

RIKIARTA DENIZENS



DW
DUNGEON WORLD

BY BLAKE RYAN

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The creatures in this tome are known as Denizens.

Calling them monsters implies they are not worth interacting with or lesser in value to your life or the world at large. It further implies that every member of that species is the same, with no room for individuality between members, and no capacity for psychological or spiritual growth as individuals or in groups.

Not every creature trying to eat you is evil, and no creature is hungry all the time. Not every creature shares your values, but that does not mean they are in your way and that no compromise can be found.

Denizens have goals, needs and lives. Difference in behavior allows variety in interaction, which gives rise to interesting situations.

So with the goal of diversity in encounters and entertainment, enjoy the denizens within.

Activity for ...			
D12 Roll	Animals & Beasts	Humanoids, Giants & Fey	Dragons and Magical
1	Hunting-Biped	Working	Hunting-Biped
2	Relaxing	Relaxing	Relaxing
3	Checking territory	Praying/Studying	Checking territory
4	Hunting-Quadruped	Watching Others	Hunting-Quadruped
5	Playing	Playing	Praying/Studying
6	Sleeping	Sleeping	Sleeping
7	Hunting	Socialise-Chat	Checking territory
8	Eating	Eating/Drinking	Eating/Drinking
9	Drinking	Raiding/Scheming	Raiding/Scheming
10	Sleeping	Working	Sleeping
11	Return from Hunt	Revelry	Checking territory
12	Fornication	Patrolling territory	Return from Hunt

Regular Animals :

Most have far superior hearing and sense of smell than people do, we are talking 120ft range bare minimum for both.

They'd flee sonic or fire affects, the smell and sound would be overwhelming, or at least roll wisdom/willpower to stay or not. So pcs can use these to scare off animals, it's nice to find alternatives to killing everything after all. Plus it will add some randomness to a fight if the enemy mage summons a bear, you fireball the mage, the bear decides to run for it and your druid high fives the mage.

Animals would notice Undead very quickly, so a pc with a guard dog, horse mount or animal companion should get hints about the presence of the unnatural by their companions behavior.

Creature Groups

A variety of creatures dwell on Rikirta, in the Underworld, the many layers of the vast oceans, and the fourteen moons that orbit Rikirta. Some of these are wild, some more civilized, and others who prey on the mortal humanoid species, seeing them as food, fun or even pests.

Denizens of Rikirta can be sorted into 8 groups. Celestials, such as Phoenix and Unicorn, Marid Faction, with Water Elementals and Selkie, Skogyr Faction, such as Centaur and Sphinx, and the Independents, with Frost Giants and Lycanthropes. The remaining four groups are collections of creatures that are usually hostile in some way towards civilized humanoids.

Demons, with Dark Elves and Fomorian, the creatures from Myrkr, such as Goblins and Trolls, Undead or Underworld Faction, with Ghouls & Wraiths, and lastly the Vandyr, such as Chimera and Naga. Why don't the Myrkr & Vandyr creatures just eat their own allies? They can, but creatures from outside their alliance smells like food.

Alliances :

Celestials : Domovoi, Ferryman, Hippogrif, Kudari, Light Elves, Phoenix, Rui Shi, Silver Dragon, Unicorn, Valkyrie.

Demons : Brachari, Cyndari, Dark Elves, Kavnari, Fomorian, Hag-Sea, Kraken, Merrow, Succubus.

Marid (Blue Dragon) : Anacanth, Blue Dragon, Elementals-Water, Kelp-Treant, Merfolk, Octocanth, Nymph, Ranik, Selkie, Wysto, Zaratan.

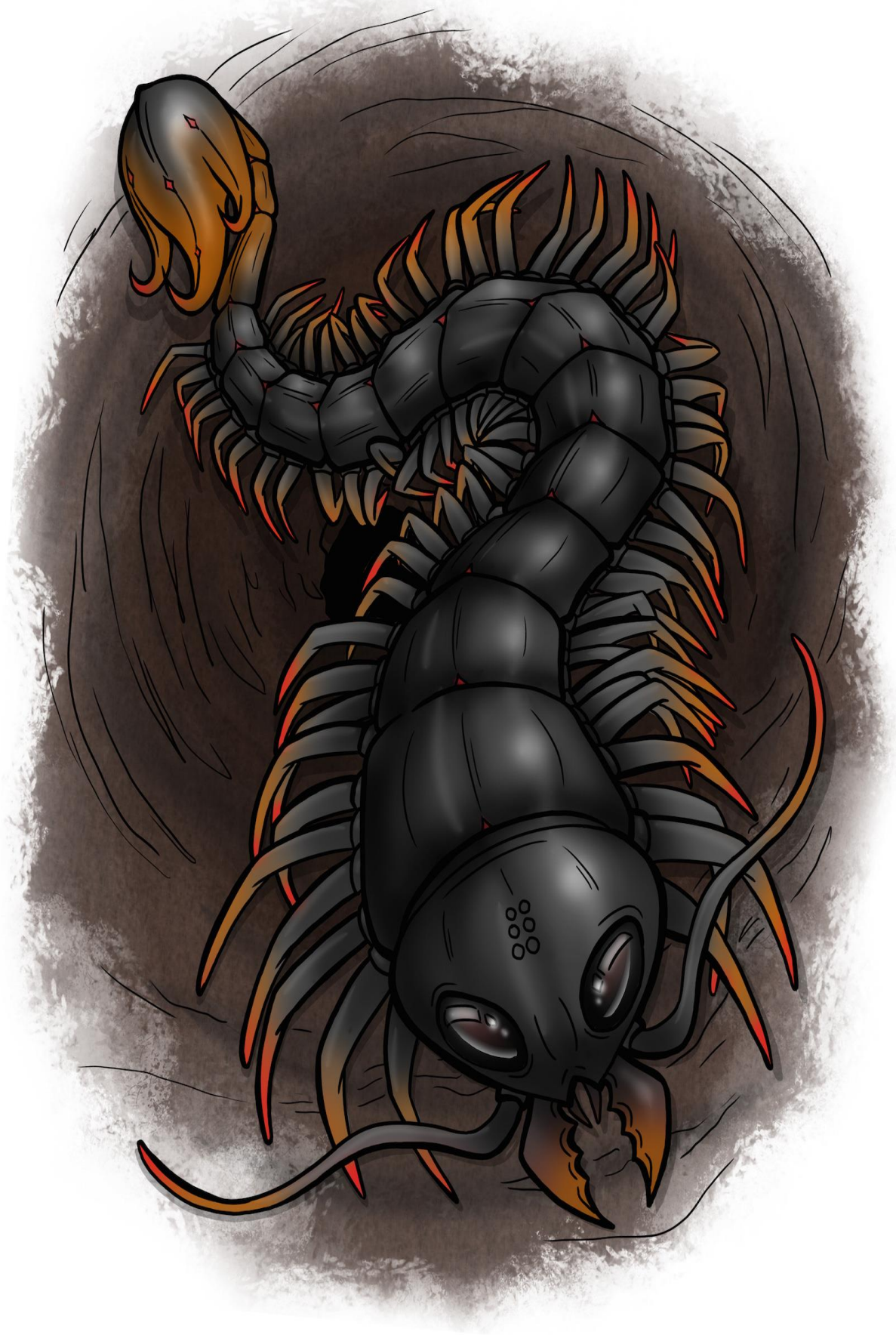
Myrkr : Dao-Green Dragon : Barguest, Bugbears, Cyclops, Elemental-Earth, Ettins, Goblins, Green Dragons, Gyrrak, Harpy, Jorogumo, Minotaurs, Myriax, Ogres, Orcs, Peryton, Rakshasa, Trolls, Uruz-Ooze & Manta & Gargoyle, Vyrrak.

Skogyr : Djinni-Black Dragon : Black Dragon, Centaur, Dryad, Elementals-Air, Griffin, Kenaz-Ooze & Manta & Gargoyle, Pegasus, Pixie, Satyr, Sphinx, Sprite, Sylph, Treant.

Underworld : Lead by – Vampires. Creatures - Banshee, Ghost, Ghoul, Jubokko, Krasue, Lich, Mummy, Revenant, Shadow, Skeleton, White Dragon, Wraith, Vampire, Zombie.

Vandyr : Lead by Efrete-Red Dragon : Creatures - Basilisk, Chimera, Cockatrice, Elementals-Fire, Fire Giants, Hydra, Kobolds, Lizardfolk, Manticore, Medusa, Naga, Ninazu (Scorpion Folk), Nocnitsa, Oni, Red Dragons, Salamander, Wyvern.

Independent : Astarkyn, Dinosaurs, Frost Giants, Gold Dragon, Laguz-Ooze & Manta & Gargoyle, Lycanthropes, Owlbears.



Underwater Environment

Sea Levels : Water Pressure and Vision :

- Shallow Sea – 0-300 Ft (90m) deep = Normal.
- Middle Sea – 300-600ft (90-180m)=Dim Light (-1 to Discern Reality)
- Deep Sea - 601+ft = Darkness. -1 Discern Reality-Vision, Sick debility from pressure/cold.

- Freshwater-Shallow : 1 to 30ft = Dim Light (-1 to Discern Reality).
- Freshwater-Deep : 31ft and deeper = Darkness. -1 Discern Reality-Vision, Sick debility from pressure/cold.

Underwater : Weak & Shaky (-1 Strength & Dexterity rolls) for non aquatic species.

Aquatic Species : Agamar, Merfolk, Ranik, Wysto.

Denizens : Anacanth, Demons, Dragons, Gyrrak, Kudari, Laguz, Lizardfolk, Naga, Nymph, Octocanth, Selkie, Vyrrak.

Holding your breath : 3 minutes. For longer roll below.

Roll + Constitution,

10 + = You can go for another 3 minutes.

7-9 = You are struggling, Sick debility (-1 to Con rolls).

6- = Mouth full of water, D4 damage, Sick debility (-1 Con rolls)

The thing to remember about being Underwater is it is a 3D environment. Enemies and Allies can approach from any direction, and too much combat in the water will attract sharks if you are lucky, worse if you are not.

Reefs and islands underwater can be like towns and cities on the surface, with a huge amount of creatures nearby all active, but with great stretches of empty terrain between each reef or island. This is where the big creatures rest, scheme and play.

It does not all have to be combat, you can have creatures diving in and out of the water, heroes can explore fallen civilisations, or maybe magic works differently under 100ft (30m) deep and people want those mysteries journaled. Maybe the characters just want to go somewhere different to get away from it all.

Lyndsar Communication and Ritual : Aquatic creatures will breach the surface and splash the surface in sequence & pattern over 10 minutes.

This can be used as communication to other groups over 1000 miles away, or to other creatures as visions or dreams. As a ritual it can be used for Globe of Minor Invulnerability or Teleport Other, with either option protection from evil occurs in the area. The ritual casters expend a cantrip each round. Requiring 9 or more participants.

New language - Lytyr : Color changes in skin, varying speed and pattern. Does not work in total darkness.

Only the following can use Lytyr : Agamar, Anacanth, Cyndari, Kelp Treant, Light Elves, Nymph, Octocanth, Ranik, Vyrrak & Wysto.

Arcane Familiars & Ranger Companions

[Animal] **Archaeopteryx** - / Movement - Walk, Fly, Climb

Description : Small Bird – 3ft tall Prehistoric bird-reptile. Long limbed feathered bird.

Tags : Small, Hoarder, Cautious.

HP 5 / Armour 1 / Damage D6 / Skills - +1 Defy Danger.

Immunities/Vulnerable- Nil

Senses - Night vision.

Notes-Archaeopteryx have no understanding of money. Speak Forestspeak.

Avoid noisy places and people. Prefer temperate or tropical areas.

[Plant] **Jackav** - / Movement - Walk, Climb, Burrow

Description : Pumpkin-Jack'o'lantern with 4 or 6 legs.

Tags : Small, Intelligent, Magical.

HP 5 or 10 / Armour 1 / Damage D6 / Skills - +1 Spout Lore.

Immunities/Vulnerable- Electricity heals it.

Senses - Night vision.

Notes-Attracted to electricity or magic in any form. Movement is like spiders-scuttles along floor & walls. Does not harm children, only adults. Speaks-Forestspeak.

[Animal] **Trilobite** - / Movement - Walk, Climb, Burrow.

Description : Segmented marine arthropod (shell) creature.

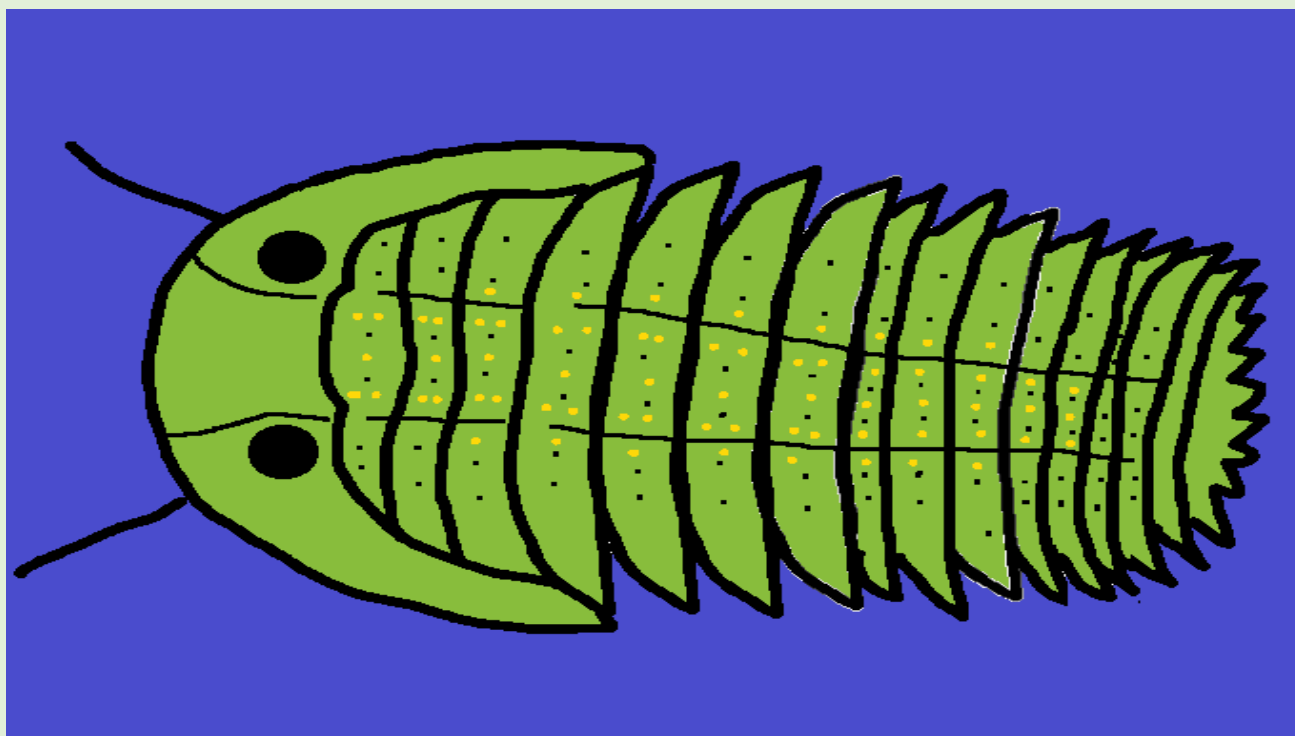
Tags : Small, Stealthy, Intelligent.

HP 10 / Armour 2 / Damage D4 / Skills - +1 Defend.

Immunities/Vulnerable- Immune to Heat and Cold.

Senses - Night Vision.

Notes - 6 to 24 inches long, 2 to 12 inches wide. Two antennae on the head and multiple legs, one set per body segment. Trilobite can be familiars or animal companions. Trilobite can breath air and water, and enjoy being on land and in water. They can hunt or scavenge plankton and



leaf matter. Language-Oceanspeak.

Lycanthropes of Rikirta

Straddle the line, in discord and rhyme
I'm on the hunt, I'm after you
- Hungry like the Wolf, Duran Duran

Lycanthropes are caught between two worlds, that of beasts and that of civilization. While some give in to their primal urges, others maintain the balance of their double life. Dangerous Lycanthropes are hunted by the Mantyr Church, believing Lycans are angry dead spirits possessing people.

Types of Lycanthropes : Bat, Bear, Boar, Owl, Rat, Raven, Tiger, Wolf.

Afflicted Species : Dwarves, Elves, Gnomes, Goblins, Humans, Kitsune, Minotaurs, Nekomata, Nichav, Ogres, Orcs, Satyr.

Jasmine - Lycanthrope meeting grounds and taverns have jasmine on outer walls and on each table, as the scent of this plant calms them down.

Lycanthrope Enemies : Lycanthropes instinctively dislike all types of Undead, and the shapeshifter creatures Rakshasa, Jorogumo (Spider folk), Myriax (Centipede folk) & Nocnitsa (Wasp folk) - who prey on Lycanthropes and civilized species.

Curse – Dying pack leaders and High Priests of Yuloss, Ginan & Impag can curse Lycanthropy to a person.

Markings – Humans, Half Elves with a Human parent, and Half Orcs with a Human parent, once inflicted or born with Lycanthropy, will have equal length middle and ring fingers.

Shared Dreams - Lycanthropes often have shared dreams with other Lycanthropes, sometimes with Lycans they have not met yet. Nichav Lycanthropes can have shared dreams of their ancestor's interactions with Lycans.

Lunar calling in Rikirta : Every 32 days – Dreyri moon in the day then Myrkr moon at night, calls Lycanthropes to change.

- 32nd & 33rd of 1st / 24th & 25th of 2nd / 16th & 17th of 3rd.
- 8th & 9th of 4th / 40th of 4th, 1st of 5th / 32nd & 33rd of 5th.
- 24th & 25th of 6th / 16th & 17th of 7th / 8th & 9th of 8th.
- 40th of 8th, 1st of 9th / 32nd & 33rd of 9th / 24th & 25th of 10th.
- 16th & 17th of 11th / 8th & 9th of 12th / 40th of 12th, 1st of 1st.

Triggers for the change to hybrid or animal form :

- Lunar calling of full moon.
- a loved one or pack member being hurt or threatened.
- Lycan being hurt by silver.



Relations with various groups :

Church of Gabrielle in Tir na gren & Xenek is known for fair dealings with Lycanthropes.

Church of Ginan in Meervald & Nehrad is known for Lycanthrope members.

Church of Mantyr in Storvan & Tasek watches and hunts violent Lycanthropes.

Cult of Impag in various hidden locations supports violent Lycanthropes.

Lily Ryu in Tasek do not like Lycans and have hunted them in the past.

Order of Skogyr in Meervald & Storvan has some Lycan members & is known for fair dealings with them.

Lycanthrope Traits :

- +1 to Discern Reality rolls that involve Hearing or Smell.
- +1 to Strength & Constitution rolls in Hybrid form only.
- For the day following the change they have -1 to Strength & Constitution rolls from fatigue.
- Armour of 3 vs non Silvered weapons.
- Regular damage from Silvered weapons.

Infection – Only through bite from a lycanthrope in Hybrid or Animal form. Victim makes Con check. 10+ Everything is fine. 7-9=Not infected, but restless & agitated for D4 days, 6-=Happy Hunting!

Scent ability : Discern Reality

- 7-9=Rough Health and Age of the creature.
- 10+ = Nature of the creature. Advises if the creature is a shapeshifter or undead.
- (Demonic/Lycanthrope/Myrkr/Vandyr/Undead)
- Rained recently = -1 to roll / Scent is disguised = -1 to roll.
- Some mask scent with aniseed, coconut oil, garlic, lavender oil, onion, pepper & perfume.

Self control : Wisdom roll.

Modifiers : Full moon -2, No Moon +2, Loved ones/pack members safe or with you +1

Can smell blood -1, Can smell jasmine +1, Enemy present -1.

10+ In control. 7-9=Choose 1. Physically threaten the provoker, Verbally threaten the provoker, Flee the area. 6- = Change form and attack.

Move (2nd-5th) : Lycanthropy : This feat shows your control and allows you to choose to change form. This control also gives to +1 to the roll to control Lycanthropy changes when you don't want to change.



Celestials :

It's just a soul kinda feelin, soundin kinda sweet!

- Soul Kinda Feelin, Dynamic Hepnotics

Many creatures inhabit the moon of Vorda, including celestials and dinosaurs. Nichav and Lugat evolved here, but many migrated to the planet of Rikirta to aid the civilized humanoids against Myrkr manipulation and Undead invasions.

- Celestials don't just show up to smite Demons, they could be helping farmers in the fields, teaching vigilance against the temptation of vices, or warning travellers of great danger nearby. Sometimes they watch their Nephilim children, or other mortals with great potential for awhile before making their presence known and offering assistance.

[Celestial] **Domovoi** - / Movement - Walk, Climb or Fly

Description : Can change between different animal forms.

Tags : Small, Close, Stealthy.

HP 10 / Armour 2 / Damage D6 (2d6 take best vs evil)

Skills - +1 Defy Danger & Discern Reality.

Immunities/Vulnerable - Immune to Cold and Fire.

Senses - Night vision. Detect evil at will.

Notes-Small shapeshifters, protect the house/home vs theft/laziness. Typically protects children and elderly. Advantage to Initiative. Can change form as Move action into Small or Medium sized creatures.

-Harmless critter, target stops attacking

-Leap onto target and not let go

-Bite target roll+Charisma, 7-9=Feeling ill, scarred & sick debility for 3 hours, 6-=Lurgy! scarred and sick debility for 3 days.

[Celestial] **Kudari** - / Movement - Swim-Fast

Description : Sea horse with 2 heads, 2 tails, and 8 octopus tentacles (4 on chest, 4 on back)

Tags : Devious, Large, Close/Near, Hoarder, Reach.

HP 10 / Armour 2 / Damage 2D10 (take best) / Skills - +1 Spout Lore/Discern Reality.

Immunities/Vulnerable - Immunity to Acid & Lightning.

Senses - Night vision.

Notes-Will Grapple, Cannot be tripped over. Can do Lyndsar ritual.

-Trip 2 targets over

-Summon 2D6 Light Elves (Lysalfar)

-Disrupt 2 targets ongoing magic

-Dazzle with color-target forgets last 5 minutes

[Celestial] **Light Elves / Lysalfar** - / Movement - Walk, Fly

Description : Elven appearance, Golden feathered wings-2 3ft wide, 2 6ft wide. Golden glow to skin.

Tags : Group, Close, Organised, Forceful.

HP 10 / Armour 2 / Damage 2D8 (take best) / Skills - +1 Defy Danger & Discern Reality.

Immunities/Vulnerable - Immune to Cold & Fire.

Senses - Night Vision.

Notes - Any weapon they use is considered blessed or holy. Focused against Demons & Myrkr, no concern about Fey or Lycanthropes. Shift between moons/planes once per day.

-Astound with radiance, stunned debility for 10 minutes

-Swoop down to target and carry them upwards while upside down

-Memory flashback, lose the next few moments while you revisit a childhood trauma or triumph

[Celestial] **Phoenix** - / Movement - Fly

Description : Large bird covered in flickering fire.

Tags : Magical, Large, Intelligent, Planar

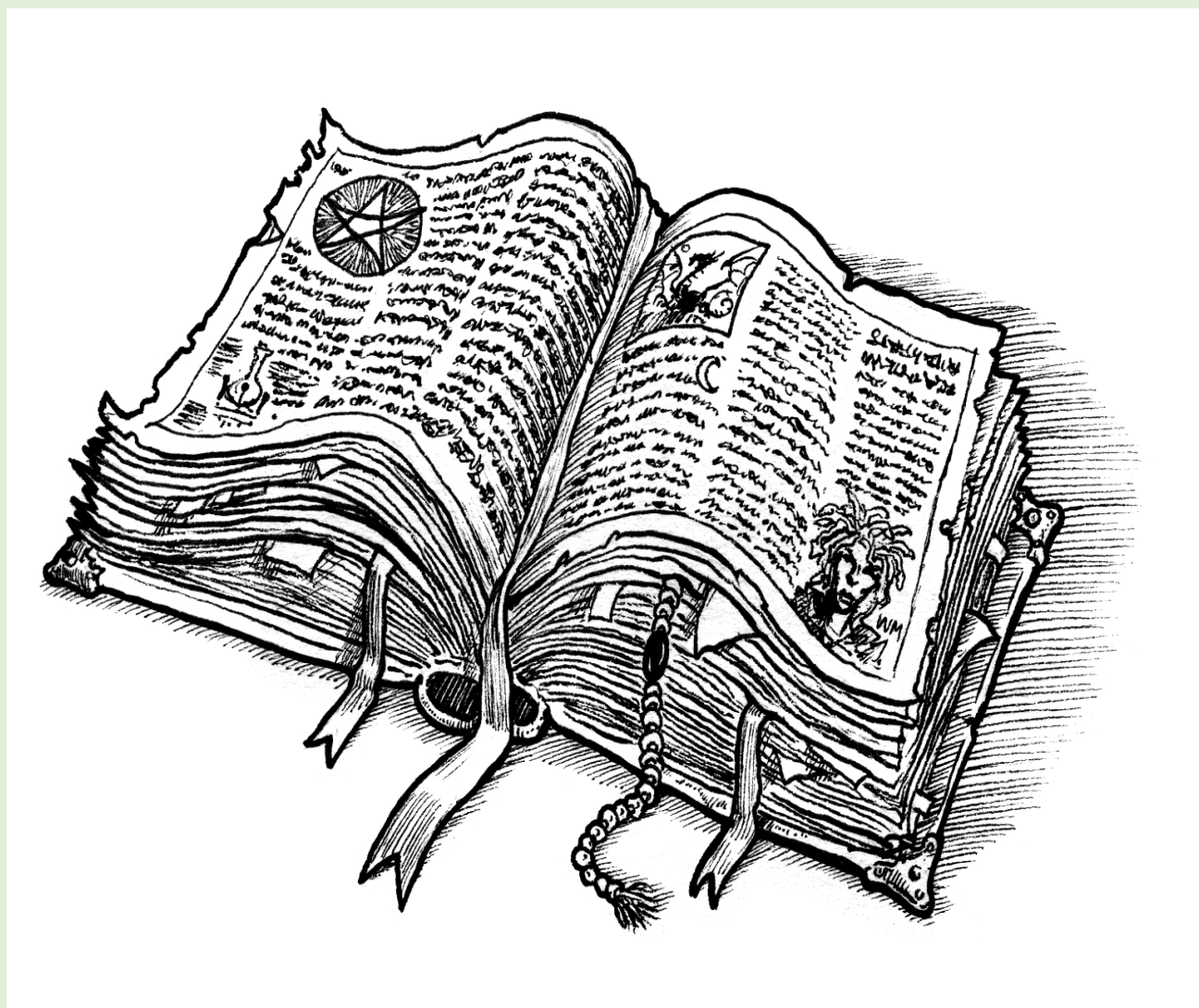
HP 15 / Armour 2 / Damage 2d10 (take best) / Skills - +1 to Defend/Hack'n'Slash.

Immunities/Vulnerable - Immune to Fire & Lightning.

Senses -

Notes - Phoenix do not do things on a whim, then they act it is with sureness of thought and great deed. Some see the Phoenix as a bringer of change of way of life, renew through symbol at first, and later through direct action.

- Three meteors - three times per day, 300ft range, 3 seperate targets, 2d6 damage.
- Ignite the area, 30ft radius.



Constructs

It comes to you as to us all
Hey, we're just waiting
For the hammer to fall –
- Hammer to fall, Queen

Who creates them - Used by Gnomes as Guardians & Kobolds as Skirmishers.

- Found in ruins, dungeons and the Underworld, not general wilderness or near the coast.
- Resist Slashing. Blindsight, No Senses beyond that. Disadvantage to Dexterity checks.
- Do not eat or sleep. Immune to Mind effecting. Disadvantage to All rolls in water over 2 feet deep.

- Substance : Brass - Immune to Cold. Stunned by Electricity.
- Substance : Iron - +5 Hp, +1 Armour. Immune to Fire. Stunned by Electricity.
- Substance : Stone - +10 Hp, +2 Armour. Immune Cold/Fire. Stunned by Electricity.
- Form : Minion - Small - 5 Hp. 1 Armour, D6 Damage. Ball with wheels off 3 legs. Arms-2 weapons-Hammer & Blade. Speed Slow.
- Form : Statue - Medium - 10 Hp, 1 Armour, D8 Damage. 2 arms/legs. Weapons/Armour. 5 ft tall. Speed Average. Plate Armour, Two Handed Sword.
- Form : Beast - Large - 15 Hp. 1 Armour. D10 Damage. Claw/Claw/Bite. 4 legs, 2 heads. 10ft long. Speed Fast. Lion shaped.

Common Constructs :

- Gnome - Dog Construct. Small - Iron - 10 Hp, 2 Armour, D6 Damage. Immune to Fire. Stunned by Electricity.
- Gnome - Guardian. Medium - Stone - 20 Hp, 3 Armour, D8 Damage. Plate Armour, Two Handed Sword. Immune to Cold/Fire. Stunned by Electricity.
- Kobold - Beetle Construct. Small - Iron - 10 Hp, 2 Armour, D6 Damage. Slow-Walk/Climb. Immune to Fire. Stunned by Electricity.
- Kobold - Snake Construct. Large - Brass - 15 Hp, 1 Armour, D10 Damage. Fast. Walk/Climb. Immune to Cold. Stunned by Electricity.



Tracks in the snow

Tonight I hear my brothers
at play throughout the woods
we bark and howl while
tall trees shatter
windy autumn moonlight

Tonight I feel the hunger
fresh scent is in the air
silently we stalk
so soon to kill
by river swift again

Tonight I smell another
perhaps she'll be my mate
we'll laugh and chase as
sharp eyes glisten
in mountain forest-glade

Tonight I watch for danger
the pack within the cave
resting close for warmth
new born welcomed
alert as stars fly by

Tonight I am the father
teaching new cubs to hunt
they find the prey fast
like mine full grown
as snowflakes ache my bones.

Demons :

They're out to get you, there's demons closing in on every side.

- Thriller, Michael Jackson

Demons of Rikirta are malicious marine creatures who operate well in water and on land.

All have Night Vision & Scent-+1 on Discern Reality rolls involving smell, Breath Air/Water. Demons do not use Constructs.

Demons seek to sink the surface lands, and convert captured foes into Demons, those who fail the process become food for the chosen. Currently most of the Demonic forces are far to the east, but some are here and others are coming this way.

Demons – Creatures came to Rikirta in third era.

All Demons have : -1 Dex & Wis rolls around Holy Water or Sacred Ground, Immunity-Cold.

- Fomorians, Hags, Merrow & Succubus speak Oceanspeak.
- Tactics – Rituals to target the environment.
- Demonic Lairs typically have tunnels to the sea or portals to deep ocean.
- Notable Merrow - Mako, Thresher, Wobbegong.
- Notable Kavnari - Yellowmouth, Sharpfin, Bigeye.
- While some Hags are evil, they can fulfil Mother & Crone archetypes in your stories.

Goal - Demons aim for sinking of the surface lands, to bring the filth low and transform them into true form. Those who do not accept their new form are food for the strong.



Brachari, Crab Demon

[Demon] **Brachari** - / Movement - Walk, Swim

Description : Crab folk, big buggers 5ft across. 2 pincers, 4 legs.

Tags : Group, Close, Organised, Hoarder, Reach.

HP 10 / Armour 1 / Damage D6 / Skills - +1 Defend.

Immunities/Vulnerable - Immune to Cold. -1 Dex & Wis rolls from : Holy Water/Sacred Ground.

Senses - Night Vision & Scent, +1 on Discern Reality involving smell.

Notes - Invisibility for 3 minutes, once per day. Breath Air/Water. Groups D6+2.

-Grab limb in pincer

-Burrow into ground

-Scuttle on top of

[Demon] **Cyndari** - / Movement - Swim

Description : Jelly fish – 10ft long, 12*20ft tentacles, 20ft reach.

Tags : Devious, Large, Close/Near, Reach.

HP 15 / Armour 2 / Damage 2D8 (take best) / Skills - +1 Spout Lore & Discern Reality.

Immunities/Vulnerable - Immune to Cold. -1 Dex & Wis rolls from : Holy Water/Sacred Ground.

Senses - Night Vision & Scent, +1 on Discern Reality involving smell.

Notes - Cyndari are simultaneous hermaphrodites. Breath Air/Water. Will Grapple, Cannot be tripped over.

-Cyndari sting Roll+Con 7-9=D6 Damage, 6-=Over the next week transforms mortals to Dark Elves (Dwarves, Elves, Gnomes, Humans, Kitsune, Nekomata, Satyr, Varin) or other races into Merrow.

- Summoning D6 Merrow or 2D6 Brachari.

- Once per day can summon 2D6 Dark Elves.

[Demon] **Dark Elves / Dokkalfar** - / Movement - Walk, Swim

Description : Elven appearance, Very Pale and Quick. Webbed Digits. Entire eyes are black. Gills on sides of body, their armour has slits along torso sides.

Tags : Group, Close, Stealthy, Piercing.

HP 10 or 15 / Armour 1 or 2 / Damage d8 or 2d8 (take best)

Skills - +1 Defend & Defy Danger

Immunities/Vulnerable - Immune to Cold. -1 Dex & Wis rolls from : Holy Water/Sacred Ground.

Senses - Night Vision & Scent, +1 on Discern Reality involving smell.

Notes - Sick in bright sunlight or blessed/holy ground. Sentient Plants are seen as regular plants, including Dryads. Usually found in river or coastal caverns. Breath Air/Water.

Prey on Clerics, Elves and Paladins. Weapons-Lajatang, Longbow.

-Move very fast towards or away from you.

-Draining Bite Roll+Con roll 6- heals Dokkalfar, 7-9=PC is Confused, 10+ fine.

-Cloud of fog in area 20ft radius.

[Demon] **Fomorian-Young** - / Movement - Walk, Swim

Description : Large humanoids with two arms and two legs. Three eyes, two scaly tails. Many warts and hairy moles. Scales along forearms, & lower legs. Webbed flesh between digits.

Tags : Close/Near, Terrifying, Hoarder, Forceful.

HP 15 / Armour 1 / Damage D10 / Skills - +1 Defend.

Immunities/Vulnerable - Immune to Cold. -1 Dex & Wis rolls from : Holy Water/Sacred Ground.

Senses - Night Vision & Scent, +1 on Discern Reality involving smell.

Notes - Breath air/water. Sick in Bright sunlight. Usually carry pouches. Fomorians enjoy causing disease, chaos and destruction for its own sake.

-Mind scream, 1 targets have Confused debility for 5 minutes.

-Fomorian bite Roll+Con 7-9=D6 Damage, 6-=Over the next week transforms mortals to Dark Elves (Dwarves, Elves, Gnomes, Humans, Kitsune, Nekomata, Satyr, Varin) or other races into Merrow.

-1st level Wizard spell once per day.

[Demon] **Fomorian-Elder** - / Movement - Walk, Swim

Description : Giant humanoids with two arms, two legs. Three eyes, two scaly tails. Many warts and hairy moles. Scales along forearms, & lower legs. Webbed flesh between fingers & toes.

Tags : Huge, Close/Near, Terrifying, Hoarder, Forceful.

HP 20 / Armour 2 / Damage D12 / Skills - +1 to Spout Lore.

Immunities/Vulnerable - Immune to Cold. -1 Dex & Wis rolls from : Holy Water/Sacred Ground.

Senses - Night Vision & Scent, +1 on Discern Reality involving smell.

Notes - Breath air/water. Sick in Bright sunlight. Usually carry pouches.

-Mind scream, 3 targets have Confused debility for 5 minutes.

-Trip target over with tail whip.

-Fomorian bite Roll+Con 7-9=D6 Damage, 6-=Over the next week transforms mortals to Dark Elves (Dwarves, Elves, Gnomes, Humans, Kitsune, Nekomata, Satyr, Varin) or other races into Merrow.

-1st and 3rd level Wizard spell once per day.

[Demon] **Kavnari** - / Movement - Walk, Swim

Description : Bipedal barracuda with 2 necks and heads, 2 legs and 2 arms.

Tags : Group, Close, Reach

HP 5 / Armour 1 / Damage 2d8 (take the best) / Skills - +1 Defy Danger.

Immunities/Vulnerable - Immune to Cold. -1 Dex & Wis rolls from : Holy Water/Sacred Ground.

Senses - Night Vision & Scent, +1 on Discern Reality involving smell.

Notes - Breath Air/Water. Kavnari do not stop to chat if there is blood any where nearby.

-Grab limb with one head

-Hiss making pc shaken

-Bloodthirsty; Wounded foes grant an extra attack

[Demon] **Kraken** - / Movement - Swim

Description : Turtle shaped, 8 tentacles, 2 pincers, 2 barracuda heads.

Tags : Huge, Terrifying.

HP 30 / Armour 3 / Damage 2d10 (take the best) - / Skills - +1 to Discern Reality

Immunities/Vulnerable - Immune to Cold. -1 Dex & Wis rolls from : Holy Water/Sacred Ground.

Senses - Night Vision & Scent, +1 on Discern Reality involving smell.

Notes - Breath Air/Water. Will Grapple, Cannot be tripped over. Kraken will attack enemy ships or spells for movement first, to prevent enemies getting away.

-Thrash 30ft aura, Defy Danger Con or thrown 30ft away,

-Animate Dead & Raise Dead once per week.- Once per day : 50% chance of Summoning 2 Cyndari or 2D6 Merrow.

Succubus/Incubus – Agents for Cyndari, Fomorians and Kraken.

- Succubus/Incubus kiss Roll+Con 7-9=D6 Damage, 6-=Over the next week transforms mortals to Dark Elves (Dwarves, Elves, Gnomes, Humans, Kitsune, Nekomata, Satyr, Varin) or other races into Merrow.



Cyndari, Jellyfish Demons, Slavers and Controllers

Dragons :

I feel the earth, move, under my feet, I feel the sky tumbling down, tumbling down.
- I feel the earth move, Martika.

Dragons live for a long time, are powerful in magic and might, and typically have a myriad of plans and minions well before you ever meet them. All Dragons of Rikirta can swim and breath underwater, since that's where they get most of their food.

Size : All Dragons get bigger as they age. Young are Large (room sized), Old are Huge.

- All dragons have +1 to Defy Danger.
- Bite/Claw/Claw or Spells or Breath Weapon (once per 3 rounds).

[Dragon-Skogyr] **Black Dragon** - / Movement - Walk, Fly, Swim.

Description : Midnight scaled reptile with two heads, two Legs and four Arms. Shimmering on its back are four dragonfly wings.

Tags : Magical, Devious, Intelligent, Hoarder, Terrifying.

HP 30 or 50 / Armour 1 or 2 / Damage 2d8 or 2d12 (take the best).

Immunities/Vulnerable - Immune to Lightning.

Senses - Night Vision, Scent, +1 on Discern Reality involving smell.

Notes - Genie Form *3/day, Large Humanoid. Djinni Genie form-Eleven shimmering owls surrounded by a whirlwind. Native to Skogyr Moon. Capricious. Chaotic. Speak-Common, Elven.

-Breath-Lightning Cone. 30*90/60*180ft. Breath 1D12/2D12 (take the best)

-Whirlwind slam whole area, Roll+Con, 7-9=D6 damage, 6-=D6 damage, Stunned debility.

-Charming smile, target considers Black Dragon as non hostile for next turn.

-Tail flick, knocked 20ft backwards.

-Silence area 20ft radius for 5 minutes.

[Dragon-Marid] **Blue Dragon** - / Movement - Walk, Fly, Swim.

Description : Many azure scales line the body of this four legged and four large finned reptile.

It's two tails swish through the ocean.

Tags : Magical, Devious, Intelligent, Hoarder, Terrifying.

HP 25 or 50 / Armour 1 or 2 / Damage 2d8 or 2d12 (Take the best)

Immunities/Vulnerable - Immune to Cold.

Senses - Night Vision, Scent, +1 on Discern Reality involving smell.

Notes - Capricious. Neutral. -Genie Form *3/day, Marid-Genie form-Blue skinned four armed thin human with fish lower half who smells of the sea. Speak-Oceanspeak & Common.

-Breath-Ice Cone, 30*90/60*180ft. Breath 1D12/2D12.

-Cloud of fog 30ft radius.

-10ft cube of water surrounds the target.

-Gaze removes ongoing magical affects from two targets.

-Bites off a limb.

[Dragon] **Gold Dragon** - / Movement - Walk, Swim, Fly

Description : Rich golden eyes match its scales of this reptiles six legs and four small bat wings along flanks. (Oriental Dragon)

Tags : Magical, Devious, Intelligent, Hoarder, Terrifying.

HP 30 or 50 / Armour 1 or 2 / Damage 2d10 or 3d10 (take the best)

Immunities/Vulnerable - Immune to Suffocation

Senses - Night Vision, Scent, +1 on Discern Reality involving smell.

Notes - Benevolent. Alignment-Good. Often found in Astral plane. Gold Dragons are interested in Magic, Learning, Acquiring, Interacting with magic. Speak Common, Starspeak, Forestspeak.

- Breath-Wild Magic Cone. 30*90/60*180ft. Breath As Wild magic table for current and spells in the next minute.
- Freeze whole area, Roll+Str, 7-9=D6 damage, 6-=D6 damage, Shaky debility.
- Visions of everyone in your life who has died fill your mind.
- Wind storm, knocked off your feet.
- Thunderclap, Defy Danger Con or Stun Debility, 60ft radius.

[Demon-Myrkr] **Green Dragon** - / Movement - Walk, Swim, Fly

Description : Cyan scaled reptile with two Heads and. They fly about with four large bat wings or walk on four legs, flicking their two tail stingers from side to side.

Tags : Magical, Devious, Intelligent, Hoarder, Terrifying.

HP 25 or 50 / Armour 2 or 3 / Damage - 2d8 or 2d12 (take the best)

Immunities/Vulnerable - Immune to Acid.

Senses - Night Vision, Scent, +1 on Discern Reality involving smell.

Notes - Genie Form *3/day, Dao-Genie form, Brown skinned eight eyed, six legged hairless human who smells of soil. Tyrannical. Alignment-Evil. Speak Common & Orcish.

-Breath-Acid Cone. 30*90/60*180ft. Breath 1D12/2D12.

-Darken area, 30ft radius.

-Stinger gets you, Roll+Con, 7-9=D6 damage, 6-=D6 damage & weak debility.

-Rocks form hands and hold your tail or leg.

-Bites off a limb.

[Dragon-Vandyr] **Red Dragon** - / Movement - Walk, Swim, Fly

Description : Three heads of this crimson four legged reptiles scan the area. It's six bat wings linked to its back, arms and legs.

Tags : Magical, Devious, Intelligent, Hoarder, Terrifying.

HP 30 or 50 / Armour 1 or 2 / Damage 2d8 or 2d12 (take the best)

Immunities/Vulnerable - Immune to Fire.

Senses - Night Vision, Scent, +1 on Discern Reality involving smell.

Notes - Speak Common & Vandyr. Genie form *3/day, Efreeti-Genie form-Red skinned muscular human with bone horns its three heads and Sulphur smelling fire flickering around it. Tyrannical. Alignment-Lawful.

-Breath-Fire Cone. 30*90/60*180ft. Breath 1D12/2D12.

- Halve or Double normal fires size & duration within 30ft radius.

-Ignite the whole area, Roll+Dex, 7-9=D6 damage, 6-=D6 damage, Scarred debility.

-Insolent sneer, target considers the Dragon as hostile and desires combat.

-Wind storm, knocked off your feet.

[Dragon-Celestial] **Silver Dragon** - / Movement - Walk, Swim, Fly

Description : Glistening silver scales cover this four legged reptile, held aloft by two large butterfly wings.

Tags : Magical, Devious, Intelligent, Hoarder, Terrifying.

HP 25 or 50 / Armour 1 or 2 / Damage 2d8 or 2d12 (take the best)

Immunities/Vulnerable - Immune to sonic or sound damage.

Senses - Night Vision, Scent, +1 on Discern Reality involving smell.

Note - Speak Common & Starspeak. Benevolent. Alignment-Chaotic.

-Breath-Shatting Sonic Cone. 30*90/60*180ft. Breath 1D12/2D12.

-Confuse with flickering wings, Roll+Wis, 7-9=Confused debility, 6-=confused you move and change direction.

-Visions of every moment of joy fills your mind.

-Tail flick, knocked 20ft backwards.

-Summon 2D6 Light elves once per day.

[Dragon-Undead] **White Dragon** - / Movement - Walk, Swim, Fly

Description : Two large bat wings keep this pearl scaled reptile ready. It's two legs and long tail are muscular from years of hunting.

Tags : Magical, Devious, Intelligent, Hoarder, Terrifying.

HP 25 or 50 / Armour 2 or 3 / Damage 2d10 or 3d10 (take the best)

Immunities/Vulnerable - Immune to Cold.

Senses - Night Vision, Scent, +1 on Discern Reality involving smell.

Note - Speak Common, Dwarvish & Elven. Tyrannical. Alignment-Evil.

-Breath-2D6 Spell levels or Hit Points Cone. 30*90/60*180ft.

-Freeze whole area, Roll+Str, 7-9=D6 damage, 6-=D6 damage, Shaky debility.

-Visions of everyone in your life who has died fill your mind.

-Wind storm, knocked off your feet.

-Summon 2d6 Skeletons once per day.

[Dragon] **Sea Serpent** - / Movement - Swim

Description : 120ft long grey-green aquatic snake is 15ft across, with fins along its flanks every 20ft.

Tags : Magical, Forceful, Hoarder, Terrifying.

HP 30 / Armour 2 / Damage 2d10 (take the best) / Skills - +1 to Defend.

Immunities/Vulnerable - Immune to cold or sonic/sound damage.

Senses - Night Vision.

Note - Breath Air/Water.

-Krill Spray Breath 2d10 (take the best) Breath Cone 50*100ft/60*120ft.

-Crush ship (takes 2 moves)

-Tail flick, knocked 20ft backwards.

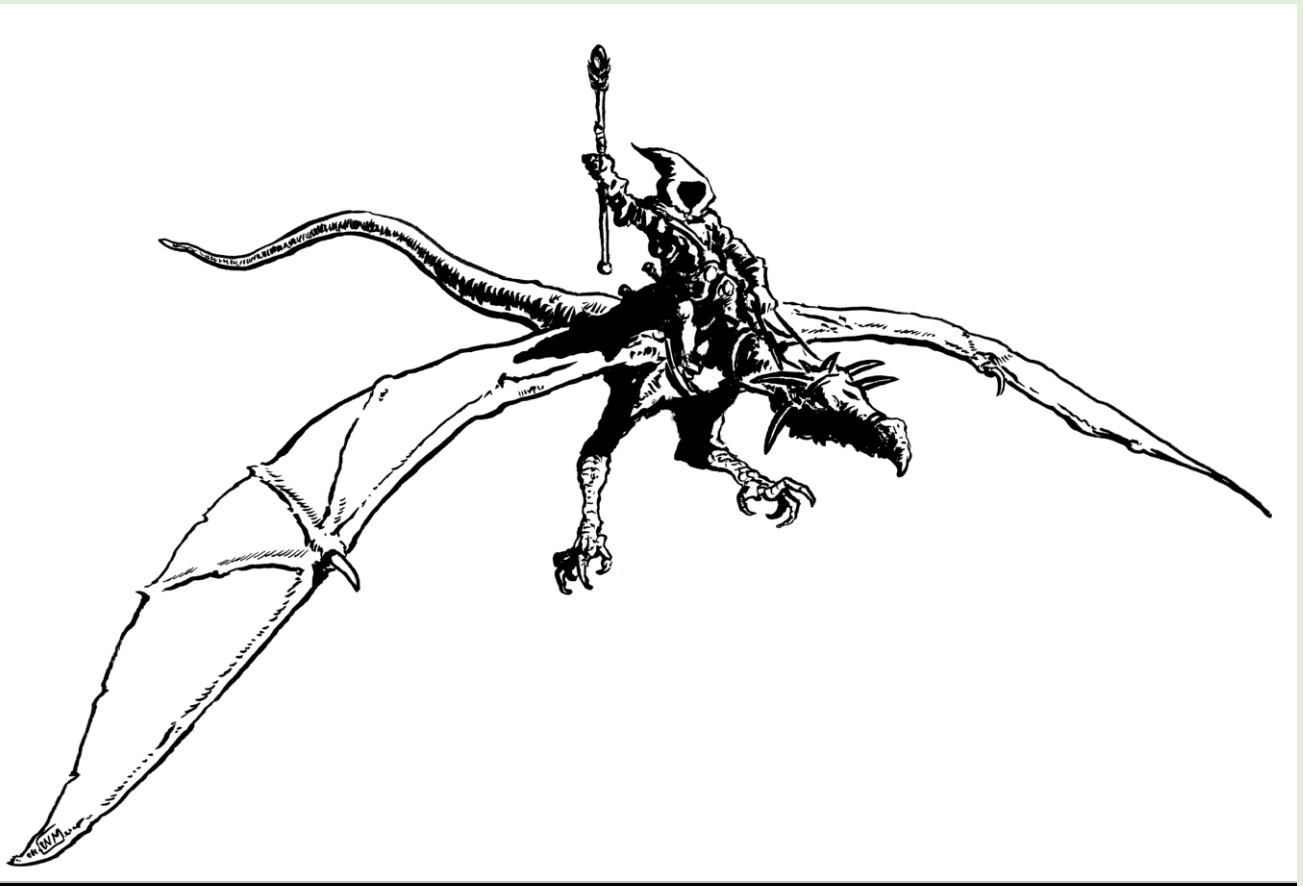
Dragons & Genies :

What PC humanoid species know :

- Vandyr faction leaders as Red Dragons.
- Marid faction leaders are Marid.
- Skogyr faction has some Black Dragon members.
- Myrkr Alliance has Dao overlords.

What NPC humanoid species know -

- Vandyr Fire Giants & Naga know Red Dragons can take Efreeti form.
- Skogyr Sphinx & Treants know Djinni are also Black Dragons.
- Myrkr Rakshasa & Vyrrak know Myrkr Alliance Dao can take Green Dragon form.



Marid

Tide is high but I'm moving on, I'm gonna be your number one
- Tide is high, Blondie

Creatures : Anacanth, Blue Dragon-Marid, Elementals-Water, Kelp-Treant, Merfolk, Octocanth, Nymph, Ranik, Selkie, Wysto, Zaratan.

- Anacanth, Kelp Treants, Octocanth & Selkie speak Oceanspeak.

Marid Oligarchy creatures enjoy being in and around rivers, lakes and the sea. They work against those who pollute the sea, such as Myrkr Alliance and Vandyr pact, but spend most of their time fending off Demons, their primary aquatic rivals.

Marid Oligarchy are one of the oldest factions, and its elders are the most aware of Demonic activities. Once trust is earned they can be great allies to the civilised lands.



Anacanth

[Marid] **Anacanth** - / Movement - Swim-Fast.

Description : Manta Ray creatures, intelligent, 30ft (10m) across. Gills, front fins appear like horns. Large and wide dorsal fins. Flat profile. Pale green underside, Dark blue or dark green topside.

Tags : Large, Group, Close.

HP 20 / Armour 2 / Damage 2d8 (take the best) / Skills - +2 Discern Reality.

Immunities/Vulnerable - Immunity to Bludgeoning & Cold.

Senses - Night vision.

Notes - May Flee Sonic damage in water. Sea Levels-All. Climate : Temperate-Tropical. Can do Lyndsar ritual. Usually court and mate during Dreyri or Vorda full moons. Found in groups of 2D12. Lifespan : 60+2D20 years. Diet-Zooplankton. Anacanth play in shallow or mate in shallow water, but just travel in deeper water. Anacanth sometimes aid people when they are attacked by Demons or Sea Serpents.

-Zoom into/out of the area 60ft.

- Mind damage Blast 60ft cone for d12 damage.

-Sting target roll+con, 7-9=d6 damage and shaky debility for 1 hour, 6-=2d6 damage and shaky debility for 1 day.

-Zips under you knocking you over.

[Marid] **Kelp Treant** - / Movement - Swim

Description : Large sea kelp cluster in a vaguely humanoid shape with 5+ arms and 5+ legs.

Tags : Large, Magical, Amorphous, Terrifying.

HP - / Armour - / Damage - / Skills -

Immunities/Vulnerable - Immunity to Bludgeoning & Cold.

Senses - Night vision. Shallow Sea. Will Grapple, Cannot be tripped over. Good Aligned.

Notes - Regenerates 1 hp per hour. Aquatic plant.

- Tangle with kelp 30ft radius.

- Blend in, normal animals regard as background terrain.

[Marid] **Nymph** - / Movement - Walk, Swim

Description : Appear as viewers race, but blue tint to skin, webbed fingers.

Tags : Magical, Planar, Stealthy, Cautious.

HP 15 / Armour 1 / Damage d6 / Skills - +1 to Defend & Discern Reality.

Immunities/Vulnerable - Immune to cold and water. -1 Dex & Wis rolls from : Fire

Senses - Night Vision

Notes - Groups of D6+1. Can be female, male, or sequential hermaphrodites.

- Water blast, D6 damage and thrown 20ft backwards.

- Quickly seep into/out of the surrounding terrain.

[Marid] **Octocanth** - / Movement - Swim.

Description : Giant octopus – 36ft (12m)

Tags : Large, Close/Near, Forceful, Reach.

HP 20 / Armour 2 / Damage 2d10 (take the best) / Skills - +1 Hack'n'Slash

Immunities/Vulnerable - Immunity to Bludgeoning & Cold.

Senses - Night vision.

Notes - Sea Levels-All.

-Trip 2 targets over.

-Grab your limb/weapon.

-Cloud of ink 60ft radius, choose 1-darkness, silence or dispel magic.

[Marid] **Selkie** - / Movement - Walk, Swim-Fast.

Description : Human and Seal forms.

Tags : Group, Cautious, Close, Forceful.

HP 10 / Armour 1 / Damage D6 / Skills - +1 Defy Danger & Parlay.

Immunities/Vulnerable - Immune to Cold.

Senses - Night vision.

Notes - Hold breath for 1 hour. Hide their true nature, work for Marid against evil creatures.

Same Humanoid form each time. Can do Lyndsar ritual.

-Change form (human to seal, seal to human).

-Slam charge into you, knocked 10ft backwards.

-Zoom into/out of the area 60ft.

[Marid] **Zaratan** - / Movement - Walk, Swim

Description : Giant turtles, shell is often mistaken for islands. 100ft to 1 mile across.

Tags : Hoarder, Terrifying, Huge!

HP 30 / Armour 2 / Damage 2d12 (take the highest) / Skills - +2 to Defend.

Immunities/Vulnerable - Immune to Cold & Fire.

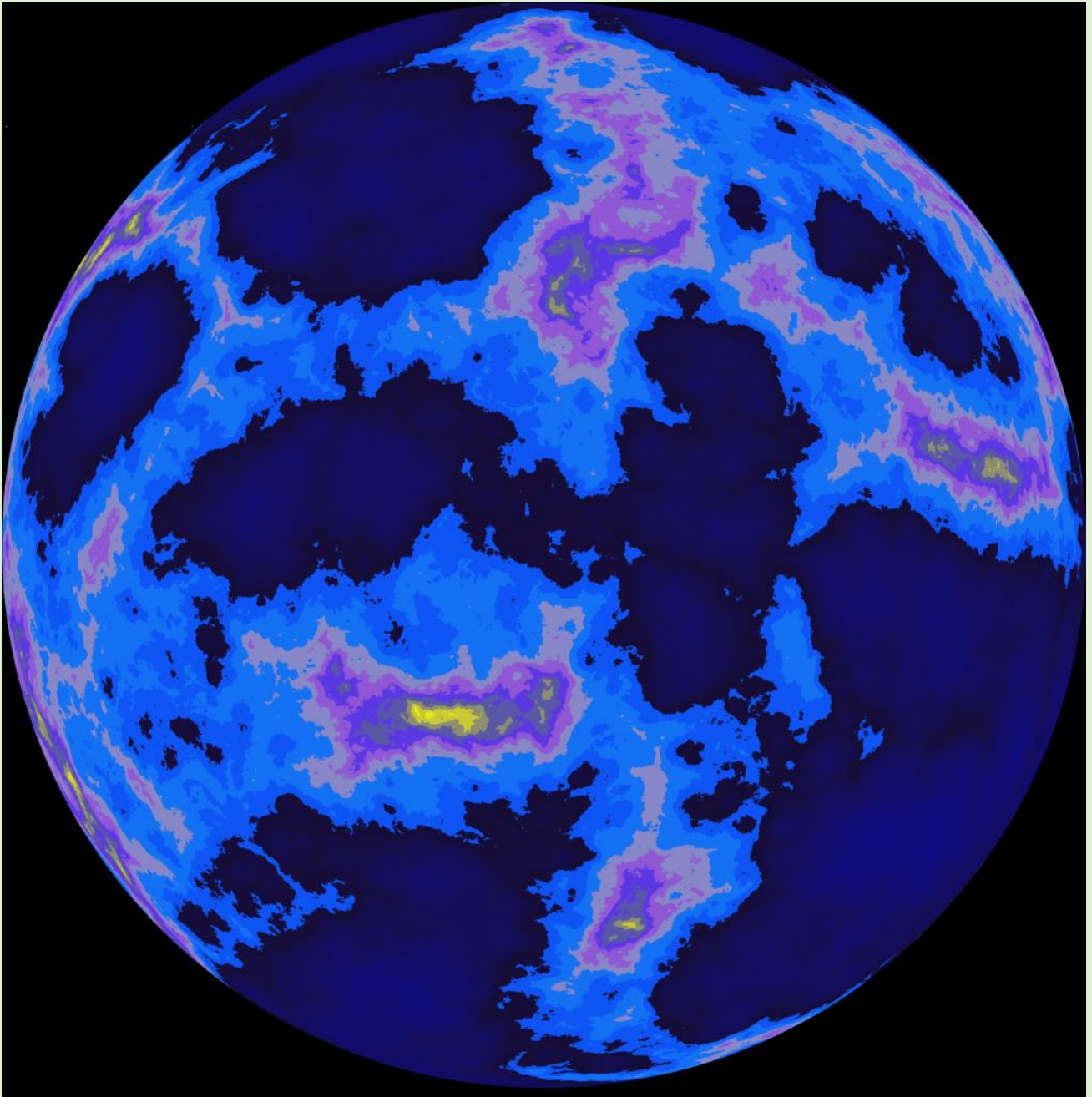
Senses - Night vision. Massive reptile-turtle with island as it's shell.

Notes - Hold breath for 8 days. Hide their true nature, work for Marid against evil creatures.



Troll Caverns

Moon of Myrkr – Home of Corruptors and Enslavers



The Goblin (Ballad)

The goblin walks through many caves
wicked king his master
jagged teeth and bloody claws
makes his prey run faster.

His flesh of green and eyes of gold
will haunt you in your sleep
on skull-like drums he bangs his spear
echoing in the deep.

Such painful scars; the whip his fear
small form but strong intent
like blinding rage yet unreleased
nightly tasks he is sent.

Toys with the weak, will trick and maim
sickened by the bright sun
chortles through his vile escapade
twisted soul; friend to none.



Myrkr Alliance –

Can you hear them? They talk about us, telling lies, well that's no surprise...

- Go Go's, Our Lips Are Sealed.

Lead by Dao-Green Dragons, the Myrkr are corrupters and conquerors, trying subtly and vices first, then more overt measures to enslave every living creature.

Creatures : Barguest, Bugbears, Cyclopse, Elemental-Earth, Ettins, Goblins, Green Dragons, Gyrrak, Harpy, Jorogumo, Minotaurs, Myriax, Ogres, Orcs, Peryton, Rakshasa, Trolls, Vyrrak.

- Myrkr – Creatures came to Rikirta in the first era.
- All Myrkr have : -1 Dex & Wis rolls from-Acid, Immunity-Lightning.
- Methane based. Regenerate 1hp/rd around methane vents in underworld/underwater. Note-Methane has no smell.
- Threat to morals, ethics and soul. Myrkr do not use Constructs.
- Tactics - Protection racket. Kidnapping. Forgery, Bribery.
- A few floating bases, dark grey metal on bottom of their forts.
- Myrkr lairs often have notes on their targets and counterfeit coins.

- Bugbears, Ettins, Minotaurs & Ogres speak Orcish.
- Cyclopse, Goblins, Orcs & Harpy speak Orcish & Common.
- Minotaurs can serve in your stories as the debt collectors, repercussions of bad choices, your own or choices of those close to you.

What few of the civilized people know is that the moon Myrkr was brought from another realm by Rakshasa ritual, smashing into Skogyr, the rocks from this hit Dreyri causing the Human evacuation from Dreyri to Rikirta. Later the Rakshasa of Myrkr summoned another moon which became Thallari.

[Myrkr] **Gyrrak** - / Movement - Walk, Swim

Description : Aquatic creatures-cuttlefish, 8 Barbed tentacles. 3ft long, (Color changing skin to blend in).

Tags : Small, Close, Horde, Piercing, Reach.

HP 8 / Armour 1 / Damage D6 / Skills - +1 Defy Danger.

Immunities/Vulnerable - Immune to Lightning. -1 Dex & Wis rolls from-Acid.

Senses - Night vision.

Notes - Breath air/water. Used as raiders and spies by Rakshasa & Vyrrak. Gyrrak will flee if half their group are slain quickly. They can use basic tools, make basic locks and traps. Small groups of 3D12. Gyrrak enjoy raiding, tricking and stealing from everyone else, including other Gyrrak. Gyrrak generally dwell in tribes of a hundred, ruled by a Vyrrak or Rakshasa. Gyrrak never raid during Summer-Mating season. Language-Oceanspeak, Lytyr.

-Spit goo – sticky webbing over 2 limbs.

-Blend in - regular animals treat as background terrain.

-Ink cloud 10ft radius, purple mist.

[Myrkr] **Jorogumo** - / Movement - Walk, Climb

Description : Medium humanoid or 6ft wide spider.

Tags : Group, Cautious, Close, Stealthy, Hoarder.

HP 15 / Armour 1 / Damage D8 / Skills - +1 to Discern Reality

Immunities/Vulnerable - Immune to Poison & Lightning. -1 Dex & Wis rolls from : Acid.

Senses - Night vision, sense movement-vibrations.

Notes - May flee from Fire effects. Enemy-Lycanthropes. Speaks Common & Forestspeak. Same Medium Humanoid form each time. Typically Elves, Faerie or Humans. Jorogumo often have plans and backup plans, seeing people as points in a web.

- Bite-heals wounds 1:1.
- Tangle limb in web.
- Change form to/from Spider.
- Leap high up.

[Myrkr] **Myriax** - / Movement - Burrow, Climb, Walk.

Description : Medium Humanoid and Large Centipede Shapeshifters forms.

Tags : Terrifying, Close, Forceful, Reach. Medium/Large.

HP 15 / Armour 2 / Damage D6 or D10 / Skills - +1 to Hack'n'Slash.

Immunities/Vulnerable - Immune to Lightning. -1 Dex & Wis rolls from : Acid.

Senses - Night vision, sense movement-vibrations.

Notes - May flee Fire effects. Same Humanoid form each time. Typically Dwarves, Humans or Ranik. Enemy-Lycanthropes. Sweet food is their great weakness. Speaks Common & Forestspeak.

- Bite off limb.
- Change form to/from Centipede.
- Coil around foe.

[Myrkr] **Myrkr Bat** - / Movement - Fly.

Description : Large green bat with electricity arcing from its wings to its feet.

Tags : Magical, Organised, Horde.

HP 10 / Armour 1 / Damage D6 / Skills - +1 to Discern Reality.

Immunities/Vulnerable - Immune to Lightning. -1 Dex & Wis rolls from : Acid.

Senses - Night vision.

Notes - # If Myrkr moon full or within 30ft of Myrkr Rift/Methane vent=+1 Defy Danger rolls.

- Confuse target with many bats flying everywhere.
- Summon spark – zaps anyone with lightning – Stunned (-1 Int)

[Myrkr] **Myrkr Crayfish** - / Movement - Swim, Walk.

Description : Dark green Crayfish with electricity swirling within its shell.

Tags : Small, Magical, Group, Hoarder.

HP 10 / Armour 2 / Damage D6 / Skills - +1 to Defence.

Immunities/Vulnerable - Immune to Lightning. -1 Dex & Wis rolls from : Acid.

Senses - Night vision.

Notes - # If Myrkr moon full or within 30ft of Myrkr Rift/Methane vent=+1 Defy Danger rolls.

- Grab target limbs with pincers.
- Summon spark – zaps anyone with lightning – Stunned (-1 Int)

[Myrkr] **Myrkr Dryad** - / Movement - Walk, Climb.

Description : Medium Plant Humanoid, 4 arms. Grey bark for skin with darker bark for hair.

Electricity can be seen swirling within its black sap.

Tags : Magical, Devious, Hoarder, Stealthy, Forceful.

HP 10 / Armour 1 / Damage D8 / Skills - +1 to Spout Lore & Discern Reality.

Immunities/Vulnerable - Immune to Lightning. -1 Dex & Wis rolls from : Acid.

Senses - Night vision.

Notes - Lightning heals 1:1. # If Myrkr moon full or in a Thunderstorm=+1 Defy Danger rolls.

- Spit goo – sticky webbing over 2 limbs.
- Tangle with branches & vines, 20ft radius.
- Summon spark – zaps anyone with lightning – Stunned (-1 Int)

Uruz - Shadow Ooze, Shadow Manta & Shadow Gargoyle forms.

Uruz : Are Laguz that evolved on the moon of Myrkr, where cunning creatures roam.

Laguz are three stage lifeforms. Ooze, then Manta Ray, then Gargoyle. Transition from one stage to the next is via a one month metamorphosis within a mud-ceramic cocoon.

All Laguz know about the floating rock castles over the ocean. They are pieces of the collision between the moons of Dreyri and Myrkr. Shadow Gargoyles are trying to unite these pieces. Selkie have allied with Fey Gargoyles to aid against the Shadow Gargoyles.

Shadow Laguz from Myrkr, known as Uruz, value strength, physical and magical power.
- Usual Alignment – Evil. They thrive on draining strength, life and magic from others. They prey on anyone and everyone, including other Myrkr creatures.

- Uruz Aid-Change the light and darkness in an area, 20ft radius.

[Myrkr] **Uruz-Ooze** / Movement - Walk, Burrow, Climb.

Description : 2-3ft pile of jelly that oozes across the floor or ceilings.

Tags : Close, Piercing, Amorphous.

HP 6 / Armour 1 / Damage D6 / Skills - +1 to Defend.

Immunities/Vulnerable - Immune to Lightning. -1 Dex & Wis rolls from : Acid.

Senses - Night vision.

Notes : Lives for 1 year, Simultaneous hermaphrodites.

-Squidgy-The ooze can slither through gaps as narrow as 1 inch high.

-Slither around targets torso.

-Drain presence, Scarred debility for 1 day.

[Myrkr] **Uruz-Manta Ray** / Movement - Swim, Fly.

Description : Wide flat chevron shaped creature with a thin tail.

Tags : Close, Stealthy, Cautious.

HP 10 / Armour 1 / Damage D8 / Skills - +1 to Discern Reality.

Immunities/Vulnerable - Immune to Lightning. -1 Dex & Wis rolls from : Acid.

Senses - Night vision.

Notes - Lives for 10 years, Omnivores, grasping teeth for holding & tearing food apart. Very flexible and quiet creatures underwater. Sequential hermaphrodites.

-Wrap around target.

-Blend into/out of the shadows.

[Myrkr] **Uruz-Gargoyle** / Movement - Walk.

Description : Bat like wings, horned head, long claws, two eyes, two arms, two legs.

Tags : Magical, Organised, Hoarder, Stealthy, Group.

HP 10 / Armour 2 / Damage D6 or D10 / Skills - +1 to Parlay.

Immunities/Vulnerable - Immune to Lightning. -1 Dex & Wis rolls from : Acid.

Senses - Night vision.

Notes - Lives for 100 years, Gendered species.

-Crystallise skin, ignore blunt weapons for 5 minutes.

-Swoop down and knock someone over.

Uruz - Shadow Gargoyle and Shadow Manta.



[Myrkr] **Vyrrak** - / Movement - Walk, Swim.

Description : Evil intelligent Humanoid Squids. Waist down they have 6 tentacles of 4ft length for walking and swimming. Waist up they have a torso and head, which has a four beaked mouth. The arms are three 6ft long tentacles on each side.

Tags : Terrifying, Devious, Large, Close/Near, Hoarder, Reach.

HP 15 / Armour 2 / Damage 2d8 (take the best) / Skills - +1 to Discern Reality & Defy Danger.

Immunities/Vulnerable - Immune to Lightning. -1 Dex & Wis rolls from : Acid.

Senses - Night vision.

Notes - Cannot be tripped over. Breath air and water. Sea Levels-All. Found with D6 Skeletons, Zombies or 2D6 Gyrrak. May Flee Sonic damage in water. - Vyrrak use their living and undead minions to weaken foes before attacking. Vyrrak value necromantic items & lore. They are sometimes used as guards for the slave pens of the Rakshasa. Vyrrak look for reasons to return to the ocean, preferring to avoid Astral space or Vandyr if their Rakshasa masters have made them travel there.

Speaks Common, Oceanspeak & Forestspeak.

-Grab arm or leg.

-Ink cloud visions of death - 20ft radius defy danger int or stun debility, wis or confused debility.

-Whip whatever you were holding away.



Vyrak, marshals of the Myrkr Alliance

Skogyr

We close our eyes, cause time's slippin away...

- We Close Our Eyes, Go West

Creatures : Djinni-Black Dragon, Centaur, Dryad, Elementals-Air, Elves, Faerie, Griffin, Pegasus, Pixie, Satyr, Sphinx, Sprite, Sylph, Treant.

- All Skogyr (Fey) have : -1 Dex & Wis rolls from – Iron. Immunity – Cold and Fire.

Player character Dryads, Elves, Faerie & Satyr do not have the -1 Dex & Wis rolls from and Immunity.

- Centaur, Pixie, Sphinx & Treants speak Elven.
- Sphinx can serve as tricksters in your stories, giving advice or wisdom after test or riddles to those showing interest or noble intent.

The Skogyr are the fae or fairies and their allies. They try to enjoy every moment of life, though they are not blind to the many dangers on Rikirta and its moons.

Kenaz : Are Laguz that evolved on the moon of Skogyr, where fey creatures roam.

Laguz are three stage lifeforms. Ooze, then Manta Ray, then Gargoyle forms. Transition from one stage to the next is via a one month metamorphosis within a mud-ceramic cocoon.

Kenaz value inspiration, excitement and interaction.

- Usual Alignment-Chaotic. Despite their fierce appearance, they do not hunt innocent people and are omnivorous.

[Skogyr] **Kenaz-Ooze** / Movement - Walk, Burrow, Climb.

Description : 2-3ft pile of jelly that oozes across the floor or ceilings.

Tags : Close, Piercing, Amorphous.

HP 6 / Armour 1 / Damage D6 / Skills - +1 to Defend.

Immunities/Vulnerable - Immunity vs Cold. -1 Dex & Wis rolls from to Iron.

Senses - Night vision.

Notes : Lives for 1 year, Simultaneous hermaphrodites.

-Squidge onto target, 1 limb damaged.

-Drain intellect - stun debility for 1 day.

-Squidgy-The ooze can slither through gaps as narrow as 1 inch high.

[Skogyr] **Kenaz-Manta Ray** / Movement - Swim, Fly.

Description : Wide flat chevron shaped creature with a thin tail.

Tags : Close, Stealthy, Cautious.

HP 10 / Armour 1 / Damage D8 / Skills - +1 to Discern Reality.

Immunities/Vulnerable - Immunity vs Cold. -1 Dex & Wis rolls from to Iron.

Senses - Night vision.

Notes - Lives for 10 years, Omnivores, grasping teeth for holding & tearing food apart. Very flexible and quiet creatures underwater. Sequential hermaphrodites.

-Wrap around target.

-Flicker colors-confuse target, confuse debility for 5 minutes.

- Kenaz Attack - Deafen - Defy Danger Con, 5 minutes.

[Skogyr] **Kenaz-Gargoyle** / Movement - Walk.

Description : Bat like wings, horned head, long claws, two eyes, two arms, two legs.

Tags : Magical, Hoarder, Intelligent, Stealthy, Group.

HP 10 / Armour 2 / Damage D6 or D10 / Skills - +1 to Parlay.

Immunities/Vulnerable - Immunity vs Cold. -1 Dex & Wis rolls from to Iron.

Senses - Night vision.

Notes - Lives for 100 years, Gendered species.

-Fractal skin, ignore elemental damage for 5 minutes.

-Swoop down and carry someone up.

-Kenaz Aid - Change Sounds – dampen or amplify specific or general sounds.

All Laguz know about the floating rock castles over the ocean. They are pieces of the collision between the moons of Dreyri and Myrkr. Shadow Gargoyles are trying to unite these pieces. Selkie have allied with Fey Gargoyles to aid against the Shadow Gargoyles.



Kenaz - Fey Manta and Fey Gargoyle

[Skogyr] **Sphinx-Rikirtan** - / Movement - Walk, Fly

Description : Large Human headed Lion or Jaguar with feathery wings.

Tags : Devious, Planar, Close, Hoarder.

HP 20 / Armour 3 / Damage D10 / Skills - +1 Spout Lore & Discern Reality.

Immunities/Vulnerable - Immune to Cold & Fire. -1 Dex & Wis rolls from – Iron.

Senses - Night Vision & Scent, +1 on Discern Reality involving smell.

Notes - Lifespan 2D100 years. Often found with D6 Air Elementals or 2D6 Centaur. Does not like Chimera or Manticores at all. Enjoys riddles, puzzles and trading information.

-1st and 3rd level Cleric spell once per day.

-Confound with riddles, confused debility for 10 minutes

-Bite limb off

-Debates philosophy at you, roll+wisdom, 7-9=confused debility for 10 minutes, 6-=started a transition-consideration period where you change alignment either for a week or permanently.

[Skogyr] **Sylph** - / Movement - Walk, Fly

Description : Appear as viewers race, but silver tint to skin and with butterfly wings.

Tags : Group, Cautious, Forceful, Planar.

HP 10 / Armour 2 / Damage D8 / Skills - +1 to Spout Lore.

Immunities/Vulnerable - Immune to Cold & Fire. -1 Dex & Wis rolls from – Iron.

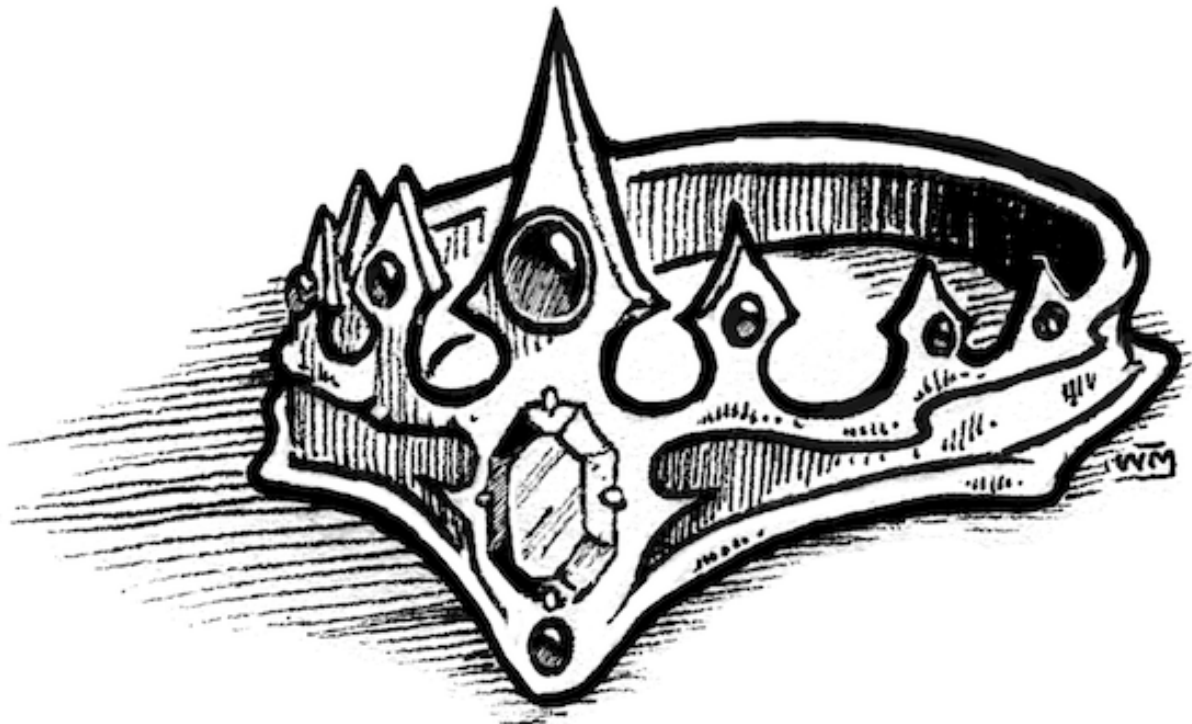
Senses - Night vision.

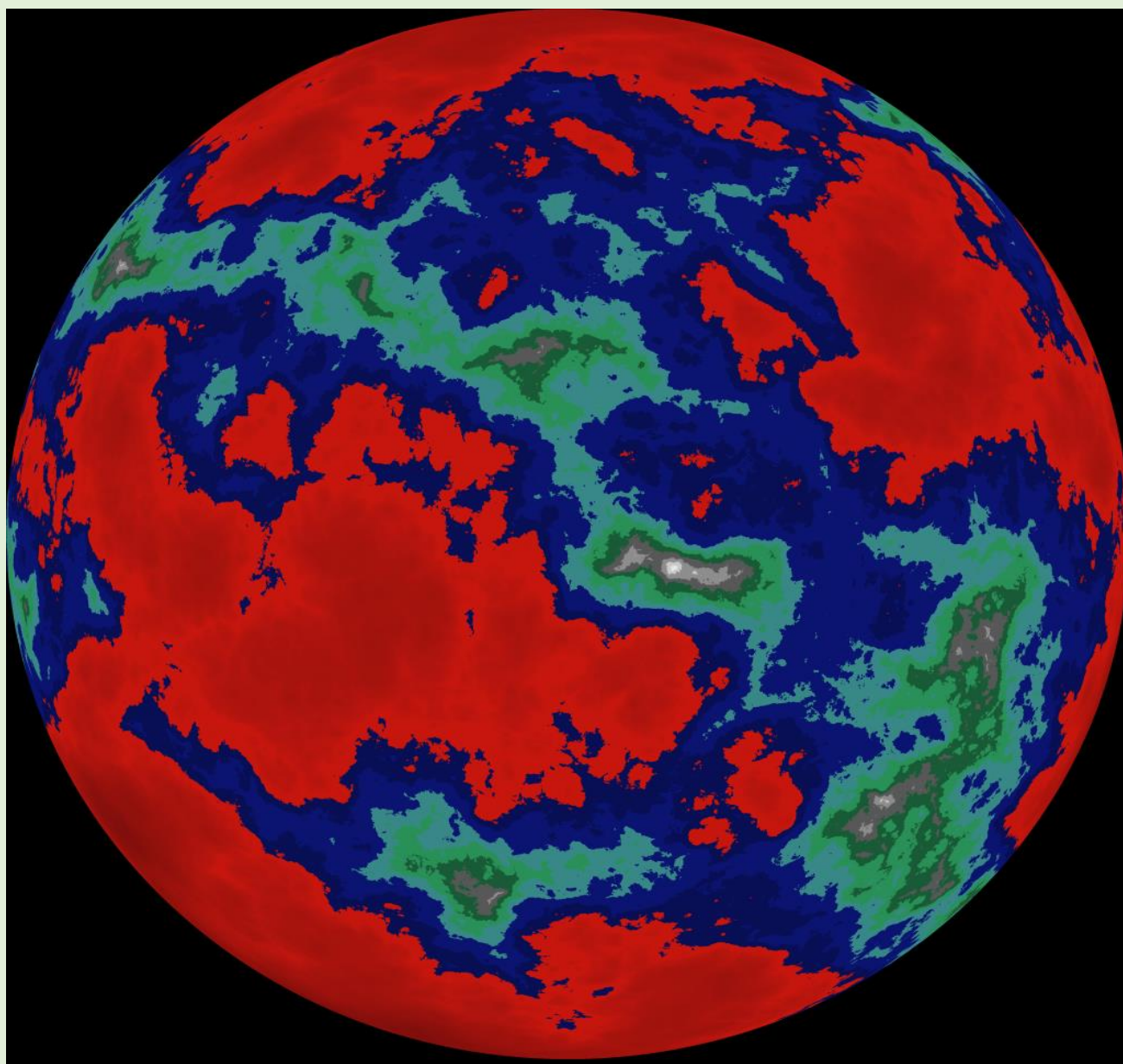
Notes - Groups of 2D6+2. Sylph enjoy travel and freedom and will assist in those denied of either.

-Cloud of fog 60ft radius.

-Whirlwind-target lifted 30ft in the air for 30 seconds.

-Gust of wind-target blown 30ft backwards.





Moon of Vandyr – Home of Fire Creatures & Reptiles

Vandyr Pact :

Now I got a new fire, burnin' in my eyes
Lightin' up the darkness, movin' like a meteorite
- All Fired Up, Pat Benetar

Lead by the Efreeti-Red Dragons, Vandyr creatures live to consume land, sky and all things that dwell within both. The Vandyr came to the planet of Rikirta during the Fire Era, but raided Jarri moon in Earth Era.

Creatures - Basilisk, Chimera, Cockatrice, Elementals-Fire, Fire Giants, Hydra, Kobolds, Lizardfolk, Manticore, Medusa, Naga, Ninazu (Scorpion Folk), Necnitsa, Oni, Red Dragons, Salamander, Wyvern.

All Vandyr have : -1 Dex & Wis rolls from-Cold, Immunity-Fire.

- Fire Giants, Lizardfolk, Ninazu (Scorpion Folk) & Salamander speak Vandyr.
- Kobold, Medusa, Naga & Necnitsa speak Vandyr & Common.
- Rumour-A Medusa's heart or love can be used to raise Pegasus or Unicorn from the dead.

Most Vandyr creatures avoid creatures of the Marid faction, Marid, Nymph & Water Elementals terrify the Fire Elementals, Ninazu & Salamanders.

All Vandyr creatures have the following traits -

- Silicon based life forms. 10+HD worth will affect metal within 100ft. Vibrates. Wis/Per DC 10 to notice. Grey tint flesh when wounded or slain. Dark grey blood.
- Threat to resources, physical threat to person and the land.
- Tactics - Bandits, Pirates. Value food-now and sources for later. Do not go deep into underworld or underwater from fear of Methane vents-Make them suffocate or explode.
- Vandyr Lairs have fire pits, open rooves and smell of Sulphur.

Once per 16 years (7,680 Days) Vandyr, Myrkr, Skogyr, Galasir & Jarri align - Day 200/480 in the year. One of these occurred when the Vandyr invaded Jarri. Sickly yellow night sky. Last two conjunctions were in Fire Era 470 then 486. Next conjunction will be Fire Era 502.

Tainted by the presence of Vandyr portals and Ninazu catacombs -

Air : Buzzing disrupts and distracts - Hourly save - Wis DC 12 or Disadv to Int/Wis/Chr checks.

Land : Disturbs stomach - Hourly save - Con DC 12 or Disadv to Str/Dex/Con checks.

* Once links to vandyr have been removed the area is Dead magic for 100 years.

Lands fallen to the Vandyr Pact -

- Akronas : Former Satyr, now infested with Vandyr faction Kobolds & Naga. 0 FE.
- Harakaft : Former Elven, now overrun with Vandyr faction Kobolds and Naga. 422 FE.
- Varokaj : Former Dwarven, now infested with Vandyr faction Kobolds & Naga. 486 FE.

[Vandyr] **Naga-Rikirtan** / Movement - Walking

Description : Evil Snakes with two Cobra heads or two long Constrictor tails. All have two arms.

Tags : Large, Devious, Hoarder, Cautious, Terrifying.

HP 10 / Armour 1 / Damage 2D8 (best dice) / Skills - +1 Spout Lore.

Immunities/Vulnerable - -1 Dex & Wis rolls from-Cold, Immunity-Fire.

Senses - Sense movement.

Notes - Diurnal. Sea Levels-Shallow Sea/Middle Sea. May Flee Cold/Water damage.

-Poison bite, roll+Con, 7-9=D6 damage, 6-=D6 damage and Sick debility.

-Coil around target.

-Quickly approach/leave the area.

[Vandyr] **Ninazu - Scorpion folk** / Movement - Walking, Climb, Burrow

Description : 4ft-5ft scorpion humanoids with four arms and a tail stinger. Stocky build with hair and beards are typical. Mouth has four pincers and their eyes are entirely white.

Tags : Small-Large, Planar, Organised, Hoarder, Terrifying.

HP 10 or 15 / Armour 1 or 2 / Damage 2D8 (best dice) / Skills - +1 Defy Danger.

Immunities/Vulnerable- -1 Dex & Wis rolls from-Cold, Immunity-Fire.

Senses - Sense movement, Night vision.

Notes - Found in deserts and underworld caverns, avoid Water. Reshape the world-land, sea and sky into their catacombs nests. One in 10 are Wizards. Prey on Wizards, Dwarves and Bards.

-Grab limb in pincer.

-Fire aura ignites area.

-Sting body with stinger. Those stung, D4 days later, Con roll, 6-+2d6 damage, 7-9=d6 damage. Hundreds of tiny scorpions erupt from flesh or via vomit.

[Vandyr] **Nocnitsa** / Movement - Walking, Fly

Description : Medium Waspfolk Shapeshifters. Bipedal intelligent wasps.

Tags : Devious, Hoarder, Terrifying.

HP 10 / Armour 1 / Damage 2D8 (best dice) / Skills - +1 Defend.

Immunities/Vulnerable- -1 Dex & Wis rolls from-Cold, Immunity-Fire.

Senses - Night Vision, Scent, +1 on Discern Reality involving smell.

Speaks-Common & Vandyr. Do not swim in or underwater. Hibernate in Winter. Can change into different Humanoid forms. True form is Wasp folk. Some use Hand crossbows with sleep poison. Nocnitsa will pretend to be children, or Fey (Skogyr faction) to get close to prey. 1 in 10 Nocnitsa are Warlocks or Witches.

-Fly up high.

-Stings leg with Stinger (heals their wounds 1:1)

-Change form (Human to Waspfolk, Waspfolk to Human)

[Vandyr] **Vandyr Ghouls** / Movement - Walking. Climbing

Description : Blacked flesh cover half of the red boned undead humanoid.

Tags : Group, Devious, Hoarder.

HP 10 / Armour 2 / Damage 2D6 (best dice) / Skills - +1 Defy Danger.

Immunities/Vulnerable- -1 Dex & Wis rolls from-Cold, Immunity-Fire.

Senses - Life sense 60ft radius

Notes - # Faster movement if Vandyr moon is Zenith or within 30ft of a campfire/burning building/Vandyr rift.

-Claws - Roll+Con 7-9=Shaky debility, 6-=Paralysed.

-Fire Aura D4 damage within 10ft. Once per day can extend Aura by 20ft radius.

[Vandyr] **Vandyr Kangaroo** / Movement - Walking

Description : Red furred kangaroo with black eyes.

Tags : Large, Devious, Hoarder, Terrifying.

HP 10 / Armour 1 / Damage 2D8 (best dice) / Skills - +1 Hack'n'slash.

Immunities/Vulnerable- -1 Dex & Wis rolls from-Cold, Immunity-Fire.

Senses - Night Vision & Scent, +1 on Discern Reality involving smell.

Notes - # Faster movement if Vandyr moon is Zenith or within 30ft of a campfire/burning building/Vandyr rift.

-First attack hits, attacks again-rake with rear claws.

-Bound into the area or out of the area.

-Burn limb – Makes limb useless until magically healed.

[Vandyr] **Vandyr Scorpion** / Movement - Walking, Climb

Description : Large scorpion with black shell, red flames flicker across its hide.

Tags : Large, Devious, Hoarder, Terrifying.

HP 10 / Armour 2 / Damage 2D10 (best dice) / Skills - +1 Defend.

Immunities/Vulnerable- -1 Dex & Wis rolls from-Cold, Immunity-Fire.

Senses - Night vision and sense movement.

Notes - # Faster movement if Vandyr moon is Zenith or within 30ft of a campfire/burning building/Vandyr rift.

-Poison roll+Con 7-9=Sick debility, 6-=D6 damage.

- Bite/Scratch target-Infect - D4 days later, Con roll, 6-+2d6 damage, 7-9=d6 damage. Hundreds of tiny scorpions erupt from flesh or via vomit.



Kobold Sorcerer

Vampire (Villanelle)

His lonely home the willowed park
taste of blood to quench his thirst
the ageless hunter embraced by dark.

In watchful eyes his future stark
with a lightless soul he is cursed
his lonely home the willowed park.

Guardians ears twitch then they bark
stalks his meal with skills rehearsed
the ageless hunter embraced by dark.

Far from aid this easy mark
upon his prey he quickly burst
his lonely home the willowed park.

Fleeing the suns morning arc
battered conscience poorly nursed
the ageless hunter embraced by dark.

His only friend the evening lark
in sin his haunted nights immersed
his lonely home the willowed park
the ageless hunter embraced by dark.

Underworld :

When I said that I love you I meant, that I love you forever....

- Keep on loving you, REO Speedwagon.

A variety of souls who have not died, come back as a physical or ghostly forms inhabit and Underworld, the caverns below the surface.

Lead by – Vampires, some times a Lich.

Creatures - Banshee, Ghost, Ghoul, Jubokko, Krasue, Lich, Mummy, Revenant, Shadow, Skeleton, White Dragon, Wraith, Vampire, Zombie.

- Undead – Recurring invasions from Underworld.
- -1 Dex & Wis rolls from-Holy Water/Sacred Ground. Immunity-Mind damage.
- Tactics - Distracted by strong emotion or blood.
- Shadows can be used in stories to represent the unconscious of the character, their fears and vices that they don't want brought to the light or haven't dealt with. They 'win' against the character by tempting them to give into their mindset.

Once per 270 years (129,600 days) Undead swarm out of the Underworld during a Lunar Conjunction : Vandyr, Myrkr, Skogyr, Galasir, Thallari & Jarri are full on same night. Day 312/480 in the year. Green night sky. Next conjunction of this type will be in Fire Era 510.

[Undead] **Jubokko** - / Movement - Walking

Description : Large Vampiric Tree. Maple tree in temperate zones, Willow tree in tropical zones.

Four eyes, three mouths and eight branches to grab people.

Tags : Large, Devious, Hoarder, Terrifying.

HP 10 / Armour 2 / Damage 2D8 (best dice) / Skills - +1 Defend.

Immunities/Vulnerable- -1 Dex & Wis rolls from : Holy Water/Sacred Ground

Senses - Life sense 60ft radius.

Notes-Often found at gates to the Underworld or sites of violent crime – Will Grapple, Immune to Mind effecting. Usually found in haunted areas.

-Smash target down with tree limbs.

-Draw towards gaping maw.

[Undead] **Krasue** - / Movement - Flying

Description : Flying head with entrails dangling, slight ghostly glow.

Tags : Small, Magical, Devious, Terrifying.

HP 10 / Armour 1 / Damage D6 / Skills - Spout Lore +1

Immunities/Vulnerable--1 Dex & Wis rolls from : Holy Water/Sacred Ground

Senses - Night vision.

Notes - Scream 60ft radius *3/day Defy Danger Wisdom or Frightened for D6 rounds. Krasue often targets the weak or those prone to gluttony. Feeds on the living, from the Underworld.

-Hypnotise with gaze, stunned debility for 1 target.

-Entangle limb with entrails.



Krasue, Undead Tormentor

Trolls (Villanelle)

Deep in the hills that mortals shun
grey cloaked ancients we rarely meet
hiding from the poisonous sun.

Upon sighting tis best to run
the taste of flesh to them so sweet
Deep in the hills that mortals shun.

Fading from view to have some fun
innocents to harm or treat
hiding from the poisonous sun.

Loud noise or fire might scare one
or just verse with those you greet
Deep in the hills that mortals shun.

In limestone halls they drink and pun
after week long toil they eat
hiding from the poisonous sun.

Strong as rocks that none could stun
trolls reign on earth fate did cheat
Deep in the hills that mortals shun
hiding from the poisonous sun.

Other Critters

We can dance if we want to, we can leave your friends behind
Cause your friends don't dance and if they don't dance
Well they're are no friends of mine
- Safety Dance, Men without Hats

Ancients : Constellations - also beings for Warlock Pacts.

The Twelve Year Birth animals are the stars.

- Bat, Bear, Cat, Crocodile, Dolphin, Kangaroo, Otter, Raven, Salmon, Snake, Stag and Wolf.

Regardless of whether the Warlock pact is with a Fey, Fiend or Elder being, they will be with one of the twelve Year Birth creatures.

So yes Cat can be fey, fiend and elder being, depending on who is interacting with it. These creatures are not gods, they are something else.

[Independent] **Astarkyn - Children of the Constellations** / Movement - Varies

Types : Bat, Bear, Cat, Crocodile, Dolphin, Kangaroo, Otter, Raven, Salmon, Snake, Stag, Wolf.

Tags : Magical, Intelligent, Terrifying, Planar.

HP 50 / Armour 3 / Damage 2d12 (take the best) / Skills - +1 to all rolls.

Immunities/Vulnerable - Immune to Cold & Fire.

Senses - Night vision.

Notes - Defenders of nature - will attack Demons & Undead, anyone doing AOE damage vs environment.

Will warn Druids and Rangers, or worshippers or Sygnara & Yuloss of Demons or Undead.

-Screech/roar at you, blown 20ft backwards.

-Open your mind, shows you the universe, confused debility for 1 day

-Drain mana-heals itself and causes dead magic area 30ft radius for 3 minutes



-Summon Ferryman or Valkyrie once per month if someone recently died.

Laguz - Oceanic Ooze, Manta Ray and Gargoyle forms.

Laguz are three stage lifeforms. Ooze, then Manta Ray, then Gargoyle. Transition from one stage to the next is via a one month metamorphosis within a mud-ceramic cocoon.

The Laguz evolved on three realms, Fey Laguz on the moon of Skogyr, regular oceanic Laguz on Rikirta, and Shadow Laguz on the moon of Myrkr. The Oceanic Laguz wish to unite the Marid and Skogyr factions, but have met some resistance. They enjoy trading with Centaurs and Nymph.

Laguz, the regular oceanic version from Rikirta, are curious about surface dwellers objects and experiences.

- Usual Alignment – Neutral. These creatures are not concerned with civilised races factions or alliances, involving themselves with other creatures on an individual level only.

All Laguz know about the floating rock castles over the ocean. They are pieces of the collision between the moons of Dreyri and Myrkr. Shadow Gargoyles are trying to unite these pieces. Selkie have allied with Fey Gargoyles to aid against the Shadow Gargoyles.

[Independent] **Laguz-Ooze** / Movement - Walk, Burrow, Climb.

Description : 2-3ft pile of jelly that oozes across the floor or ceilings.

Tags : Close, Piercing, Amorphous.

HP 6 / Armour 1 / Damage D6 / Skills - +1 to Defend.

Immunities/Vulnerable - Immune to Cold. -1 Dex & Wis rolls from : Fire.

Senses - Night vision.

Notes : Lives for 1 year, Simultaneous hermaphrodites.

-Drain awareness - confuse debility for 1 day.

-Squidgy-The ooze can slither through gaps as narrow as 1 inch high.

-Squidge on to target-1 equipment damaged.

[Independent] **Laguz-Manta Ray** / Movement - Swim, Fly.

Description : Wide flat chevron shaped creature with a thin tail.

Tags : Close, Stealthy, Cautious.

HP 10 / Armour 1 / Damage D8 / Skills - +1 to Discern Reality.

Immunities/Vulnerable - Immune to Cold. -1 Dex & Wis rolls from : Fire.

Senses - Night vision.

Notes - Lives for 10 years, Omnivores, grasping teeth for holding & tearing food apart. Very flexible and quiet creatures underwater. Sequential hermaphrodites.

-Wrap around limb.

-Laguz Aid – Breath air/breath water for 60 minutes.

-Zoom through the air to anywhere within 30ft.

[Independent] **Laguz-Gargoyle** / Movement - Walk.

Description : Bat like wings, horned head, long claws, two eyes, two arms, two legs.

Tags : Magical, Organised, Hoarder, Stealthy, Group.

HP 10 / Armour 2 / Damage D6 or D10 / Skills - +1 to Parlay.

Immunities/Vulnerable - Immune to Cold. -1 Dex & Wis rolls from : Fire.

Senses - Night vision.

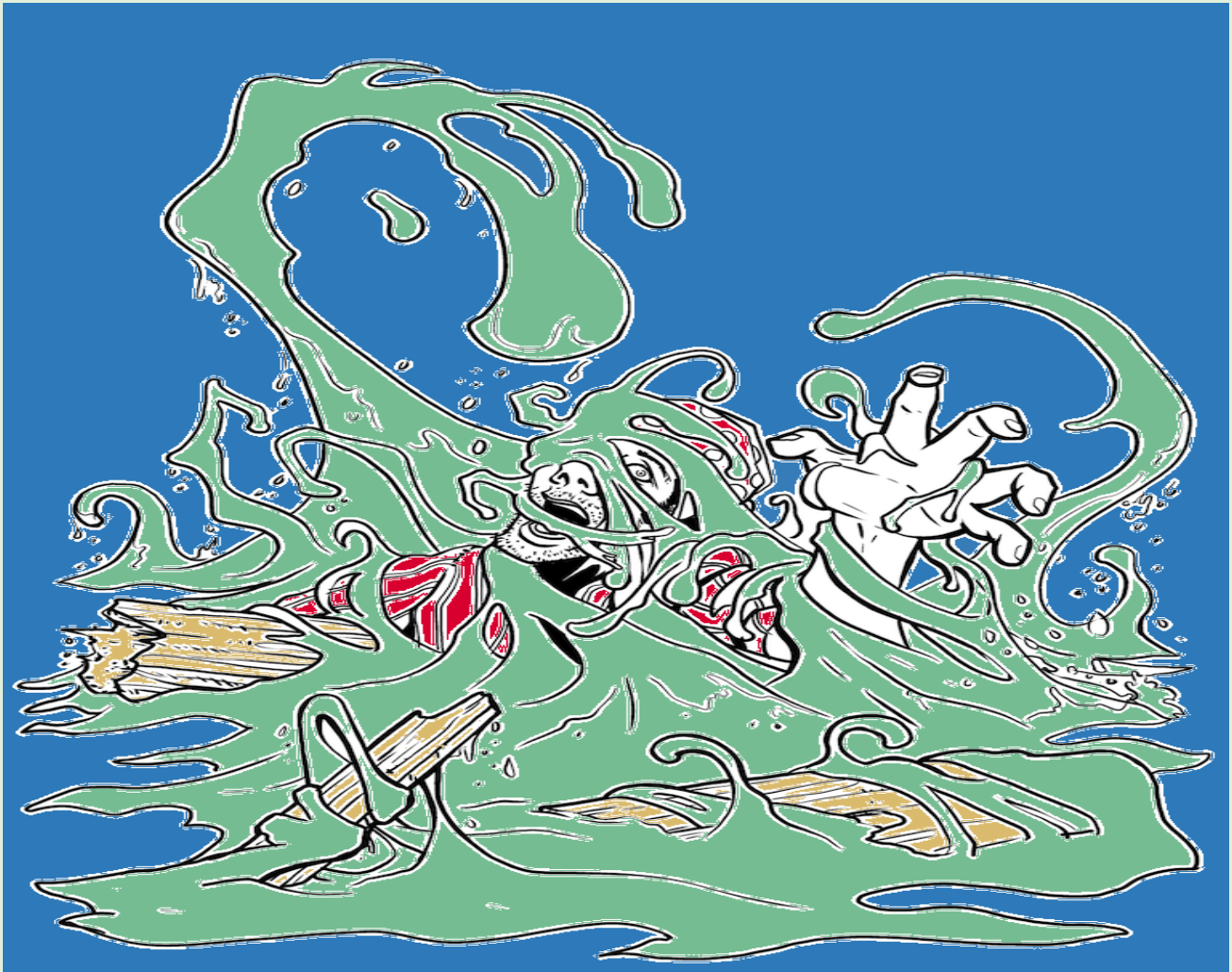
Notes - Lives for 100 years, Gendered species.

-Harden skin, ignore sharp weapons for 5 minutes.

-Pretend to be a statue.

-Laguz Attack - Changing targets ability to breath air or water. Suffocating, Defy Danger Con.

-Whack target on head, stunned debility for 5 minutes.



[Independent] **Sea Anemone** - / Movement - Swim

Description : Array of tentacles on a round base or truck like stem. Mouth/Anus in the centre of it. Sea Anemone exist in all colors. 4ft or 8ft or 12ft across.

Tags : Small-Large, Amorphous, Stealthy.

HP 10 or 15 or 20 / Armour 1 or 2 / Damage d6 or d10 / Skills - +1 Defend.

Immunities/Vulnerable - Immune to Cold. -1 Dex & Wis rolls from – Acid.

Senses - Sense movement 60ft radius.

Notes - Shallow Sea/Middle Sea, Omnivore Animals.

-Stun sting, roll+Con, 7-9=Stunned debility, 6-=Paralysed.

-tangle foe in tentacles.

[Independent] **Sea Stars** - / Movement - Swim

Description : Five or seven tentacle arms meeting in the centre. Sea Stars/Starfish exist in all colors.

Tags : Small-Large, Amorphous, Stealthy.

HP 8 or 12 or 15 / Armour 1 or 2 / Damage d6 or d10 / Skills - +1 Defy Danger.

Immunities/Vulnerable - Immune to Cold.

Senses -

Notes - 2ft or 8ft or 14ft across. 5-7 long arms in a star shape, Regeneration 5 per hour.

Omnivore Animals, Middle Sea/Deep Sea. Sea Stars typically live for 20-30 years, and can see through their skin. Sea Stars are happy to eat algae, plankton and anything else they can.

-Bash target 20ft backwards.

-Blend in-regular animals treat as background terrain.



Plot Hooks for Adventure starter areas

Rikirta Caves 1 - Demons : Critters - Brachari, Kavnari

- Church of Tylyn request light be brought to the darkness by the sea.
- Recurring dreams of swarm of crab demons devouring all. Drawn to the sea.
- Order of Astar member kidnapped. Rescue from caves before lunar conjunction in 3 days.

Rikirta Caves 2 - Off the sewers : Critters-Gyrrak, Vyrrak

- Mayor wants counterfeit coins to stop. Snitch advised dealer in the sewers.
- Vampire wants a sewer lair, offers huge pile of cash to characters.
- Ghost Ryu scried book of arcane lore in sewer lair. Retrieve it at all costs.

Moon of Skogyr - Low powered : Critters - Laguz-Oozes, Pixies, Centaurs

- A Monk wants to meet all creatures and travel to each moon.
- Wild magic during twilight teleported heroes here.
- Order of Skogyr send aid for their Centaurs. Centaurs want the Oozes gone.

Moon of Skogyr - Medium powered : Critters - Lycanthropes-Boar, Medusa, Treants

- Medusa wants treasure from the lake.
- PC's little sister went through the portal, get them safely home.
- Yuloss church wants you to understand other hunters-meet changers in the woods.

Moon of Myrkr - Low powered : Critters - Gyrrak, Orcs, Harpies

- Orcs raiding farms and villages along coastal route.
- Noble hunter wants bodyguards while he hunts new prey.
- Harpies took nine children from a nursery.

Moon of Myrkr - Medium powered : Critters - Goblins, Trolls, Earth Elementals, Vyrrak

- Goblins beg for aid (trying to set masters against each other)
- Thunderstorm during Skydark conjunction teleported heroes here.
- Nightshade Ryu want Troll organs for enchanting. High risk/reward.

Moon of Vandy - Low powered : Critters - Kobolds, Constructs, Lizardfolk, Scorpions

- Kayel church had a vision about pc, battle challenge awaits at the pyramid.
- Militia wants you to 'collect' resources for the coming campaign.
- Dreams of a grandparents death, fighting in a strange place.

Moon of Vandyr - Medium powered : Critters - Basilisk, Constructs, Naga, Fire Elementals

- Naga with Constructs raiding caravans along inland route.
- Rakshasa offers information on Vandyr in return to take out Vandyr bases.
- Uncle was recruited to create Constructs, employers offered him a deal he couldn't refuse.



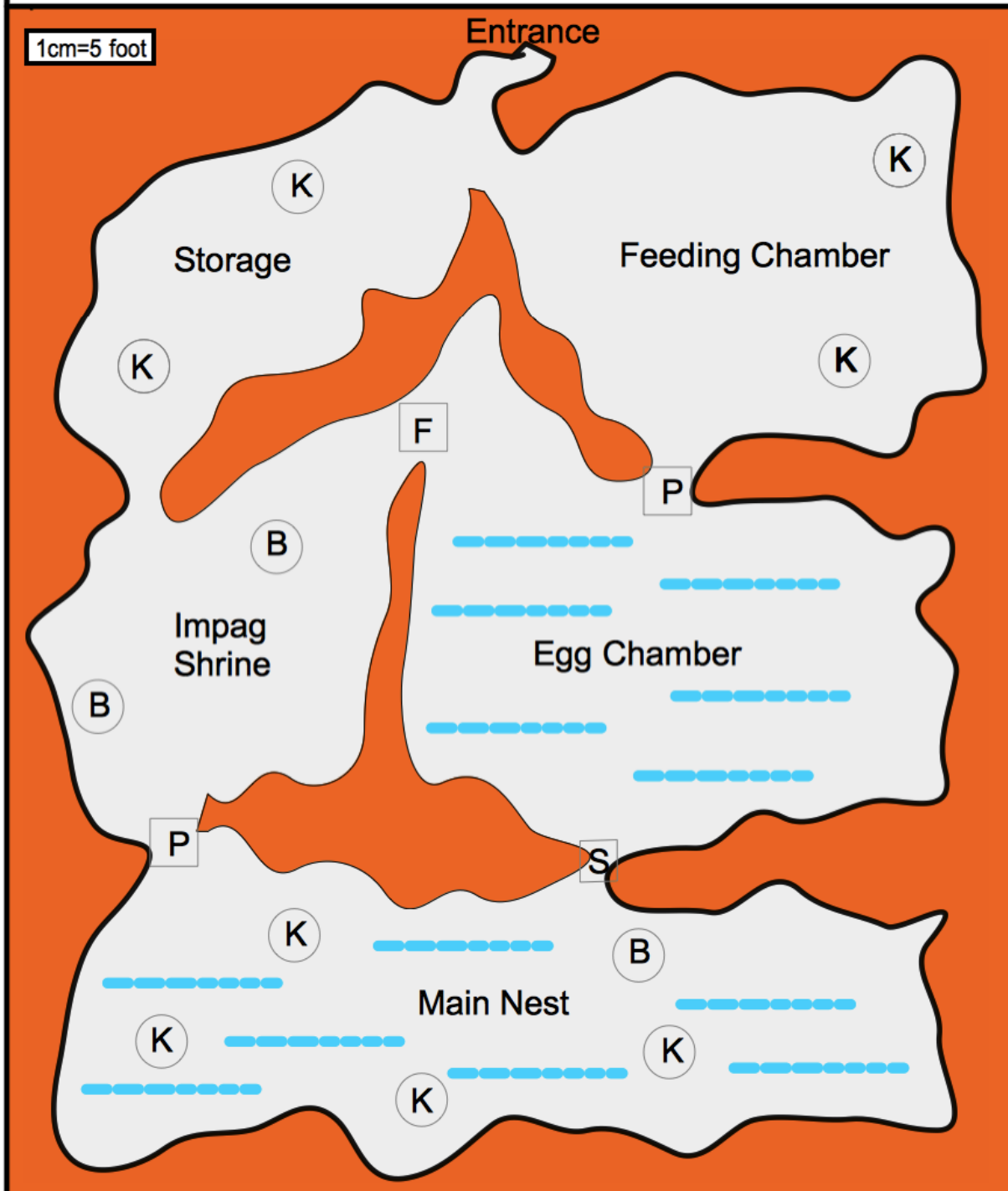
Rikirta – Coastal Lair

Critters : B=Brachari (Crab demon), K=Kavnari (Barracuda demon)

F=Flash traps, roll+Dex to avoid, 7-9=Stunned debility for 1 minute, 6-=Blinded for 1 hour. Retina overloaded.

P=Puzzle Lock, Spout Lore on Demons/Religion 2 success required to unlock. Moving glyphs in correct order.
S=Secret Door.

W=Egg chamber & Main nest, Water is 2 foot deep. Each minute make roll+Con, 7-9=slip and fall over, covered in muck, 6-=swallow water, Sick & Shaky debility for next 4 days.



Myrkr - Moon of Shadow

On Myrkr the sun has only half the normal amount of brightness.
Half duration/area of effect for good/light/day spells.

Sample Area 1; Low Power



Traps : 10ft Pit
or 1 Spear

Weather - Windy
frequent rain.

Gyrrak know they
better than others.

Orcs are prone to
many vices.

Harpies are callous.

-/+ 2D100 ft Elevation change every 10 miles
Hex = 10 Miles

Sample Area 2; Mid Power



Traps : Cold Blast

Weather : Stormy

Hostile Plants
and Quicksand

Goblins are trying
to get Troll, Vyrrak
& Elemental masters
against each-other.



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Dungeon World created by Sage LaTorra and Adam Koebel.

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