

LONE WOLF

ADVENTURE GAME

MAGNAMUND MENAGERIE



JOE DEVER AND CUBICLE 7



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Dedicated to the memory of Joe Dever.
For Sommerlund and the Kai!

Published by Cubicle 7 Entertainment Ltd

Suite D3 Unit 4 Gemini House, Hargreaves Road, Groundwell Industrial Estate, Swindon, SN25 5AZ, UK.

Reg. no 6036414



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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 an acquisitive Szall to a hideous Helghast, 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 a 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 Undead from Ixia, powerful warriors and sorcerers from foreign nations such as the Sharnazim, the Cener Druids and the Shadakine Wytches, and fearsome Darkspawn that guard the fortresses of the Darkords.

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!



NEW TRAITS

BURROW

Creatures with Burrow have the ability to swiftly dig through earth and stone, moving within the ground as easily as a fish might swim in the ocean.

Benefit: In addition to permitting passage where normal travel might be blocked, this trait allows a creature to Evade combat without suffering any return attacks so long as it is in contact with earth or stone. Aquatic creatures can gain a form of Burrow that simulates a swift swimming retreat called 'deep dive'.

FLIGHT

Capable of moving through the air, these creatures can use flight to great advantage.

Benefit: Flying creatures can avoid dangerous terrain by flying over it. Flight allows a creature to move up to two range bands and still engage an opponent without needing to Charge.

INVULNERABLE

Either because of incredible resiliency, magical fortitude, or existing in an insubstantial form, this creature cannot be harmed normally.

Benefit: This creature cannot suffer ENDURANCE loss from one or more kinds of damage. The sources of harm are always listed in parenthesis after the Invulnerable trait. Some forms of Invulnerable only reduce damage; this will be noted in the specific Trait entry.

IRON WILL

Resistant to psychic attack and control, creatures with Iron Will fare better in combat with psychic enemies than those without it.

Benefit: This creature is immune to Mindblast. This protection does not extend to more powerful forms of mental assault. (See **Aegis** for a better form of psychic defence.) If the creature has 25 or more COMBAT SKILL, it is also immune to Psi-Surge.

LURKER

Lurkers are creatures that have a talent for staying still in one place, usually under concealment and waiting for a chance to strike at their prey.

Benefit: In ambush situations, creatures with Lurker go first in the Order of Battle. In addition, during the first round of combat, any

ENDURANCE losses suffered by a Lurker are reduced by half. This represents their protected hiding places and skills at striking swiftly and fading away.

RANGED COMBAT

By means of an equipped weapon or some innate power, this creature can attack its enemies at range

Benefit: This creature can engage in Ranged Combat as if it were armed with a bow.

REACH

Whether by means of great size or through extending limbs, these creatures can make physical contact at a considerable distance away from their bodies.

Benefit: Creatures with Reach can manipulate objects and engage foes from Close range without moving.

STENCH

These creatures produce an odour that is unnaturally unpleasant, possibly even harmful to those nearby.

Benefit: Opponents in Melee with a creature that possesses Stench suffers a reduction to their Combat Score equal to the rating of the Stench trait. This penalty ends when the opponent moves out of Melee.

SWIFT

Possessed of great speed, either through natural skill or supernatural power, Swift creatures can move at great speed and strike before most foes even know they are under attack.

Benefit: Swift creatures can move a range band and engage in the same round without needing to Charge. They may also move up to two positions higher on the Order of Battle after the list has been determined.

TRAPPER

This creature has the ability to make the terrain around itself dangerous and impassible. This may be the result of skill or a benefit derived from some special power like webbing or exuding adhesive slime.

Benefit: Any creature with the Trapper trait can prevent enemies from Evading combat.



CHAPTER TWO

DARKSPAWN

CREATURES OF HELGEDAD

In MS 3072, when the Darklords and their Nadziranim sorcerers arrived on Magnamund, they brought with them a sinister power that had been bestowed upon them by the Dark God Naar; the power of Darkbringing. With this power they were able to create evil and corrupted lifeforms called Darkspawn. The process of Darkbringing required the construction of large vats which contained birthing acids produced by the alchemy of the Nadziranim. To aggregate the sludge-like birthing acids into complex life-forms, they had to be activated and stimulated by substantial charges of raw energy and Right-handed magic. Such a huge reservoir of fiery raw energy existed around the Darklords' city of Helgedad. This was called the Nengud-Kor-Adez, the 'Lake of Blood'. The Nengud-Kor-Adez contained an immense quantity of raw energy which needed constant replenishment. The fuel that powered the Lake of Blood was the bodies and souls of sentient creatures (both natural and otherwise). Creatures thrown into the fiery reservoir were consumed utterly; their bodies were vapourised in an instant and their souls were trapped forever in the flames to burn in unimaginable agony for more than a thousand years. The energy released by the combustion of the bodies and the entrapment of the souls of its victims provided copious amounts of energy that was tapped to feed the Spawning Pits and give life to yet more Darkspawn.

Beneath the towers of Helgedad, the mightiest of all the Darklord cities, are many subterranean tunnels and foul chambers that

descend through solid granite towards the blazing chasm floor of the Nengud-Kor-Adez. Within these chambers are the Spawning Pits which give life to myriad Darkspawn species. Each pit requires varying amounts of birthing acids, raw energy and Right-handed magic to create differing types of Darkspawn. In MS 5000, under the supervision of the Nadziranim Breedmasters, led by Thulrash – a former minion of Archlord Vashna – a constant stream of Darkspawn is being created to swell the ranks of the Darklands' armies. Each pit is ringed by a curtain wall of ebon stone lined with downwardly curving blades designed to contain the hideous beasts that emerge from it. In their frenzy to escape from the vat, the newly-spawned will fight one another maniacally.

This is all part of a process designed to ensure that only the strongest survive. These survivors are hoisted out of the vat and hauled away to one of hundreds of Nadziranim laboratories for evaluation of their potential. Approximately half survive the evaluation process and leave the Nadziranim Sector to be trained to serve the Darklords. Those that fail are slaughtered and fed to the Darkspawn of Helgedad, or thrown into the Nengud-Kor-Adez. In MS 5000, additional Spawning Pits, fuelled by the subterranean tributaries of the Nengud-Kor-Adez that run deep below the surface of the Darklands, have been established in the Darklord cities and strongholds of Kaag, Nadgazad, Gournen, Aarnak, Gazad Helkona, Mozgôar and Kagorst.



The Spawning Pits are the greatest asset of the Darklords for perpetually they supply them with a constant stream of new servants and provide food for their troops. The Darkspawn are created with the sole purpose of empowering the Darklords of Helgedad to carry out their prime directive: to eradicate all vestiges of Good on Magnamund and secure a final victory for Dark God Naar over the Gods Kai and Ishir.

There are some Darkspawn that can only breathe the noxious atmosphere of the Darklands and are never encountered beyond its borders, while others are capable of breathing air and have no difficulty in operating in foreign territories. Most Darkspawn species are unable to self-reproduce but there are some notable exceptions to this rule. The Doomwolves reproduce in pens and some Darkspawn species have evolved to a point where they can self-reproduce and settle in remote areas of Magnamund. Examples of these are the Ictakko of the Naogizaga wastelands and the Szalls of the Wildlands. All Darkspawn have the trait of Darkvision which enables them to see in the dark up to 60 feet (20 metres), and they are all 'hard-wired' to obey the commands of their Darklord masters without question.

ASHRADON

Combat Skill: 27-42

Endurance: 30-40

Traits: Aegis, Flight

Physical Description: Ashradon are large flying creatures, part-reptile, part-bat. The Ashradon has large eyes that flicker with dark fire, wicked claws, bat-like wings, and a reptilian maw filled with razor-sharp, chisel-shaped teeth. A mass of coal-black greasy hair streams from its bony skull. Its scarlet reptilian skin glows with fine barbs. It is perfectly adapted to diving attacks and swift, frenzied fighting. Its wings morphologically differ from those of the Kraan and Zlanbeasts: they are narrower, and their patagium (membranous extension of the skin which constitutes the wing) are only supported by their elongated fifth finger. (Nb. Kraan have wider wings supported by all their fingers, which are all elongated, similar to bats.)

History: Ashradon are a powerful sub-species of Zlanbeast especially bred by the Breedmasters to be powerful killers that attack from the air. These winged reptiles were originally created by Darklord Vashna's Nadziranim in the spawning pits of Helgedad. Following Vashna's demise, all Darklords cities obtained the secrets of their spawning and produced Ashradon in special spawning pits. Their creation was overseen by Vashna's remaining Nadziranim. The largest of these Ashradon spawning pit complexes is located in the city-fortress of Kaag. Ashradon are redoubtable ambush predators and principally were used by the Darklords to guard their vast fortresses and patrol their immediate environs.

Ashradon are powerful and numerous but they are only to be found in the Darklands. They are incapable of breathing anything but the noisome mix of gaseous pollutants that passes for air in this desolate region.

Combat: Ashradon dive-bomb their opponents. They will soar upwards and hover momentarily before fixing their enemy with their deathly gaze, and then descend upon them in a swift and determined dive-attack. Their reptilian claws, sharp teeth, and strong leathery wings, which are covered with hundreds of tiny barbs, can inflict great damage to unarmoured or lightly armoured opponents.

Roleplaying Notes: As the rush of wind passes over their outstretched wings when they are in an attack dive, so it causes a loud and distinctive whining noise that can unnerve even the most steadfast of warriors. Their attacking dives are very swift, making it difficult for adversaries to time their initial blow to strike precisely and effectively when the Ashradon comes into range. More often than not, Ashradon will get in the first strike when they dive upon their chosen target. They have been known to leave their mighty fortresses in search of intruders who may have infiltrated the Darklands. When engaged on these search and destroy missions, they can hunt for days without need of rest or sustenance.





DAEMONAK

Combat Skill: 21-26

Endurance: 20-28

Traits: Flight, Swift

Physical Description: Daemonaks resemble winged humanoids with hairless sinewy black-skinned bodies. They have leathery wings that are covered with pus-filled pimples. Their eyes are small and beady, and they glow dully crimson. Small sharp horns protrude from their joints. Their fangs are very sharp, hollow and coated with green bile. Usually they are naked, but sometimes they wear leather body armour that they have scavenged from human corpses. They have long talons with which they inflict deep wounds on their enemies. They shun the use of conventional weapons.

History: These ghoulish, vampiric creatures are a creation of Darklord Vashna. He first used them as spies, assassins, and scouts prior to his creation of the Helghast who proved to be far more effective in these roles. During Vashna's reign, he created and dispatched thousands of Daemonaks to patrol the borders of the Darklands. Some were even sent into the Daziarn and the Plane of Darkness where they proliferated. Following his defeat, the secret of their Darkbringing was lost.

In MS 5000, the few Daemonaks that remain on Magnamund regularly congregate around the edge of the Maakengorge where they lament the entrapment of their master's spirit in its fathomless reaches. These few survivors live in the ruins of the ghost city of Maaken. Here they wait patiently in the shadows for the resurrection of their beloved master. They are rumored to scout the area surrounding the Maakengorge and bring back information to the vengeful spirit of Vashna.

Combat: Daemonaks are no longer as powerful as once they were when Darklord Vashna first created them. The few remaining survivors are thousands of years old, and time has slowly but surely taken its toll on their minds and bodies. Yet they still possess enough cunning and ruthlessness to make them a formidable adversary. They are incredibly swift and the bile which coats their teeth will paralyse any warm-blooded enemy. It is also a strong anti-coagulant, and it enables a Daemonak to suck the life blood from its victim quite rapidly.

They can drain a human adult male body of blood in less than two minutes. They are remarkably energy-efficient creatures. One such feasting is sufficient to sustain a Daemonak for more than one hundred years. If engaged in combat, and thwarted from making a successful strike with their teeth, they will use their talons to rake and stab. They are known to feign death in order to entice the unwary to approach them. As soon as their intended victim comes

within range, they will spring into action and attack with lightning speed.

Special Rules: Daemonak bile is a fast-acting paralyzing agent with strong anti-coagulant properties. When a Player engages in combat with one of these creatures, upon the first instance of an ENDURANCE point loss, the Player must pick a Random Number. If the result is 0-4, the Player will have been bitten and must make a Test at Difficulty 7 (or 6 if they possess the Kai Discipline of Healing). Failure will mean that the Daemonak has paralysed and attached itself to their body. Unless it is attacked in the following round by another Player, it will drain -4 ENDURANCE points from the paralysed Player per round.

Roleplaying Notes: These vampiric monsters are cunning, malicious, and ravenous for blood. They should be played as such by the Narrator. They possess enough cunning to prepare elaborate traps for unwary visitors to the ruins of Maaken.





DOOMWOLF (& SHEGAMAZ)

Combat Skill: 13-35

Endurance: 20-45

Traits: Grouping (Pack), Mount

Physical Description: Doomwolves resemble large black wolves with greasy fur, gleaming malevolent eyes, sharp fangs, and vicious claws. They slaver and drool when they detect the scent of humans or horses. Many are powerful enough to bring down a human and their horse with comparative ease. Doomwolves are larger than the mountain wolves of northern Magnamund and their growth can be obscenely enhanced by the dark powers of the Darklands. Some rare specimens are very large, as large as the most gigantic Giant Wolves of Tadatizaga. These monsters are only encountered in the Fortress-cities of the Darklands.

History: Doomwolves are an evil breed of large hunting wolf-creatures first created in MS 3400 by Darklord Vashna in the spawning pits of Helgedad. His purpose was to use them to serve as battle mounts for his Giaks (the Giak name for Doomwolf is 'Akamaz') and as war-hounds for the vanguard of his armies. They soon proved themselves ideal in these roles. Vashna shared the secret of their creation with the other Darklords so that Doomwolf spawning pits could be constructed in all of the Darklands' city-fortresses. Newly spawned batches of Doomwolves were kept in especially constructed pens within the city. Within a hundred years of their initial spawning, they became able to procreate naturally. From this point onward, the spawning pits became redundant. They multiplied in number and were trained for their military role as soon as they had been weaned by their mothers.

Over the millennia, occasionally a few Doomwolves escaped from the confines of their pens and crossed the vast wasteland of the Darklands. Renegade Doomwolves were usually tracked down and killed by Ashradon, but some survived and escaped into the Nadulritzaga Mountains of Ghatan, and the Ogshezar Mountains of Northern Skaror. Here they interbred with common wolves and produced a smaller sub-species of Doomwolf. These are called Shegamaz which means 'Dog-Wolf' in Giak. Not all the offspring of renegade Doomwolves were smaller or weaker than their Doomwolf sires. For example, the notoriously cruel Taintor Wolves of Northern Eru are directly descended from renegade Doomwolves.

Combat: These creatures possess an animal cunning and highly developed senses of smell and hearing which make them particularly effective when they are employed to track down and kill humans and humanoids. When engaged in combat, Doomwolves will first try to charge down their opponent and then savage them with their fangs and claws.

Roleplaying Notes: Players are most likely to encounter Doomwolves in small groups in the Durncrag Mountains, invariably with Giak scouts mounted on their backs. In battle, together with Giak riders, they act as a fast-moving mounted light infantry force. The most infamous of these mounted units is the Kaggazheg Regiment who are readily identifiable by their orange tunics and their shields which are adorned with the symbol of a flaming wolf's head. Doomwolves are also used by Drakkarim and Giak armies on their own, without riders, as an initial wave of shock troops sent forward to harass and disrupt enemy formations prior to a mass infantry charge. In battle, a pack of snarling Doomwolves can break an enemy's nerve and cause them to turn and flee before contact is enjoined. Very often they are employed for scouting and enemy pursuit purposes. In Zaldir and Nyvoz, some Drakkarim (called Akamazokim) are raised and trained from a young age to assert dominance over untamed Doomwolves in the Darklord city-fortresses of Akagazad and Kagorst, making them compliant enough for military use. The Akamazokim are a small and elite cadre that are also known by the title 'Doomwolf Masters of the Drakkarim'.





GIAK (MOUNTAIN SUB-SPECIES)

Combat Skill: 9-16

Endurance: 9-18

Trait: Grouping (Mob), Invulnerable (normal poison), Soldier

Physical Description: These squat, grey-skinned humanoids have sharp yellowed fangs and yellow eyes that can see clearly in dark and smoky atmospheres. However, they are sensitive to ultraviolet light, which makes them less well able to see in daylight than humans. Their lungs are very efficient at filtering and neutralising inhaled toxins, their porous body fat insulates their internal organs from extreme temperatures, and their cartilaginous bones have twice the strength of the human equivalent. Their alimentary canal and stomach are impervious to all non-corrosive poisons. Unlike many Darkspawn, they are not adversely affected by the oxygenated atmosphere of Magnamund beyond the borders of the Darklands.

History: The history of the Mountain Giaks is one born out of cruel slavery. During the early years of the Age of the Black Moon (MS 3004 – MS 3799), the Darklords bred the first Giaks (namely the Swamp Giaks) to provide cannon fodder troops and labour for the construction of their vast fortress-cities. Directed by Darklord Vashna, hundreds of thousands of Swamp Giaks were employed in the construction of Helgedad, a place which owes its name to the Giak language (Hel = Black / Gedad = City). Upon its completion, Vashna began producing a newer, tougher kind of Giak in many dreadful spawning pits located deep below the streets of his infernal city. The fruits of his ghastly labour were the Mountain Giaks: a stronger and more resilient breed that could better withstand the extreme heat and noxious atmosphere of the Darklands. Ruthlessly, this new breed persecuted the weaker earlier breeds, ruling over them in a society founded on strength, cruelty, and fear.

As the Darklords expanded their empire, and as their need for larger armies increased, so the Giaks were used less frequently as slave labourers. Their society became wholly military and a language evolved to fulfil their need for clear communication. This language is full of concepts relating to warfare, military construction and hunting: the three main Giak preoccupations. It is a harsh and guttural language with a limited range of vowel and consonant sounds, but it serves as a common tongue for all the creatures serving the Darklords of Helgedad. In addition to their language, the Giaks developed an instinctive sense of order and discipline. It is said that on the field of battle there are but few sounds that match the blood-curdling clamour of the Giak war cry "*SHEGGA-ASH-TAAG!*"

Combat: When alone or outnumbered, Giaks are prone to running away at the first opportunity unless they are lead by a well disciplined commanding officer. It is said that the average Giak soldier fears its officer more than any enemy, and this adage is borne out in many accounts of Giak battles. With a strong leader they can be a fearless

foe, but should their leader falter or fall at a crucial moment, then Giak nerve is swift to break. The Sommlending were the first to recognise this weakness. In MS 4219, during the siege of the Kai Monastery, by directing their bow fire against the Giak officers and slaying them they succeeded in routing an army that outnumbered theirs tenfold. The Darklords were gravely concerned by this serious flaw in the mainstay of their armies, and they set about looking for leaders for the Giaks that were less susceptible to missiles. Their search took several centuries to complete, but eventually they discovered a creature that was ideal for the role: the Gourgaz. The Gourgaz of the Maakenmire Swamp are not only intelligent and uncannily battle-wise, they also have a unique gift that makes them perfect for the role of Giak unit commanders. When a Gourgaz engages in combat, it secretes oil from scent glands that ridge the underside of its tail. This scent is odourless, but when it is inhaled by Giaks, a chemical reaction takes place in their brains that stirs them to a state of frenzy and total fearlessness.

Giaks led by a Gourgaz receive +2 to their COMBAT SKILL. They will not seek to evade from combat unless their Gourgaz officer is killed, in which case they will immediately panic and flee. Giaks without a strong officer to command them will not engage in combat unless they outnumber an enemy two-to-one.



Special Rules: Giaks can see clearly in dark, foggy, or smoky environments. They gain a +2 Bonus to any test that involves hard physical activity, and +4 when testing resistance to disease. When mounted on a Doomwolf, the Giak and the Doomwolf should be treated as one enemy, with the Giak statistics being used to determine the Combat Ratio. Add +4 to the Giak's COMBAT SKILL and +10 to its ENDURANCE.

Roleplaying Notes: Giaks are the most numerous of all the Darklords' many troop types. Only Mountain Giaks are used in a military capacity; they are the toughest of these spawn, and they dominate all the other Giak sub-species (i.e., Swamp Giaks and Szalls). The Mountain Giak naghims (*regiments*) that comprise Giak Orgar Aki (*Giak Army Group One*), together with auxiliary Giak units which support the Giak Orgarim (*Army Groups*) are described below:

GIK NAGHIMS OF THE GIK ORGAR AKI

Naghim (Rgt)	Uniform	Banner	Notes
Gorakim (‘The Animals’)	Blood red	Doomwolf’s jawbone	Led by Gourgaz, the Gorakim are a naghim of shock troops who wield axes, scimitars and swords. They include Giak Captains who are taller and tougher than their counterparts, and enjoy the protection of Nadziranim battle spells that make them immune to psychic attacks. These exceptional Giaks are usually mounted on Kraan.
Konkorim (‘The Hunters’)	Putrescent yellow	Bow crossed by 3 black arrows	All these troops are archers.
Kaggazheg (‘The Fire-dogs’)	Flame orange	Flaming dog’s head	Doomwolf riders equipped with spears, swords and bows which act as a fast-moving mounted light infantry force. The leaders of the Fire-dogs all wear charred Doomwolf pelts. This naghim also includes Doomwolf Breeders leading Doomwolf packs which they use as an initial wave of shock troops.
Moggador (‘The Hammerers’)	Midnight blue	Crossed warhammers	Large and muscular Giak troopers armed with heavy warhammers.
Nadul-Nakim (The ‘Nightfighters’)	Black	Plain black shield upon black flag	All these troops dress totally in black. They blacken their faces prior to battle and before they conduct night assaults.
Lajakaan (‘The Stonehearts’)	Grey	Grey heart pierced by a long serrated scimitar	Led by Gourgaz and equipped with curved swords, the Lajakaan have a reputation for being exceptionally cruel and sadistic soldiers.
Ogshashez (‘The Throatlitters’)	Rich purple	Curved, serrated long knife	These troops always carry two or more long, serrated knives, with which to finish off wounded soldiers on the battlefield. They also include infiltrators, assassins and expert ambushers that excel at discreetly eliminating targets beyond the enemy’s front lines.
Nanenrakim (‘The Lifestealers’)	Murky blue	Single black arrow	The Lifestealers are all armed with bows and comprise the most effective archer naghim in all of the Giak orgars.
Orgadak-Taagim (‘The Human-killers’)	Dull red	Impaled human head	The Human-killers are equipped with spears and pikes. They include elite squadrons of Kraan Lancers equipped with tall pointed helmets fashioned from a dull-coloured bronze. Some of them carry sorcerous spears wreathed by a crackling coil of magical fire. The Orgadak-Taagim are led by Giak Battlemasters, taller than their comrades and clad from head to foot in black chain mail. They are armed with a barbed flail that they use to urge their troops forward. These Battlemasters are sometimes tasked with leading special units of Giaks, drawn from several naghims, to destroy specific battlefield targets.



AUXILLARY MOUNTAIN GIAK UNITS

Giak Marauders – These are battle-hardened, resourceful and physically tough Giaks which comprise war-bands that raid territories bordering upon the Darklands. They are expert infiltrators, scouts, hunters and warriors and are usually mounted on Doomwolves. They can operate autonomously for months beyond the Darklands, hiding in forest or hills and pillaging remote or poorly defended human settlements. These war-bands are particularly active on Raider's Road in Southern Sommerlund. Frequently they launch ambushes upon those who travel this pike, including the regular shipments of gold that are sent from the Ruanon Mines to Holmgard. Giak Marauders smear their blades with Fenblood, a poison extracted from swamp roots originating from the slime-filled rifts of the Darklands, which causes blood poisoning. Players scratched (i.e., if they lose ENDURANCE from the blow of a Giak Marauder armed with a Fenblood blade), they will lose an additional 2 ENDURANCE points each hour until they are cured, either by the Magnakai Discipline of Curing, a Herbwarden of Bautar discipline, a Potion of Laumspur or a Tincture of Oxydine.

Giak Shamans – The Nadziranim use the most intelligent of the Giaks as assistants and slaves during the execution of their sorcerous experiments. Some of these privileged Giaks have been able to learn the rudiments of the Black Art and it is these few (in MS 5000, they number less than a dozen) who have earned

the title of Shaman. Generally they remain in the service of their Nadziranim master, but often in times of war they are attached to Giak regiments and operate as Battle-magicians. They are capable of hurling fireballs in battle. These are ranged attacks which double any ENDURANCE point losses they cause.

Aarnak Giak Slaves – There are pale-skinned Giak slaves who constitute a sub-species of Mountain Giaks that are specifically spawned by the Nadziranim of Darklords Haakon and Unc to work the mines in the province of Iznogdazokim around Aarnak. They have no free will and are not as aggressive as Mountain Giaks. They are not susceptible to the effects of Gourgaz scent.

Giak Ore-masters – The Ore-masters occupy one of the three highest positions in the Giak hierarchy, together with the Battlemasters and the Shamans. These intelligent Mountain Giaks are feared slave masters who oversee the extraction of ore from the Gourdanak and Dajdokriitzaga Mountains. They are expert mineralogists who have an uncanny ability of finding rich deposits of Kagonite which is used in the manufacture of Darklands weapons. Some exceptionally gifted ore-masters can detect deposits of rare gems and minerals, including Qintium which is a vital component of the birthing acids of the Darklands' Spawning Pits. Reluctantly, the Nadziranim are obliged to value and respect the Ore-masters for the invaluable service they provide.



GIK (SWAMP; SUB-SPECIES)

Combat Skill: 5-8

Endurance: 7-12

Traits: Grouping (swarm)



Physical Description: These are a weaker, smaller sub-species of Mountain Gik. They have mottled greenish skins and ochre-coloured eyes that can see less clearly than those of Mountain Giks in dark and smoky atmospheres. They are very sensitive to ultraviolet light which makes them incapable of seeing in bright daylight. Their lungs, porous body fat, cartilaginous bones, and alimentary tracts are also weaker than their Mountain Gik cousins. They are vulnerable to all poisons, natural and magical.

History: Swamp Giks were the first of Gik-kind to be spawned during the early years of the Age of the Black Moon (MS 3004 – MS 3799). They were named after the swampy slime-filled rifts of the Darklands where initially they settled and thrived. Hundreds of thousands of them were used by Darklord Vashna as slave labour in the construction of Helgedad. Upon its completion, Vashna began producing a newer, tougher kind of Gik in the many dreadful spawning pits located deep below the streets of his infernal city and these became known as Mountain Giks. Following the rise of Mountain Giks, the Swamp Giks were still spawned in large quantities, but not for slave labour or military purposes. They were used primarily to provide food for the Kraan and the other creatures of the Darklands, including the Mountain Giks. They were also skinned for their hides. Gik hide is used throughout the Darklands armies, most commonly for belts, bags, straps and pouches. After

MS 4711, Swamp Giks were sent to the island stronghold of V'ka in the Maakenmire swamp to serve and provide a ready supply of food for the Gourgaz allies of the Darklands. Most recently (MS 4755 – MS 5000), the numbers of Swamp Giks spawned for food has diminished dramatically, except in the Maakenmire. The creatures of the Darklands are now more likely to be fed on the bodies of Mountain Giks that emerge, dead or deformed, from the spawning process.

Combat: Swamp Giks perform very poorly in combat. They are irredeemable cowards and will rarely stand their ground. If forced to fight, their attacks are clumsy and badly coordinated.

Roleplaying Notes: Swamp Giks are rarely to be found outside of Darklands city-fortresses or the fortress of V'ka in the Maakenmire. The exception to this rule are the wild bands of Swamp Giks which still occupy the slime-filled rifts of the Naogizaga desert, most notably to the southeast of the Darklands' fortress-city of Aarnak.

GNAGUSK

Combat Skill: 26-41

Endurance: 35-45

Traits: Defence 2



Physical Description: A large, bear-sized boar-creature with red-rimmed jaws and two great curved tusks.

History: These Darkspawn are rarely encountered outside of the Darklands because they do not acclimatise well in natural environments and atmospheres. Gnagusks are used by the soldiers



of the Darklands (generally the Drakkarim because the Gnagusks only respond to strong-willed masters) to break through the enemy's front lines during the political skirmishes which take place with grim regularity in the vast empire of the Darklords.

Before steam engines were used in their empire under the reign of Archlord Gnaag (MS 5060 – MS 5070), the Darklords used great teams of Gnagusk to haul the Lajakeka ('stone-takers': gigantic wheeled leviathans that transport black iron ore from the mines of Aarnak to the other fortress-cities of the Darklands). During the period MS4985-5000, a few Gnagusks escaped from the fortress-cities of the Darklords and now they roam the wastes of the Naogizaga.

Combat: Two Drakkarim are usually required to control one Gnagusk before the boar-beast is released upon an opponent. Their charges are savage and devastating, a large heavy Gnagusk being nearly unstoppable once it is running at full pelt. Due to its heightened state of frenzy when making an attack, it will absorb a considerable amount of missile damage (arrows, bolts) that would kill it in any other circumstances.

Special Rules: A Gnagusk invariably charges at its closest opponent, and is impervious to physical pain before the first round of the combat. The player must make a Test to determine whether they are able to evade the charge. If they fail, they will lose 5 ENDURANCE and be knocked down. Upon standing, they will suffer - 2 COMBAT SKILL for the 2 first rounds of combat.

Roleplaying Notes: The Gnagusks are fond of horsemeat and will attack mounted enemies in preference to other troop types. This overrides their 'nearest enemy first' instinct on the battlefield.

GRAVEWORM (GOZTOKLIZDIK)

Combat Skill: 16-18

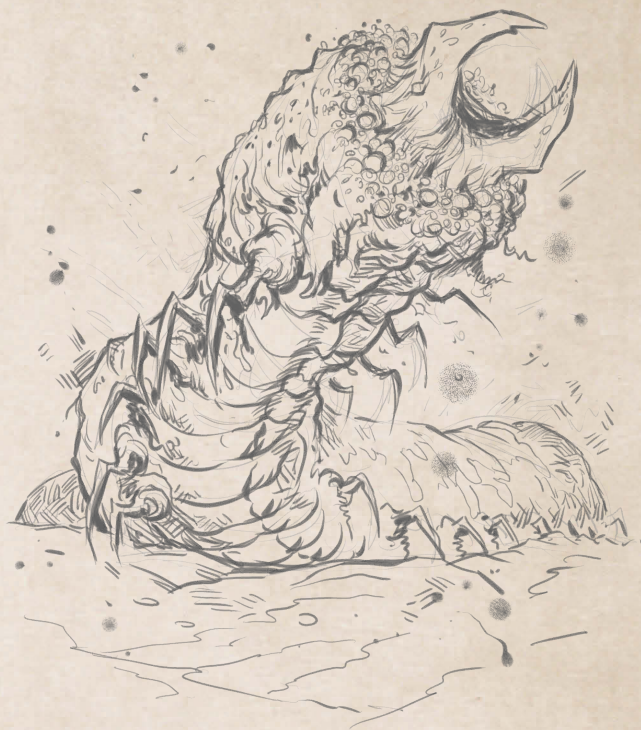
Endurance: 30-50

Traits: Invulnerable (physical ranged), Reach

Physical Description: Graveworms are very large worms that are covered in a patchwork of giak (and sometimes human) corpse skins and bones. They have deathly pale skin, dozens of bladed legs and a wide-spread pair of mandibles located at the centre of a ring of scarlet eyes. When angry, frightened or surprised they emit low, guttural growls.

History: The Graveworms (Goztoklizdikim in Giak language) are massive scavenging beasts that were created by the Nadziranim to unblock and consume Giak corpses and detritus from the sewer tunnels and cisterns of the city-fortresses of the Darklands. They are abundant around the Kaagart Chasm, a bottomless ravine that was located near Kaag during its construction. This chasm is now

within the city itself. The denizens of Kaag dispose of the carcasses of failed experiments into this chasm. Graveworms instinctively consume the flesh of corpses and use their bones to create their exoskeletons.



Combat: Graveworms usually do not attack living creatures unless they are close to starvation. In these circumstances, they will slash at their victims with their bladed legs and rely on their self-made bone exoskeletal armour for protection.

Roleplaying Notes: Prior to MS 4999, the Darklords have never employed these creatures on the battlefield. However, early in MS 5000, they have instructed the Nadziranim to create a warlike sub-breed of Graveworm precisely for this purpose. The early results of their experiments have been disturbingly successful.

GYRAAX

Combat Skill: 4-5

Endurance: 4-5

Traits: Flying, Grouping (mob)

Physical Description: Gyraax are small reptilian-looking flying spawns, with leathery membranous black wings equipped with sharp talons. They only exist in the Darklands. Diminutive when compared with other flying beasts of the Darklands, they amass in flocks and reside in the petrified woods of this accursed territory, such as the Helkona Forest and Gyraax Kona. They only venture out



to hunt for carrion during storms because their predators (mainly Kraan) avoid flying at these times.

History: Distantly related to Kraan and Zlanbeast, these small scavenging avian creatures are a failed attempt by the Nadziranim to create huge swarms of flesh devouring flying monsters to let loose upon the Freelands of Magnamund. The Nadziranim gave the Gyraax the capacity of self-reproduction, so that they could multiply whilst in the Freelands. But the Gyraax proved themselves to be cowardly creatures who preferred to feed on carrion rather than living beings, and despite the best efforts of the Nadziranim they were never able breathe for very long except when they were in noxious atmosphere of the Darklands. The Nadziranim concluded that their experiment was a failure and attempted to exterminate them. However, the Gyraax proved they had exceptional survival skills and a few of them managed to escape the laboratories of Helgedad and take refuge in the petrified woods and forests of the Darklands. Since that time the Gyraax have proliferated despite adversity.



Combat: Gyraax are so cowardly they will not attack living creatures unless they are close to starvation. Only under this circumstance will a swarm of Gyraax constitute a threat.

Roleplaying Rules: Of the thousands of Gyraax taking flight into a stormy sky, only a few hundred are likely to find enough to eat. These fortunate few will gorge themselves before flying back to their petrified forests to roost, mate, and await the next storm. Those Gyraax that expire of hunger or exhaustion will provide sustenance for the stronger members of their flock.

HODORA

Combat Skill: 21–36

Endurance: 28–30

Traits: Grouping (pack)

Physical Description: powerful Darkspawned humanoid wolves with great canine maws and an accutely sensitive sense of smell.

History: These canine horrors from the pits of Helgedad are spawned by the Nadziranim of the Black City specifically to hunt escaped prisoners or creations which have broken free from their unspeakable laboratories. Designed specifically to hunt in the hellish heat and atmosphere of the streets and lower levels of Helgedad, Hodora cannot breathe any atmosphere which contains oxygen. This keeps them contained within the borders of the Darklands. They are also used as laboratory guards by Nadziranim of any given Darklord, to deter and prevent rival Nadziranim from infiltrating their workshops and stealing their secrets.

Combat: Once they have detected the smell of the prey that have been tasked with hunting down, Hodora become frenzied and will attack it savagely with their powerful jaws and claws.

Roleplaying Rules: Before the hunt, the Nadziranim introduce the scent of the target victim to the Hodora. This scent becomes unforgettable to them. Consequently, they are able to recognize it in any environment and atmosphere. The Nadziranim have never been successful in adapting their hellish bloodhounds to the oxygenated atmosphere of Magnamund.





HOUND OF VIKKAK

Combat Skill: 22-29

Endurance: 25-30

Traits: Aegis, Brutal 1, Grouping (Pack), Iron Will



Physical Description: These wolf-like creatures have saliva dripping fangs and gleaming green eyes. They are no ordinary hunting hounds but rather they are evil magical beasts possessed of supernatural strength. They are far more powerful and swifter than Akataz and, contrary to the war-dogs of the Drakkarim, they are immune to all forms of psychic attack. Although smaller in stature than the Doomwolves, they are far more aggressive and powerful.

History: The Hounds of Vikkak are hellish beasts born of the dark magic of one the greatest sorcerers of the Darklands of all time: Vikkak. This most powerful Nadziran served Archlord Vashna. He created the Hounds of Vikkak from Doomwolves by infusing them with dark energy. They proved themselves to be far more aggressive and ruthless than Doomwolves and Akataz. Very few warriors can brag about surviving an attack on them by a pack of these terrible supernatural predators.

Fortunately, these beasts are very uncommon because, in stark contrast to their Doomwolf predecessors, the great majority of them are infertile. The large amount of dark energy which is required to create new Hounds of Vikkak from Doomwolves is too costly to be

justified in the eyes of the Nadziranim. A rare few breeding pairs of Hounds of Vikkak do exist although they are unable to give birth to more than one offspring a year.

In MS 3694, a breeding pair of Hounds of Vikkak escaped the Darklands and started a small colony in the Forest of Prume (Palmyrion). At that time, the forest extended all the way across the Nahsor Plain to the east bank of the River Kinam. The forest has since receded due to timber culling and agricultural cultivation of the area by the Palmyrions. Due to the inbreeding of the few fertile offspring of the original Hounds of Vikkak, the creatures have become increasingly mutated since MS 3694. In MS 5000, they number less than 150 and are only found in the Forest of Prume.

Combat: Hounds of Vikkak always attack in group and only when they are led by an alpha male pack leader. Typically, these alpha males can be identified by their larger size and their ghastly yellow eyes. If the alpha male is slain, then the pack will rapidly lose cohesion and run away.

Special Rules: A Hound of Vikkak's supernatural will is far too strong to be subdued and controlled by the Magnakai Discipline of Animal Control.

Roleplaying Notes: If these evil beasts are launched against a group of Players, the best way for them to escape is to focus upon killing the pack leader with ranged missile fire. If the Hounds of Vikkak are allowed to close in and engage in a melee then it will likely prove to be fatal for the Players as they are supernaturally strong, especially in close combat.

ICTAKKO

Combat Skill: 20-25

Endurance: 30-35

Traits: Flight, Reach

Physical Description: The Ictakko are very dangerous predators given to lurking underwater for long periods of time and lashing out at anything that disturbs them. Their bizarre appearance is quite terrifying; they resemble giant mutated wasps but they have a spider-like abdomen and a long, coal-black tendril emerging from the ventral side of their thorax. Their pear-shaped horny head displays bulb-tipped antennae and three pairs of spider eyes. They do not have any legs but have transparent wings which they use for swimming as well as flight.

History: This strange creature is the result of hideous experimentation in the laboratories of Helgedad. There are hundreds of Ictakko lurking in the shadowy under-passages of the Darklands, after having either escaped their Nadziranim creators or deployed deliberately to guard subterranean accesses to Nadziranim facilities.

Combat: Ictakko prefer to kill prey through asphyxiation and electrocution, something they do very well with their long, thin tentacle. As part of its attack, it will try to lash its tendril around the neck of its target to inflict electrical shock and damage. If it causes four or more ENDURANCE points of damage to a Player in combat, an Ictakko has successfully wrapped its tendril around them, causing a +3 ENDURANCE loss every other round as it strangles and inflicts multiple electrical shocks.



Roleplaying Notes: Ictakko will not be encountered beyond the borders of the Darklands, but they are among the more common monstrosities that roam the slime pools and the caves of the Naogizaga desert. The Ictakko are wild and untamed beasts who do not obey the servants of the Darklords. No Ictakko are used in the armies of the Darklands. These feral Darkspawn are known to prey on groups of Giaks crossing the wastes of the Naogizaga.

KRAAN

Combat Skill: 15-20

Endurance: 22-28

Traits: Flight, Mount

Physical Description: Kraan are large reptilian-looking flying spawn, with bat-like membranous black wings equipped with sharp talons. They have long necks, a crested head and large beaked jaws filled with sharp teeth. Their lean bodies are covered with a leathery dark-grey hide, and their feet have razor-sharp claws which they employ to fearsome effect when diving down upon their chosen target.

History: Kraan are a sub-species of the much larger Zlanbeast. These winged creatures have been bred in large numbers in all of the city-fortresses of the Darklands since MS 3400. They are used in Darklands armies in order to provide winged mounts for Giak scouts, Giak and Drakkarim officers, and Vordaks.

Originally, they were fed on the bodies of Szalls and Swamp Giaks, but in more recent years (MS 4755 – MS 5000), as the numbers of these Giak sub-species have steadily dwindled, they are more likely to be fed on the bodies of Mountain Giaks that emerge, dead or deformed, from the spawning process.

In battle, squadrons of Kraan with Vordak, Drakkar, and Giak riders are employed as aerial shock troops to swoop down and attack enemy units and their baggage wagons, or to pursue retreating soldiers and civilian refugees.

Combat: Kraan will likely be encountered with a rider seated astride their back. But is not uncommon for them to be used without riders, particularly when they are sent to scout areas of forest, or to seek targets of opportunity and attack them.

Kraan have very good eyesight and can detect movement on the ground from height of up to 10,000 feet (3.3 km). Kraan will always attack in a dive, unless they are mounted and their rider chooses otherwise. When diving to engage in combat, a Kraan adds +3 to its COMBAT SKILL in the first round of combat.

If a Kraan is ridden by a Vordak, then only the Vordak's COMBAT SKILL rating should be used to determine the Combat Ratio. A Kraan-mounted Vordak will gain +2 to its COMBAT SKILL and +2 to its ENDURANCE for the duration of the fight. When a Player wins a combat against a mounted Kraan, it is the rider who is killed; the Kraan will automatically take to the sky and flee.

Special Rules: A riderless Kraan will always attack horses in preference to any other creature type. If a Kraan kills a horse, it will attempt to land and feast upon its carcass. This is when they are at their most vulnerable. Many lesser Kraan riders (Giak, Drakkarim) in the Darklands use a Kraan Pipe, a crude tin whistle which can be used to summon and subdue a Kraan. A Player who finds a Kraan Pipe can use it to repel, and possibly even subdue, one of these creatures.

Roleplaying Notes: You love to fly in the blue skies beyond the Darklands. Everything is so much clearer there, and far more colourful. And there are horses too. You love to attack horses. Their flesh is the best thing you have ever tasted. It is so much nicer than tough stringy Giak meat. And humans... mmmm. By Naar, they are tasty too!



LIGANIM

Combat Skill: 18-38

Endurance: 20-32

Traits: Veteran 20/+1



Physical Description: Liganim are tall, slim-bodied humanoids with pinched and pallid faces and porcine snouts. Often hunchbacked, they move with a pronounced limp or an irregular gait. They are rarely found beyond the borders of the Darklands. They wear the robes of practitioners of the Dark Arts which are coloured according to the Darklord master whom they serve. These robes are adorned with their master's likeness, colours or emblem. They often wear masks made of a green glass-like mineral fashioned into a hideous visage.

History: Liganim are Darkspawn apprentices to the Nadziranim and aid them in their evil craft. Always fearful, but cunning and ruthlessly treacherous nevertheless, they crave the power and status of the Nadziranim and are deeply envious of them. Liganim are frequently enmeshed in the constant struggle for personal and political power which consumes the middle ranks of Darklands' hierarchy. It is not uncommon for them to switch their allegiance if it furthers their political ambitions. They live in a state of insecurity, torn by the perpetual fear of being murdered by rivals and eaten up by their own insatiable hunger for the acquisition of power by any means. In MS 5000, a few Liganim of exceptional power, intelligence and ability have managed to secure for themselves high ranks in the hierarchy of the Darklands, like for example Vronos, who rules the province of Dajdorza in the name of Darklord Mrugor.

Combat: Liganim possess well-developed psychic skills and will always use them to attack an adversary rather than engage in direct physical combat. If forced into a hand-to-hand combat, they will employ destructive spells and, if they have them, magical weapons. They are known to use Plaak to guard their personal chambers and when attempting to assassinate their bitter rivals.

Special Rules: Liganim can use equivalent of the Kai Discipline of Mindblast. An elite few can use the equivalent of the Magnakai Discipline of Psi-surge. They often wield sorcerous weapons, such as Zejar-dulaga (magical arrows impregnated with deadly poison) and magical wands which allow them to perform ranged attacks, or erect walls of crackling energy as magical shields, thereby preventing Players from entering a chamber. They can deploy these magical shields to deflect missiles. Some are known to carry a Ziranakag, a powerful magical rod which they have crafted under Nadziranim supervision. It radiates a ghostly green light and its tip can transform itself into a fiery spiked ball with devastating power.

Liganim who wield a Ziranakag gain a bonus of + 6 to their COMBAT SKILL. Liganim are trained in Right-handed Magic and can perform some basic Nadziranim spells. The most talented Liganim are able to perform shape-changing. In times of war, they will assist Darklands troops as battle-casters. They carry and use yellow glass globes that contain a volatile mixture of phosphorus and oil. When these globes shatter, the contents burst into flame immediately on contact with air with devastating effect.

Roleplaying Notes: Their treacherous natures are often the cause of their undoing. Players would be well advised never to believe a word they say, and always seek to exploit their bitter rivalry with their peers to best advantage, whenever possible. One word of caution: never turn your back on a Liganim!

NOZODGORAK

Combat Skill: 12-14 (Giant: 22-40)

Endurance: 20-25 (Giant: 30-60)

Traits: Mount, Reach (giant)

Physical Description: Nozodgorakim (pl.) are black horse-like Darkspawn, created to fulfil the same purpose as natural horses of Magnamund in a martial role, i.e. riding, pulling wagons, conveying warriors into battle. They differ from natural horses in two significant ways: they have no natural reproductive cycle and they are strict carnivores. Their usual diet is Giak flesh. Most Nozodgorakim are the same size as horses, but the Nadziranim can manipulate their musculature to produce heavy war horses or types better suited to hauling heavy wagons. As spawned creatures, they do not need to be 'broken in' as they will always obey their Darklands masters. They are sometimes fed to the Imperial Zlanbeasts who prefer the taste of their flesh to mundane Giak meat.



History: After the Darke Treaty (MS 3150), Drakkarim settled in the Darklands to serve the Darklords. They could not bring with them their horses which were unable to breathe the noxious atmosphere of the Darklands. Drakkarim warriors were also too large and heavy, especially when wearing armour, to ride Doomwolves after these Darkspawn were created (in MS 3400). In the interim, the Nadziranim created a breed of darkspawn horse-creatures to meet the needs of the Drakkarim whilst operating in the Darklands. When Archlord Zagarna rose to power and assumed control of all the Darklands, his Nadziranim created for him a giant Nozodgorak for his sole use. This creature was killed during the siege of the Kai Monastery in MS 4219.

Combat: Nozodgorakim share one trait with regular horses; they can easily take fright unless especially trained for war. They will attack and opponent with their sharp teeth or trample them with their hooved front legs.

Roleplaying Notes: Nozodgorakim cannot survive for very long (less than 24 hours) if they venture beyond the borders of the Darklands. Players who dare to infiltrate the Darklands will likely have to abandon their horses at the border before attempting to cross the Maarkaag and the Naogizaga. It is feasible that they could commandeer some Nozodgorakim and use them as regular mounts in order to travel at a quicker pace. In this situation, Narrators should not immediately inform the Players about the evil nature of their Darklands mounts. Their true natures will become evident when they get hungry and turn on them for food!



OKNARDEGZ-ODAKAR (IMPERIAL SECTOR GUARD)

Combat Skill: 20–35

Endurance: 30–40

Traits: Iron Will, Grouping (Soldier),
Invulnerable (physical ranged), Soldier



Physical Description: Those monstrous bovine creatures are usually clad in heavy black plate mail. Their purpose is to guard the entrances to the Imperial Sector of Helgedad, located at the heart of the Darklords' capital city. These hulking warriors resemble misshaped Minotaurs and they possess fearsome physical strength.

History: The Imperial Sector Guards can only be encountered in the quarter of Helgedad they defend and where they are exclusively spawned by the Nadziranim of the current Archlord. A strong rivalry exists between them and the elite Death Knights of Helgedad. The latter are Drakkarim champions who were magically and surgically transformed to survive the hellish atmosphere and temperatures of the Darklords' capital in order to guard its most significant buildings.

Combat: In combat, they use formidable wide-bladed black battle swords with a high Kagonite mineral content. This makes the blades super-hard and extremely sharp.

Special Rules: Fiercely loyal to Zagarna, Imperial Sector Guards are often (but not always) equipped with a box-shaped psychic probe fashioned from silvery crystal that enables them to detect the

enemies of the Archlord who do not have adequate psychic powers (like the Magnakai Discipline of Psi-screen or its equivalent).

Roleplaying Notes: Nobody enters the domain of the Archlord of the Darklands without his consent. Nobody!

PLAAK

Combat Skill: 20–30

Endurance: 10

Traits: Aegis, Swift

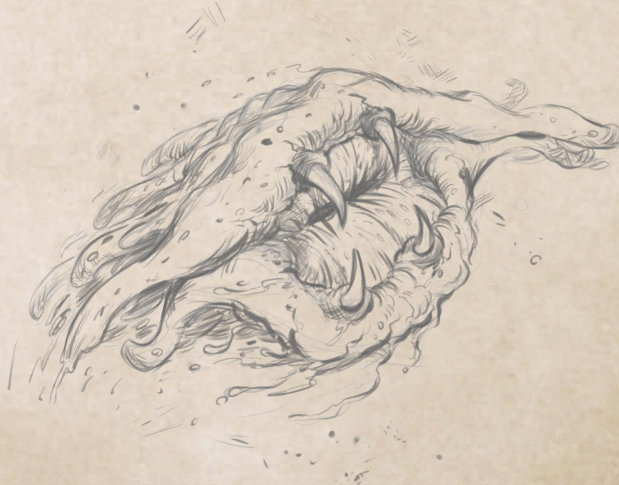
Physical Description: Plak resemble grey, jelly-like discs with two sets of snake-like fangs that ooze sticky yellow venom. They are capable of adhering to any hard surface.

History: Plak are living instruments of assassination favoured by the Liganim and Nadziranim. They were created by the Nadziranim who served Darklord Vashna and first appeared in Helgedad at the same time as the Mountain Giaks.

Combat: Plak can remain inert for long periods of time. When they activate, they move with breathtaking speed and can be very hard to predict and hit in a combat situation. Their jelly-like bodies are very rubbery, which enables them to bounce off hard services and assault an adversary from myriad angles and aspects.

Special Rules: Plak venom is capable of killing a victim in a matter of seconds. If 1 is picked during the combat, the Player is considered bitten and will die after 60 seconds have lapsed unless he consumes a vial of Antitoxin. Kai Masters with the Magnakai Discipline of Curing can neutralize the Plak's deadly venom, but at a heavy cost of 8 ENDURANCE points. Their power is greatly reduced (COMBAT SKILL and ENDURANCE is halved) when they are employed beyond the borders of the Darklands.

Roleplaying Notes: Plak are living weapons with no sentient awareness. They are designed to bite and kill, little more.



SKRYZA

Combat Skill: 33–48

Endurance: 35–40

Traits: Reach, Trapper



Physical Description: Skyrza are colossal black Giant Spiders with fanged maws and crimson eyes that rotate and pulsate hypnotically.

History: Darklord Chlanzor has the power to control all kinds of arachnids. His Nadziranim created for him a stronger breed of spider-like Darkspawn which he uses as sentinels and guardians of his sanctuary: the Petrified Forest of Helkona in Northern Skaror. In some areas of this dead woodland, webs of the Skryza can form impenetrable barriers which are adorned with cocooned Direflies that have become entrapped by them. Direflies are the preferred food of Skryza. These fearsome arachnids are particularly abundant in Chlanzor's Compound in Helgedad. Some Skryza are known to have escaped Chlanzor's influence and now they roam the desolated wastes of the Darklands, the caves of the Durncrag and the lowest levels of some Darklord city-fortresses.

Combat: Skryza that lurk in subterranean lairs will patiently await their prey to become ensnared in their giant creamy-white webs. They attack larger prey by immobilising them with a venomous bite and then wrapping them tightly in a cocoon of webbing. If they cannot fight with the advantage of surprise, or effective use of their hypnotic powers, they will engage their target directly and use their fanged bite and massive legs to overwhelm them.

Special Rules: Skryza can use their powerful hypnotic ability to subdue their prey before seizing them with their forelegs and injecting them with paralysing venom. If hungry, they will devour them immediately. If not, they will cocoon them and store them in their web to consume at a later time. Only Players with the Magnakai

Discipline of Psi-Screen, or an equivalent, can effectively counter Skryza hypnotism. Players who only possess a lesser powerful type of psychic defence must make a Test. If they fail, they are hypnotised by the Skryza. A paralysing bite usually follows. Skryza's venom is potent and deadly; it can cause a +5 ENDURANCE loss every other combat round, for a maximum of 3 rounds. Once bitten, a Player is incapable of fighting back. Only the Player will lose ENDURANCE during the ensuing combat. All ENDURANCE losses inflicted on the Skryza are ignored.

Roleplaying Notes: Skryza are evil, treacherous and greedy creatures, traits shared by their infamous master who controls them from his stronghold of Gazad Helkona. Chlanzor is able to communicate with his Skryza telepathically; they are his 'eyes' in the petrified forest they inhabit.

SZALL

Combat Skill: 5-8

Endurance: 7-10

Traits: Grouping (Swarm), Invulnerable (disease)



Physical Description: These creatures are similar in size to Swamp Giaks to whom they are related. They are physically weaker and thinner, and often have deformed limbs and fragile skulls. However, they are more intelligent than Mountain Giaks and they have evolved to the point where they are now capable of natural reproduction.



They are often clad in scraps of cloth that they have scavenged from human settlements in the Wildlands, most notably Ragadorn. Their small, watery yellow eyes and melancholic faces belie their nasty and vindictive nature.

History: Szalls were the result of intermediary experiments carried out by Darklord Vashna and his Nadziranim to produce an improved version of Swamp Giak. In many respects, the experiments were a failure, but they did provide essential knowledge that was later used to perfect the creation of Mountain Giaks. Szall experiments were subsequently abandoned and the thousands that existed were consigned to become food for the Kraan and Zlanbeast. However, Szalls possessed an animal cunning and a strong sense of self-preservation. Upon realising that their future in the Darklands was over, thousands fled from Helgedad and made a desperate exodus towards the Southern Durncrag Mountains. Most were picked off along the way by Ashradon, Kraan, and Zlanbeast, but a few hundred managed to escape. The survivors finally settled in the Wildlands located between Sommerlund and Durenor, where they have existed in small and disparate tribal communities ever since. They have thrived in the Rat Swamp where they have established villages, and in the ruins of the ancient Cloeasian city of H'Naar. Their presence in these locations poses a constant threat and nuisance to the western border of Durenor.

A few Szalls have proved themselves intelligent, amiable and law abiding enough to have been permitted to settle in human villages, such as Gorn Cove and Mudmoor. They have developed their own language, a derivative of the Giak language spoken in the Darklands.

Recently, these sentient Szalls have come to the attention of the Darklands and raids have been launched to kidnap and bring them back. Subsequently, they have been used by high ranking officers in the Darklands' armies as personal servants and spies, proving themselves to be markedly more intelligent, adaptable and (above all) discrete than their brutish cousins.

Combat: Szalls are not brave fighters but they are very cunning. In their Wildlands environment, they will often mount raids on the campsites of humans in order to steal their food and horses. If combat becomes unavoidable during one of these nocturnal raids, then they will fight using a bladed weapon, such as a dagger or a short sword.

Special Rules: Szall can see clearly in the dark, and do not suffer any impairment to their vision in bright sunlight.

Roleplaying Notes: You are scared of the humans, yet you covet their possessions. The bandit humans are much too tough and wary for you to dare raid their campsites at night, when they can't see so well. But those foolish travellers who pass through the Wildlands, they make for easy pickings.

URGAROH

Combat Skill: 27-42

Endurance: 30-40

Traits: Iron Will, Veteran 10/+2



Physical Description: Ugaroh are fearsome bipedal reptilians with skull-like heads and baleful glowing eyes. They wear shrouds of rotting cloth and use magical staves of power that resemble rods made from compacted crystal. When they are destroyed in combat, their bodies are instantly consumed by a fierce fire which produces a dense, toxic black smoke.

History: Many sentient breeds of Darkspawn are never encountered outside the borders of the Darklands and the Ugaroh constitute one of the most powerful types of creature which fall into this category. They are as strong as they are receptive to Right-handed magic. They were created by the Nadziranim to serve as warrior-mages and guard important installations, entrances, personal chambers, and strongpoints within most Darklands cities.

Combat: Ugaroh are tenacious and aggressive fighters. The crystal rods they carry are capable of launching magical bolts of fire that are powerful enough to penetrate all forms of metal armour, either magical or non-magical.

Special Rules: When engaged in close combat, Ugaroh Rods can be transformed into magical quarterstaves which inflict double the ENDURANCE point damage of a normal Quarterstaff.

Roleplaying Notes: Urganoh are never encountered beyond the borders of the Darklands for they cannot tolerate the oxygenated atmosphere of Magnamund. They make excellent guards and will defend their posts until they, or any would-be intruders, are destroyed. If confronted or attacked, they will immediately transmit a telepathic warning to their master.

VLADOKA

Combat Skill: 20-30

Endurance: 30-35

Traits: Aegis, Veteran 5/+1



Physical Description: Very few humans know what the real form of a Vladoka looks like as their face and body is always shrouded in a voluminous hooded robe. The only part of their anatomy that is revealed are their vulture-like claws, and the glow of their eyes inside their hoods which burn like two pinpoints of scarlet fire. They often carry an iron power-staff, similar to a Helghast Bluefire Spear, which crackles with a magical blue flame when it is activated.

History: Vladoka are typically employed by the Nadziranim to guard the entrances to their laboratories and their secret places of worship to the Dark God Naar. They were created by the Nadziranim during the early years of the Age of the Black Moon and trained in the use of power-staves. They are also employed by the Nadziranim as personal bodyguards whenever they travel.

Combat: Vladoka will always attempt to blast an opponent with their power-staves prior to engaging in close combat, using their power-stave as a ranged weapon which doubles any ENDURANCE point losses it causes. Vladoka are aggressive and tenacious enemies and will fight until either they win or are destroyed.

Roleplaying Notes: Vladoka have highly developed senses of sight and smell. They can also detect the presence of goodly Magic Users up to a range of 1500 feet (500 m).

XARGATH

Combat Skill: 32-45

Endurance: 75-100

Traits: Burrow (deep diving), Brutal 2



Physical Description: These gigantic reptilian sea creatures can measure in excess of 120 feet (40 m) long from nose to tail. They are covered with tough silvery scales and have an elongated snake-like body, equipped with short but powerful webbed and clawed feet, with which they can propel themselves at speed through the depths of the ocean. The claws which protrude from their feet are as long as mammoth's tusks. Xargath heads are set with sharp fangs, each as long and as sharp as a well-crafted sword. Their hooded eyes are protected by stone-hard cornea and glow with baleful green fire. Their gills are protected by clawed operculums and only their ear canals remain relatively vulnerable.

History: Xargath are a fearsome breed of giant reptilian sea creature that inhabits the frigid black depths of the Dejkaata. They were first created by the Nadziranim of Darklord Zhanshal to protect the sea



approaches to the fortress-city of Aarnak. Attracted by swarms of delicious sea carps that proliferate in the Kaltersee, as of MS 4950 they have begun venturing further eastwards into warmer waters. For the past fifty years they have been attacking the boats of Sommlending carp fishermen. Ageing Xargath invariably go off to die on the west coast of Aarnak Island, located to the north of the Darklands' coast.

Combat: Xargath consider the Sommlending fishing boats of the Kaltersee to be competitors for the vast shoals of sea carp that can be found in these waters, particularly in the open stretches to the north-east of the Gulf of Helenag. Drawn from the depths by the warmth of a ship's hull, a Xargath will break the surface close by and attempt to capsize the vessel with repeated swipes of its powerful tail. It will then rise up from the sea, lunge forward and fall upon the ship's upturned keel with devastating effect, tearing it to shreds with its huge claws. Once a fishing boat has been smashed to pieces and sunk, the Xargath will circle around and devour the bodies of the crew at its leisure. Xargath are often known to attack ships when the sea is wreathed in fog.

Special Rules: Once per combat encounter, a Xargath can exhale a powerful breath which creates a destructive blast of air. This air blast will knock down and cause -8 ENDURANCE damage to any Player caught in the area of its effect: 120 feet (40 m) in length, by 30 feet (10 m) in width. The most vulnerable parts of the Xargath's head are its ears: the wall of the creature's skull is thinnest along its ear canals.

Roleplaying Notes: You are the master of the icy northern seas. No creature can threaten your reign in these cold black waters. The Sea Carp exist as food for you and you alone. You will not tolerate the theft of your delicious feedstock by puny dry-skinned, air-breathing humans, who sail into your domain to steal from you in their pathetic wooden craft.

ZLANBEAST

Combat Skill: 20-24

Endurance: 38-50

Traits: Defence 2, Flying, Iron Will (Mindblast only)

NOTABLE SUBSPECIES:

Imperial Zlanbeast

Combat skill: 25-40

Endurance: 50-60

Traits: Defence 3, Flying, Iron Will (Mindblast only)

Physical Description: Zlanbeasts are very large reptilian-like flying spawn, with membranous black bat-like wings equipped with long, sharp talons. They have muscular necks and large beaked jaws filled with razor-sharp fangs. Their bodies are covered with a

scaly leathery dark-grey hide, and their large feet have sharp curved claws which they employ to fearsome effect when raking a chosen target. Their head crests are proportionally longer than those of the smaller Kraan. They feed mainly on Giak and Nozodgorakim flesh.



History: Zlanbeasts are very similar in shape to their sub-species, the Kraan. Originally, they were created in the spawning pits of Helgedad by Darklord Vashna to be used as flying mounts by the elite denizens of the Darklands, including the Nadziranim, the Xaghash and the Darklords themselves. The Darklords select their mounts from the strongest of the breed which are called Imperial Zlanbeast. These creatures are able to fly in heavy barding whilst bearing the weight of a fully armoured Darklord. They bear their own Darklord's emblem branded deep in their hide. Since the demise of Vashna, Zlanbeasts have continued to be spawned in Helgedad, and in most of the other Darklands city-fortresses. Zlanbeasts are also employed as air cargo transporters, and for dropping nets filled with Giaks into enemy strongholds and in the midst their battlefield formations.

Combat: Zlanbeasts rarely engage in combat. But when they do, they are devastating aerial attackers. They will seek to snatch opponents in their claws, soar upwards, and then release them to fall to a crushing death on the ground far below. They will give vent to a piercing shriek that will cause fear in the hearts of the most courageous of human warriors.

Special Rules: Zlanbeasts have excellent vision, both in utter darkness and in bright daylight. They have strong powers of regeneration and will automatically regain 1 lost ENDURANCE point per round of combat. When not engaged in battle, a Zlanbeast can restore itself to its original ENDURANCE score in approximately one hour. The shriek of a Zlanbeast has a stunning effect that will cause an enemy to lose one turn of a combat round. Any ENDURANCE point damage that an enemy inflicts on a Zlanbeast in the round that it uses its shriek will be nullified. This shriek can only be used once per combat encounter. They are markedly more intelligent than their Kraan cousins and are capable of communicating with each other using a high, chirping language that is sometimes mimicked by Giaks.

Roleplaying Notes: You are the king of the sky. You pity lesser avians for they will never match your unrivalled superiority. You are proud to serve your Darklord or Nadziran master, and when they ride upon your mighty back, you feel as arrogant and as powerful as they.

ZUKDOGORAK

Combat Skill: 10-15

Endurance: 22-32

Traits: Grouping (Swarm), Mount

Physical Description: Zukdogoraks are ox-like beasts of burden created by the Nadziranim of Helgedad. They differ from the natural oxen of Magnumund by the fact they have no reproductive cycle and they are carnivores. Their primary food is Giak meat.



History: The Nadziranim created these creatures to bear the weight of very heavy loads during the Age of the Black Moon, to compensate for the weakness of their Swamp Giak slaves. Zukdogoraks look similar to oxen (their Giak name means 'Work Beasts'). They are prone to attacking Giaks who use them if they should forget to feed them.

Combat: Zukdogorak are not intelligent or particularly aggressive Darkspawn, yet they are very enduring creatures that can be dangerous when hungry.

Roleplaying Notes: These infamous beasts cannot survive for more than 12 hours beyond the borders of the Darklands. Players who dare to infiltrate the Darklands may encounter Zukdogoraks pulling cargo wagons crewed by Giaks.



CHAPTER THREE

HUMANS & HUMANOIDS

The humans of Magnamund are unique beings. They are not the result of the evolution of natural beings, like the Drodarim, rather they were formed from the union of the gods Kai and Ishir (e.g., the godlike Shianti). But unlike the Shianti who are entities of the Astral World of Daziarn, humans are not immortal. And above all, despite their mortality they do possess complete free will although they can be persuaded or coerced into following Good or Evil. They can choose to become evil, and even redeem themselves, exactly as natural sentient beings. In mockery of Ishir's and Kai's children, Naar conceived humanoid creatures, with limited free will, that are innately evil by nature. He sent these humanoids, namely the treacherous Cenerese and, much later, the warlike Drakkarim, to conquer Magnamund. These humanoids mostly differ from humans by their origins for they share very similar morphologies. Interbreeding is possible between both of these entities, even though it is difficult for the Drakkarim. Only rare half-breed Drakkarim are capable of turning to Good.

The first human people recorded on Magnamund are the Bautarians. These shamanic tribesmen came to the attention of the Elder Magi during the dark time of the Age of War (4570 MS – 3572 MS). They were followed by many other humans, all formed by the union of Kai and Ishir, during the Age of the Old Kingdoms. The

Vakeros tribesmen emerged in the virginal jungles of Dessi, while the Telcharim appeared on the islands of the Suranic Ocean and settled in territories of Southern Magnamund that later became known as Telchos. The Telchoi, as they were later called, founded the first human empire of Magnamund: a brilliant civilization that dominated the coast of western Magnamund. The primitive Bonemen of Cloeasia, the Ghatanese, Shadakine jungle-dwellers and Ogians all emerged during this period. Many of them suffered, and were even exterminated, during the second part of the Age of the Old Kingdoms due to the Agarashi uprising and the Great Plague which was spread by the evil Cenerese. The Great Plague had devastating effects upon the continental human populations of Magnamund and few were able to progress during the Age of Awakening.

Ishir and Kai then gave birth to other human peoples and introduced them onto the countless islands of the Northern and Southern Void. Their evolution took place in isolation from the dangers of the continents of Northern and Southern Magnamund. However, the creation of the Moonstone by the Shianti triggered the migration of these new humans to the continents of Magnamund, attracted as they were by the godly powers of the Ancients and the protection offered by their legendary artefact. The Mythenish, the Tianese,



the Ice Barbarians, the Vassa, the Vaderish, the Aluvians, the Nael, and finally the Ulnarians arrived on the continents of Magnamund and blended into, or replaced (some of them, such as the Nael, were particularly aggressive and expansionist) the existing human populations. In MS 2591, the humanoid Drakkarim appeared for the first time in the western reaches of Northern Magnamund. The last of the humans that immigrated to Northern Magnamund were the Sommlending in MS 3434. Humans and humanoids of Magnamund have developed myriad skills, abilities and professions, and have given rise to a multitude of nations and cultures (see the Appendix for the distribution of all Human races on Magnamund). This chapter lists the most frequently encountered (and often hostile) humans, humanoids and individuals that can be faced by Players on Magnamund in MS 5000.

AGENT OF DARKNESS (AND ACOLYTE OF VASHNA)

Combat Skill: 14-34

Endurance: 27-40

Traits: Grouping (Pack)

Physical Description: Agents of Darkness infest all strata of human societies with few exceptions. Many lead mundane lives while others may hold influential positions in courts or commerce. On the surface they may seem to be quite ordinary and unremarkable folk, but this veneer of banality is a carefully crafted façade designed to keep secret their true devotion and dedication to the Dark God Naar.

Historical Note: One of the most prominent and infamous groups among the Agents of Darkness are the Acolytes of Vashna. This evil cult is led by a clique of powerful necromancers whose sole aim is to free the restless spirit of the greatest of all the Darklords, Archlord Vashna, from the fathomless depths of the Maakengorge. When gathered together for secret ceremonies, the Acolytes of Vashna shave their heads and wear red cloaks with black hoods that are adorned with a skull-like emblem. Every Acolyte possesses an amulet of fealty which signifies their unshakable loyalty to Vashna and his creator, the Dark God Naar. These oblong amulets are usually carved from coal-black stone, flecked with grains of glistening metal. On one side is a portrayal of the rising of Darklord Vashna and his minions from the depths of the Maakengorge. These evil artefacts possess a powerful charge that can kill anyone who touches it if they are 'Unbelievers' i.e., they do not venerate or believe in the return of Vashna. When touched, the amulets inflict 12 ENDURANCE points of damage. Acolyte Elders often possess artefacts imbued with evil powers, such as magical wands and staves, many of which have been manufactured by Nadziranim sorcerers in the laboratories of Helgedad. Acolyte Elders may also be skilled practitioners in the necromantic arts, and all possess strong psychic powers which they use to bewitch their followers

and disadvantage their enemies. Acolytes of Vashna are especially numerous in the Stornlands. They dominate the remote village of Zozh, located between Lake Vorndarol and the Maakengorge in Northern Magador, where they congregate to perform their dark rituals and pray for Vashna's return. In Vassagonia, most notably in the province of Kuchek and in the ancient ruins of Oudzaar, new Acolytes are inducted. They comprise orphans and the offspring of older Acolytes.



Combat: Agents of Darkness favour the use of destructive magical spells or cursed weapons when engaging in close combat. By calling forth the name of the Dark God Naar in the few seconds prior to launching an attack upon their foe, they are able to enhance the accuracy of their strike and increase the effects of any damage they subsequently inflict. For this 'Dark Curse' to be effective, the target must clearly be able to hear the foul words that they utter. The successful enunciation of a Dark Curse will add +3 to their COMBAT SKILL for the duration of the ensuing combat. It can only be spoken once per day (a complete 24-hour cycle), and will only affect the specific target to which it is directed. The Acolytes of Vashna use Adgana before going into battle. It is a potent and highly addictive narcotic which increases skill and ferocity in combat. If an Acolyte of Vashna swallows 1 dose of Adgana before a fight, he will gain +3 COMBAT SKILL for the duration of the combat. Acolyte Elders use an equivalent of the Magnakai Discipline of Psi-surge.



Roleplaying Notes: Most Agents of Darkness are fanatical devotees of Naar. They are wholly convinced that eventually Naar will triumph over the Gods of Good – Kai and Ishir – and subjugate the entirety of Magnamund to an irresistible and perpetual reign of darkness. They believe that their complete devotion to Naar will be rewarded when the ‘Final War’ is waged upon Magnamund. They are convinced that Naar will spare them the agonies of a violent death and imbue them with immortality so that they will each become Demi-Gods of Evil. They cite several Cenerese Arch Druids of the past that have attained this mortality by the unholy grace of Naar, such as Malis. They believe that once they become immortal, they will each receive a planet in the vast universe of Aon over which they shall be permitted to rule supreme for all eternity. To further their foul cause, they engage in subversive acts designed to damage and weaken the forces of Good. Only a few have ever been known to renounce their Evil faith, and those that have done so are invariably hunted down and destroyed by their former brethren, lest their conversion to Good should prove contagious and inspire other Agents of Darkness to emulate them.

Some groups receive assistance from agents of the Darklords of Helgedad. This most often takes the form of magical spells, amulets imbued with dark power, or cursed weapons. Sometimes the Darklords’ agent, often a Helghast, may assist them in the execution of a specific mission. Players who encounter an Agent of Darkness will invariably have their work cut out for them if they are to defeat this enemy and live to tell the tale. They will be perceived as mortal enemies by Players and their brethren, and they should expect to receive no quarter from them in any ensuing combat.

ASSASSIN

Combat Skill: 19-25

Endurance: 20-28

Traits: Ranged Combat

Physical Description: Professional assassins come in all shapes, sizes, and species. Typically, they are a very self-centred breed with few, if any, friends. They have a scant regard for human life, save their own. Their predominant concerns are with making lots of money and enhancing their deadly reputations. The best assassins are physically agile and dexterous, masters of disguise, and expert in the use of bladed and ranged weapons. Poison is often their most favoured way of achieving their goals, and most assassins will be well acquainted with the properties of toxins and venoms, both naturally occurring and manufactured. The most effective assassins lead a double existence. On the surface they may seem to be everyday folk leading mundane lives, but this will be merely a carefully crafted cover for their true profession. Often Assassins use an agent who acts as the middle man in their transactions. These agents can be found frequenting taverns of dubious repute in most of the major cities of Magnamund. Those who wish to employ

an Assassin must first make contact with their agent who will vet the potential client’s suitability. Only when the agent is satisfied that all is as it seems, then a deal can be struck and a contract agreed. Clients and Assassins very rarely, if ever, meet in person. The exception to this rule applies to Assassins that are in the sole employ of a high-ranking warlord or leader. These Assassins work exclusively for their masters and are employed to kill enemies and rivals without drawing undue attention to their master.



Combat: Assassins consider combat to be a mark of failure. They much prefer to execute their targets and disappear before the evidence of their deadly work is discovered. If combat is unavoidable, then an Assassin will use his, or her, athletic prowess to the full in order to strike swiftly and effectively before making a hurried escape.

Special Rules: Assassins from the Guild of Rhem use magical artefacts to facilitate their escapes, like Vine Spheres which, when broken, generate a writhing mass of magical vines to engulf the feet and legs of their victim and immobilize them. They also use Crystal Arrows to transfix their targets; they grant them +4 COMBAT SKILL points when fired at their victim.

Roleplaying Notes: Assassins are ever mindful of their old adage: “A naked assassin is a dead assassin.” By naked, they mean that their presence has been revealed to their target before the kill has been carried out. Assassins usually operate alone, unless they are part of a group employed exclusively by a warlord or leader, or if they are members of a Guild. An Assassins Guild effectively acts

as an agent in the securing of clients for their members in return for a percentage of the fee. All Assassins Guilds are clandestine and deemed to be illegal organisations with their headquarters in hidden, well-guarded locations. The most infamous of these sinister guilds can be found in the cities of Kadan (in Cloeasia), Barrakeesh (in Vassagonia), Helgor (in Magador), Avalar (in Lunarlia), Dragen (in Klarnos), Rhem (in Salony), and Duadon (in Eldenora).

BANDIT

Combat Skill: 15-17

Endurance: 23-28

Traits: Grouping (Mob), Soldier



Physical Description: Bandits, as the name implies, live and operate outside of the rule of law. They usually base themselves in secluded camps in remote areas of forested hills or wastelands where they can launch raids on travelling merchants, convoys of wagons, or lightly protected passenger coaches. Typically, they possess a horse and an assortment of weapons and armour, and are commanded by a bandit leader. With few exceptions, they are fugitives from the law, and most likely will have a death sentence hanging over them for crimes previously committed in their homeland or in another territory. Bandits generally have a rough appearance; the consequence of years spent in the open in remote regions and under the constant threat of capture and summary execution.

Combat: Bandits will only engage in combat if they outnumber an enemy. When caught on their own, they will attempt to escape

rather than enter into combat unless a fight is entirely unavoidable. They are expert at setting ambushes in the wild, but they are at a distinct disadvantage when called upon to operate in built-up areas such as towns and cities. Often they will set a trap for unwary travellers involving the use of a decoy or a diversion. When travellers stop to investigate further, the trap is sprung and the bandits will attack swiftly and in force.

Roleplaying Notes: Bandits are notoriously fickle and untrustworthy, and a gang can only be controlled by a strong and charismatic leader. Bandits are a fairly common phenomenon in the central territories of Magnamund which border upon the Tentarias, in the Wildlands between Sommerlund and Durenor, in the Stornlands and in the Grand Duchy of Kasland. The largest bandit gangs can be found in the Hammerlands. The majority of these Hammerlands bandit gangs are comprised of a mix of outlaws from western and central Magnamund and Drakkarim renegades.

BANDIT LEADER

Combat Skill: 17-20

Endurance: 28-30

Traits: Soldier, Trapper, Veteran 5/+1





Physical Description: Bandit leaders are very charismatic outlaws who possess a deadly combination of physical strength coupled with innate guile and brutal ruthlessness. Their horses, weapons, and armour are of superior quality to those that are owned by their minions. They have good survival and leadership skills, and will seek to enhance their personal reputations by planning and executing successful ambushes and raids that reap large rewards for themselves and their gangs. Unlike their lowly brethren, they will not readily flee from a fight when personally confronted or cornered, unless the odds are stacked too heavily against them.

Combat: Bandit leaders are good tacticians and adept at formulating effective plans of attack. They will choose their ground with care to ensure that they have the best chance of survival in any ensuing combat. Invariably, they are skilled at close combat and have above-average ability with all melee and ranged weapons.

Roleplaying Notes: You are one tough cookie and not to be messed with! Woe betides any fool who thinks he can outwit or out-fight you in the wild. You will negotiate only when there is no other alternative, and even then, there must be a real likelihood of a rich reward for doing so. Otherwise, you will always strike first and ask questions later.

BHANARIAN IMPERIAL GUARD

Combat Skill: 18-22

Endurance: 25-30

Traits: Grouping (Soldier), Ranged Combat



Physical Description: these are elite soldiers of the Imperial Autarch of Bhanar's bodyguard. They are clad in black quilted tunics edged with gold braid and emblazoned with the tiger's-head emblem of Autarch Sejanos. Often armed with swords and spears, they sometimes carry distinctive and technically advanced steam-guns. These terrifying weapons appear to be hollow stubby spears connected by metallic piping to cylindrical backpacks. They can launch solid projectiles at similar velocity of a Bor Musket.

Combat: These elite warriors are redoubtable fighters in close combat but they excel when they use steam-guns. They can perform a ranged attack every round and have no need to spend a round reloading. All damage caused by a Bhanarian steam-gun in ranged combat is doubled. Moreover, damage from by a Bhanarian steam-gun in ranged combat ignores a target's Defence.

Roleplaying Notes: the Imperial Guards of Bhanar are almost as cruel as the evil master they serve. In battle, they frequently side with the Agarashi abominations (Xanon, Bavazanur, Krakalla, Brumalghast) which willingly serve the Autarch. If capture looks imminent, they will destroy their steam-guns to prevent them from falling into the hands of their enemies intact.

CENER DRUID

Combat Skill: 15-28 (High Priest 30-47)

Endurance: 23-28 (High Priest 28-30)

Traits: Iron Will, Grouping (Swarm, not High Priests), Invulnerability (disease)

History & Physical Description: These cunning, foul and loathsome humanoids first appeared on Magnamund in 3000 MS. They were a gift from Dark God Naar to demi-god Vurnos, so that the Plaguebringer could use them as its minions to serve the power of Disease on Magnamund. It was Vurnos who introduced them to Magnamund via a Shadow Gate which opened in a deep cave at the heart of the Cener Mountains. The early Cenerese infiltrated the Herbalish tribes, claiming deliberately they would serve as protectors of Nature throughout Magnamund. But they soon betrayed their oaths, causing the demise of many Bautarian groves across Northern Magnamund, and established an evil druidic civilisation dedicated to the corruption of natural life and the enslavement of all the races of Magnamund. As their power grew, so the Cenerese chose to venerate the powers of Death and Decay in addition to their devotion to Vurnos and the power of Disease. They enslaved entire Agarashi races and created ghastly mutants and vile contagious diseases. They became the sworn enemies of the Elder Magi and the Herbalish, and (in MS 5000) they are still devoted to bringing about their eventual destruction.

Through the corruption of its Patar guardians, the Cenerese were able to summon the Demonlord Tagazin in an Elder Magi temple

that was dedicated to experimentation and the better understanding of Nature. This servant of the Deathlord Ixiataaga took all that the Elder Magi had nurtured and cultivated, and he turned it against them in the form of a deadly plague which inflamed the brain and brought a swift yet agonising death. The Cener Druids cultivated this disease and, in 2514 MS, they released it. It spread rapidly across Magnamund and decimated 90% of the Elder Magi and the Drodarin. The Great Plague, as it was named, heralded the rise of the Cener Empire, which ruled over Northern and Central Magnamund for more than 500 years until it was broken and brought down by the Herbwardens of Bautar in the year 1968 MS.



In MS 5000, their once great empire has been reduced to a fetid and inhospitable territory called Ruel, located to the south of the Stornlands. They still venerate the powers of disease and decay, and many higher ranking Cener Druids are adept at the dark art of necromancy. They are also very active Agents of Darkness and are often the source of plots and schemes designed to infect, sicken, and thereby weaken the goodly nations of Magnamund. Since MS 4987, the Ceners have been inducting humans into their evil society. Many are children, often orphans, which they have kidnapped and abducted from the slum areas of several human cities.

Cener Druids operate in the shadows and are rarely encountered out in the open, especially during the hours of daylight. Most operate from the sanctuary of Mogaruith: their fortress stronghold in Ruel. However, there are several hidden Cenerese temples and ancient subterranean lairs located throughout Magnamund where groups of Cener Druids exist in festering isolation, awaiting the call from their Arch Druid to corrupt and despoil a chosen target, be it an individual

or a whole community. Cener Druids typically appear to be weak humans who are afflicted with a disfiguring disease. The sight and the smell of their bodies are especially noisome to those who are unfortunate to come into close contact with them. Although they may appear to be sick and weak, the very opposite is true. They draw power from decay and can be a very tough adversary in close combat. Some Cenerese, being those who rarely leave the greatest sanctuaries of the race, are known to willingly subject themselves to surgeries that implant new organs harvested from other creatures, or ones that have been crafted by evil sorcery in order to increase their physical capacity. They often dress in hooded robes of a drab funereal colour. When encountered in their lairs, Cener Druids will most likely be attired in dark blue, scarlet, or purple robes which denote their rank within their accursed order. Each Cener Druid possesses a glassy green mask, called a jazak which they wear to hide their facial disfigurements. In their lairs, they observe very strict laws which have been handed down over millennia from the time of the Cener Empire. It is, for example, blasphemy for low-ranking Cener Druids (Cener Brothers) to possess any material item. The pursuit of possessions is seen as a hammer that will ultimately shatter loyalty to the sect.

Combat: These frail-looking humanoids are often escorted by Agarashi slaves such as the Vazhag (see *Bestiary of the Beyond*) or mutants they created, such as Plague Hounds (see *Bestiary of the Beyond*). Some Ceners raise skeletons to act as bodyguards (See the Skeleton entry in the Undead chapter). They are adept at the use of poisons and disease-based weapons. When engaged in combat, they will often employ explosive grenade-like devices called Narbul Bombs designed 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 4 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 Cener Druids are immune to the deadly cocktail contained within these foul weapons, but exposure to them can kill a human male, who will suffer hideous disfigurement and die in 30 seconds. The ingestion of Vial of Antitoxin, the use of the Magnakai Discipline of Curing, or the Herbwarden Discipline of Healing Hands can save the infected Player if actioned within 30 seconds of contamination but they will suffer an additional loss of 5 ENDURANCE points. The favoured melee weapons of the Cenerese are golden rods which emit a powerful charge of destructive energy that doubles any ENDURANCE point loss it causes in combat. They also use more conventional weapons, e.g. hand scythes, curved short swords and sharp stiletto-bladed daggers with poisoned tips.

Special Rules: In addition to their poisonous weapons, many Cener Druids have psychic powers which can only be resisted effectively by Players who have the Magnakai Discipline of Kai Psi-screen, or



an equivalent. They are immune to Mindblast, and High Priests are immune to Psi-surge. Cener Druids are also masters of evil Herbcraft. If encountered in the Forest of Ruel or in the Kaumswamp, they can take control of virtually any plant around them and make it attack a Player, thereby gaining +4 COMBAT SKILL for the duration of the fight. This bonus can be stacked up to +20 if several Cener Druids are present, making them especially formidable foes when confronted in these territories. Cener High Priests are also able to perform Right-handed magic. They can launch a spell called *Freezing* that will paralyse a Player for 5 combat rounds if they do not have the Magnakai Discipline of Nexus with which to counter it (or a fire-based spell to neutralise it). Another spell they possess is *Summon Venomous Swarm* that they can use to conjure up a swarm of venomous arachnids that are the equivalent of Steampspiders (as described in the Chapter: Natural Creatures). Due to experiments conducted upon themselves, Mutated Cener Druids can have virtually any monstrous trait found among the other creatures of evil described in this book (see *Bestiary of the Beyond*). A common surgical modification is the removal of the fingernails and the implanting of large retractable tiger-like claws capable of ejecting deadly venom.

Cenerese High Priests are able to awaken after death in order to avenge themselves. The only known way to prevent their awakening after death is to sever the head before burial or cremation. A Cener High Priest can only awaken and return within 24 hours of his death. He will adopt an undead humanoid form with eye sockets that are lit with a vengeful scarlet light. This undead form radiates a strong aura of malevolent evil. Upon awakening, he will recover half of his basic ENDURANCE points, rounded up, and gain +2 COMBAT SKILL to his basic rating. In undead form, an awakened High Priest is able to function for anything up to a century thereafter.

Roleplaying Notes: Cener Druids are vengeful, spiteful, and wholly evil beings. Their natural life spans have been greatly extended by the use of powerful yet corrupting potions. They consider their physical deformities, and the constant pain that accompanies them, to be a small price to pay for the dark powers they possess and their unnatural longevity. One day they will rise again and all Magnamund shall be subjugated to their will. No slight, no matter how insignificant, is ever forgiven or forgotten. Woe betides any petty human who crosses them, for they will not rest until they have exacted a cruel and painful revenge.

DRAKKAR

Traits for all Drakkar: Grouping (Soldier), Soldier

Physical Description: The Drakkarim are a race of brutal and aggressive humanoids with hard features. They are typically dressed in black iron armour and their faces are often hidden behind black skull-like iron helmets. They are most often armed with black steel bladed weapons with serrated cutting edges.



History: The Drakkarim were created by Dark God Naar in mockery of the humans spawned by Ishir and Kai, for the purpose of having a tough human-like warrior race with which to colonize and conquer various worlds of Aon. They first appeared on Magnamund in the year MS 2591, and were introduced by the Dark God who opened a vast Shadow Gate, called the Ekarnan, in western Zaldir expressly for this purpose. The Drakkarim established themselves in territories formerly controlled by the Vaderish people, notably Northern Lencia which they seized in a series of wars that ravaged the Western Tentarias for several hundred years. In MS 3150, the Drakkarim nations allied themselves to the Darklords of Helgedad and became their willing servants, abjuring the Warrior-god Zantaz, Armourer of the Fell Legions, who they had worshipped. Most of them also adopted the Giak language after their arrival upon Magnamund and, in return for their valuable military assistance, the Drakkarim were allowed to keep autonomous control of their homelands of Nyras and partial control of their territories of Zaldir, Nyvoz, Ghatan, Skaror. Some retrogressive Drakkarim, who were determined to preserve their original language and maintain their devotion to Zantaz, fled to the Hammerlands in defiance of the Darklords. They were not pursued and slain as they were relatively few in number and they posed no viable threat to the Drakkarim new order. In the recent past, the Drakkarim of Ogia have become autonomous slavers who wreak havoc in the Stornlands, Palmyrion and Talestria with the blessing of the Archlord of the Darklands.



Organisation: In MS 5000, the Hammerlands, Nyras and Ogia are the only Drakkarim nations to be governed by Drakkarim elites, in contrast to the other Drakkarim territories which are ruled over by Darklords. The ruler of Nyras is the High Warlord of Darke. The inhabitants of Ogia are ruled by the Warchief of Xanar. The Hammerlands are loosely ruled by the Baron of Blackshroud. However, since they allied to the Darklords, the Drakkarim as a race have been organised into a large military force which encompasses all the troops from Zaldir, Nyras, Nyvoz, Ghatan and Skaror.

The War Marshal is supreme commander of all Drakkarim military forces, and he is answerable only to Archlord Zagarna. He has a personal bodyguard of elite Death Knights, known as the Death Knight Honour Guard. He also employs the services of one of more Nadziranim (evil sorcerers) from the Darklands who are gifted in the use of dark magic. They provide the War Marshal with shielding spells to ensure his personal safety at all times.

The Drakkarim military is organised into four separate orgars (armies) under the command of a Gudjagoknar (general). Each Drakkarim orgar is named after the geographical region from which it hails. The region title suffixes the army title, hence the Drakkarim North Army is called the 'Orgar Aztar'.

Orgar Aztar (North Army): this army group is stationed in Akagazad, in Zaldir.

Orgar Dej (East Army): in MS 5000, this army group is stationed in Kagorst, in Nyvoz. Prior to MS 4977, it was stationed in Tanoz. Orgar Tozaz (West Army): this army group is stationed in Shpyder, in Zaldir.

Orgar Zand (South Army): this is an invasion army. It is always the first Drakkarim army group launched into action when the Drakkarim invade a foreign nation. When not engaged in active service, it is stationed in encampments located on the plains to the north-east of Darke, in Nyras.

Each Gudjagoknar (army general) has a personal symbol which is adopted by the naghims (regiments) in his orgar (army). This personal symbol is used on the orgar's battle flags and shields. It is common to see a naghim battle flag use a combination of their Gudjagoknar's personal symbol and the emblem of the principal city of the area from which the Naghim originates.

Every Orgar is composed of the rank and file terrestrial troop types listed below, organised into naghims (regiments). Typically, there are 720 to 750 soldiers in each naghim, although these basic compliments can increase in size to around 1,000 soldiers in times of war. Naghims comprise of six dorgars (companies). These are identified by number (1st Dorgar, 2nd Dorgar etc.).

DRAKKARIM ARMY STRUCTURE:

Command

War Marshal (CS: 30-40 / END: 40-45) - Commander in Chief

Traits: Veteran 20/+4

Nadziranim (see *Bestiary of the Beyond*) - Evil sorcerers from the Darklands, seconded into the service of the War Marshal.

They are commonly called 'Nadz' by the lower ranks.

Gudjagoknar (CS: 26-37 / END: 30-45) - Generals of Orgars

Traits: Veteran 15/+3

Ligaoknar (CS: 26-35 / END: 30-42) - Generals of Divisions and/or Brigades

Traits: Veteran 10/+2

Lugoks (CS: 26-33 / END: 30-40) - General staff officers and aide-de-camps to Drakkarim generals

Traits: Veteran 5/+1

Elites

Death Knight Honour Guard (CS: 26-37 / END: 30-45) - these are the toughest of the tough. They comprise two naghims (one cavalry, one infantry) and they are the War Marshal's personal bodyguard.

Traits: Brutal 1, Defence 1, Iron Will, Veteran 5/+1

Death Knights (CS: 25-35 / END: 30-42) - these are the elite veteran units of each Drakkarim orgar. The number of naghims varies, but a minimum of one cavalry and three infantry Death Knight naghims is maintained within each orgar at all times. They are heavily armoured troops equipped with the best weapons and equipment available. Death Knights are known to be the only humanoids to speak Giak faultlessly.

Traits: Brutal 1, Iron Will, Veteran 5/+1

Dargshadza (CS: 24-32 / END: 28-40) - these are the assault troops, being those who are sent first into battle, typically as the vanguard of attacks against enemy strongpoints and fortifications. Especially brave Dargshadza get promoted to the ranks of the elite Death Knight orgars.

Traits: Brutal 1

Ziran (CS: 25-40 / END: 40-50) - élite Drakkarim battle-casters with destructive magical powers designed for use on the battlefield. They are trained in the Black Arts by the Nadziranim. They are sometimes equipped with sorcerous power-staves, rods of iron forged in the furnaces of Helgedad that crackle with a blue-white fire that shimmers along their entire length. Ziran are clad in silver chain mail and gold spiked helmets. On first sight, they look more like warriors than sorcerers, but there is an aura of evil that hangs



heavy around them and reeks of the stench redolent of a rotting corpse.

Traits: Stench 1, Veteran 5/+1

Konkordulaga (CS: 19-23 / END: 25-35) – elite archers who are specialised in warfare in forests and on difficult ground. They are composed of the best marksmen drawn from the Kondulaga naghims.

Traits: Ranged Combat, Veteran 5/+1

Akamazok (CS: 19-25 / END: 27-40) – these are the Doomwolf Masters of the Drakkarim. Rare and élite, these Drakkarim, mainly originating from Zaldir and Nyvoz, are raised from a young age to assert dominance over wild Doomwolves in the Darklord city-fortresses of Akagazad and Kgorst, making them compliant enough to train for military service.

The few Drakkarim who succeed in becoming Akamazok are respected for their achievement and for the power they bring to any Warlord who can command their loyal obedience.

Rank & File

Infantry

Shadza (CS: 15-18 / END: 23-35) – the regular line infantry ‘grunts’ of Drakkarim orgars, usually equipped with hand weapons, shields, and medium weight armour.

Kondulaga (CS: 15-18 / END: 21-30) – lightly armoured line infantry archers.

Cavalry

Zagganozod (CS: 15-23 / END: 26-38) - heavy cavalry, clad in plain black helmets, scarlet chainmail hauberks or scale armour, and primarily armed with lances and/or spears. They also carry an assortment of other weapons strapped to their saddles and bodies.

Okganozod (CS: 15-21 / END: 23-32) - unarmoured and lightly armed cavalry.

Zukanozod (CS: 15-21 / END: 23-32) - medium cavalymen equipped with various weapons such as spears, spiked maces and swords. They are often used as a detached brigade that is separate from a main army group. Their most fearsome troopers are given the title: “Drakkarim Horselords”

Rekenarim (CS: 18-25 / END: 23-35) - scouts, convoy escorts, and messengers. Mostly these troops work either individually or in small groups. The Rekenarim are formed into orgars only when they are employed on the battlefield.

Specialist troops

Nenshadim (CS: 17-23 / END: 23-28) – naval marines. These leather-clad warriors are the naval equivalent of the Shadza.

Eginashadim (CS: 15-18 / END: 23-35) – sailors who crew the Drakkarim naval fleets.

Zaja (CS: 15-18 / END: 23-35) – these are Lenagnarim who are trained to operate naval cannons.

Ruzzarim (CS: 15-18 / END: 23-35) – Shadza trained to operate siege equipment and engines of war.

Lenagnarim (CS: 16-19 / END: 24-36) – pioneer and engineer troops.

Kraan-Kluzim (Kraan-riders) (CS: 18-23 / END: 25-28) – Kraan-riders who operate as scouts or aerial shock troops tasked with eliminating a specific military target of prime importance. They carry Black Crystal Cube explosives and are equipped with bronze crossbows, black swords, scimitars and spears.

Shadlizog (CS: 17-20 / END: 25-37) – military police.

Oggdagim (CS: 14-19 / END: 22-30) - armourers and weaponsmiths.

Shadezgog (CS: 12-18 / END: 22-28) - medics and stretcher bearers.

Lagazim (CS: 11-17 / END: 20-27) – cooks

Lagshadim (CS: 11-17 / END: 20-27) – cadets.

Shadgazadim (CS: 12-18 / END: 20-25) – garrison troops, often comprising those who have sustained battle wounds and are not 100% physically fit for a return to active service in the orgars.

Luggaz or ‘Lugz’ (CS: 15-18 / END: 21-32) - enemy prisoners of war who have been press-ganged into military service. Those who prove their loyalty in battle are promoted to the ranks of the Shadza.

Kuz (CS: 11-16 / END: 20-25) – poor quality, poorly armed ‘cannon fodder’ troops, typically (although not exclusively) originating from Nyvoz.

Combat: The Drakkarim are highly organised and will most often be encountered in companies of 100 soldiers under the command of a Shadza Lieutenant. Should their Lieutenant fall in battle, the command will pass to the most senior Kordak (sergeant) who will invariably press his soldiers to continue to fight even harder than before, so that the death of their slain Lieutenant shall be swiftly avenged.

Roleplaying Notes: Drakkarim speak Giak and they can be notoriously hard to negotiate with. They are ruthlessly efficient soldiers who rarely give or expect to receive quarter on the field of battle. They are often employed by the Darklords of Helgedad to lead or augment Giak regiments, which are far more numerous but generally of lower quality and far less reliable when the going gets tough.

The Drakkarim form the backbone of Helgedad's might but their service to the Darklords is not solely limited to combat and raiding. Drakkarim also provide the leadership and management necessary to accomplish mining, construction, and the gathering of mineral resources in the Darklands and in the nations under Darklord control. They are brutal task masters and rarely work their crew at anything less than a crushing pace. Slaves are worked until they die of exhaustion, with their welfare only taken into consideration if there is a lack of fresh replacements available. Where Drakkarim labour forces excel is at accomplishing a risky task quickly, such as the building of an encampment or the excavation of tunnels through hills and mountains. Because Drakkarim bosses do not show their slaves any mercy, they can drive a team to perform an immense amount of hard labour in a very short period of time. Such labour is costly in lives and tends to be very crude but the Drakkarim rarely care about anything except getting results. Drakkarim are rarely encountered on their own, unless they happen to be renegades who have fled their regiment to avoid a harsh punishment. If this should be the case, then the Players can expect a squad of Shadlizog (Drakkarim Military Police) to be in hot pursuit of the fleeing Drakkar renegade.

DRAKKAR NANRAK (BATTLE CAPTAIN)

Combat Skill: 17-36

Endurance: 25-40

Traits: Soldier, Veteran 10/+2

Physical Description: Often found seated upon a Kraan, Drakkar Nanraks (Battle Captains) are fearsome warriors who are usually the strongest and most capable soldiers in the Drakkarim rank and file. They wear a red plumed helmet and an ornate skull-like helmet visor that is inlaid with silver. They are dressed in a flowing crimson cape and their black steel armour and weapons are of superior craftsmanship and quality. They usually favour a long sword with a serrated blade, or a heavy iron mace.

History: The Drakkarim often promote their officers in the field from those who display exceptional courage coupled with tactical excellence. Not so for most Drakkar Nanraks, for these officers are chosen at an early age and trained hard for their future role. Every Drakkarim naghim (regiment) has two Nanraks, each of whom commands 3-4 dorgars (companies).

Combat: A Drakkar Nanrak is a formidable adversary. Often they will be found overseeing the positioning of their soldiers whilst seated astride their hovering Kraan. They are expert Kraan riders and very adept at executing an airborne attack against an enemy officer, or an unwary adventurer, whom they have sighted on the ground below. They are unquestionably brave and, once committed to combat, they will not give up until they are victorious or dead.



Roleplaying Notes: Drakkar Nanraks are rarely encountered on their own in the wild. They will always be accompanied by a sizeable number of Drakkarim Shadza and will never place themselves in a situation where they could be vulnerable to a ranged attack. In battle, they often lead from the front with a trio of tough Kordaks (sergeants) protecting their flanks and rear.

Drakkarim Nanraks are often awarded amulets of protection as reward for acts of bravery in battle. These battle amulets are called 'Tekazok' and they confer an additional +5 to a Nanrak's basic ENDURANCE points score when they are worn. Tekazok confer cumulative protections, therefore a Nanrak who has two Tekazok will gain +10 to his basic ENDURANCE, a Nanrak with three Tekazok will gain +15 ENDURANCE, and so on. The maximum number of Tekazok that a single Nanrak can possess is five.



GLADIATOR

Combat Skill: 15 – 44

Endurance: 22-39

Traits: Soldier, Veteran (Varies, typically 10/+2 for an experienced Gladiator)



Physical Description: Gladiators are armed combatants who entertain audiences in the Vassagonian Empire by engaging in violent confrontations that take place in prestigious arenas, like the Gladiatorial Circus of Bavari. Great wealth and status are the rewards for those who triumph; death and disgrace await those who fail. Some gladiators are volunteers, such as Vassagonian warriors and Sharnazim who risk their lives and their high social standing by appearing in the arena. Yet most are slaves, owned by wealthy Vassagonian nobles and schooled under harsh conditions in the Gladiator schools of the Desert Empire (e.g. in Ferufezan). Irrespective of their origin, gladiators can inspire admiration and popular acclaim if they fight well. They can also earn a lot of money for their master due to gambling that takes place at all gladiatorial contests. The Warrior-slaves are a close-knit community with many traditions. The most famous Gladiators can achieve legendary status in Vassagonia.

Combat: Warrior-slaves can usually only be fought in Gladiatorial arenas. They spend the rest of their time in their heavily guarded gladiatorial schools. Gladiators are very skilled fighters who are proficient with any kind of melee weapon, and possess formidable

physical strength and resilience. The use of sorcery within the gladiatorial arenas of Vassagonia is strictly forbidden. Any breach of this rule will result in summary execution.

Roleplaying Notes: Gladiators are a diverse breed. Some are noble while others are simply heartless killing machines who can and will become Agents of Darkness who consign the souls of their victims to an eternity of slavery in the thrall of Naar. In return, they obtain strength and status from the Dark God.

KITAEZI SHAMAN

Combat Skill: 17-30

Endurance: 22-29

Traits: Brutal 2 (only with Cursed Daggers), Ranged Combat (Cursed Daggers)



Physical Description: The Kitaezi Shamans are male tribal necromancers of Shadakine descent. They have pale thin faces and the fire of madness in their sunken eyes. When not in disguise, they wear flamboyant feather headdresses and embellished robes of grey or jet-black silk. They are charismatic and they exude a powerful aura of dominance, both magical and mundane.

History: Kitaezi Shamans are a very old group of practitioners of the most primitive form of Right-Handed magic, who were influenced by the dark powers exuded by the remains of False

Dragons (e.g., Dhazhasha) that fell during the Age of Entropy in the hills surrounding the Madrari Jungle in Shadaki. They hail from the city of Kitaezi, where the Vassa who founded Shadaki came to trade with the native Shadakine jungle-dweller tribes millennia ago. More ancient than the Wytch-king Shasarak, the Kitaezi Shamans followed him nonetheless when he seized the throne of Shadaki. He thanked them by bestowing upon them his secrets of necromancy and demonology, the same foul magic which he gave to Shadakine Wytches. The Kitaezi Shamans were tasked with controlling the tribes in Shadaki's immense jungles, using their psychic powers in conjunction with narcotics that they added to the food supply. These drugs made the tribesmen very receptive to mental control. Under the Shamans' malicious watch, the jungles of Shadaki have been plunged into an era of diabolical depravity and bloodshed.

Combat: Kitaezi Shamans always try to avoid direct confrontation. They can summon Undead (Zombies – see page 112), Demons (see *Bestiary of the Beyond*), and creatures constructed of pure evil magic such as the Tzoog (see *Bestiary of the Beyond*) to fight in their place. If forced to fight they use Cursed Daggers which automatically hit their targets in thrown (ranged) attacks.

Special Rules: Kitaezi Shamans possess an equivalent of the Magnakai discipline of Psi-surge and can use their psychic powers to paralyze one foe for 5 combat rounds. Players with the Magnakai Discipline of Psi-screen can make a Test to negate this power.

Roleplaying Notes: Kitaezi Shamans have developed fearsome powers. They can partially alter their traits to look older or younger at will in order to better infiltrate communities of tribesmen. They are also known to craft cursed statuettes which will unleash a shape shifting curse immediately upon the touch of any human, humanoid or Drodarin. The victim will undergo a startling transformation and adopt the form depicted by the statuette. Simultaneously, the bronze statuette will take the shape of the victim in living breathing form. The only way to revert the transformation is to touch the statuette a second time. This is not as easy as it seem for invariably the Shaman will secrete the statuette while the transformation occurs.

MADMEN

Combat Skill: 7-22

Endurance: 15-30

Traits: Invulnerable (exhaustion), Iron Will

Physical Description: The influence of the forces of Darkness affect different people in different ways. "Madmen" are humans or humanoids who display storybook-style, irrational behaviour. After having their rational minds were broken, some believe they are the physical incarnation of imaginary or ancient heroes, while others can appear to be quite normal but will transform into dangerous,

sadistic or bestial murderers for no apparent reason. Some madmen worship in the gibbering tongue of the Demi-god Tharrayn, the entity of the Plane of Darkness that embodies all that is madness and insanity. Some Agents of Darkness can also be driven mad if they are foolish enough to attempt to summon this dangerous entity. The most aggressive and bestial madmen have manic, red-rimmed eyes and drooling mouths. Yet they are weak and insignificant when compared with the Adepts of Tharrayn the Shattered Mind who have used their insanity, like a key to unlock powers of Darkness, in order to perpetrate heinous and despicable crimes.



Historical Note: Madmen is also the name given to the insane people who inhabit the remnants of the once powerful Tianese land of Taklakot in Southern Magnamund. In the year MS 3280, the land of Taklakot was entirely destroyed by the Great Blast. Henceforth it became known as Desolation Valley. The only city which remained—the Forbidden City of Gyanima—has since been shunned by outsiders due to the curse of a terrible wasting sickness that befalls almost anyone who dares to set foot in its accursed environs. Anyone who settles too close to this blighted city, located in the southern foothills of the Mounts of Morn and the Forest of Fernmost, invariably become Madmen and will be inducted into a cult ruled by the Mad King of Gyanima. They are doomed to spend the rest of their pitiful lives surrounded by mouldering ruins and fetid decay. In MS 5000, they number in the thousands and comprise a ragged and restless army that is caked with dust and



grime. The Madmen of the Forbidden City believe they reign over a rich and lush empire and live in imaginary luxury within their ruined palaces. They feed on carrion and human flesh and, when they go raiding, they pose a real threat to the inhabitants of the provinces of Suhn and Karnali.

Combat: Madmen are so diverse they can employ any form of frenzied fighting. They are often sustained by a preternatural strength. The real constant during a combat against Madmen or Madwomen is that they will constantly surprise their opponents with unpredictable combat moves. Some Adepts of Tharrayn the Shattered Mind are able to employ Right-Handed magical spells.

Roleplaying Notes: Not all Madmen are dangerous. Some can prove to be useful during an investigation, for they may have witnessed events that are of interest to the Players. However, extracting this information in a form that can be understood will always be difficult and challenging!

MASBATÉ

Combat Skill: 19-30

Endurance: 25-40

Traits: Grouping (Pack), Ranged Combat, Reach, Swift



Physical Description: The Masbaté are muscular, ebony-skinned and stand over 6ft 6inches (2 mtrs) tall. They are tireless runners who can keep pace with cantering horses with seemingly little effort. Physically, adult Masbaté are too large to ride their Simar horses and use them solely to convey their possessions and supplies.

Historical Note: The Masbaté are a nomadic Mythenish tribe. They raise herds of Simar horses and travel according to the seasons and the needs of their livestock. They inhabit the southern part of the Great Lissan Plain, enclosed between Rivers Apo and Xasha, and dominate other tribes of this vast region. The Kings of Lissan are typically of Masbaté lineage.

Combat: Due to their colossal strength, these human giants can wield oversized two-handed broadswords with devastating effect. They also carry javelins that they can throw further than any other human warrior. Trained since the age of four years to fight, they have very quick reflexes. In the middle of a battle, they can enter into a state of berserk fury which can prove deadly to foes and allies alike.

Roleplaying Notes: Masbaté are proud and noble warriors who worship Goddess Ishir. They are merciless to their foes yet charitable and forgiving to their friends and allies.

NOMAD

Combat Skill: 10-17

Endurance: 15-30

Trait: Grouping (Mob)

Physical Description: A nomad is a human with no settled home, who moves from place to place as a way of obtaining food, finding pasture for livestock, or otherwise making their living. Most nomadic groups follow a fixed annual or seasonal pattern of movements and settlements. Nomadic peoples traditionally travel by animal or canoe or on foot. Nomads keep on the move for various reasons. Nomadic foragers move in search of game, edible plants, and water. Pastoral nomads make their living raising livestock, such as cattle, goats, horses, or sheep. These nomads travel to find more goats and sheep. Some nomadic peoples, especially herders, may also move to raid settled communities or avoid enemies. Nomadic craftworkers and merchants travel to find and serve customers. Most nomads travel in groups of families called bands or tribes. These groups are based on kinship and marriage ties or on formal agreements of cooperation. A council of adult males makes most of the decisions, though some tribes have chieftains.

Nomadic hunting and gathering, following seasonally available wild plants and game, is by far the oldest human subsistence method but the humans of the two main continents of Magnamund have mostly given up this way of life. In MS 5000, only the Ice Barbarians of

Kalte adhere to this tradition. Nomads are usually attired in simple fur and leather clothing, except the desert nomads of the Dry Main who traditionally wear mhaktis: flowing grey and white robes.

Historical Notes: When they arrived on the continents of Magnamund during the Golden Age of the Shianti, several human peoples adopted a nomadic way of life. Many Aluvians became horse breeders and Fanji hunters on the great plains of Lunarlia and Slovia before most of them settled. In MS 5000, tribes of nomadic horsemen still remain on the Great Lunarlian Plain. They come to barter and trade their wares at the famous tented market of Jaroc. Some of the Vassa who migrated to Vassagonia chose to become nomads instead of settling in the cities of the Majhan, and some of their tribes later remained on the plains of Dry Main as it transformed into a great sandy desert. The Vassa Nomads of the Dry Main raise herds of Douggas and trade with the people of the great cities of Vassagonia. They usually bivouac in the oases of the Dry Main and have pledged allegiance to the Zakhan, reinforcing his army in times of war. In MS 5000, the Bhanarian Plain and the Great Lissan Plain of Southern Magnamund accommodate Mythenish nomadic tribal herders which include the Masbaté.



Combat: Nomads are seasoned, proud and enduring warriors, hardened by their wandering life and sometimes by the harsh environment in which they strive to survive. Most of them are exceptionally good riders and light cavalymen. They are also very stealthy when fighting in their own plain or desert environment.

Roleplaying Notes: The nomads of a given area should not be denigrated by a party of Players: if insulted they may prove to be lethal ambushers. They know the great wastes that their ancestors have inhabited for millennia and make excellent guides when exploring these regions. Nomads have traditional customs which should be respected; they enjoy trading with travelers who show them respect and they can be very hospitable hosts.

PALUK

Combat Skill: 11-18

Endurance: 20-25

Traits: Grouping (Mob), Trapper



Physical Description: The Paluks of Central Magnamund are an ancient breed (anterior to the coming of the Vaderish people in Northern Magnamund) of gipsy nomads who live on the fringes of society and earn a precarious living from casual labour and petty crime in the great hill ranges and plains of this region. They are muscular and generally attired in simple fur and leather clothing. They establish secret lairs to store the items they accumulate, usually in caves and ancient ruins.

Combat: The Paluks have acquired a bad reputation for banditry and murder, especially in the realm of Palmyrion. They are seasoned fighters, proficient with axes and swords, but they will only engage in combat if they think they can easily defeat an enemy. If they



should decide that they cannot win, they will attempt to evade combat or surrender (in the hope of escaping later).

Roleplaying Notes: Paluks have become increasingly corrupt with the passing of centuries. In times of war, they will readily become murdering looters. In times of peace, they will not hesitate to work for any organization (including Agents of Darkness) that hires them as henchmen to perform morally reprehensible tasks.

PIRATE

Combat Skill: 15-18

Endurance: 20-27

Traits: Grouping (Swarm), Swift



Physical Description: Pirates are easy to recognise for they are rarely encountered beyond the confines of their ship, or the safe haven ports that they frequent when they are not sailing the seas in search of easy pickings. Some are charismatic individuals with a colourful mien, but most are hard-bitten sea thieves with a rough appearance and an even rougher disposition.

History: Pirates are not uncommon in Magnamund, from the mercenary river pirates of Delden to the charismatic Buccaneers of Shadaki, from the bloodthirsty Lakuri Pirates to the cruel slavers of the Khordaim Islands. Many attempts have been made to eradicate these scourges of the high seas, but with little lasting effect. So long as rich trading vessels continue to ply the sea lanes, so there is likely to remain those who will seek to enrich themselves by attacking and seizing their cargoes.

Combat: Most pirates are savage and dishonourable fighters. There is no trick too low that they will not employ it if it means they will gain the upper hand in any combat in which they are involved. Pirates are most likely to be armed with cutlasses and daggers. When encountered at sea, it is not uncommon for a pirate ship to fire upon a vessel with its cannons, if they are so equipped. In close combat, a pirate boarding crew will fight fiercely and give no quarter to those who attempt to repel them. When fighting on land, they will typically loose off a volley of arrows or crossbow bolts prior to closing for combat. Pirates are implacable when attacking, but as soon as the balance of a fight appears to be tipping against them, their nerve is prone to breaking and they will try to escape while they still can.

Roleplaying Notes: Some pirates, especially the Buccaneers of Shadaki, adhere to a code of honour. However, there are countless cases where this code has been broken and therefore Players should not rely upon it to save their skins if they are captured following a fight with a pirate crew.

PIRATE CAPTAIN

Combat Skill: 17-23

Endurance: 25-37

Traits: Swift, Veteran 10/+2



Physical Description: A Pirate Captain is always a charismatic character, even though his, or her, morals and motivations may be highly questionable. They will be equipped with a variety of weapons, typically a cutlass and a dagger, and they may also sport a brace of Bor Pistols or a short-barrelled Bor Musket which they will use to deadly effect. They rarely wear metal armour for it is prone to rusting in the salty sea air and it is restrictive of movement, which can be fatal when engaging in hand-to-hand combat on the crowded decks of a freshly-boarded cargo ship.

Combat: Pirate Captains are expert fighters and will have above-average ability in combat when using their weapons of choice. Rarely will they enter combat alone, for they are especially aware that they will be targeted by the enemy with the intention of killing them quickly in order to demoralise their men. Consequently, they will likely be flanked by their First Mate and another pirate crewman of exceptional strength and fighting ability. Many Pirate Captains have a penchant for the dramatic, and will engage in flamboyant gestures and acts of great bravado so as to inspire their crews and enhance their nefarious reputations.

Roleplaying Notes: Pirate Captains are flamboyant individuals who live each day as if it will be their last. Narrators are encouraged to adopt their best pirate accent and indulge in some aptly pretentious theatrics when addressing the Players as a Pirate Captain!

PRIEST

Goodly Priest: **Combat Skill:** 12-16 **Endurance:** 19-23

Evil Priest: **Combat Skill:** 19-30 **Endurance:** 16-28

Traits: Varies (common choices are Iron Will, Ranged Combat, Soldier, and/or Veteran)

Physical Description: Goodly priests are clerics that are the mortal representatives of the God Kai and the Goddess Ishir on Magnamund. Priests and Priestesses of Ishir wear robes made from sky blue material edged with silver piping. Ishir's symbol is the crescent moon. It is worn by her devotees as a pendant and is displayed at her places of worship. Her clerics are predominantly female, except for the Vassa Elders who call the faithful Vassagonians to prayer every day at sunset and some special groups such as the Vaderish Brethren in Talestria and Palmyrion, a holy order famous for the fortifying liqueurs it produces such as Aquas.

The Goddess Ishir - High Priestess of the Moon - is the most widely revered deity of Good. She is associated with motherhood, fertility, comfort, and abundance. Her priestesses and their acolytes - named the Moon Maidens - play a guiding role in their communities as spiritual mentors, healers, mediators, and sometimes as protectors against the vengeful spirits. Priests who dedicate their lives to the worship of God Kai are far less numerous than those who exhort the virtues of worshipping Ishir, though they are no less devoted

to their faith than the Priests and Priestesses of Ishir are to their beloved goddess. Priests of Kai are always male. They wear plain brown hooded robes with a gold-coloured waist sash or a woven cord. Evil priests who worship Naar, or one of the many demi-gods of his foul deity (such as Xhagvash the Bloody, Karaushnitt the Carnal, Tharrayn the Mad, Vurnos the Plaguebringer, Avarvae the Tormentress, Vexrad the Thief or the Kūnae, Lords of Decay), rarely wear their ceremonial robes beyond the confines of their secret temples. These robes are either black, dark grey, dark crimson or dark purple and are embroidered with ancient runic symbols, or Giak ciphers, made from glowing scarlet thread.



Combat: Goodly Priests will refrain from combat unless they sense that their enemy is wholly evil, in which case they will employ the use of Holy Water as a weapon. Evil Priests can be very aggressive against humans or humanoids that have the temerity to denigrate Naar in their presence, or any one of his demi-god minions.

They will become enraged by this perceived blasphemy and will attempt to kill or facially disfigure the person who has uttered it. Their favoured weapons are black stiletto-bladed daggers and Tincture of Graveweed - a deadly poison. High ranking evil priests will also use psychic powers, Right-handed Magic or capacities bestowed upon them by the foul entities they worship.



Roleplaying Notes: All Goodly Priests have mastered the rudimentary skills of healing and can be called upon to help mend wounds, or to stop the spread of minor diseases and infections, among a travelling group of Players. It is customary and courteous to make a donation (in coins) to the Priest's place of worship in return for such a favour. The Priestesses of the Moon have been granted many powers by Goddess Ishir. These include the simple task of blessing water to cleanse it of impurities, or more exacting acts such as summoning the light and power of Ishir to strike down Evil beings that would harm those in the Priestess' protection. As healers, they are as well-known and respected as the Patar Redeemers and the Herbwardens of Bautar. As negotiators, their personal integrity and skills in resolving conflicts are on a par with those of the Klooon Sages of Chaman. They strive for peace in all they do and lead frugal lives that are rich in spiritual wealth and happiness.

Evil Priests can be useful protagonists in a scenario. Very often they will adopt the guise of a respected pillar of a community in order to provide cover for their true identity. Sometimes they will pretend to be Goodly Priests in order to deceive the unwary or to gain access to areas that would normally be restricted to ordinary folk. One major weakness in this regard is their complete intolerance for Holy Water, which acts like a powerful corrosive acid if it touches their skin.

SHADAKINE WARRIOR

Combat Skill: 13-25

Endurance: 20-26

Traits: Grouping (Mob), Ranged Combat, Swift

Physical Description: The Shadakine Warriors who occupy the Tianese nations of Southern Magnamund on behalf of Shasarak the Wytch-king of Shadaki, and who constitute the backbone of his huge army, are easily recognizable: their heads are shaven save for a long plume of hair that flows from the centre of their scalps. As a result of a sorcerous ritual performed by the Wytch-king, their eyes are totally white and seemingly lack pupils. The pupils are still present but they are completely white. They wear armour of black enamelled steel embellished with gold designs.

History: Contrary to their name, the "Shadakine" Warriors do not hail from the country of Shadaki. "Shadakine" is the name given to them by the people of the Tianese nations that were invaded by Shadaki after the War of the Winds (MS 4663). In fact, they all come from the Sadi Desert. The earliest settlers of the Vassa peoples (around MS 900) were tough nomads who took control of this vast torrid wasteland. The reputation enjoyed by these nomads for being the most feared and most fearless of all human warriors, struck terror in the hearts of their enemies for thousands years. After the Great Alliance of MS 4650, the Sadi Nomads were used

by Shasarak the Wytch-king as assault troops during the invasion and occupation of Shadaki. Then they were used to conquer and occupy the Tianese nations to the south.

Combat: The Shadakine Warriors are polyvalent; they usually carry lethal-looking scimitars at their sides and are frequently equipped with crossbows for long range missile strikes.



Special Rules: Shadakine Warriors are often encountered in their feared "Wheels of Death". The wheels of these war chariots are fitted with sharpened steel blades. Any party of Players faced with an attack by a Shadakine war chariot would be well advised to flee or find an effective way to destroy these deadly chariots before they make contact. Shadakine Warriors also have packs of cruel Magdi Hounds (see *Bestiary of the Beyond*) which are resistant to magic. Shadakine Wytches are able to transfer strength to their Shadakine Warriors and often accompany them into battle. Shadakine Warriors thus assisted by a Wytch gain +2 COMBAT SKILL and +3 ENDURANCE.

Roleplaying Notes: Since their Great Alliance with Shasarak, the Shadakine Warriors have grown ever more evil. They do not feel the least compunction about shooting a man in the back, and they enjoy provoking and torturing the peoples of the countries they occupy. In MS 5000, they are restless and in need of a new war of conquest to sate their bloodlust. They eagerly await the order to attack the Masbaté Warriors of the Plain of Lissan who are in line to be the next victims of the Wytch-king's wrath.

SHADAKINE WYTCH

Combat Skill: 15-45

Endurance: 20-30

Traits: Iron Will



Physical Description: The Shadakine Wytches are female natives of the Great Sadi Desert. The eldest, most powerful Wytches are old and haggard women. They are called “Mothers” by their novices who are adolescent women in their service.

History: The Shadakine Wytches were once a shamanic cult that lived in the Great Sadi Desert. In MS 4650, they acquired their name and rose to power after the Great Alliance of their people, the Sadi Nomads, with Shasarak the Wytch-King. Shasarak bestowed upon the Wytches the power of necromancy and greatly increased their psychic abilities. He gave to the greatest Wytches seven artefacts of power known as the Kazim Stones, which are the hearts of ancient greater Earth Elementals stolen by Shasarak. The Wytches became Shasarak’s most powerful human servants and the leaders of the cult of demonic worship that he established. Young Wytches were trained in the ways of wytchcraft as soon as they reached adolescence, whilst the Mothers became Stewards, Truthsayers and Law Givers in the cities of the Shadakine Empire.

Combat: Young Wytches fight with sharp blades while the elder Wytches rely solely on their necromantic and psychic powers.

Special Rules: Elder Wytches have formidable psychic powers if they possess a Kazim Stone. They can inflict a -4 ENDURANCE loss each round if the Player(s) have no Mindshield ability). They

are able to read the mind of their opponent so long as they are not protected by Mindshield. They can also transfer strength to their Shadakine Warriors. Shadakine Warriors thus assisted by a Wytch gain +2 COMBAT SKILL and +3 ENDURANCE. They are skilled necromancers who can call upon powerful demons, like the Kleasá, through the use of a Kazim Stone. The Shadakine Wytches also know command-words which give them mastery over any natural beast that has no psychic or magical resistance. A controlled beast cannot attack her and will obey her every command, including attacking the Players.

Roleplaying Notes: They are the legislative and judiciary authority of the Shadakine Empire and, as a consequence, most of the Shadakine Wytches are evil and arrogant individuals who are notoriously callous and cruel in the treatment of their prisoners. Young Wytches are not necessarily evil because they have yet to be permanently corrupted by the power of the Wytch-King; they can still be brought back from the path of darkness.

SHARNAZIM

Combat Skill: 14-23

Endurance: 22-28

Traits: Veteran 10/+2





Physical Description and History: The Sharnazim are elite Vassagonian bodyguards who wear distinctive black robes and who are famed for their skill with wide-bladed, razor-sharp scimitars known as “bitikali”. The chest of every Sharnazim is tattooed with a large, blue eagle’s claw which is the symbol of their affiliation to their order. Sharnazim constitute an autonomous group inside the Vassagonian army, answerable only to the Zakhan and his family. The order was founded by the Black Zakhan and was initially tasked with guarding the imperial family and the Grand Palace of Vassagonia once constructed.

The successors of the Black Zakhan increased the ranks of the Sharnazim, creating several different corps: cavalry, infantry, intelligence and military magicians. In MS 5000, the Sharnazim can be found everywhere in the Empire of Vassagonia. In times of war their number increases, for many of them are stood down in times of peace. They receive pay and training and constitute an élite military reserve. They are often employed as secret political police. Sharnazim agents have infiltrated all of Vassa society. It is said they hear everything and report everything to their superiors. Some of them are sent on special missions into other nations. Unbeknownst to the Kai, it was a group of Sharnazim spies who managed to steal the Book of Magnakai at the end of the First Vassa-Sommlending War (MS 4434).

Combat: Sharnazim are skilled, pragmatic and resourceful warriors. They are experts at fighting with their legendary bitikali in close combat and they are also trained in the use of throwing daggers, crossbows, chakrams and other ranged weapons. They possess many accessories which help them to survive in hostile environments, such as sweet-smelling Herb Pads that neutralize foul or toxic atmospheres.

Special Rules: Despite that fact that it is shunned by most of the warriors of the Freelands, the Sharnazim frequently smear Gnadurn Sap on their bitikali. Gnadurn Sap is a deadly poison and the merest graze from a weapon tainted with it can be fatal. In Combat, if a Sharnazim has coated his bitikali with Gnadurn Sap, he poisons a Player in combat when he makes a successful strike, i.e. he inflicts an ENDURANCE loss.

Subsequently, the afflicted Player will die at the beginning of a 4th round of combat unless they consume a Vial of Antitoxin Vial, are healed by a Herbwarden of Bautar, or they have the Magnakai Discipline of Curing. In the case of the latter, the Player with Magnakai Curing will suffer a loss of 8 ENDURANCE points at the start of the fourth round of combat.

Roleplaying Notes: Sharnazim are fiercely loyal to the Imperial family of Vassagonia. In MS 5000, they are present throughout the Empire and have attained a degree of political influence. When a Zakhan becomes too old, or when his reign is challenged by

difficulties he cannot readily overcome, the Sharnazim Zarza (Field Marshal) will seek to forge an alliance with the most powerful nobles of the country in preparation for the imminent demise of the current Zakhan. Sworn enemies of the Sharnazim are the Vakeros Warrior-Mages of Dessi.

SINISTRARI

Combat Skill: 19-35

Endurance: 28-30

Traits: Brutal 1, Grouping (Mob)



Physical Description and History: The Sinistrari are the elite guards of Skull-Tor, the mighty citadel which dominates Duadon: the capital of Eldenora. They swear fealty and answer directly to whoever sits upon the Throne of Duadon (in MS 5000, the weak and selfish Prince Maghon of Taladon is ruler of Duadon). These formidable warriors are clad in heavy suits of black armour embellished with skulls and scarlet dragons. Their war horses are similarly protected by plates of burnished steel. The Sinistrari are rightly considered to be the most formidable of all the regular army units of the Stornlands. Their regiment was first established in MS 4420 by Prince Jiokara during the time that Skull-Tor was under construction, and they served as his personal bodyguard.

Combat: Sinistrari are brutal warriors. They are physically powerful and very skilled in the use of high quality melee weapons, e.g. spiked balls and chains, maces, war-axes, and short swords.

Roleplaying Notes: Distrust and avarice are unfortunately two common traits shared by most Eldenorans. These character faults are so ingrained in their culture and psyche that they have prompted them on countless occasions to start wars with their neighbours for no apparent reason. It is true to say that the majority of Eldenorans are crass racists who are infamous for their nationalism, bigotry and intolerance of foreigners. The Sinistrari are no exception to this general rule. Their narrow-minded chauvinism is a weakness that can be exploited for they can be easily provoked and drawn into traps by insulting or denigrating their country and countrymen.

TRIBESMEN

Combat Skill: 10-19

Endurance: 15-29

Traits: Grouping (Mob), Ranged Combat



Physical Description: In MS 5000, there are many primitive human tribes which still exist on Magnamund. These hunter-gatherers inhabit rudimentary huts, wear leather clothing and use

bone or wooden weapons. They bear portraits, tattoos, charms and amulets, and worship many and varied deities, from Goddess Iship to the Greater Demons of the Plane of Darkness (such as Tamotu). Some tribes are peaceful and trade with civilized countries; others are xenophobic cannibals. The lives of all tribesmen are governed by traditional rituals and customs.

Historical Notes: Tribesmen can still be found in the Kayunis (the tens of thousands of uncharted islands located in the Northern Void and the Southern Void), but most are to be found in Northern and Southern Magnamund. These include the dwellers of the jungles of Shadaki, the Bonemen of Cloeasia, the aggressive Wildmen of the Dahir Mountains in Vassagonia, the Swamp-dwellers of the Boari Jungle in Valerion and the ferocious Kazan Islanders in the Sea of Dreams. The Vakeros of Dessi were once tribesmen who welcomed the remnants of the Elder Magi into their domain during the Age of the Old Kingdoms. Since the Age of the Old Kingdoms, the jungles of Shadaki have been inhabited by primitive human tribesmen who preserved their shamanic way of life despite the successive waves of migrants who arrived in their lands, including the god-like Shianti and the human Vassa. After the Exodus of the Shianti, the Vassa people established good trade relationships with the Shadakine tribesmen. This led to the rise of the tribal city of Kitaesi in Taetok Bay which has since become a thriving port selling rare exotic produce harvested from the jungle.

Combat: Tribesmen are invariably seasoned fighters who are used to surviving in challenging environments. However, they are also highly superstitious and can easily be intimidated by magic, even though some of them are able to perform sorcerous shamanic rituals.

Special Rules: Shadakine Tribesmen can use blowpipes to fire darts smeared with deadly jungle poisons. In Combat, if a Shadakine Tribesman uses a Blowpipe, he automatically poisons a Player when he makes a successful strike, i.e. he inflicts an ENDURANCE loss. Subsequently, the afflicted Player will die at the beginning of a 4th round of combat unless they consume a Vial of Antitoxin Vial, are healed by a Herbwarden of Bautar, or they have the Magnakai Discipline of Curing. In the case of the latter, the Player with Magnakai Curing will suffer a loss of 8 ENDURANCE points at the start of the fourth round of combat.

Roleplaying Notes: A party of Players should pay close attention to the customs and the sometimes strange behaviour of tribesmen inhabiting remote areas they choose to explore. If they do not, they are likely to inadvertently insult and upset them. Sometime this can have fatal consequences, especially with the cannibal worshipers of Tamotu in the Kayunis. In MS 5000, in Cloeasia, peace with the Bonemen tribes is in a parlous state. The precarious balance could tip at any time which may result in an unfortunate incident that precipitates a political crisis.



ZHAKKA

Combat Skill: 25-42

Endurance: 30-36

Traits: Grouping (Soldiers), Veteran 5/+1

Physical Description: Zhakka are the élite warrior-mages of the Empire of Bhanar. Sheathed from head to toe in shiny black armour, they are trained in the use of the Black Arts by the vampiric Autarch Sejanos.

He uses the Zhakka to protect his greatest treasures and secrets. Proficient cavaliers and redoubtable warriors, they are especially deadly foes due to the sorcerous weapons they carry, such as the shape-changing power-staves that are crafted in Otavai.

Combat: A Zhakka can use his power-staff to hurl balls of flame and make devastating ranged attacks (which double any ENDURANCE point loss they cause). When they fight on horseback, they can cause their power-staff to extend in length and taper to a point at one end, thereby turning it into a heavy jousting lance. In close combat, their power-staff can be turned into a broadsword, a shield or a spear. They are adept at confusing their foes by shape changing their weapons during combat.

Roleplaying Notes: Zhakka are fiercely loyal to the Imperial Autarch of Bhanar. They are participants in all of the overt and covert missions that the evil Sejanos conducts to expand his vast empire. They have a deserved reputation for being callous and utterly

unscrupulous. Senior Zhakka supervise the creation of Undead soldiers in the city of Bakhassa and oversee the recruitment of Agarashi abominations from the Kelderwastes and the Doomlands of Naaros.



CHAPTER FOUR

NATURAL CREATURES

AKATAZ (MAMMAL, CARNIVORE)

Combat Skill: 19-24

Endurance: 23-25

Traits: Brutal 1, Grouping (Pack)



Physical Description: Akataz have the same build as a large dog, however these vicious canines are specifically bred for war. They have sharp teeth and slaving jaws, and behind their eyes there is a hint of madness and fury. Akataz have black leathery hides and are muscular, angry, and relentlessly violent hounds.

History: Originating from the forests of Zaldir, Nyraz and Nyvoz, where large wild packs can still be found in MS 5000, the Akataz were first used by the Drakkarim as guardians for their camps, as hunting dogs and as front-line attackers in their invading armies. They were used to sow panic and confusion when unleashed, snapping and snarling upon their masters' foes. Ever since the Drakkarim allied themselves with the Darklords in MS 3150, and some of their regiments were stationed permanently in the Darklands, the Akataz have become a common sight in several Darklord fortress cities, such as Kaag, Nadgazad and Gazad Helkona.

Combat: Akataz are pack animals and prefer to attack with a large group of their kind. Obediently, they will carry out the commands of their handler despite any danger to themselves. If encountered in smaller groups, they may be hesitant at first and will seek to find the weakest member of a party of adventurers on which to focus their aggression. They will probe their opponent's defences, seeking to separate and bring down a single foe by weight of numbers.

Special Rule: Akataz are especially susceptible to psychic attacks. Bonuses normally received from and psychic attack should be doubled when used against them.

Roleplaying Notes: Akataz are loyal and ferocious. They also adore the taste of horsemeat and will always attack horses in preference to any other adversary.

ALLIGATOR KREEL (FISH, CHARACIDAE)

Combat Skill: 13-17

Endurance: 17-20

Trait: Swift





Physical Description: the Alligator Kreele are large carnivorous fish with long crocodile-like snouts packed with sharp curved teeth. They possess thick, stubby pectoral fins that allow them to crawl onto logs or mud banks to pursue their prey.

History: Alligator Kreele are the most dangerous predators dwelling in the River Dorn which is located in the middle of the Wildlands. They have been known to come up beneath tribesmen canoes and capsize them, or leap onto the decks of flat-bottomed boats and savage foolhardy explorers.

Combat: They are ambush predators. As soon as their prey comes within range, they will strike swiftly using their powerful crocodile jaws.

Special Rules: Alligator Kreele can take a foe in one bite and drag them beneath the water. If this large fish strikes a foe, it can attempt to drag them into the water. To do so, it must inflict ENDURANCE damage in combat. Then the Player makes a Resistance test against the Alligator Kreele. If this test fails, the Player is pulled underwater at the end of the round.

BAKNAR (MAMMAL, CARNIVORE)

Combat Skill: 16-22

Endurance: 26-30

Traits: Brutal 1, Grouping (Mob)



Physical Description: Baknar are large carnivorous bipedal creatures with thick white fur and ridged horns. They stand tall (9 feet / 3 m) and have short tusks.

History: An indigenous creature found only in Kalte, they are only truly at home in the ice and snow of their frigid domain. Large carnivorous creatures, the Baknars usually dwell near the Kalte coastline. Their typical prey is Gallings, or the smaller Ostrels, two common breeds of birds that live at the sea's edge, but they are also known to hunt and attack humans. They are afraid of fire. Baknars are known to sleep for up to three days after eating a large meal. They are preyed upon by Kalkoths.

Combat: Baknar are fierce predators which usually attack in packs of three. They have been known to set ambushes for the trappers of Kalte.

Special Rules: A slain Baknar generates 8 pints of Baknar Oil. This oil is useful when applied to a medium sized humanoid creature (one pint per humanoid) as it negates Cold Damage for 24-48 hours following application. Baknar also take 2 points less Cold Damage. Baknar Oil is especially noisome, although its foul smell vanishes once it has been applied to human skin because it causes the loss of the sense of smell in humans who apply it.

Roleplaying Notes: Starving Baknars will try to kill and eat any warm-blooded creature they encounter.

BAT (MAMMAL, CHIROPTERAN)

Combat Skill: 5-6

Endurance: 6-7

Traits: Flying, Grouping (Swarm)

NOTABLE SUB-SPECIES:

Vampire Bat

Combat Skill: 8-9

Endurance: 8-9

Traits: Flying, Grouping (Swarm), Swift

Physical Description: Bats are small, common flying mammalian creatures which can be found everywhere on Magnamund. Durncrag Bats notably nest in caves and hollows throughout the Durncrag Mountains. Nocturnal by nature, they prey upon small creatures of the steep, pine-clad slopes. The larger variety of bat are Vampire Bats which can be found in the caves of the jungles of Dessi.

Combat: With the exception of the bloodthirsty Vampire Bats of Dessi, bats very rarely attack unless startled. They have poor vision and rely on a sonar-like ability to find their way around. They will home in on loud noises and rapid movement, and attack by nipping

and scratching. Disturbed in their cave, Vampire Bats will squeal angrily and whirl around the players' heads, battering them with their wings and nipping at their face with their sharp teeth.



Special Rule: Unless they have the Kai Discipline of Healing, Players must add 2 to the ENDURANCE point losses they sustain during the fight, due to the Vampire Bats' poisonous saliva. Common bats (including Durncrag Bats) are especially susceptible to the Kai Discipline of Animal Kinship. For any Kai Lord gifted with this discipline they can prove to be useful allies.

Roleplaying Notes: Docile even if provoked, bats will always seek to escape from combat and will only engage in a fight if it cannot be avoided. The favourite food of the Vampire Bats is warm human blood, and they will seek out sleeping humans or feast on unfortunate explorers if they enter their caves.

BEAR (MAMMAL, CARNIVORE)

Combat Skill: 16-20

Endurance: 28-30

Traits: Defence 2

Physical Description: Black and Brown Bears are not uncommon in the expansive forests of Northern Magnamund. Durncrag Bears occupy the upper eastern slopes of the Durncrag Mountain Range. They are large four-legged creatures with sharp teeth, powerful claws, thick fur and muscular bodies.

Combat: Bears are usually the first to run away unless they are hungry or provoked. A wounded or cornered bear is a dangerous foe indeed. When attacking, they often rear up and bring their huge clawed front paws into play. They will seek to flee if injured and will fight to the death only if they perceive their cubs to be in danger or they have no other choice.

Special Rule: A cornered bear gains a +2 to COMBAT SKILL and +5 to ENDURANCE.



Roleplaying Notes: Bears are peaceful creatures unless hungry or provoked. They have a strong territorial sense. Bears roar as a challenge to their enemies in expectation that this fearsome noise will be enough to drive them away. Bears will not pursue an enemy beyond the boundary of their own territory unless the enemy has given them a compelling reason to do so, such as slaying their young or wounding them personally. Durncrag Bears live and hunt either singularly or in small family groups, and hibernate from late autumn to early spring.

BLACK CORVAYL (MAMMAL, CARNIVORE)

Combat Skill: 31-46

Endurance: 48-58

Traits: Defence 2, Iron Will

Physical Description: A gigantic black-furred bear, with a single horn protruding from its forehead. Black Corvayls are rightly feared as mighty predators.

History: This beast lives in the mountains surrounding the Darklands. Its fur is worth a small fortune in the markets of Casiorn and the Stornlands because of its rarity, its lustrous texture, its exceptional warmth and its waterproof qualities.

Combat: When attacking, they prefer to rear up and bring their huge clawed front paws into play.



Special Rules: Black Corvayls are resistant to the Kai Discipline of Animal Kinship and the Magnakai Discipline of Animal Control.

Roleplaying Notes: These bipedal creatures are fairly predictable. They almost always go on the offensive when encountered in the wild, and will attack making devastating use of their huge front claws which can tear open all but the toughest armour. A Black Corvayl is so powerful that unseasoned Players should not attack it frontally: they should prepare an ambush or, if ambushed themselves, they should seek to evade combat if at all possible.

BLOODLUG (OOZE)

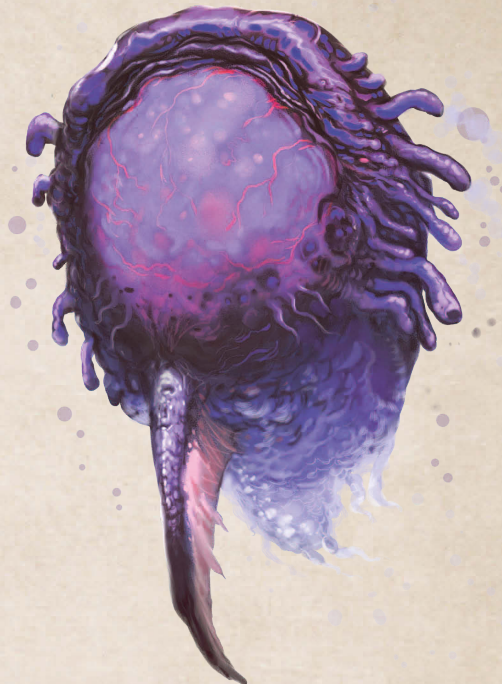
Combat Skill: 15-17

Endurance: 10-15

Traits: Aegis, Swift

Physical Description: Bloodlugs are aggressive salt water scavengers inhabiting the tropical coastal seas of eastern Magnamund (from the Kuri Sea to the edge of the Koltainian Ocean), especially in polluted harbours such as Barrakeesh in Vassagonia. They look like strange, jelly-like blobs. Masses of short tubes protrude from their sides and a long hook-like scoop hangs beneath their rubbery body. They move swiftly, propelled by water from their mass of breathing tubes. They usually prey on squid and crustaceans but they are also known for attacking humans.

Combat: Clinging to rocks or ship shells, a Bloodlug will suddenly jet towards its prey at high speed. Upon seizing its prey, it will attempt to engulf and devour it with its largest tubes.



Special Rules: This primitive creature can be persuaded to attack another prey by use of the Kai Discipline of Animal Kinship or an equivalent.

Roleplaying Notes: Bloodlugs are considered to be a dangerous nuisance in the harbours they infest, and substantial rewards are often offered by Harbourmasters to anyone willing to hunt them down and kill them.

BLACK LAKEWEED (PLANT, CARNIVOROUS PLANT)

Combat Skill: 10-12

Endurance: 50-55

Traits: Reach, Trapper

Physical Description: A grayish-green carnivorous freshwater weed.

History: Black Lakeweed is a carnivorous plant which, unfortunately, has colonised most of Northern Magnamund by the year MS 5000. It thrives in the mineral-rich mountain lakes of Magador and Dessi, particularly in Lake Vorndarol and Lake Khor, but also in swamps like the Danarg and the Lujar Marshes. This weed lies half-submerged in the waters and constitutes a danger to all living creatures, including humans.



Combat: Black Lakeweed are triggered into action by the warmth of animals and humans and, once activated, they will attempt to ensnare limbs and drown their luckless victims by dragging them underwater. The bodies of these victims will later be consumed by the Black Lakeweed as slowly they decompose.



Special Rules: Due to lack of air, a Player attacked by Black Lakeweed and dragged underwater must automatically deduct 2 ENDURANCE points for every round that they fight this foe.

Roleplaying Notes: Players can easily be caught by surprise by Black Lakeweed if these deadly plants surround and infest, for example, a sunken or partially submerged boat that the Players are investigating.

BOAR (MAMMAL, UNGULATE)

Combat Skill: 12-28

Endurance: 18-35

NOTABLE SUB-SPECIES:

Nad-Jaguz

Combat Skill: 18-28

Endurance: 30-35

Blue Boar (mutated boar of the Wildlands)

Combat Skill: 13-20

Endurance: 18-30

Traits for all Boars: Brutal 1, Stench 1

Physical Description: Short, stocky and muscular. Boars have sharp tusks and thick hides. In the Wildlands, common boars have evolved into Blue Boars. Named for the midnight-blue colour of its hoary hide, the Blue Boar is much larger and more ferocious than the common boar found in the wilds of Sommerlund. The adults grow to the size of a small pony and have very large heads with sharp tusks.



History: Boars can be found in most of the temperate areas of Magnamund. Of the many mutant animals that roam the wastes of the Wildlands, the Blue Boar is one of the strangest. The Drakkarim of Nyraas bred a very tough, vicious and aggressive type of boar known as the Nad-Jaguz that they use as War-Hogs to guard their military encampments and bases. The Drakkarim also introduced wild Nad-Jaguz into the Zegkot Peninsula, in the southwestern part of the toxic lands of Tadatizaga, to test the resilience of the breed. They thrived in this foul environment. In MS 5000, the Drakkarim of Zegkot hunt them for food as the Nad-Jaguz provide them with an invaluable source of protein.

Combat: They will charge at their foes and then run off squealing. They are opportunists and will gore an enemy whenever possible. They do not get any special benefit for a charge but will run headlong at an enemy in the hope of unnerving them.

Special Rules: Tenacious till the end, boars have been known to run up the length of a spear haft, even if it kills them, in order to get in one last bite. If speared and reduced to 0 ENDURANCE, boars gain an extra 1 ENDURANCE point for a final combat round. If they are not killed outright by their enemy, they will die from shock and loss of blood.



Roleplaying Notes: Boars are very territorial. They antagonise easily and it does not take much to provoke them into attacking. If, as a Narrator, you are playing a boar, remember that everyone and everything annoys you, even if they are more than thirty feet (10 meters) away from where you stand. Head for the nearest enemy, gnash your tusks and squeal loudly, then perhaps they will run away and leave you alone. Blue Boars exude a musky scent that can be detected from a distance of 200 yards (200 meters) by humans. The males rub their bodies against rocks and trees so as to mark their territory with their pungent odour.

CAVE MANTIZ (ARTHROPOD, INSECT)

Combat Skill: 15-18

Endurance: 10-23

Traits: Defence 2, Ranged Combat (acid, double ENDURANCE loss, blocked by Nexus)



Physical Description: Cave Mantiz are large (3 feet / 1 m) colonial insects that physically resemble an enormous mantis. They have many-faceted eyes, pincer-like jaws, and can squirt a jet of a very corrosive brown fluid from a hollow horn located in the centre of their heads. Different casts of Mantiz exist in a colony, the most aggressive and powerful being the soldier cast.

History: Cave Mantiz live in subterranean colonies in much the same way as their smaller ant cousins do. Their nests are often burrowed out of hard stone as they have the ability to dissolve rock

with the corrosive acid which is stored in small sacs in their heads, and to which they are immune. Most of their larger colonies have been exterminated by Mankind but many smaller colonies still exist in remote areas of Southern Magnamund, such as the Azanam and the Kelderwastes.

Combat: Cave Mantiz invariably live in colonies and will attack only if they are disturbed. When riled, swarms of these giant insects will gather into one large mass and ruthlessly attack an intruder.

Special Rule: Cave Mantiz loathe and fear the smoke given off by burning Azawood leaves which causes them excruciating pain.

Roleplaying Notes: Kill the intruder!

CROCODILE (REPTILE, CROCODILIAN)

Combat Skill: 18-21

Endurance: 29-31

Traits: Brutal 1, Defence 2



Physical Description: Crocodiles are long aquatic reptiles with heavy bodies, short muscular legs, and ridged back plates that act as armour. They have sharp teeth and a tapering tail which can deliver a powerful swipe.

History: Crocodiles are natural beasts which were highly challenged by the amphibious Agarashi that were released on Magnamund during the Age of Eternal Night and thereafter. Most crocodile species were exterminated by the stronger Storgh, Nigumu-sa, and other horrors of Agarashi descent after Age of the Old Kingdoms. In MS 5000, crocodiles can only be found in the tropical islands

of the Kayunis (the myriad islands of the Northern and Southern Voids) like Thor Golgron, and a few rivers and swamps of Northern and Southern Magnamund.

Combat: Crocodiles are an ambush predator. Often they will emulate a log or some other water feature and lie in wait for hours for a luckless victim to wander within reach. As soon as their prey comes within range, they will strike swiftly and bring their powerful jaws to bear. They are tenacious creatures and do not back off easily from a fight once they have committed themselves. They will latch onto and roll their victims into the water, pulling them under and pinning them down until they give up the struggle and drown.

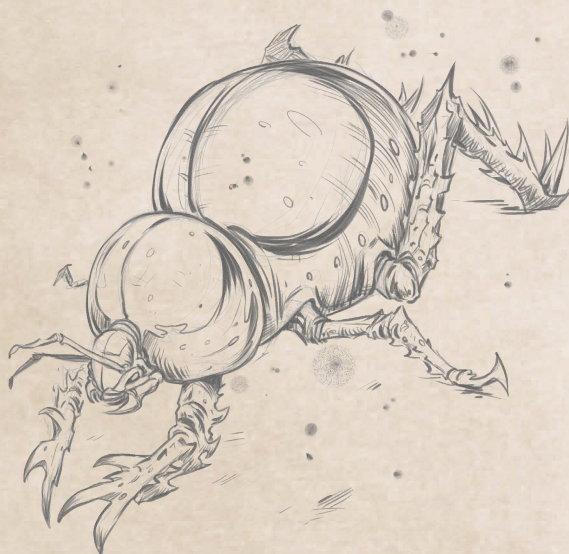
Roleplaying Notes: You like to be left alone. You do not mind the occasional trespasser but if something strays too close, you will have it. If you are hungry then Players had better watch their step. Literally!

DAKARO (ARTHROPOD, INSECT)

Combat Skill: 11-14

Endurance: 28-34

Traits: Defence 2, Grouping (Swarm)



Physical Description: Dakaro are giant scarab beetles that inhabit the ergs of the Dry Main Desert of Vassagonia. These black, stout-bodied beetles measure between 4.5 to 9 feet long. Their front legs are broad and adapted for digging and have many spikes. They are nocturnal scavengers that recycle dung, carrion, or decaying plant material. During day they hide beneath the sand of the Dry Main, digging very deep to find the coolness and moisture they need. At night they emerge from their burrows to search for food. They lay their eggs in the carcasses of large mammalian and reptilian creatures.

History: Dakaro are gregarious creatures that can become devastating pests for the oasis dwellers of the Dry Main. Attacks are infrequent, but hordes of these hungry giant beetles flourish every ten years in the heart of the Dry Main. The sages of Vassagonia have not yet been able to discover how these creatures find enough food and water in order to multiply this way.

Combat: Dakaro are scavengers and, as such, they do not usually attack living prey except in times of starvation (most notably after a particularly harsh summer). A starving Dakaro will try to crush its prey with its massive spiky front legs. Dakaro are dangerous because they are rarely if ever encountered alone.

Roleplaying Notes: The emergence from the sand dunes of a swarm of Dakaro can be a surprising and disturbing experience for Players who may be seeking rest and shelter in the middle of the Dry Main. Dakaro prefer consuming vegetable material to flesh, a fact that could be used by cunning Players to save themselves from a grisly death!

DOG (AND JACKAL) (MAMMAL, CARNIVORE)

Combat Skill: 10-14 (pack 16-30)

Endurance: 10-18 (pack 25-38)

Traits: Grouping (Pack)



Physical Description: The common dog, be it a domesticated pet or a wild hound, can be found in a variety of colours. There are hundreds of types and breeds, from noble canines of purest pedigree to scruffy flea-bitten mongrels that wander the filthy streets of lowly cities, like Ragadorn. All of them have a highly developed sense of smell.



One special breed, Kanu-Dogs, is native to Kalte. Because of their thick tawny coats and powerful chests, as well as their stamina and enthusiasm in the coldest climates, they make for ideal sledge dogs. Jackals are a small breed of opportunistic wild dog-creatures, predators of medium- to large-sized animals (their most favoured food is live horsemeat) and proficient scavengers, physically suited to long-distance running. Great packs of jackals can notably be found in the Southern Durncrag, around Lake Vorndarol

Combat: Dogs and Jackals can be vicious animals when antagonised. They bark loudly to intimidate their opponents prior to attacking them. Their claws do little but irritate exposed skin, but their bite is a sharp and savage one. Whilst they pose little or no threat when thrown into combat against an armed adversary, they can be dangerous when they are in a pack led by a strong and dominant alpha male. Pack dogs and jackals can inflict bite wounds that will have a high probability of becoming infected and inflamed. They prefer hit and run tactics, but they will pursue a fleeing opponent and attempt to run it to ground before finishing it off.

Roleplaying Notes: Unless you are playing a vicious mongrel, or a trained hunting dog, you will be friendly and obedient in the presence of humans. You are intensely loyal to your master and will be very protective of him or her. A pack of wild dogs as may be encountered in the Wildlands, can be as deadly as a pack of hungry wolves. They snap, snarl, and growl malevolently, so feel free to bring a little of this behaviour to the role. Dogs love scraps of food and can often be subdued or thrown off the scent but dropping said tasty treats. Unfortunately for the travellers exploring the gold-rich Southern Durncrag Mountains of Northern Magador, Vorndarol Jackals' favourite food is horsemeat... preferably still alive!

EAGLE (AND BANGROL) (BIRD OF PREY)

Combat Skill: 13-16

Endurance: 18-20

Traits: Flight, Swift

Physical Description: A majestic bird, the eagle is a powerful symbol which appears frequently in the folklore of Magnamund. It is a large feathered avian capable of extended and sustained flight over great distances. Bangrol are an acquisitive and aggressive species of Sommlending sea-eagle. These particular birds become very aggressive when their nests are disturbed. The nests are usually to be found in remote caves.

Combat: Eagles prefer to avoid close combat whenever possible. They are only known to attack when hunting for food, or when protecting their mate, nest or eaglets. They will soar high and swoop down with great speed and accuracy when attacking their

prey. On making first contact, they will attempt to rake with their claws and slash with their sharp, curved beaks.



Roleplaying Notes: Eagles are very observant birds and they will likely follow a group of Players for some time to assess if they pose a threat. If they discover other predatory avian species in their territory, they will only fight them if pressed to do so. They can make for good companions and are valued as such by many, especially the Sommlending nobility. They are regal and proud creatures, quiet unless startled, and are very loyal to their handlers. The complete opposite is true of Bangrols.

EIJALFISH (FISH, CATFISH)

Combat Skill: 16-18

Endurance: 25-32

Traits: Brutal 1



Physical Description: Eijalfish are a very large breed of predatory and venomous freshwater catfish that dwell in the watery channels of the swamps of Southern Magnamund (e.g. Gurlu Marshes, Voxai Swamp). They grow to several meters long and have two pale eyes on slender stalks which protrude above the water. They use these eyes to localise their prey, preferentially warm-blooded creatures (including humans). Their eyes are cold and emotionless, their irises resembling red slashes, and their maw is large with myriad small pointed teeth.

Combat: Once it has detected suitable prey with its periscopic eyes, an Eijalfish will move directly towards it at speed. It will first try to strike and wound its prey with its poisonous barbed spines, before seizing it with its large maw and dragging it underwater to drown it.

Special Rules: The barbed spines of the Eijalfish are poisonous. Players who suffer an ENDURANCE loss against an Eijalfish are considered poisoned and will lose +2 ENDURANCE points of damage during the subsequent 3 rounds of combat. This effect will stack each time the Player is wounded by the Eijalfish and therefore this adversary is especially dangerous. Eijalfish are poor at pursuing prey over a long distance if their periscopic eyes are severed.

Roleplaying Notes: Eijalfish are always hungry. Narrators should not hesitate to use them to harass and pursue Players who find themselves trudging through the marshes of Southern Magnamund.

FANJI (MAMMAL, UNGULATE)

Combat Skill: 6-12

Endurance: 18-24

Traits: Grouping (Mob)



Physical Description: A species of wild, gazelle-like, fleet-footed ruminants. These creatures possess a distinctive pair of horns that protrude from their long noses.

History: These ruminants are native to the plains of Southern Magnamund (including the Great Lunarlian Plain and the Great Lissan Plain). They migrate in great herds. They are much prized for their twin nose horns and their supple hides, and are hunted for such by skilled plains horsemen of Lunarlia and Lissan.

Combat: Alone, Fanji are relatively safe and non-threatening creatures. However, a running herd of Fanji, especially when it is being pursued by hunters, can easily overwhelm and trample a group of Players who find themselves standing in their path.

Roleplaying Notes: You are one with your herd and you will follow your leader across the endless expanse of the Great Plains. If men on horses appear... run, run, run!

GHORKA (MAMMAL, UNGULATE)

Combat Skill: 10-15

Endurance: 22-32

Traits: Defence 1, Mount



Physical Description: A powerful, hairy, ox-like bovine.

History: These ruminants are native to the Slovarian Plain. They are used by the Talestrians and Slovians to bear very heavy loads and for hauling river barges upstream against the current.



Combat: Ghorkas are not very intelligent, nor are they particularly aggressive, but they are very enduring creatures and have the same lifespan as an average human male.

Roleplaying Notes: You are a bovine. Peacefully, you observe the strange bipedal creatures when they shout, run, and fight among one another. Their strange ways seem to be a futile waste of time and effort.

GIANT OWL (BIRD OF PREY)

Combat Skill: 16-18

Endurance: 18-26

Traits: Flight, Mount



Physical Description: Giant Owls are enormous nocturnal hunters that live on the eastern side of Durncrag Mountains. They usually have only one mate during their lives and a strong bond is forged between this breeding pair. They are very similar to common owls but have gigantic proportions. Their wingspan has been known to reach 25 feet (7 meters).

History: For centuries, Giant Owls have been the willing allies of Sommlending Border Rangers who keep a vigilant watch for Darklands incursions in the Eastern Durncrag.

Combat: Giant Owls have excellent day and night vision. Their preferred prey is sheep and mountain goats. They rarely attack humans but have been known to strike at Giaks when their nests have been disturbed. They use their sharp beaks and talons when attacking, or grasp their victims and carry them skywards before letting them fall to their death.

Roleplaying Notes: Giant Owls are proud and noble creatures that will not tolerate anyone or anything they perceive to be a threat to their nest, young or mate. They will ally to Sommlending and assist in eradicating any Darklands invaders. Kai Lords with the Kai Discipline of Animal Kinship will find Giant Owls to be willing and able allies in countering Darklands incursions.

GIANT SNAKE (REPTILE, SNAKE)

Combat Skill: 20-40

Endurance: 28-60

NOTABLE SUB-SPECIES:

Giant River Serpent

Combat Skill: 25-40

Endurance: 28-32

Silver Swamp Python

Combat Skill: 20-35

Endurance: 50-60

Bloodwurm

Combat Skill: 20-35

Endurance: 40-50

Sea-serpent

Combat Skill: 25-40

Endurance: 30-50

Traits for all Giant Snakes: Brutal 1, Swift





Physical Description: On Magnamund, Giant Snakes refer to creatures significantly larger than constrictors like boas and pythons which are often encountered in the jungles of Dessi and Shadaki. They are equipped with glistening double-tiered fangs that drip venom. These huge snakes have thick bodies that are often in excess of sixty feet in length (20 meters). They are most likely to be found in dense swampy or aquatic (freshwater or marine) environments. They are very good swimmers and can reach speeds in excess of 25 miles per hour in aquatic environments. Silver Swamp Pythons, a sub-breed to be found in the Danarg swamp, have a distinctive dorsal fin located behind their skull.

History: Various kinds of aquatic Giant Snakes can be encountered on Magnamund. Silver Swamp Pythons inhabit the remote marshes of Northern Magnamund and are particularly abundant in the Serpent Swamp of Dessi and the Danarg. Giant River Snakes can be found in the subterranean rivers of central Magnamund, and Sea-Serpents are most often to be found around the atolls of the Gulf of Serpents in Southern Magnamund. The Bloodwyrn is a subterranean Giant Snake with distinctive scarlet scales and are indigenous to many of the caverns of Magnamund. All Giant Snakes are voracious predators.

Combat: Giant Snakes are able to swallow human prey whole. They are very swift despite their size, and will attempt to inject their venom into their opponent before seizing them in their massive jaws.

Special Rules: Giant Snakes will cause +5 ENDURANCE points of damage every other combat round, for a maximum of 3 rounds, as a consequence of their venomous bite to Players who do not possess the Magnakai Discipline of Curing.

Roleplaying Notes: You are the king of your domain. Any warm-blooded creatures entering your territory will suffer your primeval desire to savage and consume them!

GIANT SQUID (MOLLUSC, CEPHALOPOD)

Combat Skill: 16-24

Endurance: 29-50

Traits: Brutal 1, Reach

Physical Description: Much larger than a normal squid, the bodies of these monstrous beasts range from 21 to 27 feet (7-9 m) long, with powerful tentacles that can be up to 60 or 70 feet (20m – 23m) long. They are a terrifying sight to behold when they break the surface after having risen at speed from the depths of the sea. They are rarely found within 10 miles (16 kms) of a coastline and hunt at depths down to 3,000 mtrs (9,000 feet) in the open ocean.

Combat: When hunting creatures or objects on the surface, the giant squid attacks swiftly and attempts to envelop its target with

its powerful tentacles. They execute their kill by dragging their prey (be it man or ship) down into the depths where they will be drowned or crushed by the pressure of the water. If caught in a direct confrontation, a Giant Squid will deliver powerful blows with its tentacles and seek to crush or smash the object of its ire. They are capable of expelling large volumes of black ink into the water to cover a hurried escape. Giant squid are innately cunning and often they will attack galleons that either have become becalmed in a windless ocean, or are damaged following a storm.



Roleplaying Notes: You are the unchallenged master of the oceans. You will brook no trespass and anything that does come between you and food, or strays into your territorial waters, will be taught the error of its ways. Permanently!

GIANT WOLF (MAMMAL, CARNIVORE)

Combat Skill: 22-39

Endurance: 40-49

Traits: Grouping (Pack), Invulnerability (poison), Iron Will

Description: These nightmarish wolves grow to the size of adult horses. They have malevolent eyes and great fanged jaws flecked with foamy spittle. They are some of the most ancient and most dangerous predators on Magnamund. Their blood-curdling howls can sometimes be heard up to 20 miles (38 kms) away.



History: The Giant Wolves of Magnamund are an ancient breed of cunning and powerful predators that long precede the relatively smaller, though more aggressive, Doomwolves of the Darklands. The Giant Wolves have been hunted down by humankind over millennia and very few remain in MS 5000. Hounds of Death (Cananim-oud) are the name given by native tribesmen to the few remaining Giant Wolves that inhabit the jungles of Dessi and Valerion. The only region of Magnamund where Giant Wolves still proliferate is the Tadatzaga. Here these powerful predators have evolved and become able to feed on the poisonous Groth which infest this cursed territory. Subsequently, they have become the largest of all the Giant Wolves. The Giant Wolves of Tadatzaga are supreme hunters, incredibly vicious and supremely cunning. Darklords Ghurch and Tomogh's attempts to subdue and enslave these beasts have, as yet, been unsuccessful.



Combat: The Giant Wolves lope towards their prey at a very quick pace before hurling themselves so violently against their victims that the force of impact alone can prove fatal. They are vicious and tenacious foes, capable of ripping apart a human in a matter of seconds with their fangs and razor-sharp claws.

Roleplaying Notes: These creatures should be used very sparingly by Narrators because of their extreme rarity beyond the borders of the Tadatzaga, and because of the extraordinary danger that a pack of Giant Wolves poses to a party of Players, especially unseasoned ones. A lone Giant Wolf can sometimes occupy a forest in close proximity to a remote village or settlement and launch infrequent nocturnal attacks on its inhabitants, its livestock or anyone travelling through the area.

GUANZA (REPTILE, DINOSAUR)

Combat Skill: 13-17 (pack: 27-42)

Endurance: 20-25 (pack: 28-38)

Traits: Grouping (Pack), Mount, Swift

Physical Description: A Guanza is a large bipedal lizard. It is extremely fast, both on land and in water, and it is able to run or swim for long distances.

History: The Guanza have some attributes of the sub-species of Agarashi called the Brozal. Guanza are not of Agarashi descent; they are a natural species. They are indigenous to Southern Magnamund and are bred and trained as racing lizards, most notably for popular events such as the Caeno Derby in Shadaki.

Combat: Guanza are swift pack hunters. They will often launch pack attacks on larger prey on the great plains of Southern Magnamund.

Roleplaying Notes: You want to be the fastest runner in this circular arena. You do not care about the thousands of human watchers; all that drives you is an overwhelming desire to win the race!





HAWK (& AZE) (BIRD OF PREY)

Combat Skill: 15-18

Endurance: 15-16

Traits: Flight, Swift



Physical Description: A graceful bird of prey, the hawk has long been a symbol of hunting excellence and nobility. This elegant creature mainly preys on rodents and small birds, such as Callysparrows, and is often found upon the arm of proud young Princes or wealthy merchants. Azeim are well-trained Desert Hawks, a favourite among Vassagonian senior army officers who use Onyx Medallions to create a telepathic link with their bird.

Combat: The hawk is a skilful and devious opponent. It favours hit and run tactics against avians and humanoids alike. Hawks are more belligerent than eagles and will attack anyone or anything that is deemed a threat to their territory. They claw with their sharp talons, and rake with their wickedly curved beaks when engaging in combat. An Aze will attack in precisely the way its Vassagonian master chooses. Usually, an Aze will be used to distract the opponent of the Vassagonian warrior while the latter manoeuvres into an advantageous position to strike a killing blow.

Special Rules: Azeim often use their dagger-sharp beaks to rake and rip the skin from the face of a human opponent. If the number of ENDURANCE points a Player loses in the first round of combat is greater than the number lost by the Aze, then the creature's attack will have caused permanent injury to his/her eyesight. This reduces the victim's base Combat Score by 1, a loss that can only be healed by advanced Herbwarden techniques.

Roleplaying Notes: Hawks are thinkers, strategists and meticulous planners. Whilst many are bred solely for combat, they remain wise enough to know that when they are outnumbered or outclassed by an opponent. In these instances, discretion is always the better part of valour. They can be more observant than eagles and have keener eyesight (hence the common adage 'eyes like a hawk').

HORSE (MAMMAL, UNGULATE)

Combat Skill: 13-15

Endurance: 19-25

Traits: Grouping (Mob), Mount



Physical Description: From the lowliest nag to the doughtiest war horse, these commonly found animals are used for riding, pulling wagons or coaches, conveying warriors into battle, and ploughing fields across the entirety of the civilised regions of Magnamund. They come in a variety of sizes and colours, such as pure whites, mottled greys, browns of all hues, sleek blacks, warm chestnuts, greys and golden palominos. There are several varieties of horse to be found on Magnamund. Here are a few of the more exceptional types:

- **Douggas:** a variety of sand horse that originated in the Dry Main. They are used by nomads in the deserts of Vassagonia and Sadi.
- **Kuchek:** a small, stocky, hardy breed that is named after the most northerly province and town of Vassagonia where it was first bred.
- **Slovorian Stallion:** the males of this exceptionally fine breed of plains horse are very fast, agile, reliable, and fearless in combat. They can be found extensively on the grassy plains of Slovia and Palmyrion.
- **Simar:** a famous breed of horse renowned for its stamina and the ease with which it can be controlled. They are bred by the Masbaté on the Great Lissan Plain. The Masbaté are too big to



ride them and they use their Simar horses only to convey their possessions and supplies. They sell them in the horse markets of the Great Lissan Plain, most especially in the Tent City of Rakholi. Simar are rightly considered to be the finest breed of Lissanian stallions.

- **Bhanarian Stallion:** a strong breed of jet black horses which are indigenous to the Bhanarian plain. The Plains-herder families of Bhanar train these horses and sell them at auction in the city of Yua Tzhan.

Combat: Horses are easily scared unless especially trained for war. They will bite or trample and they can be fatal if you should be caught in a stampede.

Roleplaying Notes: Horses have a variety of temperaments and personalities; no two horses are exactly alike. Some are sedate and noble creatures whilst others are wild and untamed, lazy, or skittish and unpredictable. Narrators can have some fun giving these animals personality traits!

ITIKAR (AND VEEROK) (BIRD OF PREY)

Combat Skill: 14-20

Endurance: 26-32

Traits: Brutal 1, Flight, Mount



Physical Description: Itikar are a far larger breed of eagle than is normally encountered in the wild and they can bear the weight of a human rider with ease. They are often black-feathered and have powerful, crushing beaks, a large wingspan, and cruelly sharp talons with which to rend the flesh of adversaries and prey alike.

History: Itikar are a breed of huge black eagles that nest in eeries located high among the peaks of the Dahir and Vakar Mountains. A few are known also to inhabit the Great Masourn Range between Vassagonia and Dessi. The Vassagonians have long since tamed these giants of the skies, using them as winged mounts for their army leaders, scouts, couriers, and envoys. Veerok are a close relation to Itikar, but they nest in the Xulun Mountains in Dessi. They have long since been tamed by the Vakeros Warrior-Mages.

Combat: In combat, these birds will dive and rake, seeking to cause deep wounds with their great beaks and razor-sharp talons. When not committed to the attack, they will circle high above, beyond the reach of ranged weapons, until either their prey becomes complacent or they are commanded by their master to attack. They are intensely loyal to their master and if that master dies, they will seek to end the life of their slayer with a bitter and ruthless determination.

Roleplaying Notes: These birds are brooding masters of the skies and can be both magnificent and terrifying to behold. Unlike their much smaller cousins, the eagle and the hawk, the Itikar and the Veerok are very large creatures with great wingspans. They can be wild and malicious creatures, and often it takes many years for a master to fully tame one.

JAVEK (REPTILE, SNAKE)

Combat Skill: 11-15

Endurance: 15-40

Traits: Invulnerable (cold), Swift

Physical Description: A massive two-headed ice snake, snow-white in colour and with transparent fangs. The Javek is an impressive sight to behold when it rears up to reveal its glittering belly scales. When preparing to attack, sticky blue venom will drip from the tips of its fangs.

History: Native to the icy wastes of Kalte, the Javek is a creature that inspires fear and awe in equal measure. The Ice Barbarians often take Javek skins and fashion them into waistcoats as a symbol of status. The killing of a Javek is part of an Ice Barbarian's 'coming of age' ritual for adolescent males of a tribe.

Combat: The Javek is a stealthy hunter and uses its snowy camouflage to good effect when ambushing its prey. In the attack, it will seek to inflict one bite to inject its venom, causing severe damage to its luckless victim. In its natural habitat it is almost invisible. It remains entirely motionless until the moment it rears up and strikes.

Special Rules: Javek will cause +7 ENDURANCE points of damage every other combat round, for a maximum of 3 rounds, as a

consequence of its venomous bite. The venom of a Javek is possibly the most powerful natural one in Magnamund and, as of MS 5000, it has no known antidote. Javeks can only use their fatal venomous bite once per day.



Roleplaying Notes: You always use your icy environment to your advantage. You are capable of triggering avalanches to incapacitate unsuspecting trespassers prior to the kill. You will always seek to gain a tactical advantage before entering into any combat. Note to Narrator: a double-headed deadly killing machine like this should be used very sparingly. Try to evoke wonder and terror in your Players when first they encounter a Javek, with the aim of making them feel as if this might be their last day on Magnamund, which it may well be given the immense power of its venom.

KAGA (MAMMAL, CARNIVORE)

Combat Skill: 9-15

Endurance: 7-15

Traits: Brutal 1, Grouping (Mob), Iron Will, Swift

Physical Description: Kaga are large-pawed predatory desert cats which originated in Telchos. They have abnormally large claws, tufted ears that they can fold down over their faces to protect their eyes from sandstorms, and a vicious lashing tail. Their colourings are predominantly orange and tan.

History: The Kaga have been bred and trained by Telchoi Warriors for millennia. Kaga are a large sub-species that evolved from common cats and they can only be found in Telchos and neighbouring territories.

Combat: Kaga are hunter predators and tenacious pursuers. They will seek to wear down their enemy before closing for the kill. They are markedly more cunning than lions and prefer to drop down from on-high upon their prey, often from an overhanging tree branch or rocky outcrop. They use their powerful claws to rend and tear, whilst their sharp teeth deliver a killing bite to the victim's throat or head.



Roleplaying Notes: Kagas go through five sets of teeth during their lives, losing their birth fangs within the first month of life. Necklaces made of Kaga birth fangs can be found in the street markets of Telchos. They are fiercely loyal creatures and very protective of their Telchoi Warrior mistresses.

KHATUUZ (CRUSTACEAN)

Combat Skill: 20-25

Endurance: 20-40

Traits: Defence 2, Reach

Physical Description: The Khatuuz are massive crab-like predators with two large pincers, a pair of eyestalks with glowing white orbs at their tips, and an armoured shell that resembles a chunk of ravaged red granite. They normally ply ocean shallows but occasionally come onto land after violent storms disrupt their marine retreats. Once roused, Khatuuz will spend days or weeks drying out on land before shedding their rocky exoskeletons and returning to the sea to burrow into the seabed and recreate their shells. The older a Khatuuz is, the larger and denser its shell becomes. Each time they



shed their shells, they grow in size and their shells become thicker. Ancient Khatuuz, being those who are older than a century or two, can grow to the size of a small hut with virtually impenetrable shells and razor-sharp claws. They are commonly found in the Kaltersee, the Gulf of Durenor and the Northern Void.



Combat: Khatuuz are ambush predators that wait for prey whilst mimicking a rocky boulder. When potential prey comes close enough, a Khatuuz rises up out of the sand and scuttles at it, eager to crush it with its huge pincers.

Special Rules: If a Khatuuz inflicts a loss of more than 5 ENDURANCE with an attack, it has caught its prey in one of its claws. Caught opponents suffer a -5 penalty to COMBAT SKILL, and a loss of 2 ENDURANCE points every round. The grip of a Khatuuz can only be broken on a successful TV9 test, or when the creature is killed.

Roleplaying Notes: Khatuuz are by far the most dangerous creatures to be encountered along the rocky shores of the Kirlundin Isles.

KOLBJÖRN (MAMMAL, CARNIVORE)

Combat Skill: 15-18

Endurance: 20-25

Traits: Brutal 2

Physical Description: Kolbjörn are powerfully built bears with dark grey or black fur and bony protrusions that are visible along their forearms, upper chest, and all down their spines. They only live in Polar Regions.

History: Nicknamed the 'Ghosts of the North', these predators were hunted to the brink of extinction by the Ice Barbarians of Kalte. In MS 5000, only a very few Kolbjörn have survived in the

remotest parts of the frozen North, and on cold, isolated islands like the Isle of Mists in the Kaltersee and the northernmost Sommer Isles such as Nördri Islöifr, Frjōsa, Īsø and Vølør Eý.

Combat: The Kolbjörn is a skilled hunter and a capable surprise ambusher. Once combat begins, it will focus on what it perceives to be the weakest Player. Previous combat wounds and little or no armour will be discerned as weakness and will influence its choice of initial target. It will seek to kill its chosen target before moving on to deal with others.



Roleplaying Notes: While Kolbjörn are not innately evil, they are very vicious and will aggressively defend their territory against intruders. Areas of a forest claimed by Kolbjörn can be easily identified by the territorial markers they leave. These are jagged marks made by their bony protrusions which they gouge out of the trunks of trees. Normally, they give humans a wide berth and prefer to hunt smaller creatures, except during the periods of starvation which can occur frequently on their small and isolated islands.

LAPILLIBORE (WORM, ANNELID)

Combat Skill: 12-16

Endurance: 35-50

Traits: Burrow

Physical Description: These creatures are the colour of natural stone and can be very easy to overlook in the wild. When isolated from their natural habitat, they resemble huge ringed earthworms

with glowing mandibles and writhing bodies that undulate and move by slowly expanding and contracting. They emit a damp, unwholesome scent which can betray their presence.



Combat: These worms are innately vicious and are capable of inflicting nasty wounds. They are able to bite through normal metal armour as well as flesh and bone. They are not especially intelligent and will react instinctively to any movement detected in the vicinity of their burrows. When triggered, they will move directly towards the source of the disturbance and attempt to bite at it without thought for the consequences of their action.

Roleplaying Notes: What's that noise? It must be food or trouble. I must attack it. I will attack it!

LION (MAMMALIAN, CARNIVORE)

Combat Skill: 18-21

Endurance: 27-33

Traits: Brutal 2, Swift (first round of combat only)

Physical Description: Proud and strong members of the feline species, lions are large, muscular, and powerful predatory big cats which dwell in the savannahs of Central Magnamund. Males are stockier than females and possess a distinctive mane. Females tend to be sleeker, smaller, and more aggressive.

Combat: Lions are territorial animals. They will stalk and pounce upon their prey, rather than attempt to ambush it, as would their smaller cousins. They are very stubborn and difficult to scare off once they are committed to a kill. They will go for the quick takedown, usually using their speed, weight, and strength to best advantage to knock an enemy off its feet.

When moving at speed, they can hit with considerable force and immediately bring their fearsome fangs and claws to bear in any ensuing struggle. They often circle their prey before attacking, looking to find a weakness and, like many big cat predators, they will always take down the weaker members of a target group with their first strike.



Roleplaying Notes: Lions are proud, fiercely loyal to their pack, and supremely aggressive in combat. Outside of battle, they are lazy animals, sleeping for up to 20 hours every day, especially in hot climates. Males will let the females do the hunting and will laze around with the cubs given half a chance.

Female lions work as a team when hunting whereas males are more individual in their approach. When observing new potential threats, they lie facing the direction of interest and keep a watchful eye on their immediate surroundings. They will also track prey for many miles if sufficiently hungry. A wounded lion is a particularly dangerous adversary.

When looking to make use of a lion, be sure you remember that they are highly intelligent and individualistic animals; they should not simply be meat for the party's "combat grinder".



LONOH (ARTHROPOD, ARACHNID)

Combat Skill: 18-24

Endurance: 26-30

Traits: Burrow, Defence 2, Reach



Physical Description: Lonoh are giant horse-sized semi-transparent scorpions which infest the regs of the Dry Main Desert and the arid Bavari hills of Vassagonia. Their hard chitinous exoskeleton has amazing properties, having evolved over time to become almost glass-like in their transparency so that only their yellowish brown internal organs are clearly visible. When they are motionless, this enables them to blend seamlessly with their sun-bleached rocky environment. Because of this aspect they have become deadly ambush predators. By the time one has discerned the outline of a Lonoh, it is often too late to take effective action to avoid falling prey to their attack.

Combat: Lonoh always try to ambush their prey by remaining motionless until the moment they come within reach of their tail stinger. The tip of the stinger is long and thin and often leaves hardly any discernible mark upon its luckless victim. If a Lonoh fails to sting its prey effectively (the stinger can be blocked by metallic armour) it will launch themselves at speed upon its chosen target and attempt to seize them in its massive pincers. These pincers are capable of exerting pressure enough to decapitate a human, sever a limb or crush a rib cage completely.

Special Rules: If a Lonoh is first to hit its (unarmoured) target, the latter is considered to have been stung and immediately will lose 4 ENDURANCE points, plus an additional 3 ENDURANCE points every other combat round after the first, for a maximum of 2 subsequent rounds. This is as a direct consequence of having been injected with poison from the tail stinger.

Roleplaying Notes: Narrators may consider employing one of these creatures to confound their Players if they should lose their way while travelling across the great Vassagonian desert. Who stole the horse(s)? Why is the guard dead with no apparent wounds? Why nobody hear or see anything untoward in the wide open desert hereabouts?

LUGON (MAMMAL, SIRENIAN)

Combat Skill: 10-12

Endurance: 25-35

Traits: Burrow (deep dive), Defence 1



Physical Description: Lugons are a large and gentle-natured species of sea cow. These herbivorous mammals are only found in the cold marine waters of the Lastlands. Sometimes growing up to 16 feet (5 meters) long, they have no legs, their forelimbs have evolved into flippers, and their tails are paddle-shaped which they use to propel themselves through the sea. Although they appear to be morbidly obese, they are surprisingly swift and efficient swimmers. Their haunting cries can carry for many miles, especially when the sea is calm.

History: Two centuries ago, Lugoners (the name given to Lugon hunters) depleted the species to the point of extinction in the coastal waters off mainland Durenor. Now they can only be found around the coasts of the Kirlundin Isles, in the Kirlundin Straits, the Holmgulf and in the western part of the Gulf of Durenor. Traditionally, they are hunted for their oil-rich flesh, their highly calorific body fat and their leathery skins.



Combat: Lugons are benign creatures and will avoid confrontation whenever possible by seeking refuge in deep water. If a Player should decide to attack a Lugon, they will not be able to prevent the creature from diving unless it has been harpooned and secured to a ship with a connected chain or strong rope. If dragged down by a diving Lugon, a Player must either kill it outright or free themselves from contact in 4 combat rounds or less. If they fail to do so, they will become unconscious at the start of the 5th round and will likely drown unless saved by a third party.

Roleplaying Notes: Kai Lords who have the Kai Discipline of Animal Kinship can imitate the plaintive call of the Lugon to summon one of these creatures for use as an aquatic mount or guide.

MAMMOTH (MAMMAL, PROBOSCIDEA)

Combat Skill: 25-30

Endurance: 40-55

Traits: Brutal 2, Reach



Physical Description: A very large mammal with curved tusks and a long prehensile trunk. It has a thick hide with long shaggy fur, proportionately tiny eyes for the size of its head, and it is remarkably resilient in very cold environments such as Kalte.

History: Mammoths are among the largest and most powerful of the creatures which roam the icy wastes of Kalte. They are mainly found in the western reaches of this vast snowy domain, although they have been known to migrate eastwards when weather conditions permit. For thousands of years, they have been hunted and herded by the Ice Barbarians to provide them with an invaluable source of food, hides and tusks from which to fashion tools, weapons and armour. Ice Barbarians famously use the ribs of Kalte Mammoths to make skis, and occasionally they sell their furs at the trading post of Ljuk.

Combat: Mammoths have a loud trumpeting call. This can be used to stunning effect to shock and disorientate an enemy. They prefer to charge an enemy and trample them into the snow beneath their vast weight, rather than attempting to skewer their adversaries upon the tips of their tusks. They have large feet which effectively spread their body weight to help them travel across deep snow fields. They are equally effective when used against an enemy to crush its skull, bones or rib-cage with a powerful crushing stomp.

Roleplaying Notes: Mammoths are slow and ponderous mammals, but they are capable of an occasional turn of speed when they decide to charge. Most of them are wild and resistant to mind control. They become especially dangerous if they feel that their herd is threatened. Mammoths that have been subdued by the Ice Barbarians make for excellent beasts of burden, capable of transporting large loads over difficult terrain and for long distances. Some Brumalmarcs (Ice Barbarian leaders) of old used mammoths for their personal transport and, by dint of the fact that they possessed and controlled such a large and powerful beast, it became testament to their will and authority.

MAWTAW (MAMMAL, CARNIVORE)

Combat Skill: 28-43

Endurance: 42-50

Traits: Aegis, Brutal 2, Grouping (Pack, no more than two per group)

Physical Description: This albino quadruped is as big as a bear with two huge sword-like tusks that protrude from its upper jaw. Its furry hide is tough but not impregnable to sharp weapons. It has startlingly pink eyes, strong natural psychic powers and razor-sharp claws.

History: Mawtaws are the undisputed kings of the Tozaz Forest of Nyras. They are skilful predators, especially so as they are gifted with powerful natural psychic powers. When the Mawtaw first invaded this region, the Drakkarim were never able to completely subdue or tame these fierce predators.

Rather than hunt them to extinction, the Drakkarim chose to respect them and allow them to dominate their domain. In doing so, the Mawtaw now constitute a formidable deterrent to Lencian spies who occasionally dare venture into the Tozaz to gather information about the defences of the Drakkar fortresses and troop dispositions in this region.

Combat: Mawtaws often work in pairs, using their stunning gaze to shock and disorient their chosen targets and paralyse them with fear before they charge into them. After a kill, they will stop and gorge themselves on their victim(s) before loping off with their bellies distended. They are cunning and aggressive by nature, and



have been known to trick their opponents by adopting seemingly subservient behaviour. This is done purely to lull them into a false sense of security prior to revealing their true ferocity and murderous intent.

Special Rules: Once per combat encounter, a Mawtaw can use its Paralyzing Gaze to freeze a human in place. A Player must succeed a Test with a Difficulty of 8 to avoid being momentarily frozen with fear. Kai Disciplines, such as Mindshield, will grant a +2 Bonus to resisting this Mawtaw tactic.



Roleplaying Notes: This is a cunning and implacable hunter, with a notorious temper and the capacity to display its violent rage to full psychological effect at will. Once committed to an attack, it will not relent until it is either successful or it is killed. It has great stamina and is capable of pursuing prey for many miles, and for many days, without need of food or rest. Narrator's note: a single Mawtaw works best when used against a complacent group of Players, or when two are employed in a sudden encounter where they can decimate a large number of enemies with their ferocious charge.

For their size, Mawtaws can be relatively silent and stealthy adversaries in their natural environment. They will only snarl and growl when they are enraged which, unfortunately, happens all too readily.

MERESQUID (MOLLUSC, CEPHALOPOD)

Combat Skill: 16-20

Endurance: 35-40

Traits: Burrow (deep dive), Reach



Physical Description: Similar in shape but very much larger than a normal squid, the Meresquid is recognisable by the mottled green pattern on its tendrils. The creature is otherwise visually the same as many other varieties of large squid, although it is strictly a freshwater species which inhabits the cold rivers of Northern Magnamund. The largest of the Meresquids rival the marine Giant Squids in size and tenacity.

Combat: Normally, the Meresquid lurks at the depths of its chosen habitat, typically deep underground rivers with rocky beds, where it exists in isolation. Occasionally, it will jet through the water in an attempt to confuse and startle potential prey prior to consuming them. Meresquids are stronger than normal squid types and have been known to crush rocks with their powerful tendrils. Crushing human bone is, by comparison, a relatively easy task to accomplish.

Roleplaying Notes: A silent and predatory lurker, given to sudden and unpredictable fits of movement. All the Meresquid wants is to be left alone, unless it is hungry or in search of a mate. Curious Players who stray too close should be taught a lesson as to just how strong its tendrils are.

MULE (MAMMAL, UNGULATE)

Combat Skill: 10-12

Endurance: 18-24

Traits: Mount

Physical Description: A mule is the offspring of a male donkey (jack) and a female horse (mare). They are notoriously stubborn

creatures but serve a useful purpose as beasts of burden. They are often used to haul mine carts or transport heavy loads across difficult terrain.

Combat: Mules can deliver a nasty bite and/or a vicious kick. Braying constantly when under duress, they are not at all skilled or sophisticated when it comes to fighting; they are prone to making stupid mistakes. Invariably they will charge head-down towards their adversary. If the adversary can dodge aside at the last moment, the mule will likely run past them quite harmlessly. Many an angered mule has run off the edge of a cliff when charging an enemy who simply moves aside at the last moment.



Roleplaying Notes: Mules can be notoriously wilful and stubborn creatures when they put their inconsequential minds to it. When they become stubborn, they will refuse to cooperate or perform the most rudimentary of tasks. They are easily frightened and have been the cause of much lost loot when careening off to escape whatever it is that has spooked them. The nature of the threat need not be at all fearsome and sometimes it can be of no real threat at all. Perception is everything to a mule. Something as mundane as their own shadow, or a strangely shaped rock or tree, can cause them to panic and run off.

Generally, mules are placid and subservient beasts of burden that are receptive to kind and considerate handling. Treat your mule well and it should serve you loyally.

NAHBA WORM (WORM, ANNELID)

Combat Skill: 25-45

Endurance: 30-40

Traits: Ranged Combat (acid, double ENDURANCE loss, blocked by Nexus)



Physical Description: Nahba Worms are very large worm-like creatures with three insectoid mandibles. Their corpse-like flesh is covered by sharp horny spikes. Their saliva is a highly corrosive alkaline which they can eject in a thin stream at their enemies. Their blood is also corrosive, having evolved and adapted to the harsh volcanic environments they inhabit. They are the scourge of the Vale of Nahba, an extraordinary region of the Chai Plain that is punctuated by hundreds of bore holes and geysers. It is located in the borderlands between the Empire of Chai and the Great Lissan Plain. Nahba Worms hide in the bore holes and emerge from them to attack potential prey. Nahba Worms are also rumoured to exist in the unexplored areas of the central Kelderwastes.

Combat: Nahba Worms will emit a stream of corrosive saliva at their opponents to wound and weaken them prior to attacking with their fearsome mandibles. They are remarkably agile despite their size.

Special Rules: Nahba Worms are especially vulnerable to fire; their saliva and skins are highly inflammable. If ignited they immediately burst into flame and explode, necessitating every Player in a radius of 50 feet (15 meters) to make a test to check if they have been hit by the creature's blood and saliva. If the test fails, they must pick a Random Number; the result is equal to the number of ENDURANCE points they lose (0 = zero END lost).



Roleplaying Notes: Players wishing to travel from the Tent City of Rhakoli to the Chai Empire are compelled to pass through the Vale of Nahba and are at high risk of being attacked by Nahba Worms. The best (and probably only) way for Players to survive a Nahba Worm attack is to use fire as a weapon.

OOSLO (WADING BIRD)

Combat Skill: 10-12

Endurance: 20-25

Traits: Flight



Physical Description: Ooslo are giant birds which have an awkward and disproportionate shape. Long-necked and small bodied, they are strong fliers even if their great wings flap without rhythm or grace. Their inexpressive eyes are big and saucer-like. They nest in swamps and wetland marshes and are indigenous to most swamps in Southern Magnamund.

History: Ooslo birds are especially susceptible to the music played by the Kundi shamans of the Azanam. The latter are able to attract the Ooslo birds with the strange tunes they play on their carved flutes, and then capture them with lassos for subsequent use as flying mounts. Invariably, a freshly captured Ooslo will fly straight to its nest.

Combat: Ooslo are very large but fearful birds. They will always seek to evade a fight and fly away, despite their great physical strength.

Roleplaying Notes: Ooslo Birds can be a novel way to travel across parts of Southern Magnamund (with the help of a Kundi Shaman), between the Gurlu Marshes of Karnali, the Voxai Swamp of Chai, or the delta of the River Tirai Nahma in Bhanar. Their keen hearing enables them to detect the sound of the tunes played by Kundi shamans at distances of up to 50 miles (80 kms).

RAT (MAMMAL, RODENT)

Combat Skill: 2-5

Endurance: 1-3

Trait: Grouping (Swarm, double Combat Score of group, quadruple ENDURANCE of group)



Physical Description: The common rat is a small furry rodent with tiny peppercorn eyes and a whip-like tail. The most common type to be found is the brown rat, although they do come in several different colour variations including white (albinos), grey and black. The largest natural breed can be encountered in the Rat Swamp located in the Wildlands.

History: Rats carry diseases, and for this reason they are rightly considered vermin and destroyed on sight by most humans and humanoids. Rats are especially susceptible to magical diseases, notably those propagated by the Cener Druids, which can turn them into savage and fearless hunters with a penchant for human flesh. Chaos energies (like those emanating from Doomstones or from Shadow Gates linked to the cancerous Realm of Paradox in the Daziarn Plane) are known to have even worse effects on rats, causing them to grow to the size of a small dog or mutate into swarming mass of ravenous horrors.

Combat: Rats are timid by nature, any only become aggressive when confined in tight environs or grouped in large swarms. Typically, a combat against a solitary rat will comprise one bite before the creature turns tail and scurries away.

Special Rules: Rats can group in extremely large numbers; their swarms have no upper limit.

Roleplaying Notes: Rats are attracted to food that is within their reach, even if they have to gnaw through wood to reach it. Players sleeping rough in villages, towns or cities may be subjected to the unwanted attention of a rat looking to steal food from their backpacks. They will rarely bite a Player if they are undisturbed while attempting this theft. If a Player receives a bite from a rat, the Narrator should make them test against disease on a difficulty of 6.

RAVEN (OR ANY BLACKBIRD OF SIMILAR SIZE) (BIRD)

Combat Skill: 3-6

Endurance: 1-3

Traits: Brutal 1, Flight, Grouping (Mob)



Physical Description: These glossy plumed black birds are common all across the temperate regions of Magnamund. They may differ little in size and form but they will be predominantly black and have bright, beady, and ever-watchful eyes.

History: These unlikable scavengers and carrion feeders are regarded by Sommlending folk as an omen of ill fortune. Ravens learnt centuries ago to identify and follow military units or raiding

parties in order to take advantage of the opportunity to feast upon the combat dead after the battle is over. They travel mostly alone or in pairs, although flocks of Ravens are not an uncommon sight over battlefields. They are especially susceptible to psychic commands and can be used as allies in battle or as scouts by Kai Lords who have the Discipline of Animal Kinship.

Combat: Beaks and talons are the order of the day. Ravens, and similar, will rarely continue to swoop after their initial strike unless their chosen victim is badly injured or incapable of fighting back. Usually, after their initial attack, they will fly out of missile range and circle around high above the fray, unless their actions are being directed by a third party entity.

Roleplaying Notes: The presence of ravens can often indicate the whereabouts of corpses and carcasses in open countryside. Players seeking a person or a creature outdoors would be wise to note the presence of ravens. It could be indicative that their quarry has met with an untimely or unfortunate fate somewhere in the vicinity.

REEBDAN (MAMMAL, PANGOLINS)

Combat Skill: 14-18

Endurance: 15-25

Traits: Defence 2



Physical Description: Reebdan are medium-sized armoured six-legged carnivorous mammals. They have a strip of pale fur that runs between their stout articulated shell-like plates which cover



their bodies, a small grey tail and large powerful paws equipped with strong, hooked yellow claws. The shell-like plates between their ears are articulated and clatter and rattle when they are excited, irritated or melancholy.

History: Reebdan in the wild are the most dangerous endemic predators of the Cloeasian plains and the Bone Hills. Boneman chieftains and some rich Cloeasian merchants often tame them for use as guard dogs.

Combat: Their clawed paws are very effective and destructive weapons when used in close combat.

Roleplaying Notes: Tamed Reebdans are loyal and affectionate companions, and will play enthusiastically with their masters in same manner as puppies. They can understand simple commands, and show their feelings using the mobile plates between their ears. The more a Reebdan is enthusiastic, the noisier it becomes. However, a tamed Reebdan can swiftly transform into a deadly killing machine if its master is threatened.

RHUDUN (MAMMAL, PRIMATE)

Combat Skill: 15-17 **Endurance:** 23-25

Traits: Grouping (Pack), Ranged Attack



Physical Description: Rhudun are medium-sized ape-like creatures that inhabit the temperate forests of western Northern Magnamund. They have small beady eyes and wide mouths with a mix of sharp fangs and chisel-like front teeth.

History: Rhudun are commonly found living in the great pine trees of the Tozaz Forest of Nyra, where they are adept at evading Drakkarim patrols who hunt them for sport. Surprisingly, these natural creatures have never been corrupted by the pestilence commonly found in and around the ancient Cenerese temples of this region.

Combat: Rhudun like to batter their foes and use their superior agility to get into the best possible position to launch an attack. They do not operate in large groups, but prefer to attack in twos and threes. They always favour ambush tactics, using improvised thrown missiles prior to launching their assault.

Special Rules: Rhudun have a fearsome roar, and their charging attack can often knock their enemy down upon first contact. Once it has knocked its opponent to the ground, it will pummel its foe relentlessly. In game terms, once per combat the Rhudun can use this Knockdown Attack to gain +2 to CS if it is successful. Subsequently, if the first blow it lands is also successful (i.e., it results in the victim losing at least 1 END), the recipient will lose an additional 3 END to damage sustained in the normal way.

Roleplaying Notes: Rhudun are not unsophisticated brutes. They prefer to settle things without resorting to combat and will only do so if they have no other choice. Rhudun are relatively intelligent and peaceful, and they will seek to escape confrontation whenever possible. However, if pressed, they will defend their territory or family to the death.

ROCTOPUS (MOLLUSC, CEPHALOPOD)

Combat Skill: 15-18

Endurance: 18-25

Traits: Aegis, Reach

Physical Description: Roctopus are subterranean ambush predators which proliferate in the Underworld of Magnamund. They settle in caves, tunnels, ancient underground temples and the foundations of large inhabited buildings. Roctopus resemble large octopuses, but contrary to their aquatic cousins they only live in dry and rocky environments. The green slimy tentacles of a Roctopus may hang like inoffensive damp vines from the wall or ceiling where the creature is nesting until a potential prey comes within striking range.

Combat: A Roctopus can uncoil its long, slimy tentacles very swiftly and surge them towards its opponent like a mass of wriggling snakes, eager to strangle their foe with a vice-like grip.

Special Rules: Roctopus usually hide silently in dark places where they feed on passing rodents and vermin. If the Players have no source of light, they will likely be unable to determine the precise

position of the Roctopus during a fight, and will suffer -4 CS until they are able to find it. Roctopus are susceptible to commands using the Magnakai Discipline of Animal Control.



Roleplaying Notes: The caves deep below the surface of Magnamund are rarely safe. They may not be the most deadliest threat to be encountered in the Underworld, but Roctopuses are difficult to locate and can easily catch a party of Players unawares when searching in the dark.

SHARK (FISH, SELACHII)

Combat Skill: 12-19

Endurance: 26-32

Traits: Brutal 2, Iron Will (only after inflicting ENDURANCE loss on a living foe)

Physical Description: These aquatic predators come in many variants, but are all of similar origin, body shape, and disposition. Their sizes vary from 5 to 20 feet (1.6 – 6.6 m) in length, with some, notably those native to the Gulf of Tentarium located off the southern coast of Dessi, maturing at over 30 feet (10 m) in length. They are masters of the open ocean, capable of rending flesh to the bone with their multiple ridges of razor sharp teeth.

Historical Note: Contrary to its name, there are no longer any sharks to be found in the Bay of Sharks located southeast of

Vassagonia. They migrated to the Gulf of Tentarium during the Age of the Black Moon and have never returned. A popular myth for why they abandoned the region is because the pirates who dwell in the Khordaim Islands hunted and killed them to the brink of extinction.

Combat: Sharks are opportunistic predators and will attack anything edible that ventures into their domain. Many attacks occur along coastal stretches in warm climes, and often in less than 6 feet (2 m) of water. When attacking, sharks prefer to circle their target until they decide the moment is ripe to strike.

This initial attack will be fast and furious. Once blood is drawn, the attacking shark, and those accompanying it, will be overcome by a feeding frenzy in which the luckless prey will be swiftly torn apart and consumed. Encountering a hungry school of sharks is a very serious situation for any Player to find themselves in, especially in the depths of the open ocean where escape will be virtually impossible.



Roleplaying Notes: Sharks do not always attack, but they most likely will if they are hungry or deliberately provoked. They possess sufficient intelligence to formulate effective attack strategies and will always strike first at the weakest member of a group, especially if it is wounded and there is blood in the water. They have highly developed senses and can detect the presence of humans in water at distances up to 5 miles (8 km). They can detect blood in the water up to 15 miles (24km) away.



SLIGZA (FISH, EEL)

Combat Skill: 34-49

Endurance: 15-22

Traits: Brutal 1, Swift



Physical Description: Sligza are giant eels with jelly-like flesh and ragged fangs. They are anadromous; they spend most of their time in the seas of Southern Magnamund (Chai Sea, Mhythenian Sea, Sea of Vaduz), but migrate each year from the sea into fresh water to breed. They use large rivers, like the River Heng and River Tkukoma in Chai, the River Tehda in Bhanar, and the River Huomi in the Kelderwastes mainly due to their size. Adults Sligza can grow to 45 feet (15 meters) long. During their yearly migration upstream, which requires a great deal of energy to swim against the sometimes strong currents, they become voracious and aggressive and are known to attack all kinds of creatures. An adult Sligza is able to swallow a human or humanoid body in one gulp. There is no fixed migratory season; Sligza migrate upstream at all times of the year. This makes the rivers they visit especially hazardous all year long.

Combat: A starving Sligza will always hunt down any and all potential prey in its immediate proximity. They are furious and powerful predators capable of inflicting terrible wounds with their sharp fangs. However, they are not equipped to absorb combat damage at all well as their jelly-like flesh is especially vulnerable to sharp cutting weapons.

Special Rules: Sligza are immune to Animal Kinship.

Roleplaying Notes: Players should think twice about swimming in the great rivers of Southern Magnamund. Sligza are lethally powerful creatures. They could end up being swallowed or badly injured before they have any chance to reach dry land.

SLOAT (BATRACHIAN, FROG)

Combat Skill: 6-10 **Endurance:** 24-30

Physical Description: A gigantic breed of toad.

Traits: Reach, Mount



History: These giant batrachians are used extensively in the Stornlands and neighbouring territories to pull riverboats upstream on the great waterways of the Storn, the Kinam and the Galdon.

Combat: Sloats are long-lived, enduring, strong, and very slow-witted creatures. In combat, they are especially vulnerable to a swift attacker. They have no natural combat ability. The best they can do is to use their swift and sticky tongues to capture and consume small adversaries no bigger than a domestic cat.

Roleplaying Notes: Sloats are not very bright and they are simply incapable of complex thought. Their natural habitat is the bank of a wide river in temperate climes, where they nest in reed beds and marshy tributaries. They are easily captured and tamed and, consequently, they often end up as beasts of burden for the hauling of commercial riverboats and barges in the Stornlands.

SNAKE (POISONOUS) (REPTILIAN, SNAKE)

Combat Skill: 8-16

Endurance: 2-8

Trait: Swift

Physical Description: Usually small to medium sized, the poisonous serpents of Magnamund come in myriad colours and shapes and can be found in any forest, grassland or jungle. Some of them only attack if they are cornered or surprised, but others are infamously aggressive.

Combat: In combat, Venomous serpents always try to bite their enemy with their poison-injecting fangs. They are successful when they manage to inflict damage to a Player. Poisonous snakes have venoms of varying strengths. The most mundane can cause +1 to +3 END loss per bite. If the venom has paralyzing properties, once a Player is deemed 'dead' they will in fact be comatose and incapable of movement until healed by some means. There are a few species with lethal bites. The following are but a few of the better-known examples of these deadly snakes:



- **Conda:** The Conda is a grey Bhanarian plain snake with a wedge-shaped head and bright red eyes. Its greenish yellow venom is very powerful and, if bitten, a Player will die in 2-5 minutes unless they can consume a vial of Antitoxin. Kai Masters with the Magnakai Discipline of Curing can neutralize the Conda's venom but at a cost of 5 ENDURANCE points.
- **Jubai:** This small and apparently insignificant desert snake is one of the most poisonous of all the serpents of the Dry Main. The bite of a Jubai will kill its unfortunate victim in 1 minute. Jubai are too small to really harm one Player in Combat. In fact, it only fights in order to bite its opponent. If it inflicts damage to a Player, he or she is considered bitten and will die after 60 seconds have lapsed unless they consume a vial of

Antitoxin. Kai Masters with the Magnakai Discipline of Curing can neutralize the snake's deadly venom, but at a heavy cost of 8 ENDURANCE points.

- **Marshviper:** Marshvipers are venomous and deadly snakes that infest the swamps of the Lastlands, such as the Lagan Marshes, the Maakenmire Swamp, Rat Swamp, the Frae Wetlands and the Lujar Marshes. They are brightly coloured with zig-zagging stripes of scarlet, orange and yellow. They are most often found in dense clumps of undergrowth or swimming through murky waters and are difficult to spot. Stepping on a Marshviper or disturbing its nest invariably results in the snake attacking. Red Marshvipers (notable being those without stripes) tend to wrap themselves around the leg of their unfortunate victim which increases the chance of scoring a successful bite. Marshviper venom is especially virulent.

Any Player who suffers an END loss against a Marshviper will be considered bitten. In MS 5000, there is no known cure for the venomous bite of a Red Marshviper and humans succumbing to its venom die in a particularly gruesome manner. The muscles of their body involuntarily tighten and relax, the wound rapidly turns black and they have nightmarish hallucinations before eventually losing consciousness. Kai Masters with the Magnakai Discipline of Curing can neutralize the snake's venom, but at a very heavy the cost of 12 ENDURANCE points.

- **Sandsnake:** These yellow-skinned reptilians are the most dangerous species of venomous snake to be found in the Wildlands. The bite of a Sandsnake will kill its hapless victim in less than one minute. If damage is inflicted upon a Player, they are considered to have been bitten and will expire in 45—50 seconds unless a vial of Antitoxin is ingested. Kai Master with the Magnakai Discipline of Curing can neutralize the sandsnake's venom but at a heavy cost of 8 ENDURANCE points.
- **Yua:** Yuas are small venomous forest snakes indigenous to the timberlands of Northern Magnamund. They usually nest in cool caves and are nocturnal hunters. Invariably they are jet black with glistening scarlet eyes. When attacking, they inject a terrible neurovascular poison which can shut down a human's respiratory system in a matter of minutes. The only known antidote to the bite of a Yua is Oede herb. Kai Masters with the Magnakai Discipline of Curing are able to neutralize the snake's deadly venom at a cost of 3 ENDURANCE points.

Roleplaying Notes: Venomous snakes constitute a ubiquitous danger for Players exploring remote areas of Magnamund. Players should always carry a vial of Antitoxin with them when venturing out into the wild. Some of the snakes listed above are so dangerous that Narrators should provide their Players with clues (such as tracks) that will indicate their presence in any given area.



SPIDER (ARTHROPOD, ARACHNID)

Combat Skill: 5-10

Endurance: 1-2

Traits: Grouping (Swarm)



Physical Description: The spiders of Magnamund are stealthy arachnids. They come in myriad sizes, body shapes and colouration. Some are poisonous but most are not. All have eight legs and eight eyes. They can be found in all climes and regions except for the frigid icy wastes of Kalte. The smallest are no bigger than a flea while the largest can have bodies that can measure up to 1 foot (0.3 m) in length. The most venomous natural spider on Magnamund is the Zuath, a Vassagonian tree dweller. It has red legs and a copper-coloured body. Adult Zuath have bodies that are approximately the same diameter as a Gold Crown.

Combat: Spiders are stealthy hunters. Those that are venomous will use their poison sparingly and will not waste it on strikes that have little or no chance of success. They spin elaborate webs in which to ensnare insects and small rodents. They will remain motionless for hours in a shadowy or peripheral part of the web and wait for a strand to vibrate. As soon as they detect this vibration, they scuttle into action and scurry towards the source of the disturbance at speed in the hope of killing their next meal.

Special Rules: Poisonous spiders have venoms of differing strengths. These can cause +1 to +3 END damage per bite. If you, as Narrator, are using a paralyzing variant, once the character is deemed 'dead' they are actually comatose and cannot move until treated effectively by a third party. The poison will stay in the Player's system for up to one week, reducing their base ENDURANCE by half. This means that they cannot restore their ENDURANCE score above half of its normal limit until they recover. Generally, the smaller a poisonous

spider is the more dangerous and deadly is its venom. Zuath venom has been known to kill in one minute. The best known antidote to a Zuath bite is Cowana herb, a marine variety of Laumspur (3 doses of Laumspur are needed to obtain the same effect). Kai Masters with the Magnakai Discipline of Curing can neutralize Zuath deadly venom but at the cost of 6 ENDURANCE points.

Roleplaying Notes: Spiders are patient predators. They do not strike unless they are sure of inflicting a bite on their chosen target. To bring alive in the minds of the Players, you will need to exploit the subliminal fear that most of us have of arachnids. A scuttling motion with your hand across the table is often all it takes to unsettle them!

SQUID (MOLLUSC, CEPHALOPOD)

Combat Skill: 10-14

Endurance: 14-18

Traits: Burrow (deep dive), Reach



Physical Description: Common adult squid vary in size, with bodies that measure between 5-8 feet (1.6 – 2.6 m) in length. They have long tentacles and vary in colour. They are able to blend in with their surroundings and can move quickly through the water by means of jet propulsion.

History: Squid predominantly inhabit warm coastal waters, notably the shallows and reefs of Vassagonia, Telchos, Shadaki and the Chai Sea. Some cool water varieties can be found in the Tentarias and the northern Kuri Sea. A particularly delicious variety inhabits

the Chai Sea where they are a much sought after delicacy by the fishermen of this region.

Combat: These are voracious aquatic predators. They strike with ruthless tenacity, seeking to envelop and smother their prey with their long tentacles. They prefer to attack by ambush and will hide motionless among rocks or in reef hollows for several hours patiently awaiting their prey.

Roleplaying Notes: Highly territorial, sometimes that will work in groups to overwhelm larger prey. If hungry, they will make sure that no edible interloper escapes their territory alive!

STEAMSPIDER (ARTHROPOD, ARACHNID)

Combat Skill: 4-6

Endurance: 2-3

NOTABLE SUB-SPECIES:

Giant Steamspider

Combat Skill: 25-48

Endurance: 37-45

Traits for all Steamspiders: Brutal 1, Grouping (mob), Iron Will (Mindblast only), Swift



Physical Description: Steamspiders are usually small and tough spiders, mottled red and black in colour, with a face-like pattern on their hairy backs. They have eight spindly legs, six eyes, and sharp

needle-like fangs. They live in nests and move very quickly when disturbed. In exceptional conditions (usually in deep hot caverns that are very humid and filled with steam), older Steamspiders can grow to gigantic sizes (up to 21 feet – 7 meters!). These giants have large fangs coated with sticky black neurotoxic venom. The chittering sounds they make are chilling to hear. Fortunately, Giant Steamspiders are not gregarious like their diminutive counterparts.

History: Young Steamspiders were often used by the Zakhans of Vassagonia to guard the chimneys of their grand palaces from would-be intruders, especially spies and robbers. They are rightly feared in their natural habitats which are caverns or passages filled with steam. Most often these creatures can be found in Vassagonia, but colonies have also been found in Shadaki, Bhanar, Lissan, and in the lower cavern levels of the subterranean kingdom of Bor.

Combat: Usually found in a swarm or a nest, small Steamspiders are very protective of their lairs and they will move quickly to overwhelm an intruder. They deliver a nasty bite with strong venom that can quickly render a person unconscious and helpless. Once their prey has been subdued, the Steamspider swarm will quickly finish it off with multiple bites before consuming its body.

Contrary to this, Giant Steamspiders are voracious predators. They prefer to ambush their prey and will move very quickly to complete an attack. Only if they cannot fight with the advantage of surprise will they engage an enemy directly, using their fanged bite and sharp-tipped legs to overwhelm their foe.

Special Rules: A Steamspider's venom is very potent. It causes +1 ENDURANCE loss per spider that bites the victim. This END loss is cumulative up to a maximum of +3 END loss per combat round. When a human or humanoid takes in excess of 10 ENDURANCE point losses in a single combat, it will begin to lose consciousness. Narrators should penalise players thus affected by reducing their ability to move and halving their COMBAT SKILL rating.

Roleplaying Notes: Protect your humid home and make sure to punish any who dare disturb your nest. Swarm upon an enemy and bite hard and repeatedly. Intruders must be driven away, or killed and consumed at leisure!

SWAMP GIANT (OOZE)

Combat Skill: 16-20

Endurance: 30-40

Traits: Aegis, Brutal 2

Physical Description: The Swamp Giants are primitive ooze creatures inhabiting the Gurlu Marshes of Southern Magnamund. They look like huge, greenish amorphous masses of slime and mud, wreathed with vines and dead vegetation, in which one can discern



the outline of arms and legs but little more. Always hungry for blood, they hide in quagmires and move ponderously in search of prey. As these creatures pass away, their bodies melt until all that is left are the heaps of mud and filth that once gave them form.

Combat: Swamp Giants are ambush predators. They move slowly until the moment they attack then they rise up from the swamp to grab and smother their prey. They will hold a victim to their beslimed bodies with a crushing bear hug with the intention of rendering them unconscious and consuming them alive.



Special Rules: Swamp Giants have the ability to swallow any normal weapons that touch them. During combat, at the start of the third round, a Swamp Giant can steal by absorption the weapon of a Player who has managed to wound it. The Player must then fight without this weapon until the end of the combat. This ability is doubly-dangerous for any Player who is unarmed.

If they touch the Swamp Giant, they will be swallowed up by it at the start of the third round and begin to suffocate (losing 3 END each subsequent round until they, or the Swamp Giant, is dead).

Roleplaying Notes: Being attacked by a mindless and merciless Swamp Giant could be the final straw for a group of Players attempting to extract one of their party from the sticky treacherous morass that is the Gurlu Marshes!

TIGER (MAMMAL, CARNIVORE)

Combat Skill: 19-26

Endurance: 26-32

Traits: Brutal 2, Swift



Physical Description: Tigers are a large species of cat, most recognisable for their pattern of dark vertical stripes on reddish-orange fur and with a lighter underside. Tigers are apex predators, primarily preying on ungulates such as bovines and deer. They are territorial and generally solitary but social animals who need large and contiguous areas of habitat that support their prey requirements. They are indigenous to the jungles and forests of Southern Magnamund, most notably those of the Mythenish nations.

Combat: Tigers are tenacious combatants. They will often seek to wear down their enemy before closing in for the kill. They will first attack the weakest in any group and have a canny instinct for determining who this is (the Player with the lowest END score). They will ambush their prey whenever possible, often by dropping down upon them from an overhanging tree branch or rocky outcrop.

Roleplaying Notes: Tigers are big and proud and full of self-confidence. They possess a cunning streak and a vicious nature, especially when they or their offspring are approached from behind. They will bear a grudge and are remorseless in hunting down anyone who violates their territory, or causes them (or their cubs) harm. Young tiger cubs have long been greatly prized as prestigious pets by the rulers of Mhytan, Chai, Vaduzhan and Bhanar.

VYTHAZ (MAMMAL, UNGULATE)

Combat Skill: 5-6

Endurance: 10-15

Traits: Grouping (Pack)



Physical Description: A species of hardy but timid goat-like mountain animals which gather in large herds in winter. They are very agile on steep slopes and mountainsides, where they are able to reach rare and nutritious herbs that are very difficult for humans to find and collect.

History: These ruminants are native to the Ogshezar Mountains, the Southern Durncrag Mountains and the Quarlen Range. They migrate in winter in large herds that move along the river valleys of the northern part of the Stornlands (Storn, Quarle, Anorl, Dax, Dandak, Zautarl, Denka).

Vythaz are common in the southern foothills of the Ogshezar Mountains near Cragmantle, in Skaror, where they fall prey to the Drakkarim of Jazuz, Jagdog and Ogvast who hunt them for meat. They also fall prey to Doomwolves and Kraan from the Darklands.

Combat: On their own, a Vythaz is a benign and placid creature. However, a large running herd of them is entirely another matter, particularly when it is being pursued by Black Corvays or

Doomwolves. A stampede of Vythaz can and will trample anything that stands in its path, including a luckless party of Players!

Roleplaying Notes: Vythaz are especially fearful of fire and will flee from it instinctively.

WARHOUND (MAMMAL, CARNIVORE)

Combat Skill: 16-18 (pack 20-36)

Endurance: 24-27 (pack 30-40)

Traits: Grouping (Pack)



Physical Description: Warhounds are an aggressive breed of powerful canines that have been bred and trained specifically for use in battle.

History: Warhounds are used in the armies of several realms in Magnamund. The most renowned and feared Warhounds are those bred by the Empire of Vassagonia, whose armies employ packs of these bloodthirsty beasts to penetrate enemy lines immediately prior to an infantry assault. Vassagonian Warhounds are often imported into the Stornlands where they are used for a similar purpose. The Cener Druids breed packs of mutated Warhounds that are covered with horny scales which they use as a deterrent to intruders entering their forbidding realm of Ruel.

Combat: When Warhounds are off the leash and hungry for blood, they will come loping towards their opponents at an unnerving



speed and with a complete disregard for their own survival. Their handlers often fit them with pieces of metal and thick leather armour to increase their chances of surviving ranged fire during their attack. In melee, they are formidable foes that can drag down and savage a mounted knight in full armour.

Roleplaying Notes: Warhounds are loyal to their masters and utterly merciless when in combat against their enemies. They will only disengage from combat when commanded to do so by their handlers.

WHALES (AND SKARKS) (MAMMAL, CETACEAN)

Combat Skill: 18-30

Endurance: 70-120

Traits: Burrow (deep dive), Defence 3

Skark

Combat Skill: 25-30

Endurance: 70

Traits: Brutal 3, Burrow (deep dive)



Physical Description: Whales are colossal finned sea mammals that grow up to 100 feet long (33 meters) and can weigh up to 200 tonnes. They mostly inhabit the Northern Void and the Kaltersee, and feed on plankton which they filter with their baleens. Whales

have a thick layer of vascular adipose tissues which produces whale oil, an inflammable viscous liquid that is used in oil lamps. Being mammals, they breathe air and must surface occasionally to replenish their oxygen supply. They can hold their breath for more than an hour.

Skark are a breed of toothed whales that inhabit the eastern part of the Northern Void, off the coasts of Lencia, Nyras, Tadatizaga and Ixia. Reaching 60 feet (20 mtrs) in length, they look like sperm whales, but they display large, sword-sized upper teeth contrary to their cousins. They are fearsome predators which will dive down to a depth of 9,000 feet (3,000 mtrs) to hunt for Giant Squid. They have been known to attack small ships when they are close to starvation.

History: Whales are the greatest natural creatures to have ever swum in the cold northern seas of Magnamund. In the course of history they have only been dwarfed by the Sea Dragons and the gigantic Agarashi which were released during the Age of Eternal Night and have long since disappeared. In MS 5000, they are the only sea creatures that have not been hunted by the mighty Xargath sea-snakes that were released into the Kaltersee by the Darklords of Helgedad. However, whales are not without their predators. For several centuries they have been hunted by Durenese whalers from the ports of Durenon Bridge, Lof and Trelsk.

Those that survive the whalers and live out their long lives will choose, when the time comes, to beach themselves and expire on the Whale Coast of the polar continent of Kalte. Thousands of whale skeletons and be found on this remote and frozen coastline. Some are ancient and are of titanic proportions, being the remains of Giant Whales that endured during the Age of Eternal Night. Lencian whalers are famous for hunting Skark. The oil they extract from these sea predators is highly valued for its inflammable properties. Skark Oil It is used to heat the outpost of Fort Azgad in the ice-cold Sea of Tozaz

Combat: Whales are pacific creatures which only feed on plankton. They do not attack ships unless they are whalers who have attacked them first. In this instance, the whales will attempt to strike their human predators with swipes of their mighty tails. They have been known to propel themselves out of the sea to fall on a boat and crush it to matchwood, along with its hapless crewmen.

Roleplaying Notes: These immense aquatic creatures typically keep to themselves and simply flee hostile encounters unless they are trapped and cannot do so. Content to swim across vast distances with their family (called a pod), attacking the young calves they hide in the middle of their groups is a sure way to enrage these usually gentle beasts. Skarks on the other hand are predatory, though they only attack humanoids and other unfamiliar prey when they are wounded or desperate.

WOLF (CANID, CARNIVORE)

Combat Skill: 18-25

Endurance: 18-24

Traits: Brutal 1, Grouping (Pack)

Physical Description: Wolves are large, dog-like creatures with bushy coats and sharp teeth. Their colouration is predominantly grey, e.g. the Grey Wolves of the Durncrag Mountains, although many variants can be found, including white and black wolves. The Nyras Timberwolves are typically white while the Silver Wolves, which are common to the hills and forests of Palmyrion, are a distinctive silvery-grey colour.

Wolves are social predators that live in families consisting of mated pairs. They have a strict hierarchical social structure, with the lead pair dominating the food and breeding rights of the others in the pack. Primarily they feed on hoofed animals, which they hunt in packs and wear down in short chases. Wolves inhabit most of the cool and temperate regions of Magnamund, favouring forests and lower mountain slopes. Only humans and tigers pose a significant threat to their continued existence.



Combat: Wolves are cunning predators. They employ pack tactics and work as a team more than do most wild animals. They will often test a foe by feigning attacks before committing the entire pack to the kill. Wolves are patient hunters and they will strike only when it is possible to score a telling bite with a minimum chance of

sustaining a wound in return. If a wolf pack determines an enemy to be too strong, they will always withdraw and observe from a distance.

Roleplaying Notes: Wolves are proud and self-sufficient animals with a highly developed survival instinct. They are always wary of strangers, but they can be made into effective guards if treated with care and due respect. Most mate for life and are very pack-orientated. They have a large vocabulary of howls which they use to communicate effectively in the wild. When observing the players as a wolf, meet them eye to eye and, if they seem a little hostile, issue them a challenge by way of a low throaty growl!

YAKU PLANT (PLANT, CARNIVOROUS PLANT)

Combat Skill: 15-18

Endurance: 15-25

Traits: Aegis, Reach, Trapper



Physical Description: Yaku are very dangerous plant-creatures. Growing around ponds and shallow streams in arid areas of Southern Magnamund, for example the swampy banks of the Azan River in Suhn, these large plants display numerous and long rope-like tendrils. These tendrils are sensitized and mobile vines that snake across the ground towards a pool to find water and capture food.

At the crimson heart of a Yaku Plant is a cluster of poisoned sharp barbs with which these carnivorous plants use to kill their prey and feed on their blood. Their most common prey in Suhn are Jerbokans, a race of harmless, large yellow-spotted lizards which dwell in the arid Wilderwastes and come to the River Azan to drink.



Combat: if players touch the tendrils of a Yaku Plant, instantly they will writhe into life and coil around them with remarkable speed, which will most likely make them lose their balance and fall to the ground. Immediately, the victim(s) will be dragged towards the core of the Yaku Plant. They will not suffer any END loss during the 3 first rounds of combat.

However, unless they cut the vine(s) dragging them or puncture the heart of the Yaku Plant, they will be inexorably impaled upon its poisonous barbs at the start of the 4th rounds and suffer a loss of -10 END every other round. If the victim possess the Magnakai Discipline of Curing, they will suffer a reduced -6 END loss every other round. To sever a tendril, the Player must have an edged weapon (Sword, Dagger, Axe etc.) and make a Test which can be retaken every other round if initially failed. The Narrator should determine the difficulty of the Test, guided by the numbers of vines that are wrapped around and dragging the Player.

Roleplaying Notes: Yaku Plants can constitute a deadly and treacherous trap for thirsty players exploring the wild regions of Southern Magnamund. A Yaku Plant can only be killed if its heart is punctured. Arrows can be employed in this regard although the chance of hitting the target will be very small.

YAS (REPTILE, SNAKE)

Combat Skill: 14-15

Endurance: 28-30

Traits: Brutal 1, Swift



Physical Description: Yas are non-poisonous but very long (18 feet / 6 meters) hypnotizing Vassagonian desert snakes. They have orange-yellow bodies and yellow heads.

History: Those reptiles of the Dry Main are domesticated by Vassagonian nobles and used to guard their strong rooms. Perfectly adapted to an arid environment, Yas can remain 'on duty' in a strong room for months at a time without the need to eat or drink. Within 30 minutes of consuming a kill, they will seek out a safe place in which to sleep for between 7-10 days.

Combat: Yas are constrictors. They kill their prey by crushing it to death with the coils of its powerful body.

Special Rules: A Yas can fix a Player with a mesmerizing stare of its red-rimmed slit pupils and attempt to hypnotize them. Unless the affected Player has the Kai Discipline of Mindshield, they must deduct 3 points from their COMBAT SKILL for the duration of an ensuing combat.

Roleplaying Note: Yas are a nasty surprise that Vassagonian nobles put in place for any intruder or thief who dares to try and steal their secrets or their palace treasure!

ZODARA BLOODWEED (ALGAE, CARNIVOROUS PLANT)

Combat Skill: 16-25

Endurance: 30-50

Traits: Reach, Trapper

Physical Description: Carnivorous reddish-green kelp-like floating seaweed.

History: Bloodweed is the curse of the Zodara Morass, a shallow, mist-covered sea enclosed between the Koltainian Ocean and the Isle of Zodora in the southeast of Magnamund. Several species of seaweed floats upon the surface of this area, giving the sea hereabouts a distinctive olive green or muddy brown coloration. The seaweed mass constitutes a hazard to shipping and many are the tales of luckless sailing ships that have been trapped in the morass forever.

The Zodara Bloodweed is an additional and deadly threat. These algae have evolved into carnivorous plants with powerful tendrils that feed on warm-blooded creatures. Their usual diet consists of dolphins, porpoise and other sea-mammals.

Larger masses of Bloodweed are capable of immobilizing ships in which they have detected the presence of warm-blooded humans. They will engulf their ships and ensnare the crew with their kelp tendrils. Due to the presence of Bloodweed, access to

Zodora Island from the southwest is fraught with peril. This is advantageous to the buccaneers who inhabit the pirate port of Jeozal on the far side of Zodora Island.

Combat: When a mass of Zodora Bloodweed has detected the close proximity of warm-blooded mammals, it closes in and launches its kelp tendrils in an attempt to capture and consume them. If these tendrils are able to wind themselves around the limbs or torsos of their prey, thin barbs will emerge from the kelp bladders which keep the Bloodweed afloat and penetrate any exposed or lightly-clothed skin. This is a swift process.

A Player is considered to have been ensnared when they inflict their first END loss upon the Bloodweed. All END points lost by the Player will be due to blood loss through the barbs.

Special Rules: When caught by Bloodweed tendrils, a Player must deduct 2 COMBAT SKILL from their base level score for the duration of the combat due to encumbrance.

Roleplaying Notes: Zodora Bloodweed is a completely mindless and merciless predator. The buccaneers who operate in the seas around Zodora will always avoid the Zodora Morass because of the Bloodweed. If pursued by ships of the Shadakine fleet, or by Pirates, bold and brave sailors have been known to enter the Zodora Morass to avoid being boarded and captured. However, very few of these courageous escapees have ever lived to tell their tale.



CHAPTER FIVE

NATURAL SENTIENT CREATURES

Sentience can manifest itself in many different ways on Magnamund. It first appeared with the arrival of the Champions of the Gods on Magnamund, at the beginning of the Age of the Dragons (13000 MS). The Dragons spawned several intelligent races to serve them but all were exterminated during the War of the Wyrms (11890 MS – 10148 MS) and the Age of Entropy (10148 MS – 9000 MS).

Aside from the ancient dragons, Magnamund is a wild and untamed world which has given birth to many life forms. The latter have evolved over the course of history to give rise to naturally sentient human and humanoid species which founded fabled civilizations and are remembered as “the Old Races” by the current inhabitants of Magnamund. In MS 5000, the Kundi of Southern Magnamund, the Ghagrim of the Danarg and the various Drodarin breeds are the last remnants of the Old Races. Little is known about the extinct Old Races as records were lost with their passing. Most were exterminated by Champions of Darkness (The Sea Dragons, Agarash and the Darklords) who attempted to conquer Magnamund, and others disappeared during the Great Plague of 2514 MS. The known extinct Old Races are listed in the Appendix. The Drodarin Dwarves and the Kloons are addressed in their respective character classes in *Heroes of Magnamund*.

Sentience also evolved independently in other animal lineages and gave rise to sentient non humanoid creatures, such as the Faersteed horses and the Kakarmi primates, who adopted different lifestyles and behaviours than the humanoid societies. Other intelligent species of Magnamund include the Demigods, the Champions of Light and the Champions of Darkness with the sentient minions they spawned. These spawned servants are sentient but rarely are they free-willed, contrary to the natural Old Races.

Humankind constitutes the latest category and is currently the dominant sentient species on Magnamund, albeit not the most powerful, most intelligent or the most magically-gifted. Humankind differs from all other sentient species in having been formed from the union of the Gods Kai and Ishir and being mortal and possessing free will. This chapter presents the non-human natural sentient beings of Magnamund. The Champions of Light and Darkness, the creatures they spawned to serve them on Magnamund and Humankind are addressed in other chapters.

FAERSTEED (MAMMAL, UNGULATE)

Combat Skill: 15-25

Endurance: 20-30

Traits: Grouping (Mob), Mount, Swift



Physical Description: Faersteeds resemble large and magnificent horses, yet there is something about their regal, haughty demeanour which instantly sets them apart from their more mundane equine cousins. They are far more intelligent than normal horses and will not readily serve any person or creature which harbours evil in their hearts.

History: Faersteeds are not horses in the traditional sense. They are highly intelligent and capable creatures who appeared upon Magnamund many millennia before common horses became established and widespread. They are native to the realm of

Illion, but they can also be found living on plains in small groups throughout the central southern regions of Magnamund. Faersteeds are probably most famous for being the chosen mounts of the Knights of the Sword of Illion.

A deep bond links a Knight of the Sword and his Faerstead, since they are invariably trained together from an early age. This bond enables a Knight of the Sword to communicate psychically with his Faerstead. Once this bond has been established it remains permanent until death.

Combat: Faersteeds strike out with their fore hooves and can rain a flurry of well-aimed crushing blows upon the heads of their foes. They can also use their momentum and weight to great effect when charging into battle, or when running down a fleeing adversary.

Roleplaying Notes: The Faerstead is a haughty creature and very protective of its bond master. They are notoriously arrogant when in the company of regular horses and are ill-suited to mixing with common equine breeds. It is not possible to breed Faerstead with normal horses. They cannot be broken like a common horse, and a bond can only be forged between a human and a Faerstead if the Faerstead colt is less than one year old when the bond is first attempted.

Unbonded Faersteeds are commonly referred to as 'Wild Faersteeds', as opposed to those that have been bonded with a master. These latter Faersteeds are referred to as 'Bonded' or 'Loyal'. Older Faersteeds, typically those aged 6 years or more, are often capable of understanding human speech and intentions. This ability can be very advantageous to their bond masters.

GIANT (MAMMAL, DRODARIN)

Combat Skill: 17-25

Endurance: 28-44

Traits: Brutal 2, Ranged Combat, Reach

Physical Description: Much larger than normal humanoids (12-15ft / 4-5m tall), the giants of Magnamund are all of Drodarin descent (see Appendix). They are typically muscular and have thick, luxurious hair. They wear a variety of clothing which they usually fashion for themselves from cowhides and furs. Their favoured weapons are large clubs that have been crafted from tree trunks, and stone boulders (typically 50lbs / 25kgs) that they have rounded off to fit comfortably in the palms of their huge hands. Their skin, hair and eye colouration is not dissimilar to that of humans.

History: The Drodarin Giants of Starn have occupied the halls of Mount Vost ever since the Age of the Old Kingdoms. They became an insular race after the Great Plague of 2514 MS which devastated their population. In MS 5000, they shun contact with humans and

are only known to trade with the Dwarves of the kingdoms of Bor and Boden, to whom they are distantly related. They live in relative peace and isolation, unless disturbed by those who come into their homelands unannounced and uninvited.

Combat: Giants will tend to open up on an enemy with a volley of thrown boulders which they can hurl up to 150 feet (50m). After breaking an opponent's ranks with these boulders, they will then charge and engage in close combat using their large wooden clubs. They have not been known to use complex battle tactics and can sometimes be drawn into a trap by smaller, more skilful, opponents. When confronted in their home territory, they will use prepared traps (e.g. pits, rockslides) to ensnare or destroy an invading enemy.



Special Rule: Giants can only throw two rocks prior to engaging in combat, unless they occupy a prepared position and have more than two rocks readily to hand.

Roleplaying Notes: You may be big but you certainly are not stupid. You live in a protective tribal society and you do not take kindly to arrogant little intruders. You have a deep booming voice and you are quick to anger when the small folk ignore your commands or warnings.



GHAGRIM (MAMMAL, UNGULATE)

Combat Skill: 19-23

Endurance: 32-38

Traits: Brutal 1, Ranged Combat



Physical Description: Ghagrim resemble a cross between a humanoid and a boar. They have two rear legs with hoofed feet, a muscular torso, short powerful arms, and a boar-like head. Their hands are human-like in appearance, save for the coarse bristles that cover the skin. They have a loping stride and can move swiftly when they are minded to. They have small dark eyes and a pair of sharp tusks that protrude from their lower jaws. They are most often found dressed in ragged clothing and pieces of rusted armour that they have scavenged from the ruins of the Danarg and territory surrounding this accursed region. They favour the use of serrated bladed weapons for close combat and short javelins as ranged weapons.

History: Also known under the name of “man-beasts of the Danarg”, the Ghagrim were once a primitive and benign race of porcine creatures who flourished under the protection of the Elder Magi when they controlled the Danarg and the Temple of Ohrido. Then came the Great Plague of 2514 MS and it swept across the Danarg, decimating the Elder Magi and forcing the survivors to flee eastwards to the sanctuary of Dessi. The strongest Ghagrim survived and stayed in the Danarg, but the crater was subsequently consumed by a creeping mire which swallowed or poisoned all healthy forms of life. Only the Agarashi thrived in this toxic environment. The strongest Ghagrim progressively transformed into vicious and aggressive predators. Corrupted by the mire’s terrible

malevolence, their descendants now lurk in the Danarg swamp and ambush all who unwisely venture into this terrible domain. They have become very territorial and aggressive tribal creatures, with a rudimentary intelligence and a highly developed sense of smell.

Combat: Using weapons typically scavenged from areas surrounding the Danarg, or taken from luckless adventurers who have ventured into this forbidding region, the Ghagrim prefer to engage in close combat at the first opportunity, rather than to hold back and weigh up all their options prior to the attack. They will hurl their javelins when charging at a foe and then use their shock of impact to unbalance the enemy prior to melee. If unarmed, or disarmed during combat, they will resort to using their tusks to gore their opponents.

Roleplaying Notes: Intruders in your fetid domain must be taught a lesson they will never forget. Attack them at the first opportunity. Hit them hard and slay them quickly. Their bodies will provide a fitting feast and their weapons will make worthy trophies of your victory.

KAKARMI (MAMMAL, PRIMATE)

Combat Skill: 3-6

Endurance: 6-10

Traits: Grouping (Mob)



Physical Description: The Kakarmi are a small, timid, sentient race of temperate forest primates.

History: This primitive race can most often be found in the forests of the Lastlands, and at the heart of remote wooded territories lying to the north-east of the Stornlands. They are a very nervous breed, a trait which has probably served to secure their continued survival more than any other over the passing millennia. Very rarely they will consent to speak with humans, unless they detect that the humans in question are of a goodly nature and are able to converse in their strange language.

The most notable type of humans who are able to meet both of these criteria are the Kai Lords of Sommerlund. Kakarmi are very insular and secretive creatures who love to stay hidden in the shadows of their forests and observe everything that goes on around them. It is for this reason that they can be a very good source of information for Kai Lords who are lucky to encounter them in the wild.

Combat: These small creatures will always flee rather than fight. They will never adopt an aggressive stance, even when their forest colonies and villages are directly threatened. If trapped and faced with no other recourse but to stand and fight, they will attempt to gouge their attackers' eyes and bite at their throats.

Roleplaying Notes: The forest has been your bountiful domain for thousands of years. You are pledged to nurture it, as it has nurtured you. You distrust and resent intruders, especially those who come to cut down your blessed trees, but you fear them all the same. It is always better to flee and survive rather than stand and die.

KUNDI (MAMMAL, PRIMATE)

Combat Skill: 10-17

Endurance: 20-25

Traits: Swift, Veteran 10/+1

Physical Description: Kundi are a primitive breed of ape-like men with long prehensile tails.

History: Once friends of the legendary Shianti, the Kundi are a primitive yet magical race of sentient primates. They possess the gift of astral vision which enables them to localise Shadow Gates - the portals to the other planes of existence beyond the physical universe of Aon. Initially, the Kundi inhabited the forests of Lara in Southern Magnamund, but they were persecuted in MS 4663 by the armies of Shasarak the Wytch-King, and were subsequently forced to flee and seek refuge in the heart of the Azanam.

In MS 5000, very few sages are aware that the Lost Tribe of Lara (which is what the Kundi are commonly referred to, ever since their disappearance) now lives in the middle of the Azanam Jungle.

Combat: Kundi are very agile and cunning fighters, especially in their native forest environment. They are able to leap and jump with great dexterity, which is an ability they use to telling effect when ambushing their enemies. Their favoured weapons are clubs topped with sharpened rocks, held securely in place with pliant strips of tree bark.



Roleplaying Notes: Kundi are a primitive and shamanic breed. They live simple lives and will always strive to remain in harmony with nature. They are suspicious of any intruder who radiates an aura of selfishness or palpable evil. Those whose hearts and minds are pure need never fear the Kundi, for they are surely, one day, destined to be friends.

OGRON (MAMMAL, DRODARIN)

Combat Skill: 17-38

Endurance: 30-45

Traits: Reach, Soldier, Veteran 10/+2

Physical Description: Ogrons are a blue-skinned race of creatures of Drodarin descent (see Appendix). They have purple blood which can be highly oxygenated when they hyperventilate. They do this before combat in order to pump up their strength and stamina. This ability also permits them to stay underwater for anything up to 30



minutes at a time. They are taller than humans yet smaller than Giants. A typical mature male stands 9 feet (3 m) tall.

History: Ogrons are native of the swamps and plains of Caron, but they can be found throughout the Stornlands. Notoriously dull-witted, they are suited to hard labour and can be formidable warriors in battle.

They are often recruited as mercenaries by the rulers of the Stornlands and used as shock troops in the van of battlefield attacks and sieges. They have an innate hatred of Cener Druids, born out of centuries of cruel persecution at their hand.



Combat: Brutish, powerful, and unquestionably courageous in battle, Ogrons do not tend to run from a fight, even when faced by overwhelming odds. Before combat, they will hyperventilate to saturate their purple blood with oxygen. This raises their blood pressure and their pulse rate, sharpens their senses, and increases their stamina in readiness for the coming fight.

Roleplaying Notes: Ogrons can play the role of gentle brutes to perfection. They are powerful but not very smart. Given a choice, they nearly always side with the Forces of Good rather than the Forces of Evil, but sometimes the Agents of Darkness use spells to charm them into fighting for their cause.

Ogrons are especially susceptible to the effects of alcohol, quite unlike their distant relatives - the Dwarves. Even half a cup of weak ale is enough to send them off into a deep sleep, to awaken several hours later with a colossal hangover.

PATAR (REDEEMER) (MAMMAL, DRODARIN)

Combat Skill: 4-8*

Endurance: 15-22

Traits: Grouping (Mob)



Physical Description: The Patar are physically similar to humans in many regards, and betray few outward signs that they are of Drodarin descent (see Appendix). They are commonly called 'Redeemers' throughout Magnamund. They keep their heads shaved and wear wooden amulets, carved in the likeness of a small fish, hung from a leather cord around their necks. Invariably they wear simple black-hooded robes and never carry weapons of any kind.

History: During the Age of the Old Kingdoms, when the Elder Magi ruled the land, they conducted many experiments to develop their knowledge and understanding of nature. These experiments were conducted in a temple located on the Isle of Ghosts in northern Eru.

The guardians of this laboratory of the arcane were the Patar. They served the Elder Magi and in return they were entrusted with their new-found secrets of herbcraft and druidic lore. But the Patar



betrayed that trust when they knowingly allowed the Cenerese into the temple to plunder its secrets.

The Cenerese called upon their Demonlord, Tagazin, who appeared in the temple. It took all that the Elder Magi had nurtured and cultivated and turned it against them in the form of a deadly plague that decimated their race. This fearsome blight became known as the Great Plague. In the wake of their destruction, the Cenerese and Patar rose to power, but their reign was brutally put to an end.

A clan of goodly druids, called the Herbalish, who had helped the surviving Elder Magi and the other Drodarin peoples to escape their enemies during the years of the Great Plague, waged war on the Cenerese and were victorious.

The Patar fled the temple in shame and the survivors gave a solemn pledge to the Herbalish that they would redeem their act of treachery by devoting themselves to the study of the healing arts and by striving to defeat disease in all its forms. Ever since, the descendants of the Patar have been known as the Redeemers, a holy silent order of pilgrims devoted to a lifetime of prayer. Each new generation has upheld that ancient vow.

Redeemers are now employed as the agents and emissaries of the Herbalish throughout Magnamund. They are particularly active in the Shadakine Empire, where clandestinely they help the populace

to resist the tyranny of Shasarak, despite the vicious persecution they endure at the hands of the warriors of the Wytch-king.

Combat: Redeemers are non-violent pacific characters, who will never fight under any circumstances. They will always strive to evade combat and escape from confrontation. They often possess basic healing skills which they have learned from the Herbalish. Redeemers carry with them earthenware flasks that contain Holy Water. Contact with Holy Water is unbearable for creatures of evil, and it will act like corrosive acid when poured upon artifacts born of evil.

Roleplaying Notes: Redeemers are indefatigable pilgrims, utterly dedicated to the causes of peace and healing. They are prohibited to speak with other peoples by their ancient vow of silence, which makes them somewhat difficult to communicate with. It often leaves them open to abuse by those who do not recognise who they are. The best way that players can communicate with Redeemers is by the use of written messages.

Redeemers will readily assist anyone who is physically injured, unless they are Cener Druids or other creatures of evil origin or intent. Redeemers will rarely make the first move when encountered, preferring to remain passive and inert. It will be up to the players to recognise them for what they are, and instigate communication by means of a written note.



CHAPTER SIX UNDEAD

The Undead are creatures which are biologically dead but whose soul, spirit or body remain animated after death. Undead can take on countless forms in Magnamund. Some plagues created by the Cener Druids can destroy the brain of living beings and then revive only the motor parts of the infected brains and bodies of their victims to turn them into mindless carnivores. After death, the spirits of living beings usually transit to the Spiritual Plane (the transitional plane between Aon and the Neverness), before passing into the Neverness, the Plane of Light or the Plane of Darkness, depending upon the will of the Gods and the alignment of the being during their life. In exceptional cases, spirits can linger on Magnamund, entrapped by an evil power which prevents them from reaching the Spiritual Plane.

Some spirits can come back to Magnamund or be summoned in ethereal forms, such as Ghosts, Wraiths or Shades. Purely evil spirit creatures can be summoned from the Spiritual Plane, the Neverness and also the Plane of Darkness by necromancers skilled in reviving dead bodies and creating evil Undead. There are many types of necromancers on Magnamund, including the Kitaezi Shamans of the Jungles of Shadaki, the Shadakine Wytches, the Cener Druids, the evil Shianti, the Acolytes of Vashna and the Nadziranim.

The most powerful Necromancers, along with the Darklords of Helgedad and the Demonlords are able to summon and channel the power of Death itself.

The power of Death is one of the most powerful primal energies integral in the creation of the universe of Aon, the primordial power through which everything ends, including Life itself. It is a yawning void, a frigid abyss which would consume the whole of the Material Plane if its power were fully unleashed. Necromancy was first performed on Magnamund by Agarash the Damned to raise the Dead to do his bidding during the Age of Eternal Night. Agarash summoned the Deathlord Ixiataaga, a creature embodying the essence of Death itself, and Ixiataaga became his most feared lieutenant. By channelling the frigid power of Death, Ixiataaga and the most powerful of the Necromancers can kill living beings almost instantaneously then enslave their souls to use them as raw energy or as gifts to the Dark God. They can corrupt their incorporeal spirits and reuse their bodies to create mindless entities dedicated exclusively to the extermination of all living beings. Although he is imprisoned in the Crystal Spire of Xaagon, the power of Deathlord Ixiataaga radiates from this edifice in chilling waves of pure evil energy which can kill any unprotected living creatures entering his



ancient domain, and transform them into Undead slaves. Ixia is rightfully called the "Land of the Dead" for it is the sole realm of Magnamund which is inhabited only by Undead beings, condemned into an eternity in the service of Deathlord Ixiataaga.

In MS 5000, the Nadziranim are the most active of all the necromancers of Magnamund. They are forever striving to perfect new ways to create powerful Undead. They craft necromantic jewels which contain a tiny fragment of the raw power of the Dark God to revive and animate powerful and deviously cunning Undead servants, such as the Vordaks. Vordaks are a new step in the creation of Undead on Magnamund, for they are highly intelligent beings which serve as lieutenants and tacticians in the armies of the Darklords, and they can achieve a limited degree of autonomy despite remaining bound to their Darklord masters.

AGHAIST

Combat Skill: 12-14

Endurance: 15-17

Traits: Defence 3, Invulnerable (disease, poison)



Physical Description: Aghast are decayed Zombies with misshapen bodies and empty eye sockets. Their gaunt and tortured faces are twisted by their unholy rage. They have rotted hands and their bony fingers, with claw-like nails, rake the foul air as they lurch towards their prey. Each Aghast is associated with a peaceful pale Ghost (see Ghost entry here below) that emits soundless moans. Aghast will moan and howl aloud whenever fragments of their lost humanity return to torment them.

History: Powerful necromancers can cast a Right-handed spell upon their victims to split their souls and separate their basest emotions from their highest ones. All that was dark and buried deep in their character is given form to this aspect of their former selves. This form is an Aghast that broods on the dim and fading memories of their past lives. The other part of their mind becomes a Ghost with only peaceful concerns since everything that could be considered evil about them is held captive within the corresponding Aghast.

The necromancers usually destroy these Ghosts or cause them to become insane by forcing them into confinement with their Aghast doppelganger. The necromantic power of dark relics of the Demi-gods of the Pentad can also create Aghast if humans or humanoids die in close proximity to these unholy artefacts. The goodly Ghosts are rapidly expelled from the aura of darkness surrounding the artefacts.

Combat: Aghast are solitary creatures and rarely do they act as a cohesive group. A ravenous Aghast attacks like a Zombie, but it retains some fighting skill from its former life, if any such combat experience existed. However, its hunger and feverishly chaotic mind will not permit it to attempt to outflank a Player.

Roleplaying Notes: The Ghosts associated with the Aghast will not deliberately cause harm to the Players. Although they are incapable of speech, they can hear and respond to anyone speaking their native language. They can attempt to communicate with the Players through the use of beckoning gestures. There is little else that these doomed souls can do as they will barely remember their former lives and they have very little self-motivation.

AKRAA'NEONOR

Combat Skill: 22-38

Endurance: 50-60

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

Physical Description: This creature is a large, green-skinned, four-legged Undead with a maw full of sharp teeth and a head that has a mass of tentacles and suckers distending from beneath a single bulbous yellow eye. It exudes a dark slimy substance that is mildly corrosive to flesh and metal. Parts of its hideous body have been



ravaged by decay. It radiates an aura of evil magic and its body odour is redolent of the sickly-sweet stench of rotting flesh.

History: After constructing the ice-fortress of Ikaya the Shianti of Kalte installed many traps to defend their stronghold. They also created terrible undead monsters, like the Akraa'Neonor, which they controlled through the use of magical effigies. The Akraa'Neonor remained in Ikaya after the exodus of the Shianti.



Combat: This undead monster lashes out with its tentacles, seeking to consume whole any living creature that stumbles unwittingly across its path. It has the ability to burrow deep into ice and earth and lie in wait for a luckless adventurer to come within range of its fearsome tentacles. Upon sensing the body warmth of a potential victim, it bursts out of the frozen ground and attacks, hoping to ensnare, crush, gobble up and then swallow its prey whole. It has an unquenchable hunger for the flesh of the living.

Special Rules: The potent acid exuded by an Akraa'Neonor adds +2 damage it inflicts on Players who are not protected by the Magnakai Discipline of Nexus (or an equivalent).

Roleplaying Notes: This terrible creature is wholly evil and fearsomely powerful. It should be used sparingly, perhaps as a final challenge for Players exploring the labyrinthine chambers of Ikaya, or as a guardian of another ancient icy stronghold lost in the vast wastes of Kalte.

ARISEN

Combat Skill: 8-23

Endurance: 22-32

NOTABLE SUB-TYPES:

Bakhasian Arisen

Combat Skill: 18-23

Endurance: 28-32



Traits for all Arisen: Aegis, Defence 3, Invulnerable (disease, poison), Soldier (possibly).

Physical Description: Arisen is the collective name given by necromancers to zombies that have been permitted by them to retain partial intelligence. They are generally hairless, lean and sinewy. Their toes and fingers end in horny, hooked claws and their large eyes are deep set in skeletal faces that are often etched by untold years of pain and anguish. Bakhasian Arisen retain their hair, but their faces and hands are ghostly white and their pupils change to a pale translucent amber.

History: The Cener Druids, the Nadziranim and Autarch Sejanoz of Bhanar are known to create Arisen; partially sentient zombies which were deprived of their souls but permitted to retain a functional brain and fragments of their former mind and memories. Humans captured in battle by the armies of the Darklands can endure unspeakable experiments at the hands of the Nadziranim and be turned into zombies or Arisen, depending upon the whim of the evil sorcerer who created them and the mental strength of the victim before its death.

These soulless beings have lost their free will and act as willing slaves to their masters. Arisen can perform all the tasks that Zombies cannot, e.g., anything which does not involve mindless destruction and requires a low level of sophistication to achieve successfully. Arisen are most often used as personal servants or fear-inducing messengers by the necromancers of Magnamund.

In Bhanar, especially gifted, faithful and ambitious soldiers and Imperial Guards (see Chapter Humans & Humanoids) can be 'blessed' in the temples of Bakhasa by the power of Autarch Sejanoz to become particularly powerful Arisen. These Bakhasian Arisen sacrifice their souls in exchange for extended un-life, immunity to poisons and diseases, and minor necromantic powers. They retain the totality of their former memories in exchange of the loss of human feelings such as compassion, altruism and conviviality. This makes them especially ruthless soldiers. Their souls are kept in the temples of Bakhasa and serve to increase the power of the vampiric Autarch Sejanoz.

Combat: Arisen fight like the humans they were in life, with slower reflexes yet with greater strength.

Roleplaying Notes: Very few Arisen can escape the dominant control of their masters. It can happen if they are subjected to the Power of Light, for example when they are confronted by a Kai Grand Master or when they come in close proximity to a Lorestone. In these rare cases, the Power of Light will shatter the bond that binds them to their creator. They will recover their free will and become wholly neutral entities with no allegiance to either Good or Evil.

BONE GOLEM

Combat Skill: 22-35

Endurance: 25-35

NOTABLE SUB-TYPES:

Bone Golem Guardian

Combat Skill: 24-28 **Endurance:** 30-35

Bone Golem Snake

Combat Skill: 22-25 **Endurance:** 25-27

Bone Golem Spider

Combat Skill: 31-35 **Endurance:** 27-30

Traits for all Bone Golems: Aegis, Invulnerable (poison, disease)

Physical Description: Bone Golems can be formed by channelling the power of Death, which binds bones together regardless of their origin and imbues them with un-life to turn them into powerful mobile constructs. Evil spirits are usually summoned to control

these assemblages and turn them into fearless killing machines. Bone Golems are generally ignited by vile flames, and can be shaped in the likeness of any fearsome creature: giant warrior, giant spider, giant snake etc.

History: Deathlord Ixiataaga created several powerful Bone Golems from the skeletons of the Ixians he slaughtered during the Age of Eternal Night. They remain in the ruins and caves of Ixia and act as guardians of his power. Other powerful necromancers are known to have created similar creatures, such as the evil Shianti of the North who resided in Kalte and the territory that was later to become Sommerlund.



Combat: Bone Golems will follow the strict orders of their creator. Relying on their given shape and strength, they will try to crush, slice or punch their foes. When they have razor sharp limbs, these shimmer with necromantic magic and will inflict magical damage as well as regular combat damage.

Special Rules: Bone Golems can explode their shells into a cloud of deadly shards, causing an automatic loss of -2 ENDURANCE points to any living unprotected creature within a 21 foot (7m) radius of the explosion. Bone Golems will then take one round to reform their shells. An exploding Bone Golem may trick Players into believing it has been destroyed but this will not be the case. Bone Golems can explode in this fashion only twice per combat encounter.



If equipped with one or more Necris Stones (black crystals created by Deathlord Ixiataaga and used to rebuild his undead servants), a Bone Golem can automatically recover 5 ENDURANCE points during a round in which it does not fight. This advantage can only be gained once in any combat for each Necris Stone it possesses.

Roleplaying Notes: Narrators can elect to make a Bone Golem as crude or as sophisticated as best suits their scenario. They are ideal guardians for tombs and evil temples, for they can remain as a seemingly innocuous pile of scattered bones for millennia in the same place, and quickly re-form when activated.

CABALAH

Combat Skill: 32-47

Endurance: 35-45

Traits: Aegis, Invulnerable (poison, disease)



Physical Description: Cabalah are grisly and ghoulish humanoid undead with disgusting wormy flesh. They are clad in mouldering black robes. They have an aura of evil that radiates from their loathsome bodies and their eyes flare brightly with evil fire.

History: Ranking among the most powerful of all the dread minions of Deathlord Ixiataaga, the Cabalah are the principal guardians of the dead city of Xaagon. Imbued with the power of Death, they are able to create new undead creatures from the mortal remains of

any humans they slay. They can empower other Undead which fight alongside them. The bodies of the Cabalah were originally formed from the remains of the ancient Ixians who were humanoids that were ensnared and slain many millennia ago. Sometimes they are used to guard secret treasures that their master, Deathlord Ixiataaga, has hidden in the halls of Xaagon. Cabalah can also be summoned from human remains by very powerful necromancers upon the successful performance of a complex necromantic ritual. The blood of innocents is an essential part of this foul ritual, which must be carried out in an exceptionally cold environment at a time when the moon is at the nadir of its monthly cycle.

Combat: Cabalah are especially deadly in close combat. They can perform multiple strikes very quickly and move with an agility that belies their undead skeletal nature. They are implacable foes who will strive to tear apart their opponents with their long sharp claws.

Special Rules: The foul black blood of a Cabalah is highly corrosive and will swiftly eat through metal weapons and flesh. Unless a Player has the Magnakai Discipline of Nexus, they will lose 4 ENDURANCE points every time they draw the blood of a Cabalah. Their metal weapons will be destroyed after 5 rounds of combat if they are splashed 5 times by this acidic blood, which occurs every time the Cabalah loses ENDURANCE in close combat.

Many Cabalah possess silvery rods that are imbued with destructive magical powers. These Cabalah Rods enable them to strike at enemies at a distance up to a maximum range of 600 feet (200 m). They also have the ability to summon and command 1-8 skeletons or zombies at any time so long as skeletal remains or corpses are available. Any skeletal or zombie minion within a 15 feet (5 m) radius of a Cabalah will gain +1 to its COMBAT SKILL.

Roleplaying Notes: Cabalah possess an innate intelligence that makes them especially dangerous to any Players who encounter them. They have sometimes been used to command and control units of skeletal warriors, but only in exceptionally cold environments, such as Ixia and the frigid wastes of Gourizaga in the Darklands. This terrible creature is fearsomely powerful. It should be used very sparingly, perhaps as a final challenge for Players exploring the inner precincts of the cursed city of Xaagon, or as a guardian of another ancient icy stronghold lost in the icy wastes of Ixia.

CURSEBORN

Combat Skill: 15-18

Endurance: 26-32

Traits: Aegis, Invulnerable (poison, disease)

Physical Description: These undead resemble the creatures they were in life (predominantly Giaks, but sometimes also Drakkarim and humans) but with withered skin, sunken eyes and bony claws

where the tips of their fingers once were. In MS 5000, they only exist in the provinces of Dajaraa and Dajdorza to the north of the Nengud-Kor-Adez in the Darklands.

History: Curseborn are the result of a necromantic curse that was placed by Archlord Vashna on the Iron Thorns which comprise the border between Dajaraa and Dajdorza. The unfortunates who die attempting to pass through the Iron Thorns became twisted forms of un-life. Once turned, there remains no hope of salvation for Curseborn. Only death can release them from the torment of their new existence. Archlord Vashna was the only Darklord powerful enough to channel the power of Death to create Curseborn, but he gifted his lieutenants Khatellu, ruler of Dajaraa, and Mrugor, ruler of Dajdorza, with a device (namely the Iron Thorns) which is capable of generating more of this wretched Undead. Curseborn thus created will only obey these rival Darklords.



In the plains north of the Nengud-Kor-Adez, new Darkspawn and Drakkarim recruits of Helgedad are severely battle-tested in real confrontations organized by the perpetually feuding Darklords Mrugor and Khatellu. More Curseborn are created every time the armies of Mrugor and Khatellu pass through the Iron Thorns in fresh attempts to seize the province of their hated rival.

Combat: Curseborn are strong and fearless fighters that slash their foes in close combat using their bony claws. They usually attack in group.

Special Rules: Activated Curseborns automatically sense living creatures within 60 feet (20 meters) of their position. No living creature within range of a Curseborn can take them by surprise.

Roleplaying Notes: Any creature without allegiance to Darklord Khatellu or Mrugor that tries to cross the Iron Thorns to get into the province of the rival Darklord suffers ENDURANCE damage every time they do so. The precise ENDURANCE point loss is determined by picking a Random number (0=10). Any creature killed in this way becomes a Curseborn under direct control of one of these Darklords (determined by the flip of a Luck Token: Kai's face = Khatellu; Naar's face = Mrugor). When they are not directly being commanded by their master, Curseborn are static and appear completely dead. The Darklord master of the Curseborn can sense, command and see through the eyes of any Curseborn within 200 miles (320 km) of its physical location. Any Curseborn that ventures, or is transported, beyond this range are instantly destroyed. They disintegrate into a fine red mist.

In MS 5000, dormant Curseborn bonded to the spirit of Darklord Vashna are known to occupy caves in the vicinity of the Maakengorge.

DEATHGAUNT

Combat Skill: 20-22

Endurance: none

Traits: Aegis, Invulnerable (all physical and magical, poison, disease)

Physical Description: Deathgaunts are non-corporeal whispering spectres with tormented, eyeless faces. To humans and humanoids, they will appear to be clad in shimmering, tattered, semi-transparent grey robes.

History: Deathgaunts are the undead messengers of Shasarak the Wytch-King, summoned to roam the world of the living. These non-corporeal creatures are but temporary manifestations of evil spirits who remain trapped in the limbo of the Neverness, a plane of existence which lies beyond the material universe of Aon. Shasarak however attached some of them to ancient monuments that he wished to protect. He was able to summon the Deathgaunts for the first time after the fall of Taklakot (MS 3280).

They were brought to Magnamund immediately following the 'Great Blast'. They captured the spirits of the thousands of Taklakotians that were killed and took them back into the Neverness where they were transformed into Deathgaunts and bonded to the service of their ally, the Wytch-king.

Combat: Deathgaunt fly but they do not have the ability to swoop and swirl in the air at speed. They are unable to move quickly but, when close enough, they will surge forward and attempt to touch their prey with their long spectral hands. The touch of the Deathgaunt is incredibly cold, causing an icy chill to rush through the body of its victim and drain its vitality. All warm-blooded



creatures that are touched by a Deathgaunt automatically suffer a loss of -5 ENDURANCE points. If a Player is killed by a Deathgaunt, their spirit will be captured by the evil undead and taken into the Neverness to join the ranks of Shasarak's army of tormented souls. If commanded to do so by the Wytch-king, they will return to Magnamund to hunt and attack their former friends and allies.



Special Rules: Some substances, such as the smoke of burning Azawood leaves, and powerful necromantic spells, can disrupt the ethereal link between these spectres and their plane of existence and make them instantly disappear. The presence of a Deathgaunt on Magnamund is very short lived unless Shasarak expressly forces them to stay. Very often a Deathgaunt will appear for only a few minutes at most before vanishing without leaving a trace of its presence.

Players touched by Deathgaunts will succumb to a chill fever within 24 hours due to the lingering 'Touch of the Deathgaunt' spreading through their veins like a river of ice. The fever will last for 24 hours during which time the Player will be physically incapacitated and rendered incapable of engaging in combat of any kind.

Roleplaying Notes: Deathgaunts can be summoned by very powerful necromancers to scout for adversaries who may be hiding nearby. They also use them to deliver messages to their followers, or to instil fear into the hearts of their mortal enemies.

GHOST

Combat Skill: 20-48 **Endurance:** 23-30

NOTABLE SUBSPECIES:

Cener Ghost

Combat Skill: 20-48 **Endurance:** 23-30

Paladin Knight Ghost

Combat Skill: 30-40 **Endurance:** 25-30

Traits for all Ghosts: Invulnerable (non-magical attacks, poison, disease)



Physical Description: Ghosts are incorporeal Undead. As they once were in life, so most of these entities will appear to be a faded image of their former selves, a wispy translucent semblance of how they once looked. Sometimes they will take on a more frightening aspect and manifest themselves as a terrible travesty of their former selves, wracked by remorse and spiritual agony. Most ghosts are capable of changing their forms at will, either to terrorise people or to elicit sympathy from them.

History: Ghosts are most frequently the residual spiritual of sentient creatures that suffered a violent and untimely death. Often they were the victims of murder. If, when transiting through the Spiritual Plane, their spirits are not claimed by the Gods, they become trapped in the ethereal plane of the Neverness, a limbo region which lies beyond the material plane of the universe of Aon.

On occasion they are able to pass from the Neverness and return to Magnamund, either to the site of their physical death or to the place where their mortal remains were laid to rest.

The tombs and graves of Cener Druids are haunted by their ghosts. The Cenerese have powerful spells which ensure their evil spirits survive after death to avenge themselves on their mortal enemies. Cener Ghosts are hungry undead; they must drain life-force from the living to maintain their ghost-state. They can remain dormant for centuries until awoken, either by intruders of their tombs or by the presence of powerful evil entities such as the Demonlord Tagazin. In MS 5000, the Isles of Ghosts in the north of Eru is shunned by all mortal beings due to the concentration of hundreds of Cener Ghosts thereabouts.

In Siyen, the Ghosts of righteous Paladin Knights of the past can be summoned in the chapels where they have been entombed. Traditionally, this is done to test the true intent of suspected enemy agents and traitors. These Siyenesse Paladin Knight Ghosts are goodly but inflexible; they can look into the souls of those brought to them for testing and, if they do not approve of what they discover, they will mentally destroy the person without mercy by use of their tremendous psychic power. The pitiful victim will become irredeemably insane as a consequence. After a testing has been performed, and regardless of its outcome, a Paladin Knight Ghost will return at once to the Plane of Light.

Combat: Ghosts are capable of delivering a touch that will drain a living person's life force. They can move swiftly and pass with ease through solid objects. When a ghost is reduced to 0 ENDURANCE during combat, it will disappear from Magnamund and return to the Neverness. A ghost thus banished is unable to return to Magnamund ever again. For this reason, a ghost may decide to evade combat against a mortal if its ENDURANCE score falls to below 10 points. If it chooses to do this, it will return to the Neverness but it will be able to return to Magnamund at a future time (being no sooner than one year) and resume its haunting with its ENDURANCE fully restored.

Special Rules: Ghosts do not lose ENDURANCE when struck by non-magical weapons. Ghosts will emit a ghastly shriek at the start of a combat with the intent of stunning an opponent. The shriek causes an automatic reduction of -2 COMBAT SKILL for the duration of the ensuing fight. Players who possess a psychic defence capability will suffer a temporary loss of only 1 COMBAT SKILL for the first two rounds of combat. Powerful Cener Ghosts can summon a whirling maelstrom filled with debris and direct it against their opponent to injure and knock them down. Siyenesse Paladin Knight Ghosts have the Magnakai Discipline of Psi-surge.

Roleplaying Notes: Ghosts can be benign or malevolent. They may seek to haunt those who were responsible for their untimely death, or they may wish to help loved ones they left behind. Ghosts can be

used to help or hinder Players. They can be used to attack them if they are perceived by the ghost to be a threat, or to be trespassing in places that the ghost is especially protective of, or they can be used to help Players by pointing the way to something, or someone, they are searching for.

GHOUL

Combat Skill: 15-21

Endurance: 20-30

NOTABLE SUB-TYPES:

Helgedad Ghoul

Combat Skill: 18-21 **Endurance:** 27-29

Zaaryx Ghoul

Combat Skill: 18-19 **Endurance:** 27-29

Cener Ghoul

Combat Skill: 15-17 **Endurance:** 20-25

Psi-ghoul

Combat Skill: 20 **Endurance:** 30

Traits for all Ghouls: Brutal 2, Invulnerable (poison, disease), Aegis (Helgedad ghouls)





Physical Description: Ghouls are decaying, grey-skinned, drooling undead that emit sibilant whispers and give off a putrid stench of death. They are aggressively carnivorous creatures that are capable of moving swiftly when engaging in combat. Ghouls born of Cenerese plagues display lidless, red eyes and gaping maws that are rimmed with hundreds of needle-thin fangs. In Helgedad, the Nadziranim have created misshapen ghouls with hideously swollen faces and long, snake-like tongues. These Helgedad Ghouls have their upper eye lids pulled down and sewn to their cheeks with lengths of tightly wound sinew. Some exceptional Ghouls develop psychic powers. These Psi-ghouls invariably have grossly swollen skulls and their tongues drip with a sticky black venom.

History: Ghouls can be found lurking in ancient burial grounds and in the lower levels of the fortress-cities of the Darklands. In the latter case, they are the product of necromantic rituals performed by the Nadziranim. Ghouls are also known to exist in the ruins of the sunken dragon city of Zaaryx. Humans who trespass into this forgotten and accursed place invariably turn into Ghouls unless they are able to escape within one week of entering. Cener Ghouls are horribly mutated by Cenerese plagues. They roam the dark Forest of Ruel, the realm of the Cener Druids, and are dominated and controlled by the fearsome Giganites (see *Bestiary of the Beyond*).

Combat: Ghouls are capable of using normal weapons in addition to attacks they make using their talons and razor-sharp teeth.

Special Rules: Wounds made by their teeth and talons will always become infected and inflamed within 3 hours. Unless treated with healing potions or the use of healing abilities, death will occur within 3-5 days of infection. Helgedad Ghouls are immune to all psychic attacks. Psi-ghouls are able to attack using Mindblast.

Roleplaying Notes: Ghouls are ravenous undead and are primarily known by their unholy appetite for flesh, both warm and decayed. As they cannot be sated, they are constantly on the prowl for more to eat. While ghouls created through the power of the Darklords are often tasked with violent missions, other forms of ghoul tend to just lurk in graveyards and gnaw on corpses until hapless travelers come along.

HELGHAST

Combat Skill: 21-38

Endurance: 30-48

Traits: Aegis, Invulnerable (all non-magical attacks), Soldier

Physical Description: Helghast are powerful shape-changing agents of the Darklords of Helgedad. They can exist beyond the noisome confines of the Darklands and adopt the guise of any humanoid form they choose. This makes them an especially deadly enemy to all who seek to destroy their Darklord masters. In their natural state

(if indeed it can be described as 'natural'), a Helghast resembles a rotting humanoid with charred bones, thin emaciated clawed fingers, two short sharp fangs that protrude from the lower jaw, and a pair of baleful glowing eyes which are set deep into its skull-like head and burn with dull crimson fire. They are of similar height to an average adult male human and they wear loose fitting hooded robes of black or dark grey. Often they are armed with a black blade forged in the weapon furnaces of Helgedad, or with a black iron spear with a twisted iron tip wreathed with a cold, sapphire-coloured ball of sorcerous fire. This magical weapon is called a Bluefire Spear.



History: The Helghast were first created by Darklord Vashna to infiltrate the royal courts of human and humanoid nations throughout Magnamund and carry out missions of subversion and assassination unchecked. In MS 3520, during the reign of Queen Maura I, Vashna let loose his Helghast upon Sommerlund with devastating effect. These relentless attacks were launched over a thirty year period that became known as the Helghast Wars (MS 3520- 3550). The Helghast infiltrated the King's Citadel in Holmgard, the highest ranks of the Sommlending military and the Guildsmen, and plunged the kingdom into civil war. The political skill of Queen Maura I and the martial skills of Crown Prince Haigh, who wielded the Sommerswerd at that time, ensured that Sommerlund did not



fall into chaos during these dark days. But the civil war witnessed many Sommlending killing one another, and no one was able to determine why the loyalties of some of the kingdom's highest figures had changed so suddenly and so disastrously. Whereas Holmgard was besieged by Sommlending steel, the Sun-realm was saved by the arcane efforts of the Magicians Guild of Toran. The Brotherhood of the Crystal Star invented a spell to sense evil which was instrumental in revealing the Helghast for what they truly and gave vital help to the Queen and the Army of Sommerlund by detecting and defeating the Helghast.

In MS 3540, frustrated by the effectiveness with which the Brotherhood was thwarting his plan to undermine Sommerlund, Vashna sent forth a more powerful breed of Helghast which harboured a virulent necromantic disease which they sought to spread throughout the kingdom, killing and transforming their victims into Zombies (see the Zombie entry in this chapter) which would further the evil aims of the Archlord. Sommerlund came close to being overwhelmed by the new Helghast and their undead army. However the Brotherhood of the Crystal Star managed to contain the disease that some Sommlending Knights of the Realm harboured, and these heroic knights became a special force under the direct command of King Haigh I. They dedicated themselves to hunting down and destroying the new Helghast using the Sommerswerd, sending those that remained back to the city of Helgedad from whence they came.

Even more powerful Helghast, known as the Helghast Warlords, were created by Vashna to serve as commanders in the armies of Darklands during the War of the Black Muster (MS 3784- 3799). These Helghast Warlords were both formidable fighters and able to perform Right-handed Magic. They also wielded considerable psychic powers and were given sorcerous weapons forged by the Archlord himself, but they were all vanquished by the Sommlending.

After the defeat of Archlord Vashna (MS 3799), a long period of inactivity ensued on the part of the Helghast, leading many to believe that their threat had passed. However, they were to emerge from Helgedad and reappear once again to destabilize the Freelands of Magnamund, most notably the Stornlands during the War of the Lorestone (MS 4401 – MS 4418). In MS 4775, they attacked Sommerlund once more during the reign of King Zorn III. Far fewer Helghast were employed by the Darklords than had first been used prior to the War of the Black Muster, but they were just as deadly as they had ever been. In MS 5000, Helghast are still operational in some parts of Northern Magnamund, although their numbers and their missions are far fewer and less frequent than when they first infiltrated the royal courts of Magnamund in MS 3514.

Combat: In combat, Helghast are fearsome foes due to the power of the magical weapons they wield and their ability to change shape at will. They are not dependent upon weapons, magical or

otherwise, for they have the ability to make lethal talons spring from the tips of their fingers. They will usually launch their first attack at distance, sending a searing bolt of sorcerous flame from the tip of their Bluefire Spears to strike and burn their foes. They are also capable of using a psychic Mindblast to further damage and disorientate their enemy prior to engaging with them in close combat.

Special Rules: Helghast are able to attack psychically using their Mindforce. Unless they have the Kai Discipline of Mindshield, or an equivalent, Players lose 2 ENDURANCE points every round that they fight with a Helghast. Helghast with a COMBAT SKILL greater than 28 have an equivalent of the Magnakai Discipline of Psi-surge which can be used to negate the discipline of Mindshield and inflict a loss of 2 ENDURANCE points every round unless the Player(s) have the Discipline of Psi-screen. Helghast also possess an equivalent of Mindshield. A Helghast may use its Bluefire Spear as a ranged weapon, doubling any ENDURANCE loss it causes. Any bladed weapon which they carry will also be magical and it will inflict double the ENDURANCE damage of an equivalent normally-bladed weapon. Helghast are immune to all non-magical weapons; they can only be wounded and destroyed by magical weapons and spells. Any Player killed by a Helghast with a COMBAT SKILL greater than 28 will, in three rounds, be reborn as a Zombie (see the entry Zombie in this chapter) and will immediately attack other Players.

Roleplaying Notes: Helghast make for great protagonists in an adventure due to their subversive ability to adopt any human or humanoid shape they choose. However, Narrators should not be tempted to overuse these cunning and powerful agents of the Darklords, for they are not an infinite resource. Their numbers were greatly depleted during the Helghast Wars and their ranks have not been replenished.

In MS 5000, there are fewer than one hundred of these fell creatures left in existence. Only Darklord Vashna was capable of creating Helghast, and he is no longer around to provide replacements. The Darklords make use of the few remaining Helghast very sparingly, and will only deploy them when they deem a mission to be worthy of the risk. It is rumoured that the secret of the making of Helghast is contained in the Book of Vashna, a fabled lost artefact of evil which is to the Nadziranim what the Book of the Magnakai is to the Order of the Kai.

Though all remaining Helghast share the same appearance of blackened Undead, they rarely show their true form even in the halls of their Darklord masters. Each Helghast tends to have a personal 'face', a false form they adopt when they are not being called upon to infiltrate an unsuspecting land. Helghast are also deeply involved in the political in-fighting of the Darklands, where they are employed to spy upon the rivals of their individual Darklord masters.



HOLLOW SPIDER

Combat Skill: 16-20

Endurance: 35-40

Traits: Aegis, Brutal 2, Grouping (Mob), Invulnerable (poison, disease)



Physical Description: These are desiccated, almost transparent undead Giant Spiders that are approximately the size of a warhorse. These creatures look completely emaciated, having only chitin and barbed crawling limbs and seemingly no flesh left. Their eyes glow with a dull amber light.

History: Parts of the Darklands are infested by giant Skryza spiders which originate from the Forest of Helkona. These fearsome predators have since settled in the sewers and the lowest levels of the greater city-fortresses such as Kaag. When they die in close proximity to the subterranean temples and laboratories of the Nadziranim, the evil energies that are concentrated in these places can revive these spiders and transform them into Undead.

Combat: Hollow Spiders are as aggressive as but less powerful than Skryza. They no longer are capable of producing poison. However, their great fangs and barbed limbs are quite capable of tearing apart a human or humanoid adversary.

Special Rules: Hollow Spiders are immune to all psychic attacks.

Roleplaying Notes: Although the Hollow Spiders have lost all need to feed, their Skryza instinct still burns fiercely within them in their undead state. Reflexively, they will attack any human or humanoid that they consider to be potential prey.

IXIAN MHAGANI

Combat Skill: 25-40

Endurance: 50-60

Traits: Aegis, Invulnerable (poison, disease), Stench 2

Physical Description: This beast is truly chilling to behold. A twisted horn, longer than a broadsword, protrudes from the centre of its domed reptilian head that is set with evil yellow eyes. Its mouth is a mass of sharp fangs and a score of slimy tentacles, each tipped with a venomous claw, writhes from its huge, bear-like body. It emits a fetid corpse-like stench which reveals its undead nature.

History: These terrible creatures inhabit the caves of Ixia. Like everything else in this godforsaken land, they are undead and will instinctively attack any living creature that dares to enter their caves. During the Age of Eternal Night, the Mhagani were a breed of Agarashi which were transformed into Undead servants by Deathlord Ixiataaga to reinforce his legions prior to his invasion of Ixia. Following the incarceration of their master, they retreated to the caves of Ixia and northern Tadatizaga.

Combat: Ixian Mhagani slash their opponents with their venomous clawed tentacles before charging at them with their heads lowered in an attempt to impale them upon their horn.



Special Rules: Ixian Mhagani will inflict 2 additional ENDURANCE of damage every other combat round, up to a maximum of 3 rounds, as a consequence of their highly venomous claws.

Roleplaying Notes: This creature is wholly evil and will not Evade combat once engaged.

KAJARDA

Combat Skill: 25-40

Endurance: 30-35

Traits: Aegis, Invulnerable (non-magical ranged, poison, disease)



Physical Description: Kajarda are undead creatures created from the remains of Ixian humanoids. They have a corpse-green skin and their torsos and limbs are horribly swollen and deformed, filled as they are with a vile putrescent fluid. They maintain a humanoid shape but one that is horribly misshapen.

History: The Kajarda are all that remain of the former guardians of the city of Xaagon before it was conquered by Deathlord Ixitaaga. They never venture beyond the walls of this dread ghost city.

Combat: Kajarda are formidable fighters that wield barbed tridents which they use with deadly efficiency.

Special Rules: Kajarda are highly resistant to physical missiles launched at them. Arrows, bolts and Bor Musket balls pass cleanly through their misshapen bodies and meet with no resistance. Their putrid punctured skin seals immediately the missile exits their bodies.

These undead are immune to all forms of psychic attacks. However, they are especially vulnerable to the goodly power of Kai and Ishir. If subjected to a successful attack by Holy Water, their bodies will undergo an immediate and gruesome transformation. Their skin will rapidly dissolve and the vile fluid which is contained within will turn into a vile smelling green dust. This same transformation will take place if their ENDURANCE is reduced to 0 (zero) during combat.

Roleplaying Notes: As former guardians, most Kajarda remain near the places they once protected during life. A few roam along the bounds of former patrol routes instead, but all consider their immediate surrounds to be their guarded territory. Still driven by primitive instincts, anyone they encounter is treated as an invader and immediately attacked.

KHORVAGHAST

Combat Skill: 24-30

Endurance: 31-41

Traits: Aegis, Defence 2, Invulnerable (blunt weapons, falling, poison, disease)





Physical Description: The Khorvaghash are large rotund undead which resemble corpulent men made of boiling blood and burned iron plates. They are able to fold themselves up into a ball to form large spherical projectiles which are launched by specially designed siege catapults and trebuchets.

History: Khorvaghash are essentially undead siege missiles that were originally created by the Nadziranim. Launched from siege catapults and trebuchets like boulders, upon landing inside an enemy stronghold they unfold themselves and wreak havoc within the enemy defenders' ranks.

Combat: Khorvaghash are capable of withstanding the tremendous shock of impact they receive upon landing. They do not employ normal weapons, preferring instead to rely on their armoured fists which they use with crushing effect.

Roleplaying Notes: Khorvaghash are crude but effective shock troops. They are rarely used in any other role than that for which they were intended, i.e. to penetrate the defences of a besieged city and cause havoc among the ranks of its defenders.

MANIKYN (LIVING GOLEM)

Combat Skill: 10-22

Endurance: 30-45

Traits: Grouping (Mob), Invulnerable (poison, disease), Swift



Physical Description: A Manikyn is a living golem made of flesh. They can have very various shapes depending on the needs of their makers, from small pets to very large humanoids, but they all look to have been sewn together from the body parts of a dozen different donors. These composite bodies are reanimated by necromantic magic, or, in rare cases, by complex energy transfers empowering specific reviving organs crafted through alchemy. They are often equipped with undamaged human brains which enable them to perform complex tasks. Manikyn are generally unable to speak but they can understand speech.

History: Necromancers have always pursued the goal of creating semi-intelligent, efficient servitors and bodyguards. The Manikyn are one such attempt. Most of them only understand a few simple commands, but some are very sophisticated and capable of mingling with human populations if clad in appropriate clothing. Since the Exodus of the Shianti, few necromancers can create highly sophisticated Manikyn.

Combat: If ordered to do so by its maker, a Manikyn can savagely attack a designated target. They are sometimes used as physically powerful bodyguards.

Special Rules: Contrary to many Undead, Manikyn can be reasoned with using skills, magic, or good ol' fashioned role playing. They are not immune to psychic powers.

Roleplaying Notes: Manikyn are imperfect creations and may act on a misunderstood "command" from their creator. They understand speech, and while they are unable to speak or make any sound themselves, they can respond through gestures and facial expressions.

SCREE WYRM

Combat Skill: 18-20

Endurance: 22-25

Traits: Aegis, Brutal 1, Invulnerable (poison, disease)

Physical Description: These gruesome undead wyrms have a long, bone white snaking skeletal body. Their pale pupil-less eyes reveal their deadly malice, their blind evil. The bones of their opaque body clack loudly as they traverse the cinders and dust of Desolation Valley.

History: These creatures were once peaceful fossorial snakes which inhabited the fertile Valley of Taklakot in Southern Magnamund. They were ravaged by the cataclysm which destroyed this formerly powerful kingdom in a single day during the Age of the Black Moon. Instead of being utterly destroyed as well as all the other creatures of Taklakot, the wasting sickness that afflicts the Desolation Valley and the Mountains of Morn has transformed them into ghoulish undead predators.



Combat: Scree Wyrms are constrictors. When prey comes within striking distance, they spring up from their pot-holes and attempt to ensnare it in their bony coils.

Special Rules: A Player captured in the bony coils of a Scree Wurm loses 4 COMBAT SKILL until they are free of its vice-like grip.

Roleplaying Notes: In MS 5000, the only remaining inhabitants of Desolation Valley are the Scree Wyrms. This vast wasteland of melted rock and pitted craters is extensively perforated with their pot-holes.

SHADE & WRAITH

Combat Skill: 1-40

Endurance: 23-30

NOTABLE SUB-TYPES:

Stuzor-zutaagon

Combat Skill: 1-5 **Endurance:** 5-10

Traits for all Shades and Wraiths: Flight, Invulnerable (non-magical attacks, poison, disease)

Physical Description: Shades and Wraiths are incorporeal Undead, psychic remnants that resemble the mortal creature they once were. They reside in the Spiritual Plane but they can be summoned to Magnamund by skilled necromancers. In the Material Plane, Shades materialize as translucent and slightly distorted images of

the mortal being they once were. Their visage shimmers with a distinctive silvery light. They can speak with the living in a hollow, echoing tone, or emit a chilling moaning sound.

History: The shades are the spirits of the dead which have naturally passed over after their death to the Spiritual Plane. This dimension is a transitory stage which stands between the Material Universe of Aon and the other planes of existence. Shades remain in the Spiritual Plane until they pass into the Neverness, the Plane of Light or the Plane of Darkness, depending upon the will of the Gods they revered when they were mortal beings. Shades are never seen by mortal beings and cannot speak with them. However, Shianti Wizards are known to be able to communicate with the Shades and skilled necromancers are able to detect and capture them to steal their energy. Using the legendary *'Song of the Dead'* – the forbidden tome of the Shianti demigods, Shianti Wizards can summon the Shades of a given place into the Material Plane to seek their advice and assistance. Among the Shades are the spirits of exceptionally evil persons. These entities can wreak havoc during the short time they are present in Aon.



The Darklords of Helgedad and their Nadziranim do not always need physically powerful undead, but rather harmless slaves that can only recall their ancient life. They use them to obtain secrets about the Freelands of Magnamund. They can bring the Shades of



mortal beings back from the Spiritual Plane under their control as Stuzor-zutaagon: weak and submissive Wraiths from whom they can learn what they need to know. Such an obedient Wraith will willingly betray the secrets they knew when they were alive. Once a Stuzor-zutaagon has served its limited purpose, it is banished to an eternity of pain and remorse in the Plane of Darkness.

Combat: Summoned evil Shades are deadly foes in close combat. Summoned to a Plane where they should not exist, they can adversely affect the physical properties of Aon. This most often manifests itself in the mutilation of humans and humanoids by their seemingly incorporeal shadow-bodies.

Special Rules: Shades do not lose ENDURANCE when struck by non-magical missiles and normal weapons. However, they are susceptible to magical missiles and magical weapons, and to psychic attacks such as the Kai Discipline of Mindblast.

Roleplaying Notes: The soul of a Stuzor-zutaagon that is defeated by an agent of Ishir or Kai will not be banished to the Plane of Darkness upon its destruction at their hand. It will be released into the Spiritual Plane or sent directly to the Plane of Light. Few things are sadder for Players than to discover the spirit of one of their close companions has been turned into a wraith, and to learn that it has been forced to betray them. Narrators could use Stuzor-zutaagon as a vivid reminder, if such were needed, of the abject cruelty of the Darklords and their evil servants.

SKELETON

Combat Skill: 16-25

Endurance: 20-30

Traits: Aegis, Grouping (Mob), Invulnerable (half damage from ranged attacks, poison, disease), Soldier

Physical Description: Skeletons, as their name implies, have the skulls and bones of humans and humanoids with all of the flesh and organs stripped away. They are animated and controlled by powerful necromancers and often carry weapons with which to fight their controller's chosen adversaries. If the skeletons have been raised from the buried remains of fallen warriors, they may also be equipped with rusty remnants of helmets and metal body armour.

History: Skeletons can only be raised and reanimated by the use of Death magic. Goodly magicians are not capable of raising the remains of the dead and employing them in such a fashion. Once the ritual of raising has been performed, skeletons will animate and become controllable only by the necromancer who has summoned them.

Combat: Skeletons fight like human warriors, with greater strength and speed if they are created by a powerful necromancer.

Special Rules: Skeletons are especially susceptible to blows from non-bladed weapons, such as maces, war hammers and heavy clubs. All strikes that they receive from a crushing weapon does double normal ENDURANCE point damage to their bony frames. Once a Skeleton is reduced to 0 ENDURANCE, it will disintegrate to dust and it cannot be reanimated again.



Roleplaying Notes: Skeletons will follow their controller's orders, but they are incapable of performing complex or elaborate tasks. They are most effective when employed simply to stand guard at a specific location and attack anyone who attempts to enter, or when commanded to attack a target of their controller's choosing. Their controller must remain within a certain distance of a skeleton in order to maintain control of it, or for it to activate when placed in a guard role. The range of this control distance is dependent upon the necromantic skill of the controller.

A powerful necromancer can raise and control more skeletons than a weaker, less-gifted practitioner of the dark arts. He will also be able to exert his control over a far greater distance. Evil Shianti tombs and temples in Ixia can be guarded by Skeletons animated millennia ago, due to the god-like powers of the necromancers which created them.

SPIRIT

Combat Skill: 12-40

Endurance: 23-30

NOTABLE SUB-TYPES:

Barren Soul

Combat Skill: 16-25 **Endurance:** 23-30

Maaken Psychic Spirit

Combat Skill: 12-40 **Endurance:** 23-30

Traits: Aegis, Flight, Invulnerable (non-magical attacks, poison, disease)

entities, for the majority are the spirits of the soldiers and servants of Archlord Vashna that were thrown into the fathomless abyss of the Chasm of Doom by the armies of the Freelands (Battle of the Maakengorge, MS 3799). Anyone venturing too close to the rim of the Maakengorge runs the risk of being lured to their doom by the insidious whispers of these evil entities. Fortunately, most of the spirits trapped in the Maakengorge are powerless to harm living beings except in the deepest reaches of the Chasm where no one has ever dared to explore. Some of the spirits of the Maakengorge, being those of powerful entities such as the Nadziranim, have since evolved into Psychic Spirits that maintain their power by feeding on less powerful spirits. These Psychic Spirits have been known to gather in the ruins of the ancient city Maaken and can adversely affect living beings by invading their minds.

Barren Souls are the result of the use of evil magic and extreme torture in Shindaar: the subterranean compound of Darklord Shebnar located in the lower dungeon levels of Helgedad. These hungry Spirits, which once were the victims tortured to death by this sadistic Darklord, now prowl the gloomy tunnels of Shindaar seeking to assuage their pain and anguish by feasting on the psyches of anything living that crosses their path. The cessation of pain is frustratingly short lived, and it drives the Barren Souls ever deeper into madness when the agony of their mindless existence returns.

Combat: Spirits cannot physically harm their foes, and only those having psychic powers (i.e. having the discipline of Mindblast or Psi-surge) can attack living beings. However, the only way a Player can destroy a Spirit is to attack it with a psychic discipline (e.g., Mindblast) or by use of a magical weapon. Players performing spirit walking (by means of the Magnakai Discipline of Divination), can be vulnerable to attack by hostile Spirits during their spiritual excursion. In this instance, they must fight in the regular way using their COMBAT SKILL.

Special Rules: When passing through the body of a Player, Barren Souls can drain their Willpower. Each time they do this, Barren Souls can steal away an amount of Willpower equivalent to the ENDURANCE loss they inflict by a normal physical attack. Barren Souls cannot use Mindblast whilst performing a Willpower Drain. The Willpower Drain of the Barren Souls can only be blocked if the Player has the Kai Discipline of Mindshield, or its equivalent.

Roleplaying Notes: Spirits can be benign or malevolent, and most of the time they are quite harmless. They may seek to haunt those who were responsible for their untimely death, or they may attempt to help the loved ones they left behind. Drawn to the living but shaken by the stark reminder of what they once were, Barren Souls relentlessly attack and never flee from combat. They crave their own destruction and will eagerly hurl themselves at foe after foe until someone or something puts an end to their wretched existence

Physical Description: Spirits are incorporeal Undead, the psychic remnants of deceased mortal creatures bound in some way to the Material World and unable to pass into the Spiritual Plane. They are generally impalpable and invisible, and are only visible in rare instances (when the spirit is evil) as a shadow. They can emit sibilant whispers and affect living beings psychically.

History: In few accursed places, such as the Maakengorge in the south of Sommerlund, the spirits of the dead can remain entrapped on Magnamund without leaving the Material Plane. The spirits imprisoned in the Maakengorge are hostile psychic



TERRORGAUNT

Combat Skill: 23–25

Endurance: 35–40

Traits: Invulnerable (poison, disease), Iron Will (Mindblast only), Swift



Physical Description: Terrorgaunts are undead constructions resembling large hunting cats, with distended spines and rib cages that are visible through their grey, semi-translucent flesh. Their bodies are covered by a patchwork quilt of scars, stitches and seams. Two slits of crimson light flare malevolently in their heads where the eyes of a normal feline would normally be. Terrorgaunts are able to become almost entirely transparent at will, their outlines shimmering only when they move. When they adopt this state, only their crimson eye slits and their long, bone-coloured claws and teeth remain visible to the naked eye.

History: Terrorgaunts are undead constructions created by the Nadziranim of Darklord Gnaag of Mozgôar. Their purpose is to terrorise an enemy and destroy their morale. They are rare yet efficient tools that are sent to spread havoc on the battlefield. They are also deployed to stalk and assassinate individual targets in the Freelands of Magnamund.

Combat: Terrorgaunts are invisible ambush predators, which first confuse and terrorise their prey with their psychic powers before attacking them with their claws and fanged jaws. Terrorgaunts become wholly visible when they attack or when they suffer damage.

Special Rules: Terrorgaunts inflict tremendous psychic attacks upon their victims. Many of those subjected to these attacks will literally be frightened to death when confronted by something

that a Terrorgaunt has drawn from the depths of their psyche. A Terrorgaunt's crimson eyes pulsate when they launch a wave of mindforce against a chosen victim. There is a risk that this mental attack will result in a psychic shock so profound that it will kill the victim outright. Players with no powerful psychic protection (such as the Magnakai Discipline of Psi-screen) will be susceptible to a Terrorgaunt's psychic attack and will automatically suffer a loss of 6 ENDURANCE. A further loss of -4 COMBAT SKILL will afflict them for the next 3 rounds.

Roleplaying Notes: Terrorgaunts could be deployed by the Nadziranim to terrorise and/or assassinate the inhabitants of remote castles in realms situated close to the borders of the Darklands. Tracking these near-invisible and fearsome creatures could provide an exciting and challenging scenario for a party of Players.

TREE OF SOULS

Combat Skill: 25–27

Endurance: 40–45

Traits: Aegis, Invulnerable (poison, disease), Reach





Physical Description: Trees of Souls are semi-sentient undead mockeries of normal trees. They have strong psychic powers and feed on the souls of the living. A pale white ghostly fire burns inside the bark of a Tree of Souls and can be glimpsed through cracks in its trunk and branches. There are two cracks in the trunk approximately 10 feet (3 meters) from the ground which look like blazing eyes. At the end of every branch are huge spectral thorns.

The fire of a Tree of Souls is fuelled by the souls of its victims. These captive souls writhe in perpetual agony until they are entirely consumed by this evil entity. The consuming of a single soul can take a century to complete.

History: The most remote areas of the great forests of Northern Magnamund, including the Fryelund Forest in Sommerlund, have Trees of Souls. These evil entities were created in the second part of the Age of the Old Kingdoms, when the Cener Druids ruled the entire northern continent. Tree of Souls are psychic predators.

Combat: When it does not attack psychically, a Tree of Souls can lash at its potential prey with its remarkably flexible branches and tear at them with its spectral thorns. In physical combat, claws of ghostly flame emerge from its limbs to ensnare and draw an adversary close to its trunk. Then a horizontal tear opens below its blazing eye cracks and fiery fangs of white fire emerge to stab at the helpless victim.

Special Rules: A Tree of Souls has the Ability of Advanced Ethereal Image which it uses to lure its prey to its doom. By using illusions to attract their attention and spark their curiosity, they entice potential victims to come closer and investigate. The moment the target comes within range of its branches, it strikes.

Trees of Souls possess the equivalents of the Kai Disciplines of Mindblast and Mindshield. When Players who possess sensitive mental powers (such as Sixth Sense and Divination) get close to a Tree of Souls, they are able to detect the psychic pain of the souls held captive within its trunk. This can be a very traumatic realisation that can cause psychic shock on these Players during an ensuing fight. They must test prior to the first round of combat with a TV6. If they fail the test, they lose -2 COMBAT SKILL for the duration of the combat.

Roleplaying Notes: Legends of Northern Magnamund tell of mythical forest creatures that are able to confuse and misdirect humans. Trees of Souls are one of these myths that actually exist. They are especially numerous in the Forest of Amazkononim in the northwest of the Darklands, but individual Trees of Souls can be found in any timberland on the continent, except for the forests of Bautar and Dessi. Narrators can use a surprise encounter with a Tree of Souls to disorientate and unnerve a group of Players trekking through dense forestland, particularly at night.

UNDEAD PLAGUE AGARASHI

Combat Skill: 31-46

Endurance: 30-36

Traits: Invulnerable (poison, disease), Swift



Physical Description: These Undead are mummified Plague Agarashi animated by an evil spirit summoned (or bound) by the Cener Druids. Plague Agarashi come in various shapes and sizes, but the majority are reptilian creatures with claw-tipped limbs and large fanged jaws. When defeated in combat, their bodies explode and scatter shards of their mummified remains in all directions. Undercover of this explosion, their occupying Cener Ghost will seek to escape undetected.

History: In 3000 MS, when the Cener Druids first appeared on Magnamund, they sought to find and enslave the remaining specimens of Plague Agarashi that had been spawned by Agarash the Damned. Through study and experimentation, they learned how to create new and powerful viruses and carriers that could spread terrible new diseases across Magnamund. They mummified the bodies of these entities (which are virtually extinct in MS 5000) after death in order to transform them into physically stronger Undead. Initially, they summoned evil spirits from the Neverness to bring un-life to these creatures. Later, they used their mummified remains as physical receptacles for Ghosts of powerful Cener Druids of the past (see the Cener Ghost sub-section in this chapter). Plague Agarashi mummies were placed in the temples of Ruel to serve as guardians. When an intruder enters a Cener Temple, a Cener Ghost can enter the mummified remains of a Plague Agarashi and physically arise to destroy them.



Combat: Undead Plague Agarashi are very fast and powerful when engaged in close combat. They can snatch up and tear apart a human with relative ease using their fangs and claw-tipped limbs.

Special Rules: The evil spirit which animates these undead has psychic powers equivalent to the Magnakai Discipline of Psi-surge. If the mummified remains of an Undead Plague Agarashi are not too badly decomposed by age, they will retain the Agarashi Trait of Disease (see *Bestiary of the Beyond*). Everyone within Close Range of an Undead Plague Agarashi when it is destroyed suffers 4 points of ENDURANCE loss from the physical blast.

Roleplaying Notes: If they are not possessed by an evil spirit when they are first discovered, the mummified remains of a Plague Agarashi are unremarkable to behold. They emit no aura of evil and look fairly innocuous lying in their caskets and sarcophagi. However, an evil spirit can take control of them at any time. Their duplicitous state can easily fool Players into thinking that they pose no imminent threat, especially if they are relying solely upon a magical form of detection.

VORDAK

Combat Skill: 17-22 **Endurance:** 24-28

Traits: Invulnerable (poison, disease), Iron Will (Mindblast only), Soldier

Physical Description: Wrapped in a voluminous hooded robe of crimson or bright vermillion, a Vordak can pass easily for a cloaked humanoid unless it is subjected to a close inspection. Only then will its true nature become apparent, by which time it may already be too late for the discoverer to save himself from a grisly death in the grip of its skeletal hands. Uncloaked, a Vordak resembles a humanoid in shape and form, but one that possesses a grey skin (when it remains), a skeletal face and a pair of glowing red eyes. Vordaks exude an aura of evil that can be detected by most goodly magic users and all goodly priests.

History: Vordaks were first created in the year MS 3461 by a clique of Nadziranim fiercely loyal to Darklord Vashna. Their aim was to produce an undead servitor that could be used to augment their legions of Giaks, and used to instil in them a fear that would make them resist the urge to flee from a battlefield whenever the enemy appeared to be getting the upper hand. To this end they were successful, for most Giak soldiers are more afraid of the Vordaks than they will ever be of a human adversary. Vashna's Nadziranim used the bodies of dead human soldiers as the frames for their ghastly creations. They opened their chests, removed their lifeless hearts, and replaced them with a gem-like crystal imbued with the dark energy of Naar. The power contained within this Vordak Gem is such that it revives the dead body by injecting inside it an evil reanimating silicon-based substance, which transforms it into

a loyal and willing servant of the Darklords. It also revives the brain of the dead human, enough to permit it to control the body's physical motor functions and be re-programmed to carry out the commands of its new master.

Following Vashna's demise at the hand of the Sommlending King Ulnar I at the Great Battle of Maakengorge (MS 3799), the remaining Darklords obtained the secrets of Vordak production from his surviving Nadziranim. Steady streams of Vordaks have since been produced in the laboratories of Helgedad to serve as lieutenants in the Giak armies of the Darklands. From MS 4925 onwards, Vordaks have been created using the bodies of dead Drakkarim.



Combat: Although they are not as powerful as the Helghast, they are cunning adversaries and should not be treated lightly whenever and wherever they are encountered. Vordaks will employ the use of a psychic Mindblast as a precursor to any close combat in which they engage. They have good tactical skills, as befits their designated role as army lieutenants, and they will often prepare traps to ensnare their enemies. Their favoured weapons are large black iron maces. Sometimes they are equipped with magical weapons including, in rare cases, Bluefire powerstaves which work in a similar way to the Bluefire Spears of the Helghast. They inflict double normal damage when they strike an opponent in combat. In battle, Vordaks ride upon the backs of Kraan and will oversee the progress of their designated Giak regiment from above. They

will also use their elevated position to good effect to scout out the battlefield and ascertain the strengths and weaknesses of enemy formations.

Special Rules: Vordaks possess the ability to attack psychically using a Mindblast, which has a similar effect to the Kai Discipline of the same name. Vordaks can use their Mindforce to detect any sentient beings in their vicinity (100 feet / 30 meters radius), and can thus rarely be taken by surprise. Few people can also hide from their scanning and escape them unless they possess the discipline of Psi-screen, or similar, and make a successful Test. When not engaged in combat, they are able to regenerate and fully heal all wounds within an hour of receiving them. When a Vordak is killed, it rapidly decomposes, the human frame of its body undergoing an accelerated decomposition while the silicon-based substance which animated it reverts back into the form of a Vordak Gem. Their bodies ignite and disintegrate, leaving a noisome and poisonous puddle of bubbling residue in their wake. Within this residue will be found the scarlet Vordak Gem. If any human or humanoid should touch this Vordak Gem within a few minutes of the creature being destroyed, they will automatically sustain -4 ENDURANCE points of damage due to the high temperature of its multi-faceted surface.

Roleplaying Notes: Vordaks frequently fly over the Durncrag Mountains astride Kraan to spy on the activities of the Sommlending. This may be when the Players get their first glimpse of one of these fell creatures. The gems that remain when their bodies are destroyed can injure a Player who is unaware of their power, and is perhaps a little too hasty and avaricious for their own good. Picking up a hot Vordak Gem is a mistake that a Player is not likely ever to repeat. Moreover, the evil power it contains could corrupt this Player over time and it will certainly make it easier for the agents of the Darklords to detect their whereabouts. The soul of a Player who possesses a Vordak Gem at the time of their death will not be able to pass across the Spirit Plane to the Plane of Light. They will be trapped in the Neverness.

VORDAK LORD

Combat Skill: 23-34

Endurance: 30-40

Traits: Invulnerable (poison, disease), Iron Will (Mindblast only), Soldier, Veteran 10/+2

Physical Description: Vordak Lords resemble normal Vordaks, but they have two Vordak Gems inside their grey skeletal bodies. They frequently wear armour beneath their scarlet robes.

History: Under Archlord Zagarna's rule, a new breed of Vordaks was spawned. He named them Vordak Lords. They are more powerful and intelligent than other Vordaks. Vordak Lords retain a greater part of the memories of the humans they once were, and are

able to perform minor spells of Right-handed magic. Vordak Lords are sometimes former Agents of Darkness having willingly chosen to join the ranks of the Darklands and become immortal Undead.



The Vordak Lords of the Akzakdak ("the Scarlet Order") are a unique type of psychic undead that use their higher intellect to terrible effect in their ceaseless pursuit of dark knowledge. Vordaks of the Scarlet Order seek transcendence to the Plane of Darkness. While most will focus their efforts upon mastering Right-handed Magic, some are drawn to the power of science, engineering, metallurgy, and chemistry. These capabilities have seduced Darklord Haakon who has enlisted many Vordaks and Vordak Lords into his service. Haakon pays homage to their loyalty in his personal emblem; it is the face of a snarling Vordak. The Akzakdak have vowed to support his ascension to the Archlordship if the opportunity to do so arises.

Combat: Vordak Lords fight like normal Vordaks, using high quality black steel weapons forged in the furnaces of Helgedad, or magical weapons that will inflict double normal ENDURANCE point damage when they strike an opponent in combat. They have the Discipline of Mindblast, but their supernatural capacities are far greater than those of regular Vordaks.

Special Rules: Before a fight, a Vordak Lord will emit a ghastly shriek to freeze the blood of their foes. Any Player facing a Vordak Lord in combat must make a Test at TV7. If they fail the test, their COMBAT SKILL is reduced by 2 for the duration of the fight. A



Vordak Lord has the capacity to drain energy from their foe using the combined power of their twin Vordak Gems. To do this they must first touch their opponent with their skeletal hand. They will steal 4 ENDURANCE points in every round they successfully touch a Player. The stolen ENDURANCE points are added to the Vordak Lord's ENDURANCE total. They cannot combine a touch with a blow from their weapon. A few superior Vordak Lords (those with a COMBAT SKILL above 30) have an equivalent of the Magnakai Discipline of Psi-surge. Some Vordak Lords are also trained by the Nadziranim in the use of Right-handed Magic and can perform two of the dark spells listed below:

- They can confuse a spell-caster for 2 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 2 rounds.
- They can channel the power of Death through their Vordak Gems to freeze one opponent. If touched by a Vordak Lord'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 using a Nadziranim spell. This will bestow +1 COMBAT SKILL on the affected allies for the duration of the combat.
- If they are close to being destroyed, i.e., they have only 4 or less ENDURANCE remaining, a Vordak Lord can cause its Vordak Gems to surge with power which will trigger a violent explosion. This explosion will utterly destroy the Vordak Lord and its two Vordak Gems, but it will cause the immediate loss of 8 ENDURANCE points to all Players within a 30 feet / 10 meters radius of the explosion.

Roleplaying Notes: Vordak Lords are exceptionally cruel and sadistic entities. They relish using their psychic power to mentally torture their captives. They can penetrate the mind of their prisoners and discover their innermost thoughts, their memories, their doubts and their deepest fears. They can manipulate their victims and corrupt their minds, thereby transforming them into puppets of the Darklords. The Vordak Gems of these entities have immense necromantic powers. If kept by mortal beings without the disciplines of Healing and Mindshield, the gems from Vordak Lords can embed in the flesh of their hosts and gradually take control of their mind, making them suffer hallucinations depicting scenes from the past of the Vordak. The Vordak Gem will feed on the body and soul of its host, until it becomes strong enough to take it over completely. At that time, the embedded Vordak Gem becomes ablaze with red light and corrupted fire, and turns its powerless host into a new Vordak Lord. Vordak Lords can only resurrect this way once during their existence.

VORTEXI (HORDE)

Combat Skill: 25-49

Endurance: 20-48

Traits: Flight, Grouping (Swarm), Invulnerable (poison, disease), Swift



Physical Description: Vortexi are glowing, wispy, wraith-like phantoms which manoeuvre at very high speed. When summoned to Magnamund, they can be found riding raging natural or supernatural storms, howling and screeching like demented banshees. When defeated they shrink and fade into wispy remains which are whipped up and dispersed by the wind.

History: Powerful necromancers (notably the Elders of the Acolytes of Vashna and the High Priests of the Cener Druids) can enact a ritual to summon hordes of these malevolent spirits directly from the Plane of Darkness. These psychic phantoms were originally created by Naar to act as his hunters in the Neverness.

Combat: The Vortexi are psychic undead who actively seek out their prey by the strength of their mind waves. Only players with the Magnakai Discipline of Psi-screen (or equivalent) can make a test to determine whether they can keep hidden their psyche from these powerful entities. This homing ability allows the Vortexi to pinpoint the location of their prey. When they are in the proximity of their prey, they will swoop down upon them like a colony of hungry vultures descending on a corpse.

Special Rules: Vortexi constantly emit radar-like mind waves to detect their potential prey. These mind waves inflict a crushing pain upon the unprotected. Players with no psychic defences (such as the Kai Discipline of Mindshield) will lose 3 ENDURANCE every round they are in close proximity (50 feet / 15 meters) of a Vortexi.

Roleplaying Notes: Summoning a horde of howling Vortexi from the Plane of Darkness involves a very difficult ritual which is used sparingly by the Agents of Darkness. A party of unseasoned Players should avoid approaching a Vortexi Horde directly as the combined psychic powers of these undead entities can easily overwhelm them.

WRAITHCROWS

Combat Skill: 3-5 (swarm 15-25)

Endurance: 3-5 (swarm 30-45)

NOTABLE SUB-SPECIES:

Wraithcrow Scavengers

Combat Skill: 3-5 (swarm 15-16) **Endurance:** 3-5 (swarm 30-35)

Wraithcrow Chillers

Combat Skill: 4-5 (swarm 15-25) **Endurance:** 4-5 (swarm 30-45)

Traits for all Wraithcrows: Flight, Grouping (Swarm, double COMBAT SKILL of final group, quadruple ENDURANCE of final group), Invulnerable (non-magical attacks, poison, disease), Swift



Physical Description: Wraithcrows look like normal ravens, with sharp beaks and talons. They have 'dead' eyes and they leave trails of darkness behind them when in flight. There are two kinds of these undead creatures: Wraithcrow Scavengers which are driven by an insatiable hunger for the corpses of murdered dead, and the more lethal Wraithcrow Chillers which attack any kind of creatures using fearsome freezing elemental powers and can raise the dead. The Scavengers remain perpetually on Magnamund, while the Chillers manifest only temporarily.

History: Wraithcrows are supernatural undead creatures summoned from the Plane of Darkness to the material world of Magnamund by extreme suffering and acts of murder. Wraithcrow Scavengers emerged from the suffering of the many races that were exterminated by the Darklords and their minions during the War of Desecration (MS 3072 – MS 3434). Independent from the Darklords, these psychic scavengers now roam the entirety of the Darklands at will and constitute a nuisance to the Undead denizens of this unholy realm. The corpses of humans and humanoids killed in the dusty deserts of the Darklands will not remain intact for long; they will soon be detected and stripped to their bare bones by these supernatural scavengers.

Wraithcrow Chillers are far more powerful than Wraithcrow Scavengers. They wield the Power of Death, and can only be drawn to Magnamund by cruel and especially deceitful acts of evil. This involuntary summoning may bring about the demise of the murderers themselves, who will be frozen to death by the Wraithcrow Chillers while they feast on their intense pain and anguish. If the murder was linked to the theft of a specific object, the Wraithcrows Chillers will be unwittingly bound to this item. They will be compelled to actively search this item in order to destroy it and thereby break their bond to it, at which point they will be free to manifest at will in Magnamund to feast on the pain of the mortals and raise the dead. Wraithcrow Chillers unleashed on Magnamund could rapidly create hordes of aggressive Skeletons and are thus a major threat to the safety of the Freelands.

Combat: Wraithcrows attack in swarms, diving in successive waves upon their prey. They strike using their razor-sharp beaks and talons. When confronted by a powerful enemy they will flee rather than fight.

Special Rules: Wraithcrow Scavengers have no interest in living beings and will not readily attack a group of Players. However, if a group of evil characters with undead in their ranks should encounter them, they will attack them mercilessly. Wraithcrow Scavengers constitute moreover a real danger for any Player who is spirit walking by means of the Magnakai Discipline of Divination. Wraithcrow Chillers invariably use their chilling aura to freeze their foes (Players who do not have the Magnakai Discipline of Nexus lose 2 ENDURANCE each round. As the Wraithcrow Chillers feast



on the pain of their victims, their swarm gains +1 ENDURANCE for each 2 ENDURANCE points lost by the Players). Wraithcrow Chillers are able to create Skeletons (see the Skeleton entry in this Chapter).

Roleplaying Notes: Wraithcrow Chillers seek to remain on Magnamund. They can be cunning foes capable of ambushing their prey, especially in order to retrieve the object to which they were bound when summoned to the Material Plane. If the Wraithcrow Chillers are defeated, the cursed item will be permanently destroyed.

ZAGRAVASH (& DARKRISEN)

Combat Skill: 25-45

Endurance: 40-50

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

Darkrisen

Combat Skill: 14-17 (Horde 20-28)

Endurance: 20-22 (Horde 40-50)

Traits: Grouping (Mob), Invulnerable (piercing attacks, poison, disease)



Physical Description: Zagravash are hulking (9-12 feet / 3-4 meters high), bloated undead monstrosities created from the body of a humanoid. Their tumescent flesh is covered in distended, pulsing

veins and patches of dried blood which fix torn parts of their original clothing to their swollen bodies. Sharp, broken teeth line their mouths and their flesh-rimmed eyes burn with a pulsating red glow. A Zagravash moves ponderously on bent legs and emits predatory growls when closing upon its prey. On occasion, it is able to speak with a rasping voice.

Zagravash are often associated with hordes of walking corpses known as Darkrisen. Darkrisen do not physically differ from classic zombies (see the Zombie entry here after), but they behave more intelligently, being able to use the skills they possessed when they were alive.

History: The Nadziranim have invented scores of magical poisons in their laboratories. Their most infamous poison is able to curse a living creature with the touch of the Dark God Naar himself. Once this poison is introduced into the bloodstream of a victim, often by the assassins of the Darklords, it rapidly causes death. The nature of the Right-handed spell which saturates the poison is so insidious that it cannot be detected in the flesh of the fallen before it is too late (usually long after they have been buried in a graveyard or necropolis). It lingers in the victims' bones, slowly transforming their decomposing body into a foul mockery of its former shape: a Zagravash of Naar. The victim often awakens in their tomb or grave retaining a part of their former mind. At this time, their physical remains will have undergone a terrible transformation.

A Zagravash will attack any human or humanoid who is not a servant of the Darklords, including former friends and family. The Naar-borne curse which creates a Zagravash will also corrupt the remains of other dead humans and humanoids that lie buried within 500 yards (500 meters) causing them to arise as mindless Darkrisen. Darkrisen are animated by an evil force but they are not directly controlled in any way, which can make them very hazardous to Players who encounter them, for example, in a graveyard or necropolis.

Combat: Zagravash are brutish abominations with very little tactical skill. They will launch a crude frontal attack against their enemy and attempt to batter and crush them to death with their swollen fists.

Darkrisen retain just enough of their former selves to remember combat they used when they were alive. If they were soldiers, they can and will focus attacks on visibly "weaker" opponents such as magicians and unarmoured opponents.

Special Rules: Due to the hellish poison which is locked into their bones, a Zagravash also heals 5 ENDURANCE every time it takes a turn, and will continue to rise, even from 0 END, unless its body is subjected to Fire or Holy Water before it can regain ENDURANCE and reanimate.

Any Player who successfully wounds a Zagravash in melee risks getting sprayed with poisonous bile. This Player must pick a Random Number and takes the result as a loss of ENDURANCE. This spray risk only happens once per Player per combat with a Zagravash. Any Player killed by a Zagravash's bile spray will, in three rounds, be reborn as a Darkrisen and will immediately attack other Players. Contrary to normal Zombies, Darkrisen are not immune to Mindblast.

Roleplaying Notes: In specific situations linked to their past, Zagravash are able to remember the kind of mortal they were and rail against the dark power locked within them. During this short period they will be able to resist killing Players. It is possible for them to communicate that they have been poisoned and cursed by Naar. Invariably, when this occurs, they will beg the Players to end their existence and perpetual torment by killing and burning their corpses.

The Darkrisen created by the Zagravash curse serve no master. The Zagravash has no control over them and no desire to control them. Darkrisen have an extraordinary autonomy that no other undead possess. They are bitterly aware of their state of un-death and they crave eternal rest. They will throw themselves at the Players, seeking to be destroyed as quickly as possible. However, the evil influence that permeates their remains also drives them to kill and they will not die without a fight. The Nadziranim poison which creates Zagravash is extremely rare. Consequently, Zagravash and Darkrisen should be used sparingly by Narrators.

ZIOG

Combat Skill: 34-49

Endurance: 35-45

Traits: Aegis, Invulnerable (magical ranged attack – see below, poison, disease), Reach

Physical Description: Ziog are large bipedal creatures which exude an overwhelming stench of death and decay. They stand 9 feet (3m) tall and have long spindly limbs which are covered in greyish fur. They have claw-like fingers and a skull-face that has three milky-white eyes, a hollow where a nose would normally be and a lipless maw that is edged with barbed fangs. They often carry magical weapons which resemble broken off stalactites. These weapons are capable of launching magical missiles that are powerful enough to penetrate plate armour. When they are destroyed, their bodies will instantly crumble to a fine grey powder which is highly poisonous if ingested.

History: Ziog are one of Deathlord Ixiataaga's foul creations. Once they served as shock troops in his armies, but following his internment in Xaagon, they now occupy the halls of the icy fortress and stand guard over the tomb of their evil master.

Combat: Ziog will always attempt to launch a ranged attack using their rod-like weapons before engaging an adversary in close combat. Once melee ensues, they will sheathe their rods and rely on their powerful claws to inflict deep rending wounds on their opponent.

Special Rules: Ziog feed on magical energy. If a Ziog is attacked by a magical bolt or blast of power, such as the Lighting Hand spell of the Brotherhood of the Crystal Star, it will absorb its energy and become physically stronger. All ENDURANCE points losses that would normally result from being struck by a magical missile are transformed into an addition to, rather than a deduction from, this creature's ENDURANCE points score. Ziog are immune to all psychic attacks.



Roleplaying Notes: Ziog are determined and aggressive adversaries who will always fight until they slay their opponent or are destroyed in the attempt. Any magical artefacts that they obtain will be drained of their power and rendered useless. The power that they leech from these artefacts will make the Ziog stronger (i.e. increase its basic ENDURANCE or COMBAT SKILL points score, to be decided by the Narrator). These hideous creatures are very powerful and should be used sparingly, perhaps as a final challenge for Players exploring the dead city of Xaagon in Ixia.



ZOMBIE

Combat Skill: 8-15 **Endurance:** 10-18

Traits: Aegis, Grouping (Mob), Invulnerable (piercing attacks, poison, disease)



Physical Description: Zombies are the rotting, mindless animated corpses of humans and humanoids. They can be raised by a necromancer who is capable of channelling the power of Death. Some ancient zombies are unfortunate victims of a plague released by the Cener Druids. Their minds have been destroyed and their corpses are wholly animated by the power of Decay. A few zombies retain functional vocal cords. These zombies physically able to speak, albeit falteringly, and will repeat simple words or sentences when ordered to do so by their creators.

History: The animated corpses of zombies are mindless and slavishly obedient to their creators. They can be encountered in every dark place on Magnamund, from the Darklands to the Autocracy of Bhanar, from the Forest of Ruel to the Shadakine Empire. They are servants of choice for denizens of evil that lack the power or necromantic ability to create anything more effective. Powerful necromancers (Nadziranim, evil Shianti) can raise large armies of Zombies in a short period of time if they are given access to a sufficient number of corpses.

Humans captured in battle by the armies of the Darklands can endure unspeakable experiments at the hands of the Nadziranim and be turned into harmless, decerebrated zombies. When they are no longer of any use, the Nadziranim abandon these pitiful victims and leave them to wander the forgotten passages and deep levels of the foul city-fortresses of the Darklands.

Combat: Hostile zombies will try to catch and bite their prey. They are far slower and less sentient than Ghouls, and incapable of performing complex tasks unlike the Arisen.

Roleplaying Notes: Zombies are fairly simple for a necromancer to raise and even easier to replace. If they achieve their prime objective then the necromancer will have a fresh corpse ready to make another of their kind.



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 Gaik!

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

DRODARIN

The Drodarin are a diverse race that occupied most of Northern and Southern Magnamund during the Age of the Old Kingdoms, when the Elder Magi ruled the land with benevolence and grace. Their common origin is so ancient (probably during the Age of Chaos or before) that various Drodarin sub-races have since evolved quite separately and differently; from the diminutive Kloon of Chaman to the imposing Giants of Starn, from the human-like Patars to the resourceful Dwarves of Boden and Bor. Many Drodarin sub-races are extinct in MS 5000, such as the Moor Dwarves of Sahawat and the Sorarians of Tar Ogashaar.

Most of the Drodarin were decimated during the Great Plague (2514 MS). This terrible pestilence was cultivated by an evil race of druids called the Ceners, and it spread because of the betrayal of one of the Drodarin sub-species, the Patar. Very few Drodarin survived the Great Plague, and their disparate remaining races are no longer the predominant sentient beings inhabiting Magnamund.

Two principal offshoots of Drodarin civilization are still influential in MS 5000: the Dwarves of Bor and Boden, and the Kloon of Chaman (examples of both are described in further detail in *Heroes of Magnamund*). The distribution of the extant Drodarin sub-species is shown in the Distribution Map of the Sentient Races of Magnamund later in this chapter. The evolution of the Drodarin sub-species is figured in the Time Line of the Sentient Races of Magnamund. Here are two extinct Drodarin sub-races:

SORARIANS

The Sorarians were humanoid Drodarin similar to the Patar. They inhabited the plains and hills to the north of the Ogshezar Mountains, a territory which is now (MS 5000) located in the Darklands. Unfortunately, the Sorarians were especially vulnerable to the Great Plague and very few survived. These survivors sought sanctuary in the partly subterranean capital of Tar Ogashaar. They grew steadily in number until the Darklords came to Magnamund, whereupon the new Champions of Darkness descended upon the hidden city and annihilated the last vestiges of this once great civilisation.

The Sorarians were gifted goldsmiths and their treasures comprise finely crafted artefacts of pure gold, some of them containing magical powers. The Ogshezar Mountains, which to this day have rich seams of gold, were the source of Sorarian wealth. In MS 5000, the gold of the Ogshezar Mountains has long been forgotten. A vast horde of Sorarian treasures were looted by the Darklords and are now stored in the fortress-city of Cragmantle.

MOOR DWARVES

The Moor Dwarves were the inhabitants of the Empire of Sahawat that was founded at the very beginning of the Age of Eternal Night. They changed physically as gradually they adapted to their swamp homes in the marshes surrounding the Gulf of Tentarium, most notably in the Lower Loga River Basin in Northern Shadaki. They constructed extensive underground chambers and transformed their swampy abode into a subterranean complex with waterfalls that proved them with a constant source of fresh water.

Their underground homes utilised hydraulic pressure in ingenious ways to provide them with excavators, elevators and a myriad smaller devices. Having split earlier than any other sub-race from the original Drodarin stock, they were also the first Drodarin sub-race to become extinct.

The Moor Dwarves were exterminated by Agarash the Damned during his conquest of Southern Magnamund during the first part of the Age of Eternal Night. A few remnants of their civilisation can still be found in the Lower Loga River Basin.

OLD RACES

“Old Races” is the generic name given to all the natural sentient species which emerged during the early ages of Magnamund. Most preceded the arrival of Man on Magnamund, but some of them emerged later, such as the Nebora, their evolution having been triggered by the Blessing of the Moonstone. Except for the Drodarin, the Crocaryx, the Ghagrim and the Kundi, all of the Old Races are extinct in MS 5000, having either been exterminated by the Sea Dragons of Naar, by Agarash the Damned, by the Great Plague or by the Darklords of Helgedad.



The distribution of the extant Old Races is shown in the Distribution of the Sentient Races of Magnamund map here after. The evolution of the Old Races is also figured in the Time Line of the Sentient Races of Magnamund. Here are three of the most famous extinct Old Races:

IXIANS

The Ixians are an extinct Old Race which emerged in the eponymous peninsula during the Age of Chaos. Very little is known about their physical appearance except that they were humanoids. They were great sailors and at the dawn of the Age of Eternal Night they took control of the Hills of Ankor (the future Tadatizaga), the Plains of Gourizaga and Western Kalte to the frozen north. They mastered a powerful form of witchcraft that enabled them to construct perhaps the most advanced machines ever seen on Magnamund, such as gigantic fish-like submarines capable of transporting troops, military ships and iceboats underwater.

Ten thousand years ago, the power of Ixia was destroyed during the conquest of Northern Magnamund by Deathlord Ixiataaga and the Ixians were all transformed into Undead in his service. In MS 5000, animated Ixian skeletons and corpses are abundant in Xaagon and the caves of the peninsula of Ixia.

NEBORA

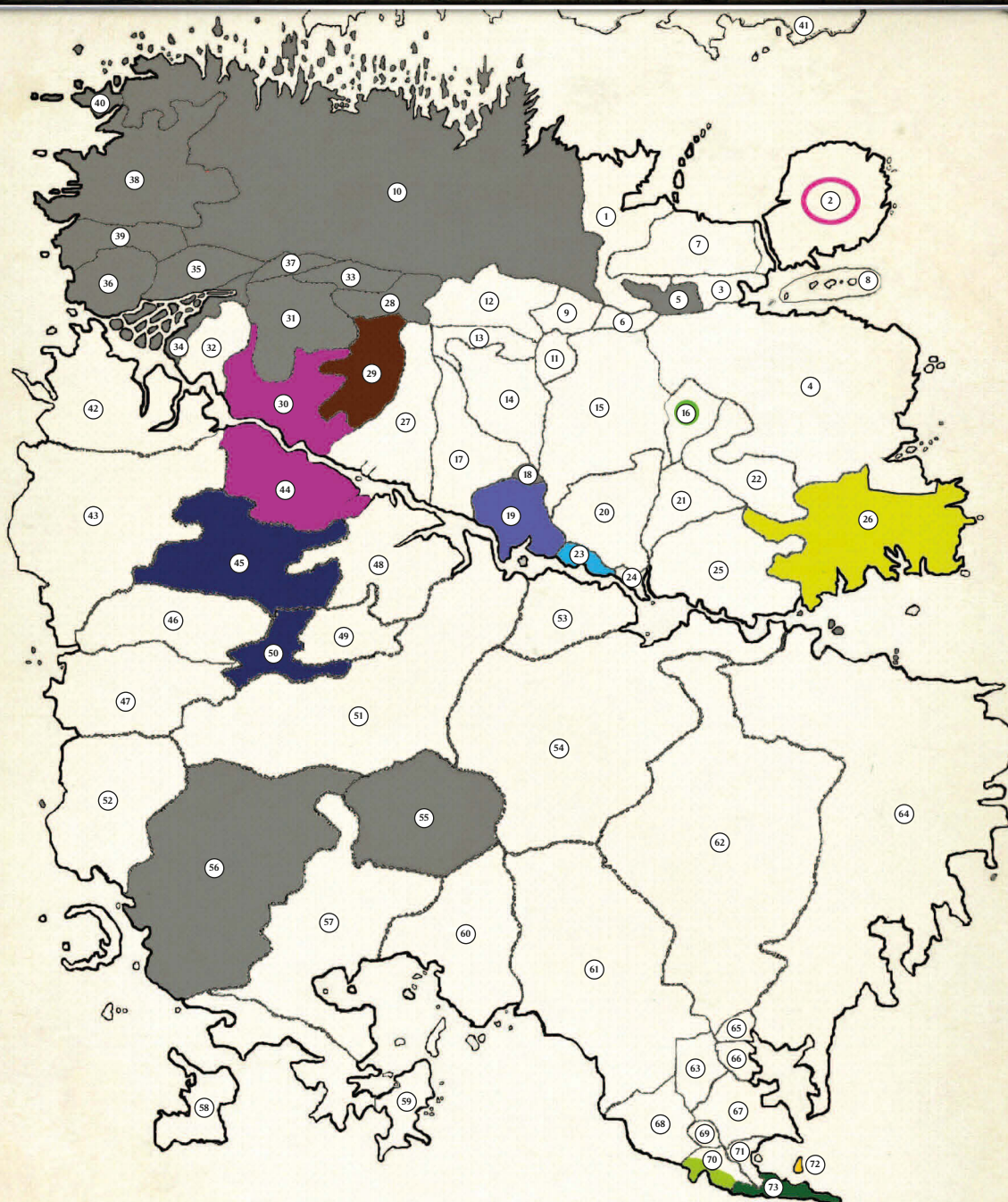
The Nebora were a race of winged men which evolved and became sentient during the Golden Age of the Shianti. Their evolution was triggered by the Blessing of the Moonstone. They lived high on platforms perched in the Zandzendod and Durncrag ranges, and in wondrous cities such as Neboran and Whirligzhaan. They are known to have traded with the early Magadorians. The Nebora, along with many other Old Races, were exterminated by the Darklords of Helgedad during the War of Desecration.

TAHRANI

The Tahrani were a very ancient warm-blooded reptilian race with fine and colourful body scales and extremely potent senses of smell and taste. The males were more colourful than the females. The Tahrani founded several nations in Southern Magnamund, including the vast empire of Xiin which dominated the Great Lissan Plain. Xiin expanded eastwards, beyond the Siyen Range, but it was split in two after the secession of the alliance of Raan which claimed the once fertile lands of the western Sadi Desert. Xiin and Raan feuded until they were conquered by the armies of Agarash the Damned. Agarash destroyed their traditional spawning lakes (such as Lake Sinival in the Sadi Desert) and the forests where they would mate upon coming of age. Cursed by Agarash, their fertility gradually diminished until they became extinct.

PLACE NAMES OF MAGNAMUND MS 5000

- | | | | | |
|-------------------|---------------|-------------------|------------------|------------------|
| 1. SOMMERLUND | 16. ANARI | 31. HAMMERLANDS | 45. STARN | 60. CHAI |
| 2. DURENOR | 17. PALMYRION | 32. ERU | 46. CINCORIA | 61. LISSAN |
| 3. CLOEASIA | 18. RUEL | 33. SKAROR | 47. KLARNOS | 62. SADI DESERT |
| 4. VASSAGONIA | 19. CARON | 34. THE HELLSWAMP | 48. ILION | 63. ANDUI |
| 5. MAAKENMIRE | 20. LOURDEN | 35. NYVOZ | 49. HALIA | 64. SHADAKI |
| 6. CASIORN | 21. FIRALOND | 36. NYRAS | 50. KAUM | 65. LARA |
| 7. THE WILDLANDS | 22. KAKUSH | 37. GHATAN | 51. LUNARLIA | 66. KORLI |
| 8. LAKURI ISLES | 23. CHAMAN | 38. TADATIZAGA | 52. TELCHOS | 67. FORLU |
| 9. LYRIS | 24. BAUTAR | (THE HARDLANDS) | 53. REZOVIA | 68. TAKLAKOT |
| 10. THE DARKLANDS | 25. VALERION | 39. ZALDIR | 54. SIYEN | 69. FERNMOST |
| 11. SALONY | 26. DESSI | 40. IXIA | 55. NAAROS | 70. KARNALI |
| 12. MAGADOR | 27. TALESTRIA | 41. KALTE | 56. KELDERWASTES | 71. SUHN |
| 13. DELDEN | 28. OGIA | 42. LENCIA | 57. BHANAR | 72. ISLE OF LORN |
| 14. ELDENORA | 29. DANARG | 43. KASLAND | 58. VADUZHAN | 73. AZANAM |
| 15. SLOVIA | 30. BOR | 44. BODEN | 59. MHYTAN | |



DISTRIBUTION OF THE SENTIENT RACES OF MAGNAMUND IN MS 5000

Drodarin Races:

- Dwarves
- Kloons
- Ogrons
- Giants (including mutated Kaum Giants)

Other Old Races:

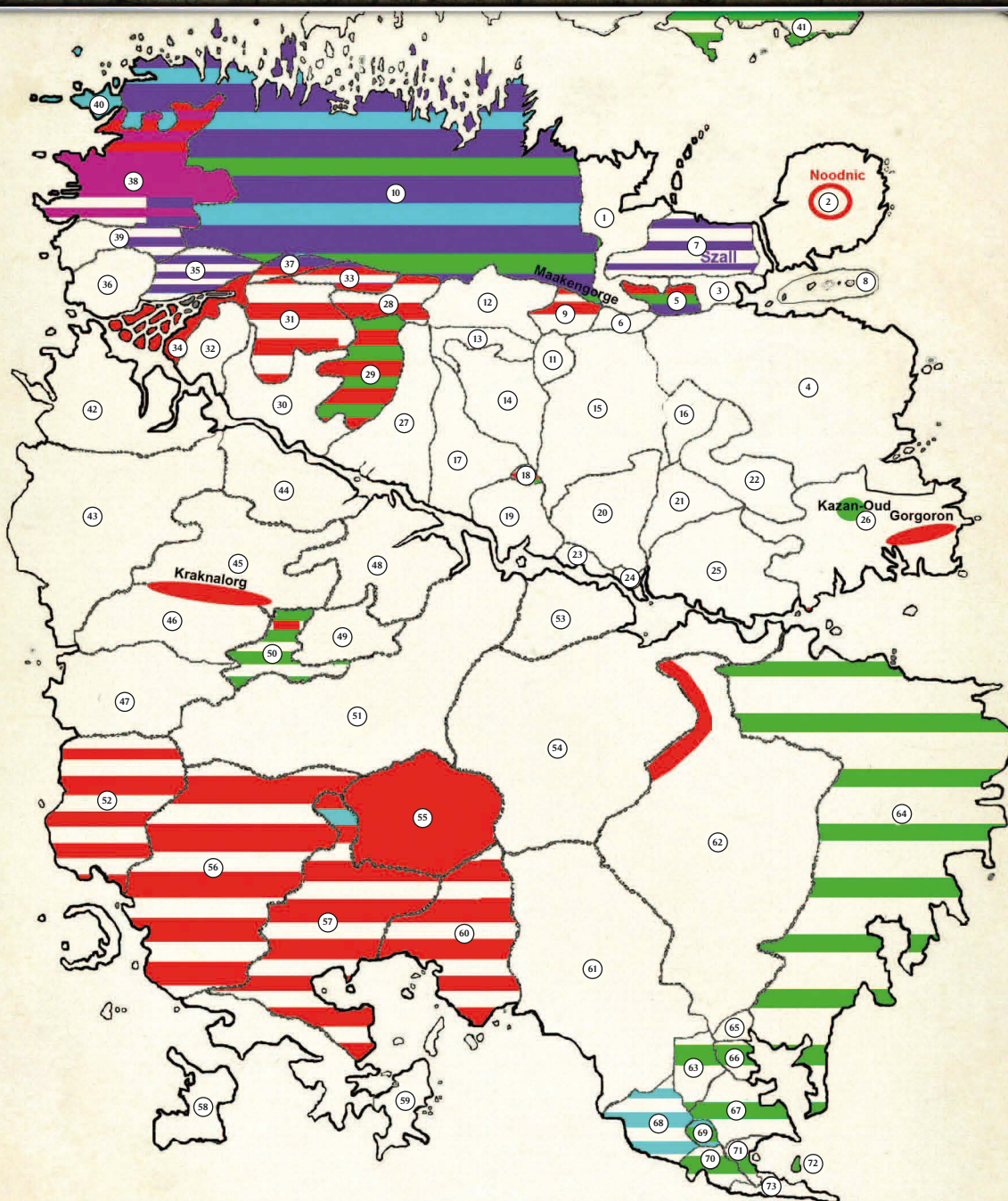
- Kundi
- Ghagrim
- Crocaryx

Champions of Light:

- Elder Magi
- Shianti

Others:

- Humans
- Evil Creatures (including Drakkarim, Cenerese, Agarashi)
- Noodnic (evolved neutral Agarashi)
- Chaksu



DISTRIBUTION OF THE EVIL CREATURES OF MAGNAMUND IN MS 5000

Dominant Creatures:

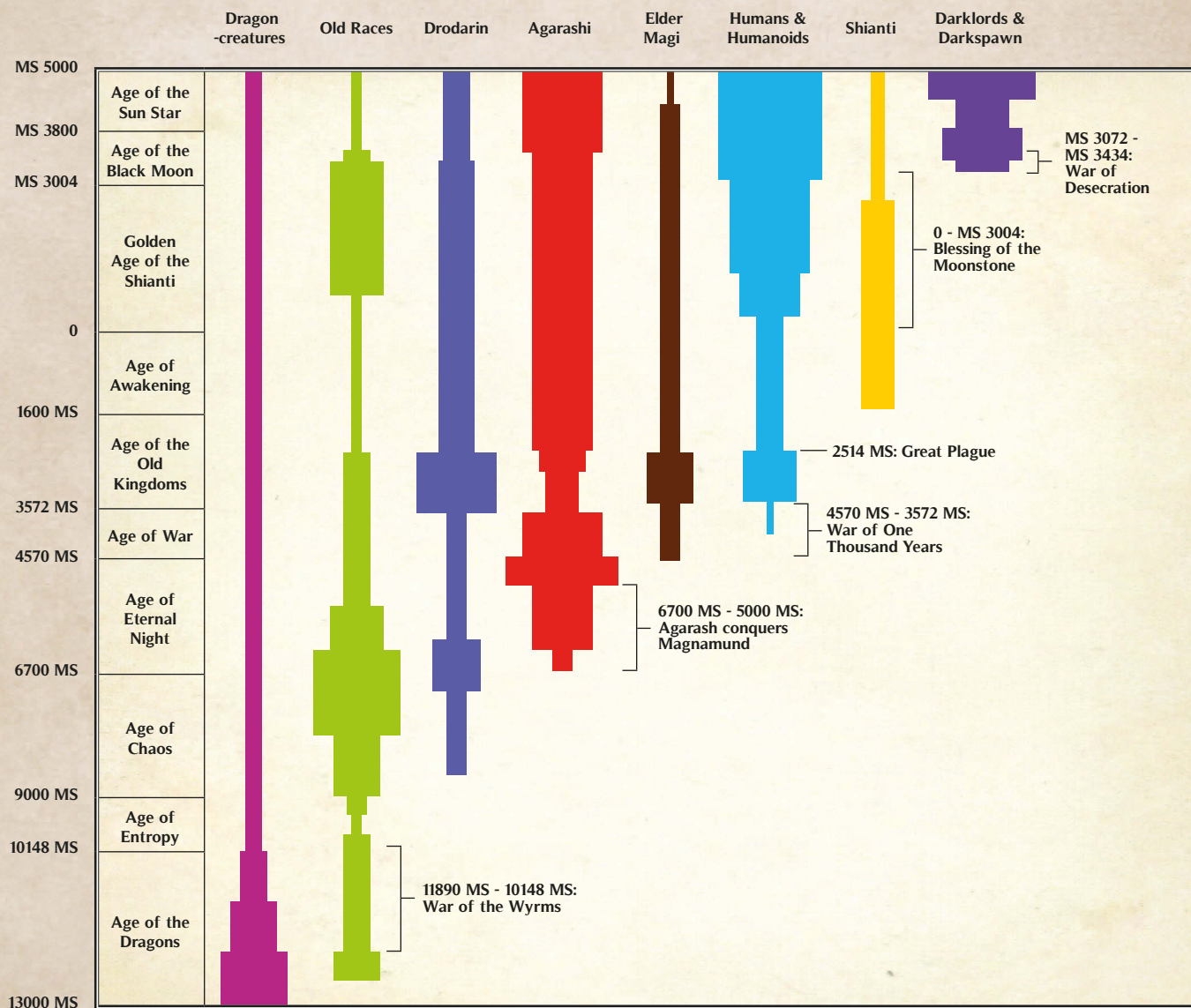
- Agarashi
- Darkspawn
- Dragon Creatures (Grolth)
- Undead (raised by the Deathlord, the Darklords, the Shianti, the Cenerese, Sejanos...)
- Mutants (created by the Shianti, Cenerese, Nadziranim, Doomstones, Corruption of the Great Chasms...)
- Humans, Humanoids and/or Natural Creatures (+ possibly rare, scattered Agarashi, Mutants, Undead...)

Gorgoron: Source of mutation or important Agarashi lair.

Noodnic: Unique but common race of Agarashi, Darkspawn, mutants in a given country.

TIMELINE OF THE SENTIENT RACES OF MAGNAMUND

This timeline presents the dates of emergence of all the major sentient races of Magnamund, from the Age of Dragons to the Age of the Sun Star. It shows their phases of diversification, their apexes and their periods of decline. The dates shown with arrows and braces correspond to the most important events associated with the rise and extinction of sentient races on Magnamund, namely the War of the Wyrms (extinction of many dragon-creature races and Old Races), the conquest of Magnamund by Agarash the Damned (extinction of many Old races and rise of the Agarashi), the War of One Thousand Years (decline of the Agarashi), the Great Plague (decline of the Drodarin and Elder Magi), the Blessing of the Moonstone (diversification of the Humans, the Old Races, and Grolth) and the War of Desecration (extinction of many Old Races and Drodarin during the rise of the Darkspawn created by the Darklords of Helgedad).





HUMAN RACES OF MAGNAMUND

The following table lists all the human races present on Magnamund in MS 5000, along with details about their general skin and hair colour, eye shape and languages. Their date or age of emergence is also indicated when recorded. The distributions of the extant human races of Magnamund are figured in the Distribution of the Human Races of Magnamund that follows.

Human Race	Complexion	Eyes	Hair	Language	Emergence
Bautarian	White	-	Black to Fair	Bautarian	Age of War
Telchoi	Black	-	Black	Telchoi	Age of the Old Kingdoms
Vakeros	Black	Cat-like	White to Blonde	Vakeros	Age of the Old Kingdoms
Shadakine Jungle-Dwellers	Brown	-	Black	Tribal, Shadakine	Age of the Old Kingdoms
Bonemen	Brown	-	Black	Tribal, Vassagonian	Age of the Old Kingdoms
Mythenish	Olive, Brown, Black	Almond- shaped	Black	Mythenian	Golden Age of the Shianti (before MS 289 - date of their migration to Southern Magnamund)
Tianese	Olive	Almond- shaped	Black	Tiana, Shadakine	Golden Age of the Shianti (before MS 675 - date of their migration to Southern Magnamund)
Vassa	Pale to Brown	-	Black	Vassagonian, Shadakine	Golden Age of the Shianti (before MS 900 – date of their migration to Southern and Northern Magnamund)
Vaderish	White	-	Black to Fair	Vaderish	Golden Age of the Shianti (before MS 1007 – date of their migration to Southern Magnamund)
Ice Barbarian	Off-white	Slanted	Black	Ice Barbarian	Golden Age of the Shianti
Aluvian	White	-	Black to Fair	Aluvian, Vaderish, Nael	Golden Age of the Shianti (before MS 1012 - date of their migration to Southern Magnamund)
Nael	White	-	Black to Fair	Nael, Siyenese	Golden Age of the Shianti (MS 1309 - date of their migration to Southern Magnamund)
Ulnarian	White	-	Black to Fair	Durenese	Golden Age of the Shianti (before MS 2829 - date of their migration to Northern Magnamund)
Sommlending	White	-	Fair to Dark Brown	Sommlending	Golden Age of the Shianti (before MS 3434 – date of their migration to Northern Magnamund)

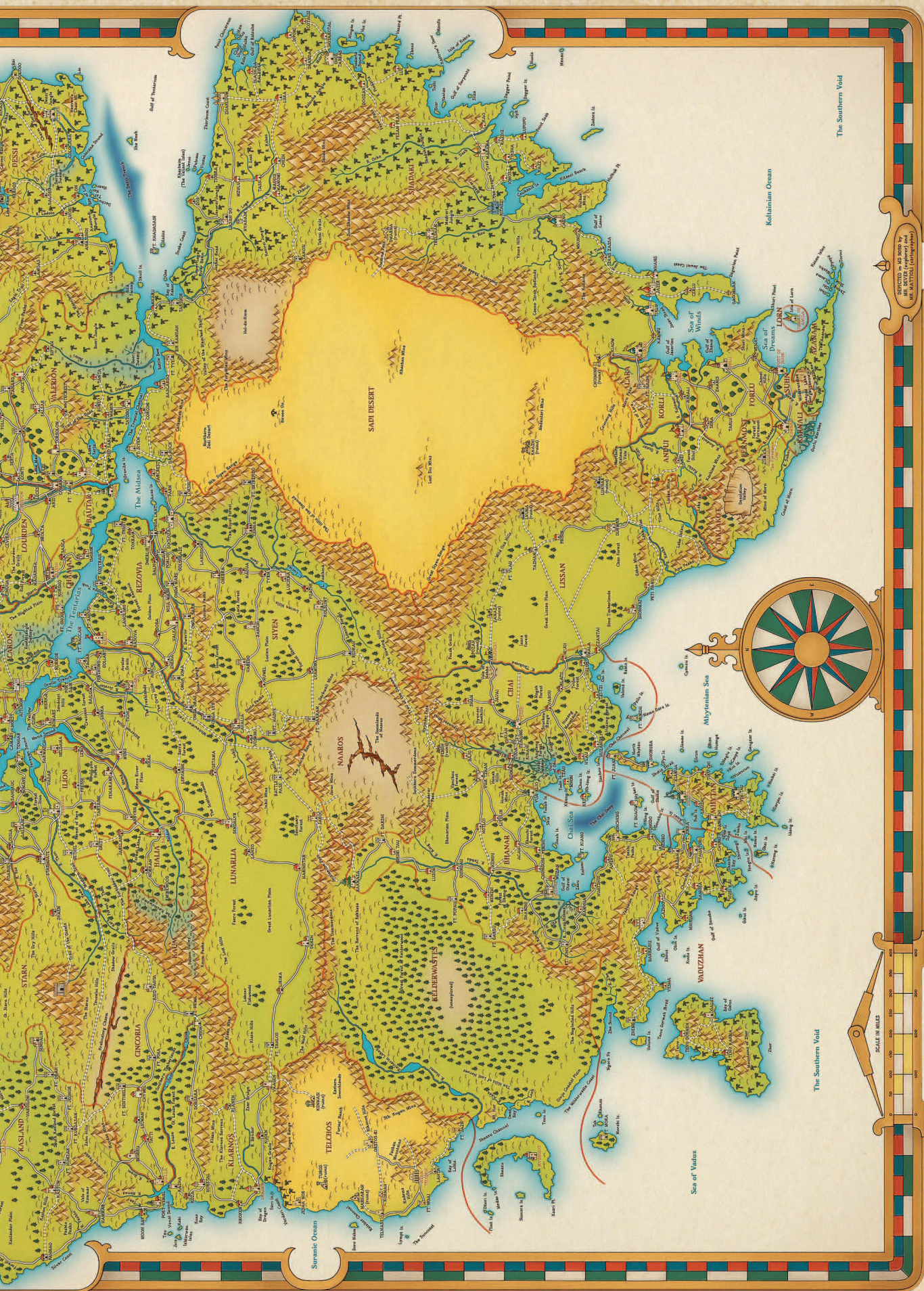


DISTRIBUTION OF HUMAN & HUMANOID RACES OF MAGNAMUND IN MS 5000

 Sommlending	 Nael	 Mythenish	 Drakkarim (humanoids)
 Ulnarian	 Vakeros	 Tianese	 Cenerese (humanoids)
 Vassa	 Bautarian	 Ice Barbarians	 Non-humans
 Vaderish	 Telchoi	B Bonemen	
 Aluvian	 Jungle-dwellers	O Ogians	

The World of **MAGNANIM**





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