshed in their cocoons and doomed to be used as breeding hosts for future generations of these loathsome creatures. One Oudagorg is capable of spawning 100 Maggot Mutants. These

larvae will feed upon their host until they reach maturity (2-3 weeks) and metamorphose into an infant Oudagorg. The mortality rate is high and only one or two Maggot Mutants of a spawned batch will complete the metamorphosis successfully. Infant Oudagorgs reach full maturity in 8 - 10 weeks.



Combat: An Oudagorg in combat will attempt to lash at its foe with its horny mandibles. The vile purple froth which exudes from its maw is unpleasant but harmless. Maggot Mutants attack with their needle-like protruding tongues. These are non-venomous and cannot penetrate chainmail or plate armour.

Special Rules: Oudagorgs are especially vulnerable to psychic attacks. Any ENDURANCE losses they suffer due to a psychic attack (e.g. Mindblast) are automatically doubled.

Roleplaying Notes: Oudagorg and Maggot Mutants are never found beyond the tunnels and chambers of Kazan-Oud.

PLAGHATAR (MUTANT OOZE)

Combat Skill: 20-35

Endurance: 25-30

Traits: Aegis, Reach

Physical Description: A Plaghatar is an aquatic amorphous semi-sentient mass of grey formless ooze. It can extrude evil plant-like

tendrils from its gelatinous body. Countless venomous barbed claws can spring out from these tendrils.

History: In 1968 MS, following their defeat at the hands of the Herbwardens of Bautar, the Cener Druids made their small forested realm of Ruel virtually impregnable by the use of evil herbcraft. They modified the natural order of the forest and created a terrible host of monstrous creatures to act as lookouts and defenders. Plaghatar are one of these creations. They infest the many stagnant, scum-encrusted ponds of the Cener Druids' evil domain.



Combat: This malevolent creature lurks just below the surface of stagnant water and strikes when an unwary victim enters its amorphous ooze. It envelops them and drives its barbs deep into their skin. Once they have been caught, it injects a sophomoric poison into their bloodstream to knock them out and drown them. The dead victim will then be decomposed and digested over a period of several hours by use of a deadly cocktail of powerful acids.

Special Rules: If a Player loses any ENDURANCE points while in combat with a Plaghatar, they will lose an additional -2 ENDURANCE due to the effects of the creature's poison. A further

-2 ENDURANCE will be lost for every round of combat in which they fight the creature, until the moment they have lost 10 or more ENDURANCE in total (Unless they have the Magnakai Discipline of Curing or an equivalent). At this time, they will lose consciousness and fall prone. If the combat is taking place in water, they will drown unless rescued within one minute of becoming submerged.

Roleplaying Notes: They emit a loud and malicious bubbling sound whenever they ensnare their victims.

PLAGUE HOUND (MUTANT CARNIVORE)

Combat Skill: 21-36

Endurance: 24-34

Traits: Grouping (Mob), Invulnerable (disease)



Physical Description: Plague Hounds are large dog-like mutants with mad red eyes and mangy, flea infested fur. Their skins are riddled with disease and they give off a putrid odour of mould and decay. They emit hollow growls from the backs of their blistered throats and slaver uncontrollably. Their tongues are invariably swollen and inflamed, and their yellow teeth are coated with virulent bacteria.



History: During the years MS 4689–MS 4698, the Cener Druids conducted many experiments on common canines. Using the power of their degenerate herbcraft, they created a mutant dog that was rife with disease yet resistant to its effects. When they had perfected these Plague Hounds, they bred large packs of them to serve both as guards and as attack dogs.

Combat: The Plague Hound is a vicious fighter whose natural lifespan has been greatly extended by the foul herbcraft and sorcery of the Cenerese. In combat, they will attempt to bite their enemy with their sharp yellow teeth and infect them with a virulent cocktail of diseases.

Special Rules: As soon as a Player suffers an ENDURANCE loss in combat, they will automatically lose an additional -1 ENDURANCE due to the immediate infection of their wound. They will suffer a -1 ENDURANCE loss at the beginning of every subsequent round of combat unless they possess the Kai Discipline of Healing or its equivalent. If a Player loses any ENDURANCE points during the combat, they must treat their wounds with Laumspur to completely eradicate the infection (one dose per 2 ENDURANCE points lost). Failure to do so within 48 hours of receiving the wound(s) will result in death. Plague Hounds can also attack with powerful psychic powers equivalent to the Magnakai Discipline of Psi-surge. As they do so, their mad red eyes will burn into the Player's psyche with a furnace-like intensity.

Roleplaying Notes: Plague Hounds constitute a perpetual threat to the countrymen living in the territories bordering upon Ruel. Plague Hounds are sent out to roam wild at night and to attack any humans or humanoid that dare to venture alone in the woods. Their aim is to spread diseases and terrorise people with their ghastly stare.

RIPPER BEETLE (SWARM) (MUTANT INSECT)

Combat Skill: 15-20

Endurance: 10-30 (dependent upon swarm size)

Traits: Invulnerable (half damage from physical attacks), Swift

Physical Description: This species of flesh-boring insect mutants look similar to large stag beetles. They have a black or speckled dark brown colouration and very powerful mandibles with which they are able to penetrate chainmail, leather and flesh. When agitated or threatened, they emit a rapid clicking sound.

History: Most of the creatures that inhabited the vast region that was destined to become the Darklands were exterminated by the Darklords and their servants within the first decade of their arrival and occupation. Very few survived, and of those that did, they were mostly insects. However, these simple insects mutated horribly during the course of the subsequent century. Ripper Beetles

underwent such a mutation and evolved into carnivorous pests that nested in the lower levels of all Darklord city-fortresses, and in the caves and caverns of the Darklands.



Combat: Once a Ripper Beetle detects potential prey (i.e., any living warm-blooded creature which generates body heat), they will swarm and attack with unnerving speed. They will try to overwhelm their target by sheer weight of numbers and tear them apart with their powerful mandibles. They will consume every scrap of their prey, including the bones and teeth.

Special Rules: Players will be unlikely to inflict significant damage on a rampaging swarm of agitated Ripper Beetles if engaged in close combat, but there are tactics which can be employed to counter them. When attacking underwater, a Ripper Beetle swarm fights with a penalty of -5 to their COMBAT SKILL. They are repelled by naked flames and very vulnerable to attacks with Holy Water which transforms them immediately to dust. They are susceptible to the Kai Discipline of Animal Kinship, or an equivalent, which can be used to repel them for up to 15 minutes (the precise time to be decided at the Narrator's discretion).

Roleplaying Notes: A terrifying encounter with Ripper Beetles can occur at any time the Players are exploring the subterranean levels of Darklands city-fortresses, caverns or caves.

SEA-SCAVENGER (& DURNCRAG SCAVENGER) (MUTANT BIRD)

Combat Skill: 17-25

Endurance: 10-12

Traits: Flight, Grouping (Mob), Iron Will (Sea-Scavenger only)

Physical Description: The Durncrag Scavenger is a cruel mutant vulture-like bird of prey found only in the Durncrag Range which forms a natural barrier between the Darklands and Sommerlund. Sea-Scavengers are a marine variant of the breed which is endemic to the northern coasts of the Darklands. They are evil-looking

avians and can be exceptionally aggressive. The screech of these evil predatory birds echoes all along the coastline and the mountain borders of the Darklands as a very unwelcoming sound.

History: Sea-Scavengers and Durncrag Scavengers mutated as a consequence of the corrupting pollution of the Darklands. They have no predators in the territories they inhabit, after having either exterminated or frightened away the natural birdlife that inhabited these territories prior to their arrival. This was the intention of the Darklords for they were aware that the Kai possess the Discipline of Animal Kinship and are able to use natural birds as aerial border scouts. The Durncrag and Sea-Scavengers can breathe the toxic air of the Darklands and reach the Darklord city-fortresses where they scavenge on the dead and steal gobbets of Giak meat.



Combat: Both of these Scavengers breeds attack by diving upon their target from a height of 100 feet (33 mtrs). They emit ghastly shrieks as they plummet towards their victim and strike furiously with their razor-sharp beak and claws when physical contact is made.

Special Rules: Unlike many aerial attackers that swoop down on their victims from the sky and then soar away after striking, Sea-Scavengers and Durncrag Scavengers attempt to engulf their prey with their wings, partially blinding them, while they use their

dagger-sharp beaks and claws to tear the flesh from their faces. If the number of ENDURANCE points a Player loses in the first round of combat is greater than the number lost by the Scavenger, then the creature's attack will cause permanent damage to their eyesight and scar their face. Any subsequent ENDURANCE points that they may lose during the combat will also be permanent i.e., they reduce their basic ENDURANCE score.

These lost Endurance points can only be restored by use of the Herbwarden Discipline of Path of the Life Mender.

Roleplaying Notes: The Sea-Scavengers should be used by Game Masters eager to show their players that the exploration of the Darklands is perilously in the extreme and can literally scar them for life.

SHADOW CAT (MUTANT CARNIVORE)

Combat Skill: 10-12

Endurance: 10-14

Traits: Swift



Physical Description: The Shadow Cat is a medium sized feline, powerfully muscled and with long fangs and sharp claws. Its name derives from its dark grey to midnight blue fur that allows it to blend easily into shadows. They have excellent night vision and a keen sense of smell. Among the endemic hunters of the Wildlands, these creatures are not innately evil, merely inquisitive and often very hungry.



History: Shadow Cats are one of the few natural predator species that have managed to survive following successive cataclysms that have ravaged the Wildlands, although have undergone a slight mutation of their original form and acquired new colour which enables them to make excellent use of shadow to their advantage.

Combat: Normally a Shadow Cat would be loathe to attack or even approach a fully grown human, but they can and will do so when near to starvation, or if the human is carrying food (e.g. dried meat) or wearing bloodstained clothing. These creatures are patient stalkers that will follow

Players for several days if they are carrying Meals (meat or fish) in their backpacks. Shadow Cats will remain out of sight and keep their distance when tracking humans. They will attack any sick or injured Player who is separated from the other Players for more than 12 hours.

Special Rules: Shadow Cats gain a +2 bonus on attempts to be stealthy. If performing an ambush, the Shadow Cat can make a special pounce attack, moving into engagement and attacking in the same action, and doing so with a +2 to its COMBAT SKILL (+4 when attacking at night).

Players with the discipline of Animal Kinship can try to communicate with the Shadow Cat, but cannot dissuade them from attacking if this is what they intend to do. These creatures are very inquisitive and know a great deal about what is going on in the Wildlands at any given time. However, this knowledge is difficult for Players to access as all life forms are either potential predators or prey to the Shadow Cat.

Roleplaying Notes: Shadow Cats are solitary hunters that only meet others of their kind to fight over territory or to find a mate. Largely nocturnal, it is rare to see a Shadow Cat during daylight hours, save for when their insatiable curiosity drives them to investigate something new and unexpected in their territory.

STRAGNAH (MUTANT ABOMINATION)

Combat Skill: 21-36

Endurance: 29-39

Traits: Aegis, Brutal 2, Invulnerable (disease)

Physical Description: Stragnah resemble grotesquely mutated bears that are covered in leaves rather than fur. This enables them to hide effectively in the foliage beneath the trees where they live. They possess bulbous heads with four hooded orange eyes, and their bloated black and yellow body ends in a writhing mass of thorny tentacles which can spray forth a powerful acid. From the back of their necks protrude spines that ooze sticky black venom.

History: In 1968 MS, following their defeat at the hands of the Herbwardens of Bautar, the Cener Druids made their small forested realm of Ruel virtually impregnable by the use of evil herbcraft. They modified the natural order of the forest and created a terrible host of monstrous creatures to act as their lookouts and defenders. Stragnah are one of the vile Cenerese creations that occupy the dense and forbidding Forest of Ruel.



Combat: Stragnah are ambush predators who wait for prey to pass within range of their tree before striking.

Special Rules: As soon as they sense that the unwary victim has come within range, they spring into action and try to ensnare them with their thorny tentacles. The acid that squirts from these tentacles inflicts a -3 ENDURANCE loss on any Player who is sprayed by it. The range of this acid attack is 12 feet (4 m). Stragnah fight using their powerful paws which have long sharp claws, and the venomous spines that protrude from the backs of their necks.

Any Player in melee combat with a Stragnah who suffers ENDURANCE loss is grazed by the creature's venomous neck spines and loses 3 ENDURANCE. Players who possess any form of protection against poison will lose only -1 ENDURANCE in this instance.

Roleplaying Notes: Stragnah are sadistic predators.

STALKING LASHER (MUTANT ARACHNID)

Combat Skill: 17-20

Endurance: 8-10

Traits: Invulnerable (poison, disease), Reach

Physical Description: These tentacled mutants inhabit the lower levels of city-fortresses of the Darklands and the murky slime pools of the Naogizaga. A Stalking Lasher has a rudimentary giant tick-like body but it is devoid of legs. Instead, it has four large tendrils, one of which has a massive bloodshot eye at its tip. The other three tendrils resemble barbed whips.

History: Stalking Lashers are a failed experiment of the Nadziranim of Kaag. They survived in the cess pits and cisterns of the city and were later introduced to many of the stagnant pools of the Darklands via an unidentified vector.

Combat: Stalking Lashers are very territorial and will automatically attack any creature which enters a pool they occupy. They will seek to inflict damage by lashing their adversary with their barbed whip-like tendrils. They take double damage when splashed with potable water, and triple damage when splashed with Holy Water.



Roleplaying Notes: These mutants are ambush predators. They are resistant to all kinds of poisons, toxins and disease. They have no tolerance to fresh water which acts like acid on their skin. This fundamental weakness prevented the Darklords from introducing them into the freshwater lakes of Northern Magnamund, as was their intent.

STARVINGRASSES (MUTANT CARNIVOROUS PLANT)

Combat Skill: 20-25

Endurance: 35-45

Traits: Aegis, Trapper



Physical Description: The Starvingrasses are exceptionally complex mutated plant colonies that resemble strange flowerbeds with a central trunk, without limbs or foliage, which looks similar to a dead tree. The trunk is surrounded by a luxuriance of ferns and flowers, fragrant and multi-hued. The thick assortment of ferns and flowers display aerial roots entwined together which reveals that they all belong to a single entity. All roots are linked to the central trunk which is equipped with powerful mobile vines that are barbed and as hard as insect legs. The vines hide an oozing purple maw with which they consume large warm-blooded prey. The vines remain hidden beneath the flowerbed until the plant attacks.

History: The radiation emitted by the Great Blast of MS 3280, which destroyed the kingdom of Taklakot, greatly altered the genetic structure of the plants of the nearby Forest of Fernmost which was, to all appearances, spared by the explosion. However, its trees have long since mutated in extraordinary ways. The most common mutations are carnivorous plants which are still active in



MS 5000, including the fearsome Starvingrasses which evolved from symbiotic associations with many various kinds of plant mutations.

Combat: Starvingrasses let potential prey explore their flowerbed and suddenly ensnare them using their lianas. Then they convey the prey to the giant maw which opens in the middle of the central trunk. If the prey resists or fights back, the Starvingrasses violently counterattack with vicious stabs from their thorny tentacles.

Special Rules: Players ambushed by the Starvingrasses become automatically entangled in their lianas. Entangled Players lose 2 COMBAT SKILL until they are freed, which can be achieved when the Starvingrasses lose more than 10 ENDURANCE. Once all Players are freed, the Starvingrasses will counterattack using their thorny tentacles and gain +2 COMBAT SKILL. The sap of Starvingrasses is toxic, and every Player who inflicts damage to this creature will get splashed with the toxic fluid and consequently develop a blood infection which reduces COMBAT SKILL by 2 permanently until they are cured by a Potion or Meal of Gnallia.

Roleplaying Notes: The Starvingrasses have become the most dangerous ambush predators in Fernmost for creatures that fail to realize their true nature and unwittingly explore their alluring flowerbeds. They are invulnerable to the Kai disciplines of Animal Kinship and Animal Control. They exist only in the irradiated blood-red soil of the Fernmost Forest of Southern Magnamund.

STONEWORM (MUTANT WORM)

Combat Skill: 15-30

Endurance: 38-48

Traits: Burrow, Defence 2

Physical Description: A gigantic mutant earthworm that exudes a highly corrosive slime. It has a huge maw full of jagged and barbed teeth.

History: Stoneworms are huge subterranean predators which have infested the Maaken and the Durncrag mountain ranges since the Age of the Black Moon. They were deformed and mutated by the effects of the tainted run-off from the Maakengorge. They constitute a deadly threat to the miners of Ruanon, but can be readily detected by the slimy trails they leave in their wake. This slime is highly corrosive but it rapidly deteriorates and loses its destructive properties. Stoneworm slime becomes harmless after one hour's exposure to normal air, and after only 10 minutes when exposed to pure oxygen.

Combat: A Stoneworm will try to swallow up anyone who stands immediately in its path. Once ingested, the victims are quickly dissolved by the mutant's powerful digestive acids.



Roleplaying Notes: Stoneworms are a terrifying creature to encounter when one is exploring underground. Upon the instant that an encounter takes place, they will make a ghastly gurgling, sucking sound. This serves as a chilling warning that they are about to surge forward and attack.

TUNNEL STALKER (MUTANT HUMANOID)

Combat Skill: 23-44

Endurance: 30-49

Traits: Brutal 2, Invulnerable (poison, disease), Trapper

Physical Description: These repellent hulking beasts are vaguely humanoid in shape. They have long sinewy arms and lumbering bodies that are covered with vile-smelling fur. Their lower jaw is full of twisted and misaligned fangs, and their bloated bellies skim the ground as they move along in loping strides.

History: Tunnel Stalkers were originally created by the Cenerese during the Age of Awakening (1600 MS – 0 MS) to guard the entrances and subterranean passages of their evil temples. In MS 5000, many of these creatures still exist. They are exceptionally long lived and wander in isolation along abandoned subterranean tunnels and passageways, forever in search of vermin on which to feed.



Combat: Tunnel Stalkers are intimately familiar with their surroundings, very often having spent countless centuries trapped within them. They are expert ambushers and will have prepared many places where they can spring out on an unwary intruder and attack without warning.

In combat, they will attempt to grip a victim by the throat using their powerful clawed hands, and choke them to death. Tunnel Stalkers can also use chunks of sharp flint which they wield like daggers.

Special Rules: Tunnel Stalkers have a long lifespan resulting from the sorcery of their creation. They have the power to regenerate lost limbs and are able to heal all wounds received in combat, completely, within 24 hours.

Roleplaying Notes: These tunnels may be your prison but they are also your home. Destroy anyone who trespasses!

TZARG (MUTANT BATRACHIAN)

Combat Skill: 10-15

Endurance: 20-25

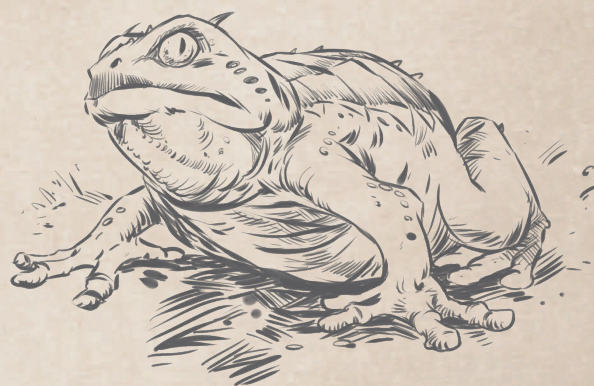
Traits: Grouping (Mob), Invulnerable (disease)

Physical Description: Tzarg are carnivorous frog-like mutants, similar in size to an adult dog. They have excellent night vision and a highly developed sense of smell.

History: Tzarg were originally bred by the Cener Druids of Ruel for the sole purpose of guiding them through the Rootstrangle Swamp of Caron which lies to the south of their evil domain. Many Tzarg escaped captivity and took refuge in the vast swampland where subsequently they thrived beyond reach of their evil creators. In MS 5000, the Vazhag servants of the Cenerese use Tzarg as bloodhounds because of their highly developed sense of smell.

Combat: Tzarg are cowardly creatures when caught on their own. They will never attack unless they outnumber an enemy by a ratio of at least 3:1.

Roleplaying Notes: Tzargs are carnivorous scavengers who will only consume carrion. The more rotten the meat, the better they like it. They seldom attack healthy creatures, but they may be tempted to strike and kill wounded or sick humans, especially if they have gangrene. Tzarg gorge themselves when prey is abundant and then they will sleep for 1-2 days while their food is digesting. Tzarg stomach acid is very corrosive; it permits them safely to digest putrid carcasses that are infected with virulent diseases that would be lethal to other scavengers.



WILDLANDS MUTANT (MUTANT HUMAN)

Combat Skill: 12-16 (pack: 18-20)

Endurance: 15-17 (pack: 20-25)

Traits: Grouping (Mob), Stench 1

Physical Description: The mutant humans of the Wildlands are stunted, deformed, and exceptionally wicked entities. They have scabby skin punctuated with wiry and greasy patches of hair, eyes that weep a watery pale yellow pus, hands that are more like claws than fingers, and faces which more resemble dogs than humans.

History: These foul creatures are the descendants of the Cloeasians who survived both the destruction of their homes during the terrible earthquakes which laid waste to Northern Cloeasia during



the opening of the Maakengorge (MS 3055), and the predation by the foul creatures from the Maakenmire hundreds of years later, and yet fell victim to the creeping corruption which befell the Wildlands during the second half of the Age of the Black Moon. The geological upheaval that created the Maakengorge also opened many secondary faults below the surface of Northern Cloeasia, which were later filled by tributaries of the Nengud-Kor-Adez, the lake of evil fire which surrounds Helgedad and which has run below and corrupted the soils of the Darklands since MS 3072. In a few regions of the Wildlands, resurgences of distant tributaries of the Nengud-Kor-Adez greatly corrupted the land in the manner of the Darklands blight. This creeping corruption caused the mutation of several remaining tribes of Cloeasian survivors. They were transformed into a very aggressive and bestial people that lived a pitiful existence henceforward.

Combat: Those feral man-beasts always attack in a mob and, if possible, by surprise, screaming out from their hiding place in a frenzy of bloodlust. They are not very powerful or resilient individually, but they can be a formidable challenge when formed up in a large group.



Roleplaying Notes: Were it not for their vile depravities they would be creatures to pity. However, their despicable behaviour includes brigandage (rare, except when the opportunity presents itself), larceny, rape, murder, incest, necrophilia and cannibalism. No act is too base or too foul for them. They remain in the central part of the Wildlands and only dare to attack travellers on the coastal highway of the Wildlands when driven to do so by starvation.

XLORG **(MUTANT BATRACHIAN)**

Combat Skill: 22-23

Endurance: 30-32

Traits: Grouping (Pack), Trappers



Physical Description: Xlorg are monstrous reptilian mutants that thrive in humid and fetid swamps. They can crawl or stand up and walk like humanoids. When bipedal, they stand an arm's length taller than an average adult male human (8 feet / 2.5 mtrs). They have mottled corpse-green hides, toad-like faces and webbed hands that are tipped with sharp claws.

History: In MS 4362, a series of experiments were carried out by Nadziranim in the laboratories of Nadgazad. Their aim was to create a breed of amphibian troops for their Darklord masters. They exposed natural batrachians to high doses of radiation and powerful Right-handed Magic. The result of these experiments was the Xlorg. Subsequently, several Xlorg escaped from the Darklands city-fortress and fled southwards, through Ogia, to take refuge in the Danarg swamp where now they compete for territory and prey with amphibian Agarashi. The Xlorg that remained in Nadgazad were kept in huge subterranean water tanks by Darklord Menashga. He has yet to deploy them, although it is widely rumoured that he intends to introduce them into the rivers of Central Magnamund when the opportunity to do so presents itself.



Combat: Xlorg are ambush predators who can await their prey for days on end and remain completely motionless until the moment they come within striking distance. Xlorg rarely ambush their prey in isolation. Typically, several Xlorg will position themselves carefully so that potential prey will be completely surrounded when they launch their ambush.

Roleplaying Notes: At the optimum moment, the most dominant member of a pack of lurking Xlorg will emit a loud and fearful cry, similar to the sound of the howling of a rabid dog. This is both to startle the prey and make it freeze in its tracks, and to signal the moment to strike to the other Xlorg pack members.

ZAGOTHAL (MUTANT WORM/BATRACHIAN HYBRID)

Combat Skill: 27-29

Endurance: 25-28

Traits: Invulnerable (disease), Reach, Swift

Physical Description: The Zagothal are giant worm-like mutants that defend the area around the fortress of Kazan-Oud in Dessi. They have huge toad-like faces and bloated pale-skinned segmented bodies. Using their two muscular forelimbs, tipped with razor-sharp talons, they are able to haul themselves up sheer rock faces. When on level ground, they move by contracting their body muscles, with one group relaxing and lengthening as another group provides a forward force by contracting. Their skin is disfigured by open sores which is a result of their unstable metabolism.

History: Zagothal are among the most dangerous mutants which guard the shores around Kazan-Oud. They prey upon Giant Rats and, in so doing, they control the numbers of these prolific vermin.

Combat: Zagothal rear up to attack their prey with their clawed forelimbs and their fangs. They also use a long razor-edged tongue with which they can strike out in ranged attacks at very high speed.

Special Rules: Zagothal have poor eyesight and no sense of hearing. They detect their prey by its scent and body heat. Players with the Magnakai Discipline of Invisibility can evade (at any time) a fight against a Zagothal by masking their body scent and heat.

Roleplaying Notes: These beasts are vile, but they control the vermin populations around their lairs. Unfortunately everything that moves is, to them, vermin.



MAKING THE MOST OF YOUR MONSTERS



CHAPTER SEVEN

MAKING THE MOST OF YOUR MONSTERS

You have settled down to run a game of Lone Wolf; you have the players, you have an adventure or two, and you have some good ideas beyond the ones that the introductory scenarios have presented so far. The time has now come for you to inject some new blood into your Lone Wolf games to keep the intrigue and excitement of Magnamund rich and rewarding for your eager players.

CREATING ATMOSPHERE

Consider the tried and tested dungeon bash, where your players enter a cold chamber and face off against a vicious Helghast. They were expecting to find some deranged monk that they had heard about from rumours in the town of Ruanon, but when finally they discover the man's hidden lair, something doesn't quite feel right.

They find him and a combat is about to commence. The players are all raring to go, when suddenly you say something like...

'The monk is really a Helghast. It charges at you with its Bluefire spear raised.'

Well, to be honest, this is a bit of a letdown. Sure, it explains exactly what the creature is and what it is doing, but when it comes to telling a story it leaves a whole lot to be desired.

Consider for a few moments what this confrontation would be like if you had taken some time to build up the suspense. It would be a great deal more exciting for a start. Most modern horror movies succeed when they keep the main protagonist shrouded in mystery, showing tantalising glimpses of its dark malevolence but holding back from revealing the full horror of its purpose and its presence until the final few frames. It is this fear of the unknown that's so enticing. Well, the same is true of the best role-playing scenarios.

Take this hypothetical Helghast encounter, for example. How much better it would be if you had embellished it a little with some creative narration. Much of the enjoyment that comes from reading the original Lone Wolf gamebooks is derived from their evocative descriptions of locations and characters. Let them be your guide to replicating the intrigue and suspense that is vital if you are to transform your games into truly memorable and unforgettable occasions. In short, create atmosphere!

The cold chamber reeks of something deeply unpleasant. A mouldering skeleton lies on the bloodstained floor, with the lifeless body of a man in a torn brown robe slumped against the wall nearby. From out of the shadows emerges a tall figure, clad similarly in a plain brown robe, his face hidden from clear view by the folds of his raised hood. Slowly, very slowly, he pulls back the hood and you find yourselves staring at a face you have all seen before. His features are identical to those of the dead man lying in the corner of the room. Suddenly, the face begins to melt before your disbelieving eyes. The skin sloughs away from the skull to hang in burnt and tattered shreds, and the eyes begin to glow with a chilling crimson fire. Fangs protrude from the lower jaw as it drops down to reveal a ghastly mouth, as black as an open grave. A ghastly shriek shatters the silence, moments before the hideous creature raises a spear of twisted iron and comes rushing towards you. The spear tip ignites into a ball of blue flame as he thrusts it towards your unprotected chest.

Now, your players do not know for sure that they are facing a Helghast, for you have not told them so directly. OK, there are plenty of clues, like the facial transformation and the Bluefire spear, but they may be new to the world of Magnamund and have no idea what they are facing here. All they know for sure is that the mundane encounter they were expecting to have with a mad monk has suddenly become something more. Something rather terrifying! Even the most humble of creatures can be transformed into something a little bit special, like a Giak for example, just so long as you describe it a way that will build up intrigue and suspense. Avoid revealing everything there is to know about an adversary. In short, keep your players guessing!

NEVER GIVE THE GAME AWAY

Players can be very fond of collecting details and statistics. It's a part of human nature to want to know what's going on before a risk is run or a chance is taken. But this runs counter to building intrigue and suspense. Try to keep a creature's stats a secret from the players for as long as you can. Don't reveal it's COMBAT SKILL



and ENDURANCE points score, for example. During combat, simply describe the creature's physical state in terms of how badly injured it looks, and not by how many ENDURANCE points it has lost.

"The Giak now has only 4 ENDURANCE points left!" is not as exciting or as evocative as telling the Player that their Giak adversary is "bleeding from several wounds to its neck and chest, but it's still coming at you with a murderous glint in its yellow eyes!"

The same applies for any special attributes that a creature may possess. Don't tell them that the monster they are about to fight has a poisonous bite, let them discover it for themselves. Keep the players guessing and they will, eventually, thank you for it.

DO NOT BE AFRAID TO CHANGE THINGS

If there is one thing true about every kind of creature on Magnamund, it is that no two of them are exactly alike. There are subtle differences that can come out during game play but have no effect on their statistics and there are major changes that can make two monsters of the same type behave very differently in combat. You can simulate these changes easily by just shifting around their characteristics. This allows you to do things like lower a creature's ENDURANCE score to represent previous damage or to present an infant or adolescent version.

You can also ascribe new Traits (or remove existing ones) if you wish. Just like the advice above; keep players guessing. A Giak is not normally immune to Mindblast, but you can simulate one with an unusual mental gift or strange mutation by granting it that immunity and letting players discover it during play. Imagine the shock on a Kai Lord's face when his trusty Mindblast has no effect on what seemed to be a random, normal Giak!

MAKE THE MOST OF A MONSTER'S INTELLIGENCE

Some monsters are as thick as the proverbial two short planks. They are simply incapable of employing complex battle tactics.

The best they can ever come up with is scream, lower their heads, and charge. However, there are some that are notoriously devious and cunning. Take note of a monster's description and, if it's a sentient beast with a whole lot of savvy, try to formulate its best course of action in any given situation. If Doomwolves are cunning and intelligent pack hunters, then use them as such when your players have a dozen or so of them hot on their heels. Look for opportunities to surround the players, to break up their group, to isolate the weaker ones and gang up on them. Just like a pack of Doomwolves would.

If your monster lives in a lair, is fond of tricks and traps, and likes to ambush its prey, then don't have it charging headlong at the first player it sees, snorting and bellowing like an angry bull with a bad toothache!

It can be a lot of fun thinking up ambush scenarios, or tricky traps in which to ensnare the players if they should get careless or complacent. However, you should always avoid creating 'certain death' scenarios where the players will have no chance of surviving, no matter what they do. Intelligent play should always be rewarded with success.

When you are putting together an ambush or a trap, always think about the optimum way in which the players can get through it. Feeding them a few subtle clues ahead of the encounter is a particularly good way of helping them achieve this. The enjoyment and satisfaction they will feel when they think their way through, rather than batter their way through, a tricky encounter will ultimately reflect well on you.

Good Narrators don't compete with their players; they challenge them fairly and reward them generously when they perform well. They may curse you when things are getting a bit tough for them during the course of a game, but so long as you always treat them fairly, they will keep coming back for more. They may even thank you.

Don't laugh... it has been known to happen!



APPENDIX





APPENDIX

MEMORABLE ENCOUNTERS

The Magnamund Menagerie and the Bestiary of the Beyond each provide a Game Master a wide array of creatures drawn across the world of Aon, within the surrounding planes of existence, and even from deep within the void of the Daziarn. Included are chapters of advice on how best to utilize these creatures, how to modify them to suit your campaign's needs, and how to roleplay as these creatures, so that not every meeting between the Heroes and your 'monsters' has to be violent.

These meetings are also known as encounters, which is where this chapter fits into the *Lone Wolf Adventure Game*. Memorable Encounters includes six iconic scenes that can give your games the feeling of grand fantasy from your first description.

However, these are not cut and dried encounters, nor are they rigid.. The *Lone Wolf Adventure Game* is your game; shape your game as your group desires. Each encounter comes with suggestions on how to alter it to customize the scenario to your taste. In some cases, these suggestions completely subvert the scene, allowing you to turn the tables on your Heroes, surprising them with dramatic choices or conflicts they never saw coming.

This chapter is by no means exhaustive. Every new scene you present to your players throughout your campaign can be just as powerful as anything given here. The key is to remember that your game is your very own tale of High Fantasy and adventure. If you bring the possibility of heroic deeds and amazing scenes to your game table, your players will answer the call.

Together, you can tell a story worthy of the word 'epic'!

CAMPFIRE AT NIGHT

Up ahead, silhouetted against the forest trees, shapes flicker in the dark. At this distance, you cannot make out the figures clearly, but they appear to be several people surrounding a blazing fire. Some stand, while others rest near the flames. At least one appears to be armed, the tell-tale glint of metal blade occasionally catching your eye.

This style of encounter is a common one in fantasy, especially during periods of long overland travel. The Heroes are not the only ones who need to rest, after all, so anyone from potential allies to vicious enemies could be surrounding that campfire. Campfire encounters include several interesting story elements, from the dangers of being seen to the vulnerability of approaching a group clearly on their guard in the dead of night.

Given this Encounter, the Narrator must decide the general organization of the people in it. How many are standing guard? How many are eating or sleeping? If attacked, what will they do and how fast can they rally to do it? If the camping group is hostile, how will they react to spotting one or more people outside the reach of their firelight? However, even the most vigilant guard may have difficulty seeing past the edge of a campfire: the light makes it easy to see anything close by, but beyond the fire's radius, darkness sets in. This can make it quite easy to avoid camping groups, simply by staying at a distance and moving slowly. Both Heroes and their enemies can make use of this fact to evade detection at night.

APPROPRIATE ENEMIES

Campfire encounters are almost strictly a humanoid affair. Wild animals rarely seek out a roaring fire and will typically avoid a brightly lit camp. Most inhuman monsters act similarly, seeking culverts, caves, dense tree cover, and other natural concealment, rather than exposure to fire and light.

LIKELY SCENARIOS

Campfires suggest a level of preparation common to civilized humanoids and trained travelers. Most of these, particularly merchants and other tradesmen, will stick to roads, established trails, and well-traveled paths. Only overland travelers, scouts, soldiers, and hunters are likely to be encountered in the deeper wild. How they react to being approached depends entirely on who they are.

The Heroes' actions will also be an important factor. Even potential allies might respond in kind, if assaulted at night by an unknown group. Conversely, even enemies might be willing to parley if they need supplies, information, or just do not feel they can survive a combat with the Heroes.



VARIATIONS

- A group of woodsman tends to a wounded Border Ranger. They are paranoid that whatever creature injured the stoic scout will come for them next.
- A group of cutthroats came upon a lost trade caravan just a few hours ago, killing everyone in it aside from a single child, still hiding among piles of fur. They pretend to be the merchants for as long as they can, but eventually the child will burst out of hiding and beg for help!
- A lone traveler greets the Heroes as they approach her fire. She is a Helghast in disguise, but she has a mission elsewhere and knows that she is outnumbered. She will not trouble the Heroes unless they discover her true nature.

SIGNS OF BATTLE

The ground here is torn, with tracks everywhere and signs of a struggle. Small red stains spatter the ground, the telltale scent of blood tinges the air, but are no bodies to be found. There was certainly a fight here, but between who, and why? Worse, whomever was responsible could be back at any moment!

One of the best ways to get players thinking towards their own safety is to present them with a fight without directly challenging them. Signs of Battle fulfills this handily, showing the Heroes where someone else fought for their lives against terrible odds. This scene is all about the details: the more real you can make the aftermath of the conflict, the more violent and vivid that combat will be in your players' imaginations.

Run the fight over in your mind as if you were watching it take place. Make note of any traces that might be left behind. Was one of the combatants a member of the Brotherhood of the Crystal Star? If so, there could be scorches on nearby trees or walls from lightning. Were any of the combatants armed with particularly large weapons? These can leave huge cuts and craters all over a battlefield. Be thorough, then work these details into the scene.

Signs of Battle is only a precursor, but it can quickly become a full-fledged scene if the Heroes are suddenly confronted with the survivors of the fight or decide to fortify their position and dig in, preparing for whatever may come. Either way, the players take an active part in the game.

APPROPRIATE ENEMIES

Except for a few truly pacifist or bizarre monsters, virtually anything in Magnamund could contribute to this scene. Any kind of combatants that would not leave bodies behind can be used for a Signs of Battle encounter. Doomwolves and Akataz both drag off their prey, preferring to consume their kills in private. The forces

of the Darklands rarely operate in the open, so they will likely to retreat into concealment after doing battle. Similarly, bandits survive by staying on the move..

LIKELY SCENARIOS

The basis for this scene surrounds a battle that raged violently which ended with no one left at the scene. This could be as simple as guards assaulting criminals and hauling them off to a constabulary, to the aftermath of a mighty Agarashi devouring a band of knights, armour and all. Decide what happened to both the victors (if there were any) and the losers. The slain will have to be carried away or disposed of at the scene. And, while the victors or survivors have left, how far have they gone?

VARIATIONS

- At the edge of the broken battlefield, bloody tracks lead into a stand of dark trees. The trail is false, left behind by one of the Giaks that now lurk in those trees, waiting ambush the unwary.
- Among the signs of carnage, the Heroes find an empty crystal vial that smells like bitter herbs and Laumspur. Tracks lead away, but they are difficult to follow. If the Heroes persist, they find a second identical vial. Eventually, they discover a sleeping woman in a camouflaged lean-to. She shows signs of recent injuries and her nearby sword lies besides her, unsheathed and bloodstained.
- The entire scene is fake, staged by members of a bizarre cult that worships an unusually large stoneworm. If the Heroes spend too long investigating the 'battlefield', it may rise to feed!

ROWDY TAVERN

This place is an assault on the senses, from the tang of sweat and warm ale to the raucous sounds of laughter and conversation. There are so many people here that getting a table to yourselves may be impossible, but a few gaps exist at the bar between the broad backs of field hands and the daggged leather vests of the less wholesome.

A bustling inn has provided a setting for so many fantasy stories that it has become a time-honoured cliché. Including one in your campaign requires a little planning and a willingness to shake up the encounter in a way that your players might not expect.

Taverns and hostels are centers of social activity and, in a small town, they may literally be the only outlet for interaction that exists. Anyone in town might be encountered there at some point, if only to procure food or meet with a traveler. Regulars in such places always know familiar faces and will be on the lookout for strangers. Their attitude towards newcomers determines how well such an encounter might go.



Rowdy Tavern scenes do not have to end in conflict, though open, non-lethal brawls can provide your players with a cathartic outlet. Whenever a Hero needs to vent some tension, a drunken town lout can provide just what Kai ordered – a knock-down, drag-out scum with no apologies needed, no loss of life, and no consequences aside from hangovers, bruises, and repair bills.

APPROPRIATE ENEMIES

These scenes do not always need to have enemies, but when they do, such antagonists are typically comprised of whatever local race dominates the setting. Taverns are rarely the first point of attack by enemy invaders, though doing so could be tactically sound, if the town guard are all there and vulnerable.

LIKELY SCENARIOS

As noted, taverns can be the background for everything from thrown punches to whispered business dealings. Envoys from other lands may sidle up to the bar, telling loud jokes in an exotic accent while buying drinks for everyone in the house, even as mysterious strangers dine alone in shadowed corners. You may even stage battles here, from the innocuous to the direly intense, complete with all the mayhem, cover, and breakables that a bar can provide.

VARIATIONS

- On their last raid, one of the infamous Deathcowl raiders was killed by a town guard. The rest of the gang is out for blood, so they have infiltrated the bar and, when they get the signal, will attack everyone!

- A Vassagonian merchant, flush with coin from a very successful deal in a nearby city, celebrates her success with free drinks. If the Heroes are friendly, she might offer them work.
- Two days ago, the Deathcowl raiders killed everyone in the bar. Now, everyone in town is either dead or fled. The Deathcowl raiders now use the bar to lure in travelers, drug them with herbs in their food and drink, and then sell them as slaves to a Vassagonian merchant who convinced them to spare her life in exchange for her service.

ABANDONED RUINS

Craggs of weathered stone rise up from the undergrowth nearby. Moss and vines cling to the remains of what was once a huge building. Though much of the structure has collapsed, there are a few sections of the ruins that look intact enough to offer shelter from the coming storm. What secrets might still lurk in its long-abandoned shadows?

This kind of encounter covers everything from a few dusty rocks sticking up out of dunes in the desert of Telchos to the Darklord citadels that still dot the wilds of Magnamund. Any old building left to decay in the forgotten places of the world can qualify for a scene like this, providing the backdrop for exploration, ambush, and the discovery of lost lore. Driving Heroes to examine old ruins should not be difficult, as the ‘dungeon crawl’ mentality of roleplaying is still a strong one. This mindset of exploring, fighting,





and finding treasure is not a bad one, especially as it can be the sole motivation needed to draw the players into this part of your campaign. Of course, like Rowdy Taverns, providing variations on the cliché draws your players' interest and provides new experiences for your Heroes.

Abandoned Ruins provide an aesthetic because they play on several primal feelings. Isolation, discovery, and sudden danger all appeal to players; they reach across roleplaying motivations and character types, pulling everyone into the story. Even after leaving, they may even be more inclined than ever to explore ruins you reveal to them in the future.

APPROPRIATE ENEMIES

Ruins can hold any kind of creature you wish, or even none at all. Your ruins be haunted, filled with only undead and other macabre monsters. Alternatively, you can populate the same ruins with golems, elemental fiends, and arcane creatures beyond understanding, turning it into the remains of a lost wizard's tower. Ruins may not even be abandoned, instead housing criminals, refugees, or wild animals using the structure as a den. Even hostile races like Drakkarim and Giaks may seek out ruins, trying to establish a base in enemy territory.

LIKELY SCENARIOS

Just by offering ruins for your players to explore, you create a potentially memorable scene. You can also, as the introductory text above suggests, present the ruins as a solution to a problem. Alternatively, the ruins might be a problem for a nearby village, with people desperate for the Heroes to clear them out before that threat turns lethal. Ruins can be a staging ground for enemy armies, a potential resource for hidden treasures, or a mystery waiting to be solved.

VARIATIONS

- The ruined walls on the surface are the exposed remnants of a much greater structure beneath. Once the Heroes start exploring, they discover a vast network of ancient halls and subterranean chambers. Who built this place, why did they do so, and are they still here?
- What appeared to be ruins were actually the few surviving sections of an immense, ancient tree. The interior shows signs of passage; further exploration will eventually discover the current occupants of the hallway sized roots – an entire swarm of Antah Wasps.
- A violent tempest drives the Heroes to seek shelter in these ruins. Once inside, they discover this was once a Shianti outpost dedicated to studying lightning. The outpost is filled with deadly traps and wards, which slowly grow stronger with each peal of lightning from the storm outside.

MYSTERIOUS TEMPLE

You have come across a smooth basin of stone, the flooring tiles fitted together so tightly you can only see the seams in spots where time has loosened them. In the center, a statue towers above you. The elements have not been kind, but its eroded face still commands a certain majesty. This was once a figure of great importance, the echoes of its power still palpable in the air around you.

Mysterious Temples are a great place to let the Heroes encounter great might and majesty without directly engaging them in combat or offering them access to overly-powerful magic. Temples like the one described above can be found all over Magnamund, especially in the southern half of the continent where beings of nearly godlike power drew worship for thousands of years before the current age.

Shrines to lost gods, even those who only masqueraded as divine, can still hold a great deal of power. These temples can guide your players, reward the Heroes, or even introduce all new elements of play. Great treasures can be found in places like these, or the Heroes may encounter with a new cult by interrupting a worship service already in progress.

Not all Mysterious Temples are dedicated to unknown deities. Ishir, Kai, and Naar have differing appearances depending on where one travels in Magnamund and this is reflected in their holy places and local superstitions. When a Shadakine Buccaneer spits "Naar's Teeth!", she likely involves the legend of the Shadow Captain, a pirate with black pits for eyes and a full grin of shark fangs.

APPROPRIATE ENEMIES

Temples are only as good as those who worship there. If not abandoned, you can populate a temple with just about any kind of appropriate humanoid. Any being intelligent enough to venerate a deity can serve your story. Organized humanoids doing this could comprise just a few scattered devotees, a small cult, or a large church serving their strange deity.

LIKELY SCENARIOS

Many monsters can worship a divine power without directly being cultists. Imagine a shrine of Xhagvash visited by Doomwolves which leave some small part of their kills there, feeling the Sanguine God's murderous blessing every time they do so. Many non-humanoid creatures might do the same, even unintelligent ones, having learned through experience that power can be had through sacrifice.

VARIATIONS

- A group of villagers uncover a stone statue and, mistaking it for an image of Ishir, raise it and offer praise. At first, they are rewarded with fertility both in their fields and in their families,



but the statue's true identity as Karaushnitt the Carnal begins to corrupt the whole village, driving them to ever greater acts of debauchery.

- A strange shrine draws people in a nearby city to sleepwalk towards it, awakening with the word 'Sejanoz' on their lips. What is happening? Why is everyone affected so pale afterwards?
- The statue at the heart of the temple is no mere statue; it is a long-dormant golem! Should the creature arise, especially in the midst of a worship service, the carnage and bloodshed would be horrifying.

DARK ALLEY

Though the paved streets of this great city are safe and well-travelled, there are places where light does not reach. You stand at the edge of one now, a blind alley with unusually deep shadows. A quiet voice beckons you to enter, but you cannot see the speaker. Do you turn back towards safety or venture into the unknown?

Alleyways and backstreets exist in any settlement, though they are more prevalent and more complex in large cities like Holmgard and Durenor. Rightly famous for being dangerous places where criminals rule the shadows and guards fear to tread, such places are havens for the unwanted and hubs for less-than-legal trade. Some Heroes will find conflict in Dark Alleys, while others will uncover great opportunities.

Maintaining the atmosphere necessary for alleys, slums and poor quarters of town means providing little moments of roleplaying flavour in your descriptions. When you describe a Hero's surroundings, include details like greasy puddles and crumbling brick. Note strange smells and whispered voices. Set the scene with background elements like drunks staggering to their hovels or small discoveries like blood-stained clothes and discarded coin pouches, slit open and empty.

Dark Alleys can certainly become battlefields, providing interesting fights against a variety of assailants. Narrow alleys can limit combatants to one-on-one combat with small weapons while dilapidated town squares may allow a whole gang to surround the Heroes as reinforcements pour out of every open door and window.

APPROPRIATE ENEMIES

For combat purposes, your choices for opponents in a Dark Alley are often limited to local races and animals that might conceivably be found in urban settings. War dogs can be particularly effective in alley fights, as can snakes and other small beasts. Even the darkest creatures need a place to lair, after all, and hiding among clueless humans can help avoid the scrutiny of guards and other authorities.

LIKELY SCENARIOS

Never underestimate the roleplaying power of a good mugging, even when the thieves have no chance against the Heroes. A failed skirmish can lead your players into a greater plot with bigger, better battles against more worthy foes.

Also, keep in mind that many grand schemes are hatched in the lowliest of places. A dark urban sprawl can foster all manner of treachery and treason.

VARIATIONS

- A washer woman passes the Heroes in an alley, trips, and cuts herself on a loose stone. However, her wound vanishes before she can leave. She is no woman; she is a Helghast! (This can have even greater impact if the Heroes have met her before, perhaps sitting at a campfire some months before...)
- The body of a dead noble in an alley culvert bears a letter requesting a meeting in a nearby tenement. Following up on the letter leads the Heroes into a plot involving the aristocracy and an assassination plot.
- A known thief approaches the Heroes, begging for help. Though he is a self-admitted criminal, he claims that something worse stalks the alleyways at night. If the Heroes agree, he can help lead them to where it hunts and help them put it down for good (or betray them to it).

EXTINCT AGARASHI RACES

Many races of Agarashi were exterminated by the Elder Magi and their allies during the Age of War or simply ceased to exist following the demise of their creator, Agarash the Damned. Others evolved or devolved into new creature forms. Unfortunately for the Freelands of Magnamund, some extinct races of Agarashi could be revived if the power that created them, namely the Runes of Agarash, were unearthed. Here is a sample of extinct Agarashi races:

AGARASHI WYRM

Those gigantic wingless dragon-like Agarashi terrorized the continents of Magnamund and defended the realm of Naaros during the Age of Eternal Night. The greatest was Gandezh, the legendary Wurm of Naaros, which was almost as titanic in size as the False Dragons of Naar and only smaller than Karthogg the Doombringer himself.

Wielding the primal Evil Power of Decay, this leviathan was able to make rot an entire battalion with a simple glance. Since its defeat, its rotting corpse has supported the Throne of Power of the Kūnae,



Lords of Decay, in the Plane of Darkness. The other Wyrms were destroyed by the Elder Magi and their allies during the War of One Thousand Years, but some of them survived and evolved to give birth to specialized species which can still be encountered in MS 5000, namely the legendary Onzharas of the Dry Main and the Rak'varans of Kalte.

VAAG

The Vaag were powerful bat-winged horrors which could be summoned at will by Agarash the Damned and used to crush his foes. Legend has it that the Vaag were the most ruthless and deadly of all the Agarashi. Gigantic swarms of these flying spawn were used to spearhead assaults upon ancient Magnamund that led to his domination of the entire planet during the Age of Eternal Night. Unhindered by mountains, rivers and city walls, a flying horde of Vaag was virtually unstoppable.

In MS 5000, no Vaag are present on the surface of Magnamund. Legend holds that a Vaag Swarm could be reproduced by means of a powerful artifact called the Vaag Rune, one of the Lost Runes of Agarash. If ever the Vaag Rune is discovered, it is feared that new and infinite swarms of Vaag could be spawned and controlled by the wielder of the rune. If the glass-like Vaag Rune were smashed, the source of the power by which the Vaag are permitted to exist would be extinguished immediately.

VORKA

The Vorka were bipedal Agarashi lizards who moved with a swift and sinister grace that belied their deadly ruthlessness. A cold fire glowed in the depths of their sharp, unblinking green eyes, and their pliant body scales were as tough as plate steel. They were very fast runners, far quicker than a galloping horse. The Vorka were a fighting breed of Agarashi that became extinct following the destruction of Agarash the Damned. They numbered in their tens of thousands and constituted one of his most powerful legions. In MS 5000, no Vorka are present on the surface of Magnamund.

Legend holds that the Vorka Legion could be reproduced by a powerful artifact called the Vorka Rune, one of the Lost Runes of Agarash. If ever the Vorka Rune is discovered, new and infinite legions of Vorka could be spawned by its wielder. If the shell-like Vorka Rune were smashed, the source of the power by which the Vorka are permitted to exist would be extinguished immediately.

When they ran upon the surface of Magnamund, the Vorka were a terrifyingly effective fighting force. They were superlative pack hunters and they possessed a keen intelligence which gave them the ability to coordinate their attacks to maximum effect. If ever they returned, one can only shudder to think of the havoc and destruction they would wreak.

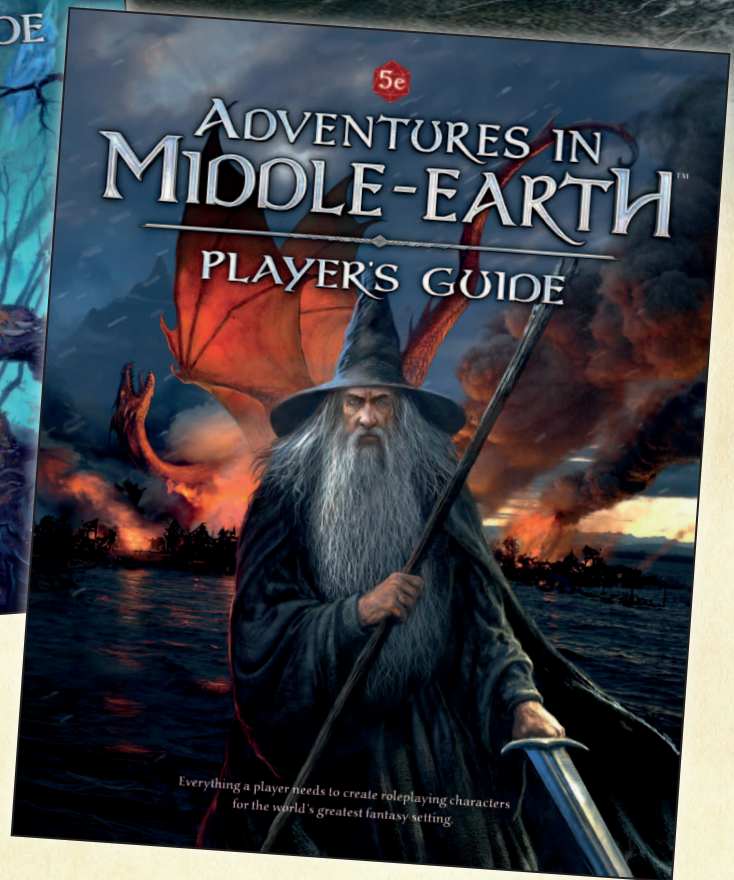




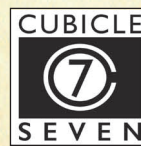
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A gorgeous, full colour hard cover, packed with creatures from the multi-million selling *Lone Wolf Gamebooks*. Every monster has an illustration, game stats and fascinating details about them.

Containing:

- Darkspawn: Creatures of Helgedad – Giaks, Doomwolves, Zlanbeasts and more.
- Humans and Humanoids: Bandits, Assassins, Pirates and more.
- Natural Creatures: Lions, Tigers and Bears!
- Natural Sentient Creatures: Ogrons, Giants and more.
- Undead: Helgast, Vordak, Skeletons and more!
- Making the Most of Your Monsters – advice for the Narrator on how to design and run effective encounters in the *Lone Wolf Adventure Game*.
- Appendix – Providing fascinating background details, detailing where monsters come from, and a timeline of their origins and more!

