

PARANORMAL ANIMALS *of* EUROPE



F959
C. SARGENT

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PARANORMAL

ANIMALS *of* EUROPE

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PARANORMAL ANIMALS OF EUROPE

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INTRODUCTION

Paranormal Animals of Europe is a sourcebook for **Shadowrun, Second Edition**. It describes the natures and powers of the paraspecies indigenous to the European continent. Not intended as an exhaustive catalog, this sampling lists those creatures player characters are most likely to meet during the course of an adventure.

The **Preface** explains what information is provided for each animal. The section following lists the creatures in alphabetical order. Appendices 1 and 2 provide theories about and examples of faerie creatures and metahumanity. The **Game Information** section includes **Powers of the Awakened**, **Worldwide Distribution**, and the **Critter Table**. This table gives the statistics for all paranormal critters described in **SRII** and **Paranormal Animals of North America**. Explanations for all abbreviations used in the game information blocks appear in the table key.

The **Powers of the Awakened** section presents slightly different game mechanics than those given in previous rule books. The new power descriptions are more specific for those gamemasters who prefer more concrete rules than those previously provided. We continue to recommend that powers and abilities shift from creature to creature, and even among specimens of the same creature, to keep the player characters on their toes.

All game statistics given are for **Shadowrun, Second Edition**. Players still using the first-edition rules should simply apply a Staging of 2 to any Damage Codes.



Paranormal Animals of Europe

by Charles Spencer
Professor of Parabiology, University of Oxford, U.K.

With a foreword by Professor William Harley



Foreword

Paranormal Animals of Europe documents the most important of those metasppecies found in European habitats. With the assistance of several European collaborators, Professor Spencer has compiled an exhaustive listing of those transformed and Awakened creatures which have been sighted sufficiently often for their existence to be beyond reasonable doubt.

>>>>[Charley boy writes a bit academically at times, and he has this thing about metasheep and stuff, so we cut all that drek and left in the things "visitors" (might we mean runners?) really need to know. What you're left with is nature in the raw; bloody claws and fangs, raging carnivores, psychotic beasties, and Things You Don't Want To Introduce To Your Grandmother.

Of course, the lingo's a bit European at times, but you'll get the hang of it. One or two sep friends helped out with the shadowtalk, too. Go to it.]<<<<<

—Juggler (05:42:22/26-SEP-53)

Appendixes that will prove valuable to the diligent reader follow the main text of this work. In the first of these, Professor Spencer discusses a number of creatures which appear to be unique to the European setting, the so-called faerie beings. He provides an excellent explanation of their origins and unique qualities; American readers should find this section valuable for its insights into creatures never encountered in the diverse American states and nations.

>>>>[Yeah, this is really banging. Weird drek, know what I mean?]<<<<<

—Juggler (05:49:12/26-SEP-53)

Professor Spencer likewise expands upon the known European distribution of those metasppecies found worldwide or in non-European habitats and which were described in the renowned *Paterson's Guide*. He also comments on the spread of European paranormal creatures to other areas of the world.

I am delighted to recommend this work to the many readers who will pick up this volume from sheer curiosity, and those who thirst for knowledge. I feel certain it will be regarded as a classic.

WILLIAM HARLEY

>>>>[You're only saying that because Charley's married to your sister.]<<<<<

—Juggler (05:52:03/26-SEP-53)

PREFACE



Before beginning this (admittedly) ambitious work, the author spent considerable time and effort conducting exhaustive research on the subject matter. The problem of how best to format the results of that research to reach the general reader was resolved upon careful examination of the well-known *Paterson's Guide*. The author of that august work so clearly and concisely arranged the information to be presented that we took a page from his book, as it were, asking for and receiving his publisher's permission to duplicate the categorization and format in our own volume. We thank Dr. Paterson for his gracious cooperation, and hope our reader finds *Paranormal Animals of Europe* to be as useful a work as its model.

The description of each metasppecies included in this book presents information

according to the categories defined below.

IDENTIFICATION

The sizes and weights given in the following descriptions are typical for an adult member of the species. If males and females differ significantly, this is noted. Larger and smaller individuals of adult age may exist. The Identification section includes details of appearance, coloration, and distinctive physical characteristics.

Gamemaster's Note: Information on how to generate larger and smaller variants of individual critters appears before the Critter Statistics Table, p. 148.

MAGIC CAPABILITY

Many Awakened creatures display a variety of magical powers. This section notes the critter's magic capability as falling into one of the following categories:

None: The creature has no magic capabilities.

Parabiological: The creature possesses a natural ability (sight, hearing, strength, and so on) made exceptional through the augmenting effect of magical power.

Innate: The creature can perform certain actions that would be impossible without the use of magical energies (e.g., the creature possesses the ability to fly even though it lacks wings and/or is too bulky to do so according to the laws of nonmagical physics).

Magically Active: The creature uses at least some spells in a way similar to adepts, mages, or shamans. Such creatures remain rare, and this book describes their unusual talents under the heading of Powers (see below).

HABITS

The habits section lists the creature's diet (carnivore, omnivore, and so on) and distinguishing behavioral patterns—social or solitary, migratory (and if so, where it goes), special adaptive behaviors, and so on.

COMMENTARY

The commentary section provides brief notes on less well-documented aspects of Awakened creatures, including

speculative hypotheses and observations of uncertain verisimilitude.

>>>>>[Verisimilitude! Aaaaargh! Where do these rakkin' academics learn to write like this? Why doesn't he just say that he doesn't trust the nutter who filed the data as far as he could throw an elephant with a hernia and be done with it? Anyway, this is where we helps youse out, terms. Our "observations of uncertain verisimilitude" are a lot better than the ones Charley boy got.]<<<<<

—Juggler (01:41:44/11-AUG-53)

>>>>>[Who's got the hernia? Charley or the elephant?]<<<<<

—Katarina H (08:11:11/11-AUG-53)

>>>>>[Would it really make any difference?]<<<<<

—Juggler (00:32:31/12-AUG-53)

POWERS

The powers of the species appear in this section. As noted under Magic Capability, a creature's powers may be innate, parabiological, or magically active.

WEAKNESSES

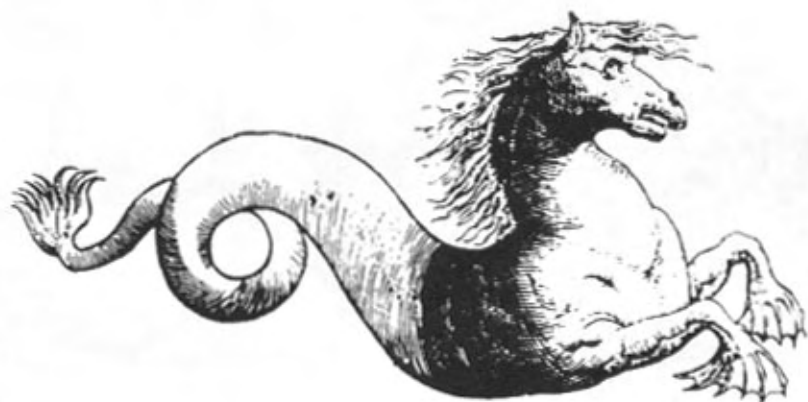
This section notes a creature's weaknesses. Most creatures suffer an allergy-type weakness; this note tells what the creature is allergic to and the severity of its reaction to that allergen.

GAME INFORMATION

The game information section provides the creature's game statistics and notes on special attacks or powers the creature uses. The gamemaster can use this information to maintain an element of surprise in his or her game. All abbreviations used in this section are explained in the Critter Statistics Table Key, p. 148.

HABITAT/RANGE

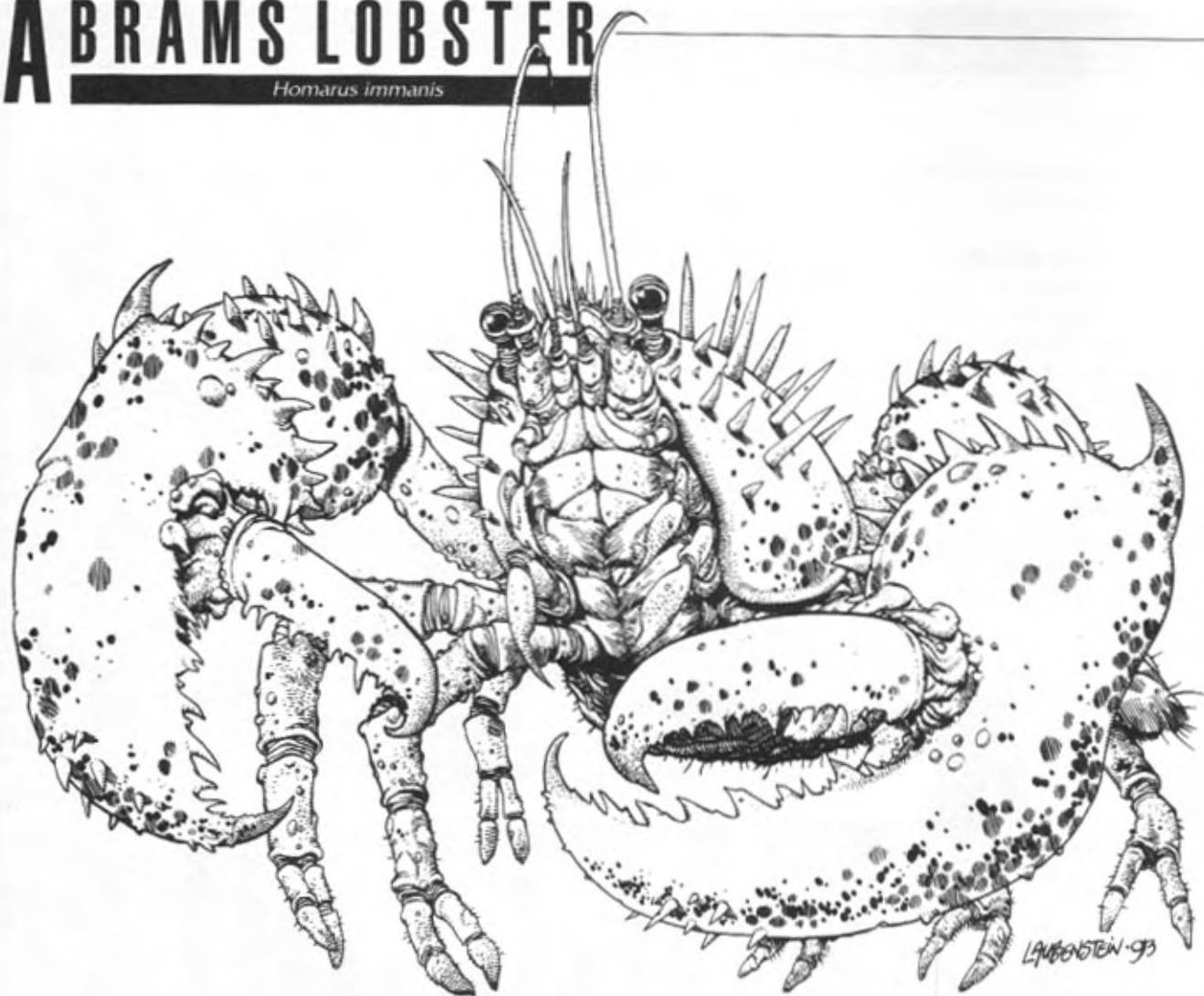
This section notes the creature's typical habitat. Typical habitat simply tells the reader where these creatures tend to be found most frequently. Animals used as guards, watchdogs, and highly mobile creatures may be found elsewhere. Range refers to the European distribution pattern.



AWAKENED ANIMALS

ABRAMS LOBSTER

Homarus immanis



IDENTIFICATION

The water-dwelling Abrams lobster is Europe's largest crustacean. A very hard, calcified exoskeleton covers its body and supports two pair of antennae on its head, four pair of walking/swimming legs, and a single pair of powerful, claw-bearing legs. Its gills are set near the four pair of locomotive legs. The lobster's body length is 2.5 meters, and its typical body weight averages 100 kilograms. Exoskeleton coloration ranges from dark blue to blue-gray to black-blue.

MAGIC CAPABILITY

Parabiological.

HABITS

The Abrams lobster eats flesh, its typical diet consisting of fish, especially flounderlike flatfish, other crustaceans, and octopuses. On rare occasions, the creature raids sea-bird colonies for food, consuming eggs, chicks, and even adult

birds. Its shell protects it from the birds' counterattacks. The lobster is very aggressive and will attack any creature coming within range of its claws, even others of its species, and observers have reported fights to the death between Abrams lobsters. The Abrams lobster poses a danger to bathers and divers, and attacks humans and metahumans on land at the slightest provocation.

Abrams lobsters are solitary creatures and live in rock crevices along shorelines below the level of low tide. They may also excavate softer rocks to create burrows into which they retreat tail-first, leaving their antennae and claws exposed to sense the presence of other creatures and attack if necessary. Freshwater variants of this crustacean remain rare, but have been sighted in several estuaries and along major rivers. In such locations the lobster excavates a lair in the bank or shore, camouflaging its work with layers of weeds and other natural materials. Notably, the Abrams lobster appears to be very hardy, able to

survive in polluted environments abandoned by other aquatic creatures.

COMMENTARY

The Abrams lobster first came to light in 2037 through the efforts of an Anglo-American (UCAS) maritime research expedition working in the North Sea between Scotland and Norway. The lobster takes its common name from a droll comparison between its well-armored aggression, coupled with a complete lack of tactical awareness or intelligence, and an old, outmoded, and ineffective American tank. Gene typing proves that the Abrams lobster transformed and evolved from the common lobster *Homarus vulgaris*.

POWERS

Enhanced Senses (Sonar), Hardened Armor, Immunity to Poisons.

WEAKNESSES

None.

>>>>>[A hundred-kilo lobster? Oh God, please. I want the biggest jug of hollandaise you can bring me, and I want it now.]<<<<<
—The Galloping Gourmet (19:32:17/19-MAR-53)

>>>>>[Not so easy, gutbucket. For a start, these things are rare. You could trawl the PCB-enriched wastes of the North Sea for a year and not come up with one. And these critters are powerful. Unless you have inch-thick steel netting, those claws will power right through. They can also remove an arm or a leg with amazing ease.]<<<<<
—Bjorn (16:41:44/20-MAR-53)

>>>>>[Enough chitchat. These things are dangerous. Some chummers and I were employed to do a little snooping on a Renraku subsidiary northwest of Uppsala, and they had the installation well protected—heavy ork samurai presence inside the electrified fences, IR scanning 'round the perimeters, everything you'd expect. We could handle that. But they had these Abrams lobsters in a moat 'round the place and they'd trained the fraggers to leap out of the water—else they'd chipped them with some behavioral routine to make them jump. The muscle in their tail is so powerful that they can leap five meters from a squatting start. One came up right under Andreasson, and one of its claws caught him right between the legs as we skimmed the pond on our hoverlites. Now, women will tell you childbirth is the worst pain any human can know, but I tell you, only a man can know why Andreasson's scream will haunt us all for the rest of our lives.]<<<<<
—Olsen (21:17:21/20-MAR-53)

>>>>>[Abrams lobsters have been the subject of intense scientific scrutiny by corporates because of their primary attributes of great strength and mindless aggression. I know of one corp attempting to implant oxygenators to allow the animal to exist entirely on land, though it still needs to return to water to breed. What a guard it would make! However, the cost of restraining the brute has proved prohibitive and its learning capacity remains almost zip. Chipping the thing also turns out not to be an option because the process depends on the lobster's rudimentary nervous system. This critter really can't walk and chew fish at the same time.]<<<<<
—Moleman (03:11:37/24-MAR-53)

>>>>>[Tell that to Andreasson. Well, tell it to his widow.]<<<<<
—Olsen (23:23:18/25-MAR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Abrams Lobster	5/3	3 x 4	5	—	1/4	4	6	3	5S, +1 Reach

Powers: Enhanced Senses (Sonar), Hardened Armor, Immunity to Poisons

Weaknesses: None

Notes: The Abrams lobster uses a special attack skill of gripping. If it inflicts damage with a melee hit, the target must make a Quickness (4) Test. If the victim fails to roll any successes, one of the lobster's claws grips him, and he automatically suffers a (6S) wound at the end of the following, and each successive, Combat Turn. The Damage Code for the gripping wound increases by +1 each turn until the victim frees himself or the lobster dies. This damage can be resisted with Body dice at one-half the Impact Armor Rating. The lobster attacks as normal if gripping one victim (though the gamemaster may reduce its Quickness for purposes of determining movement), but if gripping two victims, it cannot mount further attacks. The Abrams lobster will not let go of a gripped victim even if being attacked by other enemies. If the gripped victim is dead, and the lobster is being attacked, it must make a successful Intelligence (4) Test to release the dead victim and make an attack to protect itself.

ABRAMS LOBSTER

Homarus immanis

HABITAT

Shallow coastal regions, shallow seabeds, estuaries

RANGE

Coastlines of the North Sea, Scandinavia

RANGE



SIZE COMPARISON





IDENTIFICATION

The afanc's head, torso, and tail resemble those of a crocodile with the tail terminating in a flat appendage similar to a beaver's tail. The afanc grows to a body length of 3 meters plus a 1.5 meter tail and typically weighs 375 kilograms. Its legs grow somewhat longer and more powerful than those of other members of the crocodile family, allowing it to sustain longer bursts of speed on land. The rear legs feature large claws used for digging. The afanc is green-brown in color, though some individuals show green-gray or even dark brown coloration. Gene typing marks the creature clearly as a member of the order of *Crocodylia*.

MAGIC CAPABILITY

Innate.

HABITS

The afanc is a carnivore of exceptional awareness and cunning. Its diet typically consists of freshwater crabs, fish, and water mammals such as otters, water rats, and the like. However, the afanc's keen senses can detect viable

prey within a range of its estuarine and river habitats, and records exist of the afanc attacking sheep, cows, other large mammals, and even man. The afanc's ability to lure such creatures into its native domain necessarily makes such records rare, and the known savagery of its attacks keeps attempts to document the afanc's behavior to a minimum.

Afanc live in semi-social groups of up to six, though they forage and feed individually. A social group is defined by shared tolerance of territorial claims; individuals cooperate in repulsing aggressors and competitors (including other afanc), but rarely hunt as a pack. A cold-blooded creature, the afanc is active predominantly during the daytime.

Afanc treat their young very casually. Females excavate "nests," lay their eggs, and cover the nest with mud mixed with rotting vegetable matter and flesh. Decomposition maintains sufficiently high temperature to incubate the eggs, and the young must fend for themselves upon hatching. The male afanc commonly eat their young, which may account for the relatively slow spread of the afanc in its range of viable habitats.

COMMENTARY

Controversy still swirls around claims that this species originated in Wales, due mainly to its patchy distribution throughout Europe. No crocodilian suborder existed in Europe prior to the first documentation of the afanc in the third decade of this century, and their appearance here remains a mystery. Gene typing confirms the genetic linkage and placement of this species, but its origin has yet to be determined.

POWERS

Engulf, Enhanced Physical Attributes (Strength, three times per day, for [Essence]D6 turns), Enhanced Senses (Low-Light Vision, Smell), Hardened Armor, Search.

WEAKNESSES

None.

>>>>>[I don't scan this one. I mean, how can we have a rakkin' Welsh crocodile? Not exactly common, crocs in Wales.]<<<<<
—Linnaeus II (01:18:35/20-MAR-53)

>>>>>[This creature appears in locations other than Wales, though under different names. It's been sighted in Hungary and Poland, for example, but, weirdly enough, not in western Europe. I guess it comes down to one of those alligators-in-the-New-York-sewers type explanations, Lin.]<<<<<
—Greg Mendel (07:19:00/20-MAR-53)

>>>>>[You won't worry about where it comes from or what it's called if you meet one. Like crocs and alligators, this rakker likes to rest just below the surface of water, with only its eyes and snout breaking the surface. It can stay underwater for as long as it cares to. It uses its powers to search for prey and lure it into the water, and once you're there, you're dead, term. Once it bites it doesn't let go, just keeps thrashing that huge rakkin' tail around until it shakes you apart. There's one huge rakker in the Tyne, stalks the shadows out of Newcastle—must be ten meters long. Honestly, I saw it. Took a troll by the legs and ripped him open before we could move. If you're using pistols, rifles, or SMGs—forget it. With frag grenades, you got a chance, but don't count on it. Some of these critters could swallow a grenade and just belch at you with a toothy grin on their face.]<<<<<
—Carol K (22:41:22/22-MAR-53)

>>>>>[Afancs are known to detect prey that come within approximately one kilometer of their river habitat using their searching/scanning ability, and can beguile their prey into approaching their lair from the same range. Don't quote me. I said approximately.]<<<<<
—Juggler (04:09:51/26-MAR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Afanc	10/4	4 x 4	8	—	2/4	4	6	3	10S

Powers: Engulf, Enhanced Physical Attributes (Strength, three times per day for [Essence]D6 turns), Enhanced Senses (Low-Light Vision, Smell), Hardened Armor, Search

Weaknesses: None

Notes: If the afanc makes a successful melee attack (bite) it may grip its victim in its jaws. The victim must roll 1 or more net successes in an opposed test. Have the victim make a Quickness Test using the afanc's Strength as a target number and have the afanc make a Strength Test using the victim's Strength as its target number. If the victim fails to roll any net successes, the afanc grips him in his jaws and administers an automatic 12S biting attack at the end of the following Combat Turn. The Power of the attack increases by +1 per Combat Turn, until the victim rolls a net success in the opposed test or dies, or the afanc itself is slain. The afanc will release a dead or unconscious victim if attacked by other enemies. The afanc's Quickness multiplier for swimming is 4.

AFANC

Crocodylus cymri

HABITAT

Rivers and estuaries

RANGE

Wales, other parts of U.K., eastern Europe

RANGE



SIZE COMPARISON



AITVARAS

Alutuspens lithuanii

IDENTIFICATION

The aitvaras (both singular and plural) is a snake with a slender body that averages 8 meters in length and as little as 40 kilograms in weight. Body coloration ranges from green to slate-gray or olive-brown. The creature's head is broad and diapsid (with two fenestrae) and shows the "third eye" formation common to the very distantly related tuatara lizard of New Zealand. Located on top of the brain and matched by a hole in the skull above it, the "third eye" retains the vestiges of a lens and retina, but no iris. The "third eye" connects to endocrine-secreting bodies in the brain, including the parietal and pituitary glands, but its photosensitivity remains a matter of intense debate among zoologists.

Classifying the aitvaras in the suborder of *Alutuspens* is a second matter for debate. Many parazoologists consider identifying any other species with feathered serpents premature; this despite the aitvaras's powers of flight. Attempts to study captive specimens continue to fail due to lack of cooperation by the subject in behavioral studies and the creature's short lifespan in captivity.

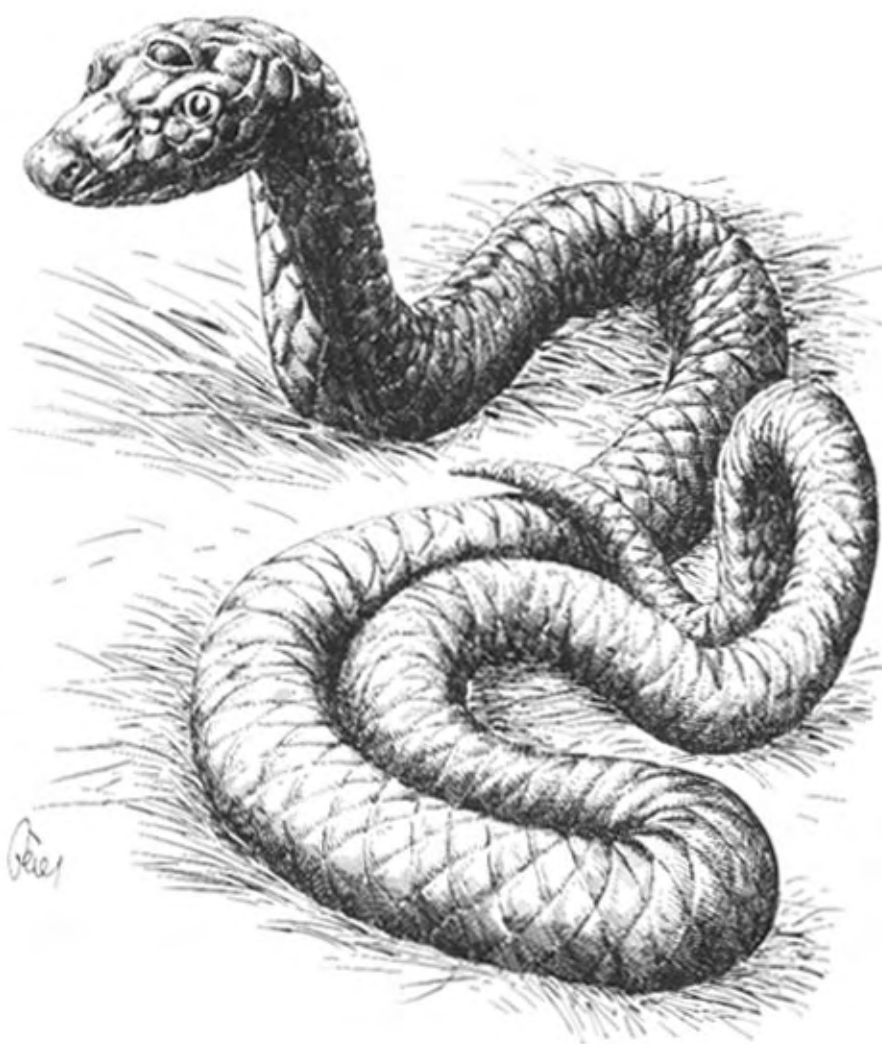
MAGIC CAPABILITY

Innate, though some reports indicate magically active individuals.

HABITS

The aitvaras is an omnivore and scavenger, its main diet consisting of fruits, grains, and berries. The creature appears, despite its reptilian nature, to be equally active at all times of day and during all seasons of the year, unrestricted by temperature. The few behavioral studies successful in generating more than rudimentary data suggest that the aitvaras sleeps only for short intervals and requires very little rest. The aitvaras appears to be a solitary creature, only rarely sighted in groups of more than a few individuals. No data exists on its reproductive habits or the care or rearing of its young.

The aitvaras continues to be an elusive subject, and the available research results include no record of a relationship with other dracoforms.



COMMENTARY

Because of the scarcity of reliable research data, anecdotal evidence receives greater weight in this entry than is normally considered acceptable. Rural Lithuanian folk treat the creature reverently and regard it as a good omen. A few reports suggest symbiotic relationships with humans in isolated rural communities: according to these reports, the serpent lives in barns or homes and accepts food and shelter in return for using its powers of influence to ward off hostile animals and "organize" domestic and farm animals.

POWERS

Animal Control (Special),
Concealment (Personal), Empathy (LOS),

Immunity to Normal Weapons, Magical Resistance, Venom.

Note: The aitvaras's power of animal control works normally for domestic and farm animals and reptiles. The aitvaras can attempt to use this power against other normal animals (bears, wolves, and so on) but have the target make an opposed test (the target makes a Willpower Test using the Essence of the aitvaras as the target number; the aitvaras makes an Essence Test using the target's Willpower as the target number) to avoid the control.

WEAKNESSES

None.

>>>>>[These are rum buggers indeed. Some associates and I were hired to hunt one that we were told had been attacking guard animals at an industrial site. No names, no pack drill, but Fuchi-Estonia lied to us. Anyway, we detected it with sonar and IR and tracked it down to a small village. The whole village turned out to meet us. We had body armor, an APV, heavy and automatic weaponry, and they had pitchforks, staves, and a pathetic handful of light pistols, but would they let us anywhere near the place? They'd have died protecting the snake, all of them. Some symbiosis.]<<<<<

—Rabid (00:07:18/22-MAR-53)

>>>>>[There are also reports of a related nonflying species, the zaltys, with the same range of powers.]<<<<<

—Wolfgang K (18:22:19/23-MAR-53)

>>>>>[The taxonomists and the author may dither, but it seems to me this creature is a dracoform beyond a shadow of doubt. The author also stopped short of bandering the whole story on the aitvaras. Folk tales tell of this creature bringing food to the starving in times of bad harvests and believe me, in Lithuania and the other Baltic states where this creature lives, there are plenty of bad harvests. It is also said to guide and protect huntsmen, and to patrol the perimeters of woodlands and human settlements. Usually it avoids contact with humans by relying on its power of concealment, but if cornered and threatened, it fights savagely. The bite of the aitvaras can be extremely dangerous.]<<<<<

—Anatoly K (22:16:18/25-MAR-53)

>>>>>[Its magical activity also identifies the aitvaras as a dracoform. I have astrally observed one using manifestation magic and psychokinesis to block up a toxic waste outlet pipe.]<<<<<

—Shambanara (23:17:46/25-MAR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Aitvaras	4	6 x 3	3	5	6	5	6	6**	6L, -1 Reach

Powers: Animal Control (Special), Concealment (Personal), Empathy (LOS), Immunity to Normal Weapons, Magical Resistance, Venom

Weaknesses: None

Notes: Quickness multiplier for flying is 7. **3D6 Initiative dice.

AITVARAS

Alutuserpens lithuanii

HABITAT

Hills, forest and woodlands, grasslands

RANGE

Lithuania, Latvia, Estonia, Byelorussia

RANGE



SIZE COMPARISON



BAYARD

Equus maximus

IDENTIFICATION

The bayard is the largest member of the horse family, standing 2.2 meters at the shoulder and weighing an average 550 kilograms. Unlike most horses, it possesses a three-toed foot akin to other *Perissodactyla*. The bayard has thick, fine, chestnut-brown hair, a long mane tufted along the neck, and an unusually long, free-flowing tail. The bayard's eyes are larger than other horses', and it also has an enlarged larynx and pharynx. Established by genetic typing as an Awakened form of the wild horse *Equus przewalskii*, a few specimens of which exist only in zoos, the bayard probably originates from an escapee of such an exhibit.

MAGIC CAPABILITY

Innate.

HABITS

The bayard's diet is vegetarian, consisting mainly of grasses, grains, fruits, and small plants. Wild bayards live in seminomadic social groups of 10–30 adults dominated by one or two alpha males. Wild groups have become increasingly rare as humankind recognizes their value as riding stock. Those few wild herds remaining avoid humans and metahumans by simply running away, a successful tactic because they are the fastest creatures alive. Adult bayards possess the power to transform into mist form, though they rarely use this power because it forces them to abandon their young. If cornered, bayards fight savagely using rearing/stomping attacks, toxic breath, and deafening cries (males only), with the stallions forming the first line of defense for the group.

Keenly aware of approaching danger, wild bayards prove difficult to trap, not least because they are intelligent enough to avoid maneuvers intended to drive them into dead ends, valleys, and similar natural or manmade formations. Observations made at a distance suggest that herds protect themselves at night by setting rotating patrols while other members sleep. Anecdotal evidence suggests that the bayard uses empathic ability to keep people from wanting to harm them.

COMMENTARY

Wild bayards are voracious eaters; one hungry adult can eat 30 kilos of grass, grains, and roughage in a day, and a herd can decimate a farm in a few weeks. Capturing bayards represents a minor industry, both to keep wild herds from destroying property, as well as for their speed and size. Domesticated bayards are difficult to train, however; behavioral studies attribute this to the creature's high intelligence and willful, stubborn nature. Domesticated bayards rarely give birth, and bayard/horse

crossbreeds are always infertile. Crossbreeds also lack any Awakened powers, though some approach the bayard's great running speed.

POWERS

Animal Control (Equines), Empathy (LOS), Enhanced Movement, Mist Form (Adults Only), Noxious Breath, Sonic Projection (Stallions Only).

WEAKNESSES

None.



>>>>>[These are truly beautiful creatures. When they run, their feet hardly seem to touch the ground, and they travel with amazing speed and grace, even the young. A foal can run almost as fast as an adult within a day of birth. I saw a pair of stallions, probably young males pushed out of a herd by the alpha males, one time when I was drinking my way through what's left of the Bordeaux vineries after the phylloxera plague of '37. Some corporate slints were tracking them in a Yellowjacket stacked full of tranq rifles and stuff. The stallions just galloped right up the crest of a low hill southeast of Montpon-Menesterol and transformed into mist, rose into the sky like a cloud and they were gone. I've never seen anything like it again in all my life, it was bally. I just don't know how anyone can keep these creatures in captivity. It's a crime.]<<<<<

—Claretman (03:19:11/14-MAR-53)

>>>>>[That was a nice demonstration of the empathy power these beasties project.]<<<<<

—Cynic (05:41:32/15-MAR-53)

>>>>>[What a sad, sick bugger you are, Cynic. One query: how can you keep a bayard in captivity if it can transform into mist? Rather difficult to keep the bit and tether on, isn't it?]<<<<<

—Janie Jones (01:11:30/17-MAR-53)

>>>>>[Indeed, that's been a problem for some time, and it's what keeps the bayard going as a wild creature. Unfortunately, Zeta-ImpChem came up with a dandy little chemical in '49 which interacts with the unique chemistry of transformation to make it absolutely agonizing. When the bayard starts to change into mist, it's racked with excruciating pain, so it stops. Now French and Arabian horseflesh merchants can whack the critter with an oil-emulsion injection once every month or so and keep their stables well stocked and secure. This probably means that every wild bayard in France will be captured in the next decade, now that you can keep them once you've got them.]<<<<<

—Moleman (05:21:07/19-MAR-53)

>>>>>[Work is in progress to help these wonderful creatures. Two small herds have been persuaded to leave France and resettle elsewhere within Europe where more enlightened attitudes prevail. This effort came about after sympathetic humans and metahumans established magical communication with the bayards using simple empathic contact. Such a peaceful and benign creature deserves its freedom and dies without it. The bayard's treatment in France is a disgrace.]<<<<<

—Rachschtig (00:56:22/21-MAR-53)

>>>>>[What else can you expect from the French? Those bastards eat horses!]<<<<<

—British Patriot (05:11:21/22-MAR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Bayard	10	5 x 8	8	3	3/5	4	6	5*	7S, +1 Reach

Powers: Animal Control (Equines), Empathy (LOS), Enhanced Movement, Mist Form (Adults Only), Noxious Breath, Sonic Projection (Stallions Only)

Weaknesses: None

Notes: Quickness multiplier for flying in mist form is 7. *2D6 Initiative dice.

BAYARD

Equus maximus

HABITAT

Grassy plains, low hills

RANGE

France, fringes of Franconia and northern Italy

RANGE



SIZE COMPARISON



BEAN SIDHE

Spectris lamentaris

IDENTIFICATION

The bean sidhe (bee-ann shee) is a spectral being, always manifesting in the form of an old woman, dressed in rags or clothing from a bygone age, wailing laments.

MAGIC CAPABILITY

Many innate abilities. Most bean sidhe show active magic capability.

HABITS

The bean sidhe appears exclusively among families in Scotland and Tir Nan Og who carry a strong genetic loading for Celtic genes and a generally low rate of unexplained genetic expression (UGE). The bean sidhe reportedly acts as a messenger, one who laments for the dead and warns of an approaching death in the family. Researchers have been able to take advantage of a second aspect of the bean sidhe's behavior to accomplish a more complete study of its nature. Some records show that the bean sidhe apparently defends against and avenges "wrongful" death, or death by violence. This more sustained activity allows researchers time to better document the creature's powers. As an astral being, the bean sidhe does not require sustenance and is always solitary. Families and clans rarely boast more than one bean sidhe. The creature is nocturnal, typically appearing at dusk or midnight.

In rare instances, bean sidhes appear as rogue spirits of doubtful sanity, manifesting at isolated locations and attacking all (meta)humans within range for one night. However, their affiliation with families and clans separates the large majority of bean sidhe from the banshee, an entirely different entity that often behaves in the same manner as a rogue bean sidhe.

COMMENTARY

Data pertaining to the bean sidhe make up the core of research into ghosts and specters, though study of such beings remains extremely controversial and provides little in the way of reliable data. However, collated study of five Scottish bean sidhes allowed Michael McLeish and his team at the University of Glasgow



to document the bean sidhe's basic paranormal powers beyond academic dispute. The powers documented may not form a complete list, as reports from other locations suggest that different individuals may manifest additional powers.

POWERS

Alienation (Zone x 2), Cold Aura (Personal), Compulsion (Zone x 2), Essence Drain (Temporary), Immunity to Age, Immunity to Cold, Immunity to Normal Weapons, Immunity to

Pathogens, Immunity to Poisons, Magic Sense, Manifestation, Paralyzing Howl (Zone x 2), Psychokinesis, Regeneration, Sonic Projection. Some bean sidhe also possess one or more of the following powers: Confusion (Zone x 2), Darkness, Magic Resistance. At least two bean sidhe based in Tir Nan Og also use manipulation spells.

WEAKNESSES

Allergy (Silver, Extreme).

>>>>>[The most famous case to date involves the bean sidhe of Loch Arkaig back in '44, of course. A whole boatload of MacGregor men went down in Loch Arkaig under very suspicious circumstances; supposedly something to do with dubious submarine work by the Brit military. The bean sidhe arrived there within a week and visited a different Brit soldier in the military base every week for nearly a year. Each man died within a month. She just came at midnight, wailed her despairing cry, and vanished.]<<<<<

—Alisdair McH (17:32:16/17-MAR-53)

>>>>>[Yes? And?]<<<<<

—Moleman (19:32:44/17-MAR-53)

>>>>>[Typical tightwad Scotsman. Teaser.]<<<<<

—Fiona U (20:16:32/17-MAR-53)

>>>>>[You cannot hide from these spirits, they find you if they wish. Forget hermetic barriers and conjuring other spirits to aid you. No spirit will oppose a bean sidhe acting in righteousness.]<<<<<

—Shambanara (05:11:17/19-MAR-53)

>>>>>[Drek, is this true? You can't even post a nature spirit to see the old baggage off?]<<<<<

—Moleman (18:32:29/20-MAR-53)

>>>>>[According to my sources, this is so. However, in the case of the Monaghan bean sidhe, which had become an insane, random killer, a summoned forest spirit and an earth elemental both fought the specter. This suggests that spirits have a moral sense all their own, doesn't it?]<<<<<

—Callistra (21:17:32/20-MAR-53)

>>>>>[Well, I don't know about that, but I've heard tell the bean sidhe will turn up and have a quiet wail with any fiancée she feels unsuitable for the clan's little Angus or Fionnghuala, as the case may be. Warning them off, like. Be careful who you fall in love with.]<<<<<

—Janie Jones (03:12:51/21-MAR-53)

>>>>>[Well, isn't that always the truth? Even more frightening, a bean sidhe driven to blood rage by a family murder will pursue the perpetrator endlessly. I know personally of a runner paralyzed and frozen to death in Tir Tairngire by a spirit that chased him all the way from Belfast. They never forget.]<<<<<

—Juggler (05:31:21/25-MAR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Bean Sidhe	5	5	5	2	3	7	6(A)	5	Special

Powers: Alienation (Zone x 2), Cold Aura (Personal), Compulsion (Zone x 2), Essence Drain (Temporary), Immunity to Age, Immunity to Cold, Immunity to Normal Weapons, Immunity to Pathogens, Immunity to Poisons, Magic Sense, Manifestation, Paralyzing Howl (Zone x 2), Psychokinesis, Regeneration, Sonic Projection. Some bean sidhe also possess one or more of the following powers: Confusion (Zone x 2), Darkness, Magic Resistance. At least two bean sidhe in Tir Nan Og also use manipulation spells.

Weaknesses: Allergy (Silver, Extreme)

BEAN SIDHE

Spectris lamentaris

HABITAT

Celtic Wild Lands

RANGE

Scotland and Tir Nan Og

RANGE



SIZE COMPARISON



BLACKBERRY CAT

Felis nigra

IDENTIFICATION

The blackberry cat is the same size as a large domestic cat, but more robust, with a typical body weight of 15 kilograms. The animal's fur grows jet black, sometimes revealing a slight tawny tone at the tips in sunlight. The large eyes have rounded amber pupils. The cat always carries its long-haired, feathery tail erect.

MAGIC CAPABILITY

Innate.

HABITS

The blackberry cat is carnivorous and scavenges in a wide range of habitats, both rural and (less commonly) urban. A rare animal, the creature lives alone except when the female gives birth; the male protects his mate and the litter until the kittens reach six weeks or so. Blackberry cats sometimes choose to live as domestic creatures, but seem to prefer wilder lands. Wild blackberry cats feed on birds and small rodents, and both domestic and wild cats become active at night.

Blackberry cats display extraordinary intelligence and alertness. It is virtually impossible to surprise, trap, or capture one, and domesticity does not dull the edge of their sense for danger.

COMMENTARY

Scholars still argue over whether this creature belongs to the Awakened classification of the wild cat (*Felis sylvestris*) or whether it is more accurately described as one of the fringe creatures of the so-called *faerie* entities. Gene typing has not answered this question.

Ordinary people who have seen these creatures or believe one to live in their area hold a variety of superstitions about the blackberry cat. For example, meeting one brings bad luck, but extraordinary fortune follows if a cat decides to take up residence in one's home.

Felis nigra appears throughout Europe. Its ordinary name allegedly derives from an old tale telling how Satan was thrown out of heaven into a



blackberry bush, leading people to associate the bush with evil. Blackberry cats, traditionally regarded as carrying the potential for evil, if not actually evil themselves, are said to be born at the end of the blackberry season (November to December), and thus the source of the name. These animals breed only in the wild, and so their birthing season remains unconfirmed.

POWERS

Accident (LOS). Adaptive Coloration, Blindness (LOS), Compulsion (LOS), Darkness, Desire Reflection (LOS), Enhanced Movement, Enhanced Reactions (for [Essence]D6 turns, 1D6 times per day), Enhanced Senses (Low-Light Vision), Hypnotic Howl (Miaow, Zone x 2), Illusion (LOS).

WEAKNESSES

Blackberry cats find catnip irresistible: if a blackberry cat scents catnip, it must make a Willpower Test with a Target Number of 6. If it rolls no successes, the cat heads for the source of the scent. If the cat comes into contact with catnip (rolls in it, is sprayed with it, and so on) it suffers a +2 modifier to all target numbers for 6D6 turns.

>>>>>[These critters are strange—I swear they're precognitive. I know someone who had one of these in his house. It never left the place, then one day it just got up and walked out, an hour before a microlite crashed into the roof and scragged everyone inside.]<<<<<

—Bjorn (16:34:22/13-MAR-53)

>>>>>[They also have incredible powers of mind control. The Children of Uranus sect was real big over in Finland 'til '48, when someone discovered that one of these kitties was running the whole show through flacks and using its powers of mind control and influence. Just amusing itself, apparently.]<<<<<

—Little Brother (23:11:45/17-MAR-53)

>>>>>[These beings aren't evil, but they can be cruel, not to mention dangerous, chaotic, and destructive. Don't believe all that drek about one living in your home being lucky. It'll take over. People in Scotland, Hungary, and elsewhere consider these critters so dangerous that they burn them alive. In some places they burn all black cats just to be sure.]<<<<<

—Samaritan (20:15:34/20-MAR-53)

>>>>>[Sick frags.]<<<<<

—Ailurophile (23:13:21/21-MAR-53)

>>>>>[They try. But it doesn't always work. I've seen half a clan of McAndrews forced to walk into the fire themselves by a strong-willed little kitty who didn't fancy becoming toastie.]<<<<<

—Sinead H (04:16:53/22-MAR-53)

>>>>>[Just to wrap this up, don't think that you'll never have to worry about these funny little furries because they live in places you'll never be. For one thing, certain communities, like the elves of Gwynedd in north Wales and other demihuman conclaves in southern and central Europe, maintain friendly relations with blackberry cats. Add the power of such a creature to elven fire, and you should think twice about offending such people by intruding. And individual blackberry cats hold very different ideas of their terrain; no matter where they live, don't make the mistake of thinking they are domesticated! Some inhabit what's left of ancient woodland. OK, these you can avoid. But younger and more curious cats often stray into the fringes of cities, and they discover that messing up the people who live there is more wiz than playing with a mouse. Be aware, be wary, and show respect should you see one.]<<<<<

—Juggler (05:15:21/24-MAR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Blackberry Cat	2	5 x 5	2	3	3/8	5	(6)	6**	6L, -1 Reach

Powers: Accident (LOS), Adaptive Coloration, Blindness (LOS), Compulsion (LOS), Darkness, Desire Reflection (LOS), Enhanced Movement, Enhanced Reactions (for [Essence]D6 turns, 1D6 times per day), Enhanced Senses (Low-Light Vision), Hypnotic Howl (Miaow, Zone x 2), Illusion (LOS)

Weaknesses: Catnip (see main text)

Notes: **3D6 Initiative dice.

BLACKBERRY CAT

Felis nigra

HABITAT

Woodland, heaths, rocky hills, fringes of urban areas

RANGE

Throughout Europe, especially U.K. and east-central Europe

RANGE



SIZE COMPARISON



BROCKEN BOW

No accepted taxonomy

IDENTIFICATION

The very existence of the Brocken bow, or Brocken spectre, continues to be the subject of fierce debate. Those who assert the existence of this spirit entity describe it as a shadowy, featureless being of human proportions and varying size (from 2–5 meters in height, typically 4–5 meters). Sighters identify the being by the following factors: its featureless countenance, appearance only at specific sites, high probability of appearance only at specific times, and exercise of a core range of magical powers.

MAGIC CAPABILITY

Innate. Unsubstantiated reports assert the existence of active individuals.

HABITS

The Brocken spectre is linked specifically with sites of medieval European witchcraft trials and major sabbats, primarily in southwestern France (in a zone some 50 kilometers in diameter centered on Chambery), Franconia and the Rhineland in Germany, and Saxony, from which the being takes its name (Brocken is the highest peak in the Harz mountains). The Brocken bow manifests on anniversaries of the destruction of witches by fire, the great sabbat festivals of witchcraft, and specific other dates of usually undetermined significance (e.g., anniversary of the birth of a burned witch). Believers point out that the Brocken bow's range of distribution is limited to those sites saturated by the savagery of medieval atrocities perpetrated by the Inquisitions. These beings do not manifest at sites of lesser witchcraft trials.

The being appears shortly after dusk on the appointed date and remains active until shortly before the following dawn. During this time, it stalks across wild terrains and pursues sentient victims, hunting them down and using its powers to drain their energies and slow their attempts to flee. As a solitary, astral creature, the Brocken bow requires no food or sustenance.

COMMENTARY

That unexplained magical and spirit activity takes place at certain times in the



areas noted is well documented by academic hermetics and is not in question. Skeptics do question the classification of the phenomena, as descriptions of manifested powers remain inconsistent and no set theory satisfies impartial investigators.

POWERS

Alienation (Zone x 2), Cold Aura (Personal), Darkness, Essence Drain (Permanent and Temporary), Fear (Zone x 2), Immunity to Age, Immunity to Cold, Immunity to Normal Weapons, Immunity to Pathogens, Immunity to Poisons, Movement, Paralyzing Touch.

Notes: All Brocken bows possess the power of Essence Drain. To determine powers of individual Brocken bows, roll 1D6 for each power listed above; on a result of 1, the individual does not have that power. The cold aura power can be extended to one victim within a range of (Essence)D6 yards on any Complex Action available to the Brocken bow.

WEAKNESSES

Allergy (Sunlight, Severe), Essence Loss (1 point per 10 years), Vulnerability (Fire).

>>>>>[Look, I don't give a frag for academics and taxonomy. Let me tell you what I know. I was eighteen when I climbed Brocken. We got stuck up there, four of us, and had to make the final descent in the dusk. A ring of cloud surrounded the peak, silvered by a low moon, and all of a sudden this great dark humanoid shadow appeared within the cloud and drifted down the mountainside. It just kept gliding down, and we couldn't move our legs and arms right, we were hanging on the ropes and scrabbling on the scree slope and this fraggin' thing just kept on coming down. It never seemed to reach us, like it was moving in slow motion, but it kept on coming. Franz's hands, chip-truth, just turned blue on the rope and he spun around on the end of it, held by the safety clip, moaning and moaning. It got Erszebet as she reached the top of a slope; she stopped dead in her tracks, and very slowly keeled over. Stiff as a board, she rolled over and over, two hundred feet, broke her back in the gully. I fired at the thing; I had a heavy pistol in case of bears, but I might as well have waved edelweiss at it. So I ran, and I didn't look back. The searchers found only one body afterward; Wilhelm, his corpse bloated like a drowned man. I can't ever forget it. It hosed up my mind, and I still get nightmares.]<<<<<

—Reynhard (19:14:43/19-MAR-53)

>>>>>[Drek. That's heavy. Do these things attack anyone caught out there at the wrong time? Are they evil? Can holy things keep them off your back? I mean, I was planning to do some rock climbing in Saxony sometime. Guess I'll reconsider.]<<<<<

—Bjorn (20:53:07/22-MAR-53)

>>>>>[Word among the bow hunters is that these things will go for you if you're there. Evil? Well, some clairvoyants say the malice these spirits carry is a long-lingering, bitter hatred for those who burned the innocents in the witch trials—they burned more than 100,000, you know. They seem to think, "well, you burned and tortured us for something we didn't do, so now we'll do what we were accused of, or something just as bad." Maybe they feel they're getting some kind of justice.]<<<<<

—Storner (15:29:05/23-MAR-53)

>>>>>[And as for holy relics, you might as well wave the Pope's socks at a Brocken bow for all the good it'll do you. After all, it was the guys with the miters and seriously disturbed attitudes towards women who did all the torture and burning in the first place. Things they've blessed won't help you here, terms.]<<<<<

—Juggler (06:12:12/28-MAR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Broken Bow	5	5	5	2/6	2	5	7(A)	6	Special

Powers: Alienation (Zone x 2), Cold Aura (Personal), Darkness, Essence Drain (Permanent and Temporary), Fear (Zone x 2), Immunity to Age, Immunity to Cold, Immunity to Normal Weapons, Immunity to Pathogens, Immunity to Poisons, Manifestation, Movement, Paralyzing Touch.

Weaknesses: Allergy (Sunlight, Severe), Essence Loss (1 point per 10 years), Vulnerability (Fire)

Notes: All Broken bows possess the power of Essence Drain. To determine powers of individual Broken bows, roll 1D6 for each power listed above; on a result of 1, the individual does not have that power. The cold aura power can be extended to one victim within a range of (Essence)D6 yards on any Complex Action available to the Broken bow.

BROCKEN BOW

No accepted taxonomy

HABITAT

Hills and mountains, wild lands

RANGE

Southeastern France, Germany
(Franconia, Rhineland, Saxony)

RANGE



SIZE COMPARISON



BULLDOG STOAT

Mustela stalinii



IDENTIFICATION

The bulldog stoat is a large Awakened form of the common stoat *Mustela erminea*. The male measures 1 meter in length, with a tail of approximately 40 centimeters, and weighs 6 kilograms. Females remain significantly smaller at some two-thirds of male length and weight. The bulldog stoat's thick fur turns white in winter and a brown-red with a black tip on the tail in summer, with lighter belly fur. Bulldog stoats show prominent canine teeth and well-developed shearing teeth, which assist in its carnivorous diet. Bulldog stoats are highly aggressive and very dangerous creatures.

MAGIC CAPABILITY

Parabiological.

HABITS

Active mainly at night, the bulldog stoat feeds on a carnivorous diet, eating small mammals, birds, snakes, frogs, and toads. It attacks mostly slow-moving

creatures, including members of related species such as common stoats, polecats, and weasels. The stoat can retreat quickly if its prey turns out to be more powerful than itself. Bulldog stoats often attack sheep and goats, and may attack cattle and humans. To bring down large targets, it attempts to fasten its teeth to some part of the victim's body the victim cannot reach with its own attacks (e.g., the belly or back of a cow), drinking the victim's blood through the initial wound until the prey weakens. The bulldog stoat rarely releases its prey once it establishes a hold with its teeth, thus giving rise to its common name. The taxonomic name for the species reflects the widest distribution of this creature, the Russian states.

Bulldog stoats mate in spring and summer, but remain solitary the rest of the year. Males abandon the females after mating, leaving them to raise the young alone. Some reports document groups of bulldog stoats up to 100 animals strong attacking livestock. In 2039, a group of stoats attacked a farm settlement in Latvia, allegedly killing

eleven humans. These reports are rare and sometimes of dubious veracity.

COMMENTARY

Bulldog stoats present a major hazard to livestock in many European countries. Hunters using poisons and genetically engineered diseases have failed to significantly reduce bulldog stoat populations. Only hunting and trapping offer potentially successful strategies for dealing with this aggressive pest.

POWERS

Concealment (Personal), Enhanced Physical Attributes (Quickness, twice per day, for [Essence]D6 turns), Immunity to Pathogens, Immunity to Poisons.

WEAKNESSES

None.

>>>>>[The only good thing about these little rakkers is that they don't spray you with stinky drek like their delightful relative the foulmart.]<<<<<
—Linnaeus II (06:16:11/19-MAR-53)

>>>>>[Pah! The above entry does not do justice to these great Russian creatures. Of course, in Western countries they are much smaller. Some of the Russian ones are several meters in length, you just ask any Siberian. They can rip people apart with a single flick of their moose-sized jaws and (0.8 Mp deleted by sysop.)]<<<<<
—Anatoly K (21:11:11/19-MAR-53)

>>>>>[The trick with these critters is to not let them get close. Once they've got their teeth in you, that's it. They won't let go until they're corpsemeat, and they can really gulp down the blood, ripping away at the wound all the while to make sure that clotting doesn't spoil the feast. Here's how we dealt with them when I did a spell with Ukraine Pest Control back in '49.

Set out bait, a couple of dead sheep or cows riddled with disease or some such. Let them feast undisturbed. Get them used to a free lunch, then put out a couple more carcasses (though tethered live bait is best). That's when the big groups turn up. Then, when you've got a really big group of the things all going ape for the blood feast, strike hard and fast with a nice big area attack. Mage hellfire is the best bet; we made do with suffused flame cannon, which did the job. These things are too fast for bullets, so keep 'em in the ammo sacks, boyos.]<<<<<
—Rabid (10:10:16/23-MAR-53)

>>>>>[And you can be sure that these mindlessly violent little brutes make perfect security for corporate installations. They don't sleep that much, they don't complain about the pay, and they'll attack anything moving that they can reach. At the very least, they make a good alarm system, squeaking and going wild whenever they scent a warm-blooded creature approaching. I heard that the British corp Transys Neuronet managed to chip and dermal-plate these things; their current gentech project is to create an armor-plated bulldog stoat by crossing them with some sort of an armadillo. Not a pleasant thought, terms.]<<<<<
—Moleman (02:12:12/24-MAR-53)

>>>>>[This is all drek. They're furry little things, and they make bally little pets so long as you feed them properly. All I have to do is open the can of kitty food and—OH GOD! GERROFF! AAAARGHHH!]<<<<<
—Animal Lover (06:23:01/25-MAR-53)

>>>>>[Very amusing. We've put a trace and burn on you, moron.]<<<<<
—Juggler (06:23:27/25-MAR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Bulldog Stoat	2	4 x 5	3	—	2/4	6	6	4*	6L

Powers: Concealment (Personal), Enhanced Physical Attributes (Quickness, twice per day, for [Essence]D6 turns), Immunity to Pathogens, Immunity to Poisons

Weaknesses: None

Notes: *2D6 Initiative dice. If an attack from the bulldog stoat inflicts any damage, the creature fastens itself to the wound site, automatically causing additional wounds on its action for 3 + 1D6 turns, at the end of which it lets go, sated with blood. The Power of the attack increases by 1 each turn (to 7L, 8L, 9L, and so on). Armor does protect against this subsequent damage. The bulldog stoat holds onto its victim until killed or sated with blood.

BULLDOG STOAT

Mustela stalinii

HABITAT

Woodland, hedgerows, grassland, rough grassland, moors

RANGE

Northern Europe, most common in Eastern Europe

RANGE



SIZE COMPARISON



BURROWING BEAVER

Castor efforderis



IDENTIFICATION

The largest native European rodent, the burrowing beaver's brown-furred body averages 1.4 meters long with a tail of approximately 70 centimeters, and weighs 40 kilos. The animal is heavily built and blunt-nosed, and has a scaly, broad, flat tail. Its short legs have webbed hind feet. It shows enlarged incisors, and its front legs end in powerful, shovel-like feet with heavy keratinous claws.

MAGIC CAPABILITY

Parabiological.

HABITS

An omnivore, the burrowing beaver feeds on fish, eels, small sea birds, sea bird eggs raided from nests, the bark and roots of trees, worms, and small subterranean mammals. A creature of nocturnal habits, the burrowing beaver lives in extended family groups of up to 50 individuals. Some still dwell in

traditional beaver lodges, but increasing deforestation in their natural habitats forces most to live in tunnel complexes opening along the banks of rivers, lakes, and fjords. This creature's powerful digging claws allow it to excavate its own tunnel complexes, which may extend for kilometers.

The burrowing beaver is a strong swimmer, able to remain underwater for several minutes before surfacing to breathe.

Highly territorial and aggressive creatures, burrowing beavers organize in packs to attack large creatures who invade their territory, which extends beyond their tunnels to the surrounding area. They "listen" for vibrations to pinpoint creatures traveling above their complexes. Small groups of burrowing beavers have reportedly concealed themselves in vegetation and ambushed much larger creatures, such as humans and large deer, and reports also document a particular hostility toward

metahumans, possibly set off by some olfactory trigger.

COMMENTARY

Gene typing proves that the burrowing beaver derives from the common European beaver *Castor fiber*, with small pockets of the Canadian beaver *Castor canadensis* (introduced to Europe by man) occupying related niches. However, its highly aggressive nature demarcates it from its smaller cousins.

POWERS

Concealment (Personal), Enhanced Movement, Enhanced Senses (Improved Smell, Sonar).

WEAKNESSES

None.

>>>>>[These critters are a major hazard around most fjords north of Kristiansund, along the Norwegian coast in particular. They excavate their tunnels inland from the fjords but still hunt right down to the shorelines; I've seen them eat away the undersides of wooden fishing boats to get at the poor fraggers trying to row to safety. They're real evil fraggers.]<<<<<<

—Wolfgang K (12:16:45/17-MAR-53)

>>>>>[The Norwegian government put a 50-nuyen bounty on these things. Most folks shoot 'em, but heavy steel netting's also a good option, since the furs are worth that much again. Net guns are no good, because the little fraggers eat through the net too fast.]<<<<<<

—Bjorn (12:43:57/18-MAR-53)

>>>>>[Wrong there, Bjorn. Whack a taser interface into the net gun, net 'em and keep a stun current alive. That'll do it.]<<<<<<

—Rabid (17:19:32/22-MAR-53)

>>>>>[Hmmm. Passing an electrical charge through a net in the water. Just make sure you stay on dry land, git. Mind you, when a swarm of 40 ambushes you from the shoreline and deliberately collapses the tunnel system under your feet, staying on dry land may not be so easy.]<<<<<<

—Bjorn Again (20:23:11/22-MAR-53)

>>>>>[Some further tactical points from someone who's dealt with these things: Don't run heavy vehicles over their land. You'll just lose wheels or tracks in the tunnels when they cave in, and end up a sitting duck. And don't invite any elves along on your hunting party. Seems that elf pheromones really drive these critters into a frenzy of blood lust. Carry heavy weapons and don't try to negotiate.]<<<<<<

—Juggler (03:16:56/24-MAR-53)

>>>>>[Norwegian burrowing beavers, pah! Russian ones are twice the size and far more ferocious. They can kill bears in one-to-one combat and pull the heads off (0.4 Mp deleted by sysop).]<<<<<<

Anatoly K (11:53:31/24-MAR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Burrowing Beaver	3	4 x 4	3	—	2/4	2	6	4	4M, -1 Reach

Powers: Concealment (Personal), Enhanced Movement, Enhanced Senses (Improved Smell, Sonar)

Weaknesses: None

Notes: Quickness multiplier applies to running and swimming.

BURROWING BEAVER

Castor efforderis

HABITAT

In and around rivers and lakes, in wooded country with similar habitat

RANGE

Norway, Sweden, Rhone and Elbe valleys in Germany (v. rare), central Russia

RANGE



SIZE COMPARISON



CENTAUR

Equus sagittarius

IDENTIFICATION

The centaur's lower torso is biologically comparable to that of a large horse, and the upper, forward torso resembles that of a primate. It stands approximately 1.8 meters from ground to shoulder, weighing an average of 300 kilograms. The centaur moves on four legs, and uses a pair of powerfully muscled arms ending in three-fingered hands with an opposable thumb to perform more complex tasks. The enlarged and elongated upper vertebrae and neck, and the skull and head of the creature make it look vaguely equine, but it displays a larger frontal cortex than other horses. A thick mane covers the head and occasionally the neck. The centaur has 36 teeth, including strong incisors and well-developed canine teeth. Gene typing proves conclusively that the centaur belongs to the horse family, but its origins remain controversial.

MAGIC CAPABILITY

Parabiological.

HABITS

The centaur inhabits both grassland and hills, and shows exceptional skill for a large mammal in negotiating rocky terrains and inclines. Its diet consists mostly of grass, leaves, berries, fruits, and vegetables. The centaur uses its arms to grip branches and reach fruits, olives, and other tree-borne delicacies, standing upright on its powerful hind legs to do so. They also shake the trees and make rough tools to get at the fruit on the uppermost limbs. Reliable observers report centaurs eating small mammals, fish, and birds, and photographic evidence shows one specimen eating bird's eggs straight from the nests; all this flying in the face of the commonly held belief that centaurs are wholly omnivorous.

Centaurs show activity during varying hours of the day and night and have excellent night vision. They have been reported both as solitary creatures and as traveling in small groups, usually made up of one male with one to three females and one to three foals. Larger herds of multiple family groups also exist, though these associations seem rare.



Centaurs react aggressively only when provoked by an overtly hostile intruder or one that strays too close to the family group or herd. The large herd sightings document "guard" activity, centaurs patrolling the fringes of the herd. Rumors say these larger groups also show heavy tool and weapon use, but these remain unsubstantiated.

COMMENTARY

Parazologists continue to debate the degree of sentience among centaurs. The most compelling argument in favor of sentience is the animal's ability to use implements, evidenced by its skill in using stones as missiles and branches and sticks to get at fruits at the top of trees. Centaurs also use heavy branches as hand-held clubs in self-defense. In further evidence of higher intelligence, centaurs are known to decorate their manes with flowers and vines as part of their mating ritual. Opponents in the

issue claim the centaur's lack of language and symbolic representations, and the similarity in its use of implements to that of great apes and related primates argue strongly against sentience. The self-decorative behavior remains an unusual, inexplicable factor. Wild centaurs further compound the debate by cooperating with satyrs (*Capra satyrus*) to protect their young and defend their territory against threat. Certain authorities claim such close social cooperation between species reflects a genuine intelligence, but this remains a matter of dispute.

POWERS

Enhanced Senses (Low-Light Vision, Thermographic Vision), Magic Sense, Search.

WEAKNESSES

None.

>>>>>[Why don't people just study these noble beings in the wild? Centaurs regularly use ropes made from vines knotted together, then braided together for extra strength. I've seen centaurs in the Macedonian peaks setting up deadfalls with these ropes to protect their territory, and a friend of mine watched some centaurs trap jackals with ropes and club 'em to death. And the scientists still argue about whether they're sentient. Sheesh.]<<<<<

—Roberto L (23:05:06/20-MAR-53)

>>>>>[Their cooperation with the satyrs is equally remarkable. If the post-Dawkinsian theorists are right, because the two species compete for food and resources in similar habitats, they ought to be unfriendly. Selfish genes and all that, yes? Well, no. They do work together to protect the young, but they also enjoy being together. While doing some photographic work in the borderlands around Macedonia I stumbled across a little conclave of these guys. The satyrs were whistling, very tunefully as it happens, and dancing around. And chip-truth, the centaur males all sat on one side of the scrub-olive grove and the females on the other, and the males were preening their manes like any bunch of wideboys on street corners. And I'm damned if the males didn't dance into the circle one at a time, kicking up their hind legs. The centaur would cross to one of the females, take a flower from his mane, and give it to her. The females would put their heads together and snort and neigh as if talking about him and deciding whether he was suitable. If the female he chose liked him she'd dance with him, and then they got on with what these guys do, if you scan me. And the rest would play games with the satyrs, lobbing fruit and olives at them and snorting. They were playing and sharing a ritual. I say any creature that can do both of those is definitely sentient.]<<<<<

—Timora T (03:01:06/21-MAR-53)

>>>>>[You must be the person who did that "I had sex with a satyr" feature for the National Inquisitor.]<<<<<

—Cynic (03:18:27/21-MAR-53)

>>>>>[You're all so fraggin' wrong, it's pathetic. Here's the catcher, chums, and scan it close: I've seen centaurs armed with polearms and armored in metallic and semimetallic armor. Where? Two places: Lake Louise (yup, Dunklezahn's place) and an Eastern European draco lair. You can guess which ones. Think about it. Look elsewhere. Run the connections. See the similarities.]<<<<<

—Reaper (12:56:31/22-MAR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Centaur	10	4 x 5	7	—	3/5	3	6	4*	6S, +1 Reach

Powers: Enhanced Senses (Low-Light Vision, Thermographic Vision), Magic Sense, Search
Weaknesses: None
Notes: *2D6 Initiative dice.

CENTAUR

Equus sagittarius

HABITAT

Grasslands, moors, woodland, low-lying hills

RANGE

Greece, Macedonia, southern Albania

RANGE



SIZE COMPARISON



CERBERUS HOUND

Canis cerberi



IDENTIFICATION

The cerberus hound is a three-headed black dog standing 1.2 meters at the shoulder. It weighs 110 kilograms, and moves using powerful muscles in the shoulders and hindquarters. A vigilant and fierce animal, the cerberus appears unafraid of any enemy, no matter its size or power. This beast's origin remains a mystery.

MAGIC CAPABILITY

Innate.

HABITS

The cerberus hound is extremely rare, with the existence of only a score of specimens reliably reported. A few of these lair in the northern Greek mountains in caves or similar natural formations, emerging only to hunt. They are carnivores, hunting and killing small deer, goats, and sheep, and possibly humans, metahumans, and other canines. They hunt alone, usually at night, and rely on

their acute senses to detect quarry and sheer strength to pursue their prey for long distances without tiring.

This animal is solitary (with the single known exception of a single mated pair photographed in 2049) and researchers know little about its behavior. Only two specimens have ever been captured for study, and both were so aggressive in captivity that meaningful behavioral study was impossible.

COMMENTARY

The fascination humanity has with the cerberus hound lies in its unique tricephalic nature. Dissection shows that each head features a different major neural specialization, with one brain being cortex-rich, one dominated by midbrain structures, and the third largely composed of cerebellar and brainstem tissue. However, the two dissected specimens failed to show the same specializations in the left, center, and right heads. Further, each brain contains

25 percent neural mass of relatively undifferentiated neuroglial and neuron tissue supported by a rich blood supply. Zoologists hypothesize that this prototissue is capable of developing all the functions of any of the three heads should the cerberus hound lose one to accident or attack. Quarkspin scans also show extensive cross-brain redundancy of function.

POWERS

Concealment (Personal), Corrosive Saliva, Enhanced Physical Attributes (Strength, three times per day, for [Essence]D6 turns), Enhanced Movement, Enhanced Reactions (three times per day, for [Essence]D6 turns), Enhanced Senses (Improved Hearing and Smell, Low-Light Vision, Thermographic Vision), Immunity to Cold, Immunity to Fire.

WEAKNESSES

None.

>>>>>[Always assume these creatures are guarding something. Some chummers and I were hanging in the Med one summer, you know, doing Europe, and we got a little too close to the island of Limnos. We didn't listen to the locals too close, or we'd have heard about the dragon they say hangs out there. We'd all had a skinful of that Domestica drek, right? Phew. Knocks Zinfandel out the door. Anyway, we were planning on sunning ourselves on the beach when this huge black fragger comes loping down to the rocky shoreline. We think, right, let's give it a quick toot with the ol' H & K, teach it some manners. I think we almost managed to get a shot off before it was on us, and I swear it ripped Chuck's legs clean off before we knew what happened. We turned and ran like hell. It just stood there, snarling over Chuck's body, and then it ran back into the hills. I never, ever, want to see one of these things again; its slobber hit me, and I've got the burn mark on my arm to prove it.]<<<<<<

—Smokin' Jo (19:28:35/22-MAR-53)

>>>>>[Repeated stories place a dracoform in the northern mountains around Lake Prespa on the Balkan border, and two cerberus hounds have been sighted in the same area. I've also seen one of these three-headed chummers biting the wire at the Fuchi compound west of Katerine, where they import items of dubious legality from the Middle East. The monster makes a banging guard, too. Its dual nature lets it spot any of you mage people snooping or astrally projecting as well as rip the legs, heads, and armor off anyone making a more conventional approach.]<<<<<<

—Roberto L (15:21:32/24-MAR-53)

>>>>>[Don't think you should say things like that about Fuchi. They might take exception. Even if they are true. Especially if they're true. It's not so far from there to Libya, after all.]<<<<<<

—Moleman (22:16:04/27-MAR-53)

>>>>>[The best documented cerberus hound, of course, is the huge fragger on Crete. It's reliably estimated at 1.6 meters from paw to shoulder and 2.4 meters from nose to rear. It eats donkeys for snacks. That is, if it can't find any nice, juicy tourists trying to get closer to the ruins than they ought.]<<<<<<

—Roberto L (17:41:00/29-MAR-53)

>>>>>[The author's entry seems incomplete to me. One important characteristic of the cerberus hound is that the dog is impossible to surprise. They always seem to know when enemies lurk in the area, and their excellent senses cannot completely account for this. How can you smell a superstealth chopper? Reports that some of these beasts are magically active, particularly rumors regarding detection spells, must be taken seriously.]<<<<<<

—Callistra (21:25:11/2-APR-53)

>>>>>[Oh, and "cross-brain redundancy of function" means you can blow one of its heads off and it still keeps coming at you.]<<<<<<

—Rabid (01:41:12/3-APR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Cerberus Hound	6	4 x 5	6	—	2/6	4	(6)	5**	8M

Powers: Concealment (Personal), Corrosive Saliva, Enhanced Physical Attributes (Strength, three times per day, for [Essence]D6 turns), Enhanced Movement, Enhanced Reactions (three times per day, for [Essence]D6 turns), Enhanced Senses (Improved Hearing and Smell, Low-Light Vision, Thermographic Vision), Immunity to Cold, Immunity to Fire

Weaknesses: None

Notes: **3D6 Initiative dice. Because the cerberus has three heads and can bite with each of them, one Complex Action in a Combat Turn gives it three attacks, but only on the same target. Woof woof, chummer!

CERBERUS HOUND

Canis cerberi

HABITAT

Rocky hills, plateaux, mountains, barren land

RANGE

Greece, western Bulgaria, southern Balkan states

RANGE



SIZE COMPARISON



CORPS CADAVRE

No accepted taxonomy

IDENTIFICATION

Corps cadavre is a French-Haitian name for a form of zombie, the animated body of a deceased human or metahuman. Freshly dead bodies may be disguised as living creatures; in a relatively advanced state of decomposition, the facial features become unrecognizable and a considerable percentage of body tissue, especially viscera, rots or falls away. This creature's movement is slow, jerky, and awkward.

MAGIC CAPABILITY

None. Because it is already dead, the corps cadavre is immune to certain attacks that would harm living beings, and its existence must be magically sustained.

HABITS

The corps cadavre shows no signs of metabolic processes, and thus has no need for food, rest, sleep, shelter, and the like. It shows no preference of habitat, and appears in a variety of locations, including wilderness areas and near urban graveyards and burial sites. The corps cadavre maintains no natural cycle of activity, but sightings predominate at night, and sunlight is known to harm the creature.

COMMENTARY

Obviously, the corps cadavre does not represent a separate species in the commonly accepted sense of that term. However, because it exists through magical means (as yet unknown) and functions to some degree independent of its creator, the corps cadavre appears to be a proper object for the study of parazoology and related disciplines.

Researchers find few opportunities to study the corps cadavre. The main body of current data rests on four specimens examined for periods of 14 days or longer. Of these, two remained entirely catatonic, offering irregular spasmodic behavior under laboratory conditions. The third showed rigid behavioral programming, repeatedly displaying extreme aggression toward researchers with fair or red hair. The

fourth engaged in repetitive motor movements, pacing, self-mutilative behavior, and infrequent guttural utterances. Two of the specimens showed recognition of language and symbolic visual representations, and therefore were regarded as possessing some form of intelligence. The aggressive specimen displayed an ability to learn a path through obstacles to get at the objects of its homicidal behavior. All specimens showed slow body decomposition, and all eventually became comatose over a period of days, 47 in the longest-studied specimen. The studies concluded that the corps cadavre may not be considered sentient or even living, but possesses some degree of intelligence.

Shamanic sources state that French-Haitian voodoo shamans animate corps cadavres and instruct them in a variety of

tasks, but these shamans refuse to cooperate with research efforts.

POWERS

Immunity to Pathogens, Immunity to Poisons, Immunity to all mana spells and similar powers, including empathy, hypnotic song, illusion, and so on.

Note: A corps cadavre suffering injury does not accumulate target-number modifiers for tests. Wounds do not affect a corps cadavre except to inflict cumulative damage; when the creature suffers a Deadly wound, the corps cadavre becomes incapable of further action.

WEAKNESSES

Allergy (Sunlight, Severe).



>>>>>[Another fine demonstration of What Scientists Don't Know. The term "corps cadavre" is something of a misnomer, because voodoo shamans actually use the term to refer to the physical body inhabited by the bon anges, the shadow and spirit that makes us alive. If you wish, the entity being referred to here as the "corps cadavre" is a shell deserted by that which makes us human, or metahuman, and which has kinship across the metaplanes with the Spirits of Man.]<<<<<

—Samedi (00:00:00/22-MAR-53)

>>>>>[I think I recall something about these zombies being created using mind-controlling chemicals of some kind and a curare-like agent.]<<<<<

—Dodo (17:11:04/22-MAR-53)

>>>>>[Nah, that's the employees of most corporations.]<<<<<

—Janie Jones (23:23:41/22-MAR-53)

>>>>>[Hush, foolish children. Creation of the corps cadavre must be effected by warped health magic, manipulation magic, and the chemical potions and salves of which the tontons macoutes have long known. Certain corporate institutions have made an especial study of those pharmaceuticals, but, fortunately for all of us, they cannot yet master the magic.]<<<<<

—Samedi (00:00:00/23-MAR-53)

>>>>>[That's where you're wrong, term. Even I wouldn't dare name the corp, but one Euro-outfit has three of the tontons on its payroll, and has used some gutterpunks for experimental subjects. Who'd miss 'em from the back streets of Ankara or the disaster that is Naples? Zombies make perfect corporate suits: they're completely loyal, never sleep, never eat, happy to work in any climate. Wiz on Siberian pipelines or in the hellish Egyptian midday sun. As yet, they're not really economically viable because they do rot away eventually, but if someone figures out a way to preserve their flesh, then expect a big rise in the share price of—no, sorry. More than my life's worth.]<<<<<

—Moleman (04:17:47/24-MAR-53)

>>>>>[According to my information, these creatures can be conditioned to perform moderately straightforward tasks and make semi-intelligent choices in order to reach their goals. They're not entirely mindless. But they're too slow to be useful as, say, assassins or hunters, despite their ability to keep on trackin' all day and all night. You're still better off with a good elven hitman.]<<<<<

—Rabid (05:18:32/27-MAR-53)

>>>>>[Did someone mention my name?]<<<<<

—Slicer (02:15:22/28-MAR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Corps Cadavre	*	1 x 2	*	—	1	6	0	1	Humanoid

Powers: Immunity to Pathogens, Immunity to Poisons, Immunity to all mana spells and similar powers, including empathy, hypnotic song, illusion, and so on

Weaknesses: Allergy (Sunlight, Severe)

Notes: A corps cadavre suffering injury does not accumulate target modifiers for tests. Wounds do not affect a corps cadavre except to inflict cumulative damage; when the creature suffers a Deadly wound, the corps cadavre becomes incapable of further action.

*Body and Strength remain those of the original owner of the body (human, elf, dwarf, and so on), minus 1 Rating Point to a minimum value of 1.

CORPS CADAVRE

No accepted taxonomy

HABITAT

No natural habitat

RANGE

Observed in southern France, northeastern Spain

RANGE



SIZE COMPARISON



CRESTED BARBARIAN

Macaca cristatus

IDENTIFICATION

The crested barbarian looks similar to a large ape, standing 1.6 meters tall and weighing approximately 95 kilograms. It has thick brown fur over most of its body. An orange-tinted skin ruff, or crest, covers the back of the neck and ends in a pair of pendulous, jowl-like skin folds hanging over the front of the neck. The crested barbarian has prominent canine teeth, and five-fingered hands with opposable thumbs. The animal typically moves on all fours, rising to an erect posture only to sound an alarm, make threatening gestures, or, rarely, when climbing over steeply rocky terrain. Gene typing and the pattern of sightings of the animal, which show a historical diffusion across Spain and the western Mediterranean, confirm that it is an Awakened form of the Barbary ape *Macaca sylvana*. Its common name is a rather imaginative derivation given by a somewhat eccentric Spanish parazoologist.

MAGIC CAPABILITY

Innate.

HABITS

The omnivorous crested barbarian maintains the dietary habits of a scavenger; it will eat almost anything except carrion, though it prefers fruit and small mammals for the bulk of its diet. Active mainly at night, the animal seeks shelter in caves or the shade of woodlands to escape the heat of the Mediterranean day. The crested barbarian functions as a social animal in groups of 6–15 adults led by an alpha male. The alpha male leads the group when traveling and sets the tone for dealing with threatening situations; otherwise, the oldest female of the group heads the pecking order for food, everyday social interactions, and so on.

The crested barbarian is normally docile, displaying threatening behavior only when startled, and sometimes to amuse itself or for practice. The main event of such displays consists of the animal puffing up its neck crest, which turns crimson from increased blood flow to the skin. A hostile crested barbarian can be very frightening, and humans and



metahumans fleeing from the barbarian's hilly terrain may find their path to be almost as dangerous as the animal itself. Crested barbarians protect their territory aggressively, particularly if their group includes many young animals, and they wield great physical strength.

COMMENTARY

Despite its Awakened status and powers, this species shows no evidence of sentience beyond that of other macaque species. They do not use spoken language, though sentinels warn of approaching creatures using a range of cries, each specific to the recognized intruder.

These creatures offer one major

threat to public safety: estimates say some 17 percent carry an infection functionally akin to VITAS-III, making their bites a deadly hazard.

POWERS

Enhanced Physical Attribute (Strength, once per day, for [Essence + 2]D6 turns), Enhanced Senses (Improved Smell, Low-Light Vision), Fear (LOS), Pestilence (Roll 1D6; on a result of 6, the individual possesses this power).

WEAKNESSES

None.

>>>>>[The first handful of these hopped the ferry from Gibraltar and took up residence in Spain, and they've never looked back. They don't have any natural enemies; every other creature runs screaming, squeaking, or roaring off into the distance when the barbarian starts the jumping-up-and-down-with-the-crest-puffed-up routine. That ability to create fear has sent more than a few bounty hunters off cliffs and down hillsides. Each crest brings a bounty of 300 nuyen from the Spanish government, and 400 nuyen in Portugal, where they're making a big effort to keep 'em from moving in. Other countries, check.]<<<<<<

—Juan the Man (19:25:34/17-MAR-53)

>>>>>[Medical evidence suggests that the crested barbarian exists as a virtual reservoir of dangerous diseases. The nature of its Awakening and transformation gave the animal an immunological profile that allows it to tolerate and carry VITAS, and a few glitches in its body chemistry appear to enhance the mutation rate of that ghastly virus. If you want to know from which direction future strains of the VITAS bug will come, look to this rakker.]<<<<<<

—Greg Mendel (21:15:51/22-MAR-53)

>>>>>[Indeed. In particular, look to gentech labs where this beastie is the new rhesus for biomedical research. The sawbones claim that the barbarian's immunological profile makes it a better subject for anti-viral research than other apes. I say, if it's good material for finding a cure for human diseases, it's just as good for finding something that can completely decimate the species.]<<<<<<

—Moleman (04:12:34/23-MAR-53)

>>>>>[Laboratories that torture captive apes in such ways become prime targets for direct action.]<<<<<<

—Rachsuchtig (07:51:06/24-MAR-53)

>>>>>[Ja, fraulein, that's the fraggin' problem. The raid on the Cordoba labs in 2051 managed to "liberate" six terminally ill barbarians with severe attitude problems. It cost two million nuyen to hire samurai suicidal enough to hunt them down before they introduced a horrible new virus to the innocent folks living in the area. The skies were thick with military choppers looking for these bloody things that day, and one of them was never accounted for.]<<<<<<

—Rabid (02:21:18/25-MAR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Crested Barbarian	5	4 x 4	4	—	2/3	2	6	3	4M

Powers: Enhanced Physical Attributes (Strength, once per day, for [Essence + 2]D6 turns), Enhanced Senses (Improved Smell, Low-Light Vision), Fear (LOS), Pestilence (Roll 2D6; on a result of 6, the individual possesses this power)

Weaknesses: None

CRESTED BARBARIAN

Macaca cristatus

HABITAT

Hills, barren lands, low mountain slopes

RANGE

Predominantly Spain, also southern Portugal, Gibraltar, southeast France, northwest Italy

RANGE



SIZE COMPARISON



DAKKARYNE

Lutra ederis



IDENTIFICATION

The dakkaryne is an otterlike creature approximately 1.3 meters in length and weighing 13 kilograms. Though similar to an otter, its tail remains rudimentary and its feet are webbed only at the base of the powerfully clawed digits. The dakkaryne's heavy brown fur is double layered, with long stiff guard hairs covering fine, close-growing, fawn-colored underfur. Bony plates protect the vertebrae: the plates between the fifth and twelfth vertebrae push through the skin to form bony, pronglike projections that sweep to the rear along the animal's back. The skin and snout are scaly and keratinous, and the dakkaryne's large, sharp teeth feature prominent interlocking canines. Females mature smaller than males by some 15 percent of body size and mass.

MAGIC CAPABILITY

Innate.

HABITS

The dakkaryne hunts as a carnivorous predator, attacking and eating fish and small water mammals, and attacking any other living creature it finds in the water. Restricted to rivers, canals, and lakes

which have a low pH factor and a high degree of pollution, the dakkaryne appears to favor a certain overall level of pollutants rather than any specific toxin, though reports indicate dioxin residues in all habitats where the creature has been observed.

The dakkaryne lives as a solitary creature, meeting others of its species only to mate in the spring. Intraspecies aggression is very high. Males attack other males on sight, and reportedly also attack females during mating.

Dakkarynes possess exceptionally keen senses and can detect prey at a distance. Their activity cycle appears to be completely irregular. An individual dakkaryne may sleep for four hours and hunt for ten (a 14-hour activity cycle), then sleep again for eight hours and hunt for sixteen, a 24-hour day. Biochemical studies suggest that a majority of adult dakkarynes suffer from severely dysfunctional internal homeostatic mechanisms and endocrine regulation.

Dakkarynes also behave very aggressively toward other creatures. They commonly attack humans, and have been observed hunting and stalking humans for sport, spitting a corrosive secretion before closing to use their powerful teeth and claws. Once a dakkaryne closes to

direct physical attack, it becomes virtually impossible to drive it away.

COMMENTARY

Unlike many Awakened creatures, the dakkaryne's origin is well documented. In an effort to re-establish the otter in European habitats from which it had disappeared, geneticists bred members of the species *Lutra lutra* (the common European otter) to show higher-than-average resistance to toxins and disease, continuing to crossbreed those with the highest resistance. The Awakened dakkaryne developed from this genetic stock, initially appearing in Scotland and Norway in a synchronous transformation, and spreading as the population grew.

POWERS

Alienation (Zone x 3), Corrosive Saliva, Corrosive Secretions, Engulf, Immunity to Pathogens, Immunity to Poisons, Search.

WEAKNESSES

Dietary Requirement (Dioxins, trace only).

>>>>>[This is a sad case. The people who bred the ancestors of this horror really did mean well. They wanted to bring the happy little otter back to the lands it had lost. And look how it turned out.]<<<<<

—Wolfgang K (20:16:21/11-MAR-53)

>>>>>[Just shows you shouldn't play at being God, no matter how good your intentions. This poor creature's Awakening made it dependent on the very pollution that the Sixth World gave us the hope of eliminating.]<<<<<

—Rachschtig (21:12:52/11-MAR-53)

>>>>>[By God, this is a real nemesis. It actually hunts for people, you know, searches them out and tries to influence them to come closer to the water. It likes to hide just below the water line, eyes just above the surface: when you get close, it blinds you with a faceful of drek and drags you in. A real vengeful bugger.]<<<<<

—Bjorn (16:32:44/13-MAR-53)

>>>>>[I once saw an old dakkaryne lure someone to the water. When he got close enough, a toxic spirit rose up and drowned the poor man. This was near Lake Hjälmaren in Sweden, couple of years back. The dakkaryne and the spirit were obviously working together. Not any more, though—I emptied my Uzi into that critter. What else can you do? The thing hardly had any fur left on its rotting body anyway. Nobody claims that these critters can bend your mind or feed your head bad drek, but I felt empty as an African kid's stomach when I blew it away. It was either that, or I got dissolved in acid water next.]<<<<<

—Rabid (05:22:34/15-MAR-53)

>>>>>[You may have wraithed the little fellow just in time. Its association with a toxic spirit is pretty solid evidence that old dakkarynes possess shamanic talents. Any hermetic getting close enough to read an aura can ascertain this. Look for the old ones: they usually have little fur left, or what they have is gray and blotchy. They possess Power. Needless to say, they seek to turn it on those who corrupted them and their place in Nature. And who can blame them?]<<<<<

—Callistra (04:12:14/17-MAR-53)

>>>>>[They breached the Storsjon dam complex at Ostersund in '48. Corroded away the cheap plascrete of the side-locks there, and untold millions of gallons bled away into the water source for the city and the military bases. Now the people there drink dioxins, PCBs, nitrates, nitrites, growth hormone degradation products, dumped chemical weapon residues, and a hundred and one other sources of drek. Enough aluminum there for Alzheimer's all 'round. I don't wish the people of Ostersund any harm, but I reckon the psychos in the uniforms had it coming. Half of the muck was theirs in the first place. Revenge of the repressed with a vengeance.]<<<<<

—Stormer (01:31:27/19-MAR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Dakkaryne	2	4 x 4	3	—	2/4	4	2	4*	6L, -1 Reach

Powers: Alienation (Zone x 3), Corrosive Saliva, Corrosive Secretions, Engulf, Immunity to Pathogens, Immunity to Poisons, Search

Weaknesses: Dietary Requirement (Dioxins, trace only)

Notes: Quickness multiplier for swimming is 5. *2D6 Initiative dice

DAKKARYNE

Lutra edulis

HABITAT

Polluted acidic rivers, lakes, canals
(not sea water)

RANGE

Widespread throughout Europe

RANGE



SIZE COMPARISON



DOG ASP

Vipera pseudocanis aspis

IDENTIFICATION

The dog asp is a striped snake some 2 meters in length, weighing approximately 3.25 kilograms. A very dark zigzag stripe set against a pale gray background color marks the male. The females' scales have a brownish tinge with a significantly less noticeable stripe, usually slightly darker brown and much narrower. Some 5 percent of dog asps are jet black. Their upturned snouts distinguish asps from other vipers, though all vipers share the common features of vertical pupils, small head scales, and large, erectile fangs at the front of the mouth. The dog asp is a Awakened form of the European asp *Vipera aspis* and is one of the very few dangerous snakes in Europe, which is the natural range of less than 1 percent of the surviving snake species in the world.

MAGIC CAPABILITY

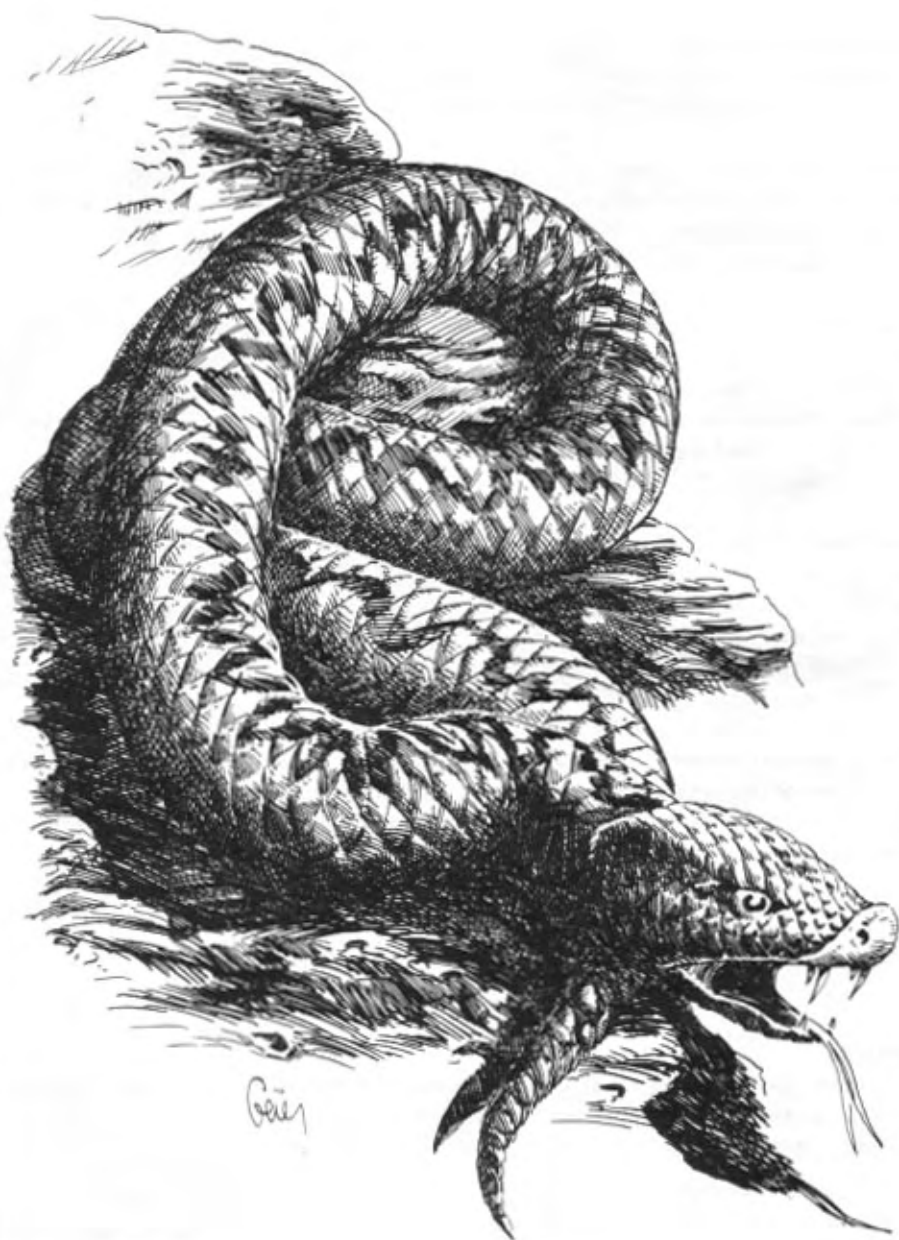
Innate.

HABITS

The dog asp hunts small mammals, lizards, and birds and usually ignores man. Under certain conditions, most notably the rapid destruction of its summer nesting habitat, the dog asp becomes aggressive toward (meta)humans. To attack humans, the dog asp uses its singular and quite bizarre ability to mimic the barking of a dog to lure the offending creature close enough for the snake to make a lightning strike with its venomous fangs. Dog asps also use this mimic-barking to keep their own enemies at bay, notably the quicksilver mongoose and wildcats, both of which feed on snakes.

The dog asp is active during the day and nests in almost any available space, from light grass to woodland or even rocky hills. In cooler climes it constructs nests from rotting vegetation to keep itself warm and active. Primarily a ground dweller, the dog asp swims well and may attack and eat water rats along river banks. Rare documentation shows the asp climbing trees to steal young birds from their nests, though it rarely eats eggs, as it lacks hinged jaws.

No evidence to date indicates that the dog asp preys on its own species.



COMMENTARY

The exceptional feature of this snake remains, of course, its unique mimicry. Dissection reveals a massively overdeveloped and elongated larynx and pharynx, coupled with pseudocordia that create resonant vibrations when the snake expels air gulped into the intestinal tract. The expelled air simulates the bark and howl of a dog. Dog asps use this startling ability primarily as a defense, but may also use it to lure creatures into ambush. The barking ability is not used to trap prey: the dog asp simply combines speed with its venomous, gripping bite.

POWERS

Concealment (Personal), Enhanced Senses (Thermographic Vision), Mimicry (Special), Venom.

Note: The mimic power can affect the listener as hypnotic song power if the dog asp changes its tone slightly. (See **Powers of the Awakened**, p. 124)

WEAKNESSES

None.

>>>>>[Beats rattlin' tails, doesn't it, chummers? The dog asps are speedy little rakkers, and do a job disguising themselves. Don't take holidays in Italy or France if you want to be sure of avoiding them.]<<<<<<

—Linnaeus II (22:16:11/2-APR-53)

>>>>>[What I want to know is, how do these things know that (meta)humans are responsible for major habitat loss? You'd think they'd just notice that suddenly there's a lot less warm grassland to move around in and a lot fewer voles on the menu. Why do they target humans? And can we really be sure that this behavior isn't coincidental?]<<<<<<

—Cynic (03:18:20/3-APR-53)

>>>>>[Not much doubt about it. I carried out a statistical analysis of the frequency of deaths from dog asp bites among construction workers in northern Italy, and a separate analysis of attacks. In every case, the initial work of clearing the land for construction was followed by several days of relative quiet, then the dog asps mounted a coordinated attack. I interviewed construction workers involved in these situations and discovered that a high percentage had actually received treatment for dog phobias. If they heard a dog bark on the streets, they'd run for cover. Did my Ph.D. on it.]<<<<<<

—Dr. Luigi (15:21:31/3-APR-53)

>>>>>[Northern Italian construction industry, huh? Isn't that the province of the guys with violin cases who leave horses' heads in people's beds?]<<<<<<

—Dodo (19:41:15/3-APR-53)

>>>>>[No, I think you want Naples for that. But about the business at hand, the dog asp actually moves fairly slowly, despite what's been said in the above. Companions can usually drag the viper's intended victim away before the little critter comes out of its nest to stick those long teeth into his leg. They're not actually that venomous, either, truth be told. They're really only a danger to people wandering about alone.]<<<<<<

—Juggler (01:30:26/4-APR-53)

>>>>>[Tell that to the construction workers. They assigned everyone to work groups of four, and eleven still died by the time they'd built the Holiday Suites complex—and this despite having antidote practically on tap.]<<<<<<

—Dr. Luigi (17:11:04/5-APR-53)

>>>>>[Ah, well, if they were building a Holiday Suites, let's hear it for the dog asp.]<<<<<<

—Juggler (03:14:22/6-APR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Dog Asp	1	4 x 4	1	—	2/4	2	6	3*	3L, -1 Reach

Powers: Concealment (Personal), Enhanced Senses (Thermographic Vision), Mimicry (Special), Venom.

Weaknesses: None

Notes: *2D6 Initiative dice. The mimic power can affect the listener as hypnotic song power if the dog asp changes its tone slightly. (See

Powers of the Awakened, p. 124)

DOG ASP

Vipera pseudocanis aspis

HABITAT

Very varied, from mountains to coast, prefers grasslands

RANGE

France and Italy, northern Spain, especially Alps and Pyrenees mountains

RANGE



SIZE COMPARISON



EACH-UISGE

No accepted taxonomy

IDENTIFICATION

The each-uisge (ekk-wizz-kee) is an aquatic mammal resembling a horse, standing approximately 1.6 meters to the shoulder and weighing approximately 385 kilograms. Its body hair grows short, save for a long, flowing mane, usually black, that grows around its head and along the back of its neck, and a typical equine tail. Despite its aquatic habitat, the each-uisge moves on equine legs and can walk and run freely on land as well as being a fine swimmer and diver. Two long, sharp horns grow behind the males' ears. The each-uisge secretes an extremely sticky, hydrophobic substance in its sebaceous glands that allows it to remain dry and warm in water and helps provide buoyancy. Unlike other equines, the animal has four-toed front feet and five-toed rear feet. The animal's teeth feature a highly unusual structure: the each-uisge has 44 teeth, including three pairs of very sharp incisors and large, protuberant canine teeth which show permanent growth and regeneration. Each-uisges often chew on wood to keep their canines sharp and to prevent overgrowth.

MAGIC CAPABILITY

Innate.

HABITS

The each-uisge is a carnivore, feasting exclusively on humans and metahumans. It will not eat troll flesh, and kills orks only if no other food is available. The animal can lure victims to the water and then drag them under using its powerful teeth to hold flesh or clothing, but prefers to compel a victim to jump onto its back, where the sticky secretions are most plentiful. The gluey skeins of viscous fluid adhere the victim's legs and buttocks to the animal's back. The each-uisge then runs into the water and remains submerged for up to ten minutes, drowning the unfortunate on its back. Striking the animal simply sticks the victim's hands, arms, and weapons to the creature's skin. The each-uisge rubs its prey against rocks or the river bed to scrape it off its back and consumes the flesh. It discards the livers of humans



and metahumans because the organ is poisonous to its system, typically ripping the liver out of the body and leaving it to float to shore.

The each-uisge appears to be a solitary creature and, fortunately, rare. Its activity cycle is unknown: reports of each-uisge attacks support the theory that the creature is active at all times of day and night. The creature usually attacks solitary or weak victims. Its reproductive and social behavior (if the latter exists) remain a complete mystery.

COMMENTARY

The each-uisge occupies an important place in parazoological taxonomy as one of the few confirmed instances of the so-called "faerie" creatures which came into being in Europe after the Awakening. Varieties of this creature exist throughout Europe under various names: those in Tir Nan Og call the creature *aughisky*, and it is

also known as the kelpie, though its Scottish name is the one most commonly used. Behavioral study has proved impossible, though gene typing reveals elements of overlap both with *Equus* and the *Merhomo* genus.

POWERS

Compulsion (LOS), Engulf, Enhanced Movement, Enhanced Senses (Low-Light Vision, Sonar).

Note: The each-uisge's skin secretes a highly adhesive coating. Any victim touching the each-uisge must make a successful Strength Test with a target number equal to the creature's Essence to free the affected body part(s) or weapon from the creature's body.

WEAKNESSES

Dietary Requirement (Human/Metahuman Flesh).

>>>>[Ugh, I can just see a liver gently floating to the river bank in one of those lovely Scottish glens. That's really plazzy. Why don't they just drain the lochs and kill all these rakkers?]<<<<<

—Timora T (19:21:34/17-MAR-53)

>>>>[The first reason: expense. Draining a deep loch, many of which go down a hundred fathoms and more, would cost a fortune. Second reason: population density and type. Few people live in the wild places the each-uisge favors, and to be quite frank, most of these are wild-landers, druids, back-to-nature freaks, and other people that Men With Money don't care about one way or the other. Call me a cynic, but it's true.]<<<<<

—Systemizer (12:16:12/18-MAR-53)

>>>>[Yes, but sometimes you get a renegade. One real cunning brute haunted the Inverness naval base in northeast Scotland during the summer of '47. Used to pick off the auxiliary staff at night, usually about one a week, and had been at it for about a year. One time sonar picked it up, and the navy buggers let the rakker have it with both barrels, but it got away and it got smart. Next time it galloped around the hills in a wide circle to evade the sonar checking out the estuary—more cunning than a coach-load of Aztechnology samurai, this thing. But I got it in the end. Put a couple of kiddies along the water line as bait; these things like small bait and kiddies make a tasty morsel. Slammed the net-traps behind it and fired the spear guns on automatic when it broke surface to snack. Finished it off with dumdums, which are guaranteed to get through anything's hide, sticky skin or no. Got a good fee for that one.]<<<<<

—Rabid (01:13:32/19-MAR-53)

>>>>[You used children as bait? I hope you get VITAS and die slowly, you sick scumbag.]<<<<<

—Carol K (01:22:14/19-MAR-53)

>>>>[What're you whining about, you biff? They were insured. Their parents would rather have had the money than the kids. Anyway, I had a cage cemented into the ground around them. If the rakker had got close, the bars would have come up and saved them. Really, some people have exaggerated sensibilities.]<<<<<

—Rabid (01:35:19/19-MAR-53)

>>>>[Think we'll draw this little dialog to a close, terms.]<<<<<

—Juggler (01:55:17/19-MAR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Each-uisge	10/1	4 x 6	8	—	2/4	3	6	4**	OS, +1 Reach

Powers: Compulsion (LOS), Engulf, Enhanced Movement, Enhanced Senses (Low-Light Vision, Sonar)

Weaknesses: Dietary Requirements (Human/Metahuman Flesh)

Notes: **3D6 Initiative dice. The each-uisge's skin secretes a highly adhesive coating. Any victim touching the each-uisge must make a successful Strength Test with a target number equal to the creature's Essence to free the affected body part(s) or weapon from the creature's body. Quickness multiplier for swimming is 5.

EACH-UISGE

No accepted taxonomy

HABITAT

Freshwater rivers, lochs, lakes, estuaries and fjords (seawater-tolerant)

RANGE

Rare, throughout northern Europe, especially Scotland and Tir Nan Og

RANGE



SIZE COMPARISON



EUROPEAN GARGOYLE

Gargoyle saxi sexus (Europaeus)

IDENTIFICATION

The European gargoyle averages 1.5 meters in height and weighs in excess of 160 kilograms. It usually appears to be a dull gray color, though some look nearly black. Numerous symmetrical and asymmetrical dermal ridges and plates cover the European gargoyle's body. These plates and the gargoyle's squat, bulky body creates a creature that bears only superficial resemblance to its genetic brother, the *Gargoyle saxi sexus* found principally in North America.

Like its North American relation, the European gargoyle has six limbs; two short, powerful legs, a pair of strong, fully functioning arms, and a pair of usable, efficient wings. Were it not for the differences in external appearance, parazoologists would classify the European gargoyle with the same taxonomy as the *Gargoyle saxi sexus*.

MAGIC CAPABILITY

Innate.

HABITS

The European gargoyle is a carnivore, hunting and stalking its food in a manner similar to a bird of prey. They rarely remain at ground level for long, preferring to swoop down on their victims from the sides or tops of buildings and then returning to those heights with their prey.

As is the case with the North American version, the European gargoyle seems to exist only as an adult male, as neither recognizable female nor young European gargoyles have been observed. The gargoyle is considered unintelligent.

A recent series of sightings in and around Berlin indicated the presence of an alpha gargoyle with rudimentary pack control over other gargoyles in the area. What conclusions can be drawn from this observation remain in dispute at this time.

COMMENTARY

The gargoyle presents one of the great modern puzzles of parabiological study. Unlike most other Awakened creatures, no genetic links can be established between the gargoyle and a



non-Awakened creature. Even the most up-to-date and state-of-the-art genetic mapping and matching systems have failed to establish a link between the gargoyle and any other creature. In fact, the genetic matching system also fails to reliably match any one member of the species to another. A recent study published by Dr. William Traupman, of the Boortin Parabiological Institute in The Hague, proposes that the genetic structure of the gargoyle is so infused and controlled by magic that genetic matchings that rely solely on technological systems cannot produce a reliable result. The same study posits that a new factor, known informally as the "chaos gene," may be responsible for the gargoyle's existence, and the

existence of many other so-called "impossible" creatures. Dr. Traupman's study remains inconclusive and incomplete, but does seem to reach conclusions similar to those of the more fully documented F16-gamma network/chromosome 11 gene-marker research that tags "faerie" creatures.

POWERS

Concealment (Personal), Enhanced Physical Attributes (Strength, once per day for [Essence]D6 Combat Turns), Hardened Armor, Noxious Breath.

WEAKNESSES

Allergy (Sunlight, Nuisance), Vulnerability (Iron).

>>>>>[Frag it, I hate these things. It's not that I've had direct, personal, bloody, contact with them (unlike other people's encounters with other beasts), but I've run into them often enough. Shall we simply say that my occupation often finds me many stories above the pavement? All too often I've found at least three or more of these things calmly sitting in the shadows. They'd barely move, but do something to give themselves away. We'd stare at each other for a few moments, then they'd watch me till I moved on. It's making me afraid of heights.]<<<<<

—Spider Seven (09:12:31/20-MAR-53)

>>>>>[Yeah, I saw one of those vid shows the other night about how much of what's walkin', flappin', and stumblin' around these days just can't exist. Biology won't let them, the show said, and yet they do. Amazing. Is it this chaos thing mentioned in the file?]<<<<<

—Tube Boober (03:42:35/21-MAR-53)

>>>>>[The good Dr. Traupman and others are typical scientists; they so enjoy the pieces and parts that they fail to see the whole puzzle. They see the effect, but they ignore the cause, the how and why. They see the design, but they ignore the hand that wove it.]<<<<<

—ParaSci (13:51:49/22-MAR-53)

>>>>>[The hand that wove it? Oh please, such veiled allusions. With all the things found round these parts you'd think I wouldn't be surprised to find Nouveau Creationism creeping in. Oh well.]<<<<<

—Sister Sven (20:35:35/22-MAR-53)

>>>>>[Theology? Theology? You think I'm talking theology here? You wormheads. You deserve what this world will give you. I'M NOT TALKING THEOLOGY AND THAT'S EXACTLY THE FRAGGIN' POINT!]<<<<<

—ParaSci (11:31:41/23-MAR-53)

>>>>>[If you don't control yourself the only point you're going to have pretty soon is the one sticking out of your eye... .]<<<<<

—Rabid (02:12:51/24-MAR-53)

>>>>>[Thank you for the stimulating discourse. All points are well taken, and observed. This file is closed. Again. This is getting to be a habit.]<<<<<

—Juggler (02:41:15/24-MAR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
European Gargoyle	10/7	5 x 3	8	—	2/5	5	6	4*	11S

Powers: Concealment (Personal), Enhanced Physical Attributes (Strength, once per day for [Essence]D6 Combat Turns), Hardened Armor,

Noxious Breath

Weaknesses: Allergy (Sunlight, Nuisance), Vulnerability (Iron)

Notes: The multiplier for flying is 4. *2D6 Initiative dice.

EUROPEAN GARGOYLE

Gargoyle saxi sexus (Europaeus)

HABITAT

Tall buildings, usually derelict

RANGE

Rare throughout Europe, but more common in Tir Nan Og and urban Germany

RANGE



SIZE COMPARISON



FENRIR WOLF

Canis lupus aesiri



IDENTIFICATION

The fenrir wolf is the largest known member of the wolf family, standing 1.5 meters tall at the shoulder and growing to an average body length of 2.2 meters. Immensely strong and powerful, the average adult male weighs an estimated 245 kilograms. Females are typically 10–15 percent smaller than males. The animal's brown fur grows thick and shaggy and white fur sometimes decorates the muzzle of males. The fenrir wolf has a broad head and chest, a long, bushy, drooping tail, pointed ears, and well-developed incisor and canine teeth. Examination of the paws reveals large, curved, keratinous claws up to an inch and a half long. Genetic studies show that the fenrir wolf is an Awakened form of the European wolf *Canis lupus*.

MAGIC CAPABILITY

Innate.

HABITS

The fenrir wolf is a nocturnal carnivore. It attacks a wide range of prey, depending on deer and elk as its main

source of nutrition. Fenrir wolves fear nothing, and have been seen to attack bears and even wolverines for food. Needless to say, they willingly attack humans and metahumans, including trolls: no target is too large for a fenrir wolf seeking food. Fenrir wolves consume an average of 30 kilos of food a day, and a hungry adult can eat up to 100 kilos (a fair-sized man) in one meal.

As with ordinary wolves, the fenrir live in small packs usually comprising one male, one to three females, and no more than a single litter of cubs. Each spring, the male mates with the females of the pack and the strongest litter becomes part of the pack. The male eats the weaker litters, and expels yearlings from the pack, killing them if they refuse to go willingly. Intraspecies aggression is minimal; packs usually ignore each other. Males may fight at any time, and always if they sense receptive females.

Fenrirs travel from hunting ground to hunting ground in heavily forested habitats, but have been observed excavating lairs and burrows in woodland terrains by using their powerful claws.

COMMENTARY

Its willingness to attack almost any living creature on sight, and its great strength and tenacity make the fenrir wolf the most feared carnivore in Europe. The military's attempts to use this animal as a guard continue to fail because the animal resents captivity and is virtually impossible to train, even using aversive conditioning and neural-implant technology.

POWERS

Enhanced Physical Attributes (Strength, twice per day, for [Essence]2D6 turns). Enhanced Senses (Improved Hearing and Smell, Low-Light Vision). Fear (Zone x 3). Magical Resistance.

WEAKNESSES

None.

>>>>[Be grateful that the fenrir doesn't like to venture far from the pine forests it calls home. This is a truly evil rakker—it makes the wolverine look like a pussycat. A fenrir male will take on a bear one-to-one, and the fenrir invariably wins. When the fenrir feeds, it makes a continual low growling sound in the back of its throat as it worries away at the flesh. Because it tears the corpse of its prey apart by flinging it from side to side, the wolf looks like it is playing with its food before it settles to eat. What's more, it often kills even when not hungry. By Odin, this one is a mother rubber.]<<<<<

—Bjorn (16:34:19/28-MAR-53)

>>>>[We have a handful of these in what remains of Germany's Black Forest and similar habitats in the same country. Perhaps only five or six packs remain now, and we are hunting them down. They're purely evil creatures; they've killed nearly all the common wolves that still lived, and those were rare enough to begin with. There's a 2,000-nuyen bounty on the head of the fenrir, and just this once I reckon exterminating a species makes damn good sense.]<<<<<

—Wolfgang K (20:20:17/28-MAR-53)

>>>>[A strategy we found useful for hunting this critter was to employ tethered bait: goats, sheep, that kind of thing. Yes, I've said it before, but it works. The fenrir is cunning, and will wait a long time to take bait, but when it starts to gorge itself and rip up the flesh, it's almost oblivious to its surroundings. Then you can take the rakker. But don't go in with stuff like armored vehicles, because it'll come right through the windscreen. Drek, it'll come right through the rakkin' door. Keep well back and use autocannon and IR-targeted lasers. If you make the mistake of injuring the beast instead of killing it outright you can use chemosensitive scanners to track the spoor, but be rakkin' careful. When it's wounded, it's more dangerous than ever.]<<<<<

—Rabid (04:13:29/29-MAR-53)

>>>>[Hmmm. So, turning up wearing a red cloak and cap and carrying a basket of apple pie won't buy you any time, huh?]<<<<<

—Jubilator (09:16:21/29-MAR-53)

>>>>[What do Wolf shamans think about all this?]<<<<<

—Samarian (23:21:02/29-MAR-53)

>>>>[No replies from that front, so time to go to press.]<<<<<

—Juggler (02:16:17/3-JUN-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Fenrir Wolf	10	5 x 4	9	—	2/5	5	5	4*	10S

Powers: Enhanced Physical Attributes (Strength, twice per day, for [Essence]2D6 turns). Enhanced Senses (Improved Hearing and Smell, Low-Light Vision), Fear (Zone x 3), Magical Resistance

Weaknesses: None

Notes: *2D6 Initiative dice

FENRIR WOLF

Canis lupus aesiiri

HABITAT

Forests and heavy woodlands

RANGE

Scandinavia, far eastern Europe, Germany (very rare)

RANGE



SIZE COMPARISON



FLAME JACKAL

Canis igni

IDENTIFICATION

The flame jackal is long-legged and deep-chested, similar in shape to a wolf but smaller and more lightly built. Its body length averages 90 centimeters plus a 40-centimeter tail, and it weighs approximately 18 kilograms. Its red-brown body fur grows thick on the jackal's back and flanks, and makes its tail bushy. The belly and throat fur has a yellow tint, created by black and brown hairs mixed into the surface of the coat. The tail fur grows in redder than the bulk of the body fur, and is tipped with black. The jackal has strong incisor, canine, and shearing teeth. Gene typing identifies this animal as an Awakened form of the southern European jackal *Canis aureus*.

MAGIC CAPABILITY

Innate.

HABITS

Despite its common reputation as a scavenger, the jackal's normal diet consists of small mammals, birds, eggs, fish, and sometimes fruit. Only on the margins of urban communities does it dig through litter, debris, and other refuse in search of food, much like a fox.

The flame jackal is a relatively cowardly creature. Jackals always flee from confrontations with an enemy of equal or larger size, making a stand in self-defense only if cornered or if their young are threatened. This unique creature only uses its flame power in self-defense, not to attack.

The flame jackal appears more nocturnal in its habits than the common wolf, and lives in small social groups of 5-10 adults. Packs hunt cooperatively, and also join forces to decoy larger carnivores away from kills, allowing some pack members to steal a bite while the enraged carnivore chases off the other intruders. Observers also report rare instances of flame jackals using their power of self-immolation to frighten wolves and wild dogs away from kills the jackal wants to steal.

COMMENTARY

The flame jackal represents one of a range of canines that demonstrate



pyrotechnic abilities. The most notable other case is the so-called hell hound, *Canis tartari*. Genetic studies pinpoint a gene complex on chromosome 12 which appears to regulate pyrotechnic ability in such mammals, and a linked complex along the chromosome also appears responsible for making this species immune to fire. Flame jackals and hell hounds do not interbreed, and, in fact, display active hostility toward each other. Meetings between the two species mark one of the rare occasions when a flame jackal will face down a larger opponent.

POWERS

Flame Projection (Special form, see below), Immunity to Fire.

Note: The flame jackal can project an aura of flames around its body to a distance of (Essence + 2) meters. Neither its own flames nor those of other flame jackals can harm it.

WEAKNESSES

None.

>>>>[Well, here's another reason not to go to Greece this year—just add it to the list along with the cerberus hound, harpies, gorgons, and dysentery.]<<<<<

—Bjorn (20:14:19/7-APR-53)

>>>>[Don't forget the hydra worm.]<<<<<

—Nicodemus (23:16:22/8-APR-53)

>>>>[Honestly, you shouldn't worry. Flame jackals are quite harmless. They only burst into flame if you chase them or get near their young. Heck, we all protect our own, right?]<<<<<

—Zorba (11:15:01/9-APR-53)

>>>>[It would be nice to think that's all there is to it, but that story's just not true. The same summer our chum was wasted by the three-headed spitting pooch, we came up against one of these things in the suburbs of Kavala. We just stepped out for a quick sheftalia, you know, those Greek sausage-things which are the closest those guys come to the burgers we all miss when we're away from civilization and Stuffer Shacks. The jackal was rooting through the garbage cans at the back of Stavros' eaterie and it went ape when it saw us, burst into flame and came charging down the back alley in our direction. Frag, that was enough for us. DocWagon™ warned us about Greece, and they were right.]<<<<<

—Smokin' Jo (21:16:15/9-APR-53)

>>>>[It may seem surprising that flame jackals don't use their fiery talent to force predators away from kills more often than they do, but they may just be looking out for their young. They gain their flame projection ability at sexual maturity, and because young cubs often follow their elders on hunts, the adults may fear they will inadvertently harm their young. So they use the time-honored decoy strategies instead. At least, that's the most plausible reason.]<<<<<

—Juggler (04:17:24/11-APR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Flame Jackal	3	4 x 4	3	—	2/4	2	6	4	5L

Powers: Flame Projection (Special form, see below), Immunity to Fire

Weaknesses: None

Notes: The flame jackal can project an aura of flames around its body to a distance of (Essence ÷ 2) meters. Neither its own flames nor those of other flame jackals can harm it.

FLAME JACKAL

Canis igni

HABITAT

Steppe, scrub, low hills, outskirts of urban areas

RANGE

Greece, Spain, Balkan states (rare)

RANGE



SIZE COMPARISON



FOMORIAN

Homo foeditas

IDENTIFICATION

The fomorian is a form of troll (*Homo sapiens ingentis*) infected with the Jarka-Criscione strain of the Human-Metahuman Vampiric Virus (sometimes referred to as HMHV-II). The virally induced changes created far-reaching effects, including enlarged limbs, calcification of upper skin levels, massive keratinization of hands and feet, and the formation of subcutaneous deposits of bony "chestnuts." Complexes of sebaceous glands around these "chestnuts" secrete a corrosive, acidic fluid which constantly bathes the skin of the creature. Keratinized plates cover rudimentary gill structures on each side of the slightly elongated and very muscular neck. The fomorian has 48 teeth, including six erectile incisors used for gouging prey. The fomorian stands approximately 3.2 meters tall and weighs an average of 300 kilograms. Skin color ranges from brown to brown-gray to slate-gray, with heavy black melanin deposits on the surface of the bony "chestnuts." The final distinguishing characteristic of the fomorian is a shaggy and irregular mane of dark brown or black chest hair.

MAGIC CAPABILITY

Innate.

HABITS

The fomorian is an omnivore. It prefers a diet of meat, and hunts any and all mammals smaller than itself, including man. It also feeds on vegetables, fruits, and occasionally carrion. Observers report cannibalism among fomorians.

Fomorians are primarily nocturnal, though they may hunt at other times if sufficiently hungry. They generally prefer a solitary existence, but photographic records exist of groups of up to a dozen males. They appear to cooperate specifically in order to attack, kill, and eat groups of victims. Fomorians apparently lack any territorial instinct, and research shows no evidence that fomorians patrol or scent-mark their habitats, mostly boggy and marshy areas and woodland. Fomorians are aggressive and voracious predators who appear to enjoy hunting for its own sake.

COMMENTARY

Fomorians generate considerable interest as a species due to their disputed kinship with trolls and the dzoo-noo-qua (*Homo saevitias*). Differentiation from the dzoo-noo-qua is made specifically on the basis of size, possession of gills, chest hair, and the structure of limbs, and also on the fomorian's narrow range of habitats.

Parazooologists agree that fomorians possess no remnants of intelligence. The HMHV-II virus is known to reduce native intelligence, as in the case of the dzoo-noo-qua. (Interestingly, the HMHV-II strain does not induce vampiric tendencies or abilities, as does the Type I strain. The two strains are otherwise directly related.) The official government policy of Tir Nan Og forbids slaying fomorians in their primary habitats except in the face of clear evidence of aggressive



behavior on their part, despite their undoubtedly violent and dangerous nature. In the areas of Tir Nan Og effectively governed by the Protestant Liberation Armies, that group actively hunts fomorians and has placed a bounty on them, claiming they represent a threat to human life and safety.

POWERS

Corrosive Secretions, Enhanced Physical Attributes (Strength, three times per day, increased by [Essence + 2] for [Essence]D6 turns), Enhanced Senses (Thermographic Vision), Magical Resistance.

WEAKNESSES

Allergy (Air Pollution, Severe), Allergy (Sunlight, Nuisance).

>>>>>[This entry makes its claims with more authority than it should, and on the basis of dubious evidence. The Tir Nan Og government does not exactly encourage objective research into fomorians, or anything else for that matter, and such evidence as scientists have collected comes mostly from fomorian corpses handed over by the Prods and carefully edited video and photographic evidence. Fomorians may also be significantly less vicious than the writer suggests, because observations have been made only in situations in which the creatures are forced into self-defensive combat.]<<<<<

—Linnaeus II (23:15:19/27-MAR-53)

>>>>>[Bollocks. These things are vicious predators. They're built like APVs, and they really enjoy ripping bodies apart with their massive claws. If you ask me, the bounties aren't big enough. The world will be a better place when there aren't any fomorians left in it.]<<<<<

—Paisleyman (06:11:23/28-MAR-53)

>>>>>[There speaks a man who helped plant the Belfast bomb of '51 that dusted more than a hundred innocent folks. And he says fomorians are evil. Hmmm.]<<<<<

—Moleman (04:18:22/29-MAR-53)

>>>>>[These creatures live other places than Tir Nan Og. A small community of them runs in the most polluted depths of London, down in the oldest sewers where most of the toxic outflow pipes dump their garbage. They're called *mutaques* by the residents who enjoy the luxury of inhabiting the upper rat warrens and passages, and they're damned savage predators.]<<<<<

—Janie Jones (02:18:51/2-APR-53)

>>>>>[That opinion is ignorant and uninformed. The *mutaques* are most probably trolls mutated by the vicious cocktail of poisons and pathogens the London corporates pour into the Thames (by arrangement with the Green government). Believing these creatures to be related to fomorians is typical of the confusion surrounding trolls, fomorians, and the *dzoo-noo-qua*. It's a shame that people of certain Awakened sentient races tend to perpetuate such confusion to others' disadvantage.]<<<<<

—Stan and Hilda (22:19:32/5-APR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Fomorian	10/3	4 x 2	11	1	3	4	5	4	9D, +1 Reach

Powers: Corrosive Secretions, Enhanced Physical Attributes (Strength, three times per day, increased by [Essence + 2] for [Essence]D6 turns), Enhanced Senses (Thermographic Vision), Magical Resistance

Weaknesses: Allergy (Air Pollution, Severe), Allergy (Sunlight, Nuisance).

FOMORIAN

Homo foeditas

HABITAT

Marshes, peat bogs,
woodland, forest

RANGE

Tir Nan Og

RANGE



SIZE COMPARISON



FOULMART

Mustela putorius magnus



IDENTIFICATION

The foulmart is the Awakened, larger relative of the common Western polecat *Mustela putorius*. It averages .9 meters in length, with a tail length of 40 centimeters, and weighs 8 kilograms. A yellowish underfur shows through its coarse, dark-brown belly fur and the fur on its limbs and the underside of the tail. White fur covers the foulmart's face. The creature's four paws have sharp claws, and its prominent canine teeth and well-developed shearing teeth help the foulmart rend its prey. The foulmart's overdeveloped anal glands secrete the powerful musky scent for which this creature is best known.

MAGIC CAPABILITY

Parabiological.

HABITS

The foulmart is carnivorous, feeding on a diet of small birds and mammals, snakes, lizards, and frogs and toads. Multiple independent observations prove that the creature regularly steals eggs from all types of bird nests, and poulterers regard the foulmart as a pest.

It is mainly nocturnal and lives in solitude or, more rarely, in a pair. Males usually mate then leave the females to bring up the young alone, but occasionally males and females bond for life and share a burrow.

Foulmarts living in the wild typically excavate burrows among rocks, in tree roots, or in any wild or semi-wild habitat providing some security for nesting. They often chase rabbits out of rabbit warrens, hunt them for food, then take up residence in the warren themselves. Foulmarts living on the margins of urban communities seek abandoned or derelict areas (decaying factory ruins, abandoned shanty settlements, and so on) to nest and hunt. The animal is not naturally aggressive toward (meta)humanity and will flee if confronted. Wild foulmarts avoid any contact with humans or metahumans, but those dwelling on the urban fringes tolerate more contact and will not flee unless approached closely. The foulmart's main defense is, of course, its ability to spray a disabling musk to prevent potentially hostile creatures from attacking or trailing it. The foulmart has almost no natural enemies. Only mindlessly aggressive creatures such as

the fenrir wolf, or those able to use ranged attacks (such as the volleying porcupine) attack the foulmart.

COMMENTARY

As is common with other animals possessing a strong-smelling musk, the perfume industry uses the foulmart's scent sacs. The fur industry values the animal's pelt. Commercial farmers raise foulmarts, surgically removing the young animals' anal glands before puberty to avoid problems. Sweden, Finland, and Norway protect the foulmart and enforce laws making hunting it illegal.

POWERS

Concealment (Personal), Spraying (Special, 1/4 normal range).

Note: The spraying power of the foulmart also has the effect of blinding both normal and cybereyes.

WEAKNESSES

None.

>>>>>[You can smell the foulmart, among other things, in highly packaged and overpriced scents such as Toxic Shock and Cyberoticon, that puce-colored stink in the stupid flanged chrome bottle with the tactile-stimulatory dispenser. It's so good to be alive in our modern-day civilization.]<<<<<

—Cynic (03:17:22/4-APR-53)

>>>>>[For once, Cynic has something worthwhile to say. This poor animal is virtually extinct in much of southern Europe from relentless harvesting for its scent and fur. We have been able to liberate some farm animals, but without their defensive musk glands they rely wholly on concealment for self-protection, and usually do not fare well in the wild. Many have been too brutalized by behavior-control regimens to function independently at all.]<<<<<

—Rachschtig (11:18:01/5-APR-53)

>>>>>[The situation is different in the northern lands. Among the few nomadic Lapps remaining, polecat shamans protect this creature, and our governments slap stiff fines on those hunting the foulmart. The northern range of its habitat extends further than that of the common polecats, and its fur becomes lighter in winter, though it doesn't go pure white like stoats.]<<<<<

—Bjorn (19:22:51/7-APR-53)

>>>>>[One bizarre episode associated with the foulmart was a craze for pet polecats among the Swiss some ten or twelve years ago. (When the Swiss get spaced, they do it properly: not like the seps with their potbellied pigs, fainting goats, epileptic dancing turkeys and other fin de siècle animal crazes.) Anyway, these foulmarts are smart little rakkers—when some society kylie comes visiting with her fraggin' French poodle, one of these is likely to see it off in no uncertain terms. After a craze for the ordinary polecats and the marbled version, the real cachet became possessing one of the bigger fellows. Scent glands docked, of course, and also the incisors and canines if the owners were being really careful. It's a good guess that the urban populations of foulmarts in central and southern Europe originated with abandoned or escaped domesticated Swiss beasties.]<<<<<

—Ludwig the Mad (06:16:27/9-APR-53)

>>>>>[Some military and corp installations use foulmart musk in diffuser minicannons as an antipersonnel spray. It's pricey, and time-consuming to collect enough, but it's effective. Especially if they want to track down the intruders they sprayed off their patch; even if you burn all the clothes you were wearing and bathe every hour on the hour, you still reek of foulmart for weeks. Regrettably, the few chemical agents developed to counter the stench tend to cause your skin to peel off rather unpleasantly.]<<<<<

—Stormer (02:18:32/10-APR-53)

>>>>>[However, if you discover your lover is attracted to another woman and likely to do something about it, simply placing a microampule of concentrated foulmart musk in her shower head can be a wonderfully effective way of keeping him (or her) faithful.]<<<<<

—Janie Jones (05:12:11/10-APR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Foulmart	1	5 x 4	1	—	2/4	3	6	4**	4L, -1 Reach

Powers: Concealment (Personal), Spraying (Special, 1/4 normal range)

Weaknesses: None

Notes: **3D6 Initiative dice. The spraying power of the foulmart also has the effect of blinding both normal and cybereyes.

FOULMART

Mustela putorius magnus

HABITAT

Woodland, riverbanks, urban fringes

RANGE

Throughout Europe

RANGE



SIZE COMPARISON



GHEDE FLY

Culex pestilans

IDENTIFICATION

The ghede fly is a flying insect some 16 centimeters in length and weighing 3 grams. Males and females show extreme sexual dimorphism, though both possess veined wings with rear decorative scales and a chitinous and bristly body mass, comprising a broad thorax with three fused segments and nine abdominal segments. Males have black bodies, and the hindmost of their four pairs of legs feature heavy "feathering." Observers initially mistook this leg pair for a tail, because the ghede usually tucks them together behind the rear of the body. Males develop extremely serrated mandibles and a long, slender proboscis, and detect sound through heavily feathered antennae. Females have brown-black bodies and normally developed legs and mandibles, but use a hardened proboscis overlaid with overlapping chitin platelets and terminal chitinous needles to penetrate their victims' skin to suck blood. Both sexes see through black compound eyes, which show considerable complexity in the male.

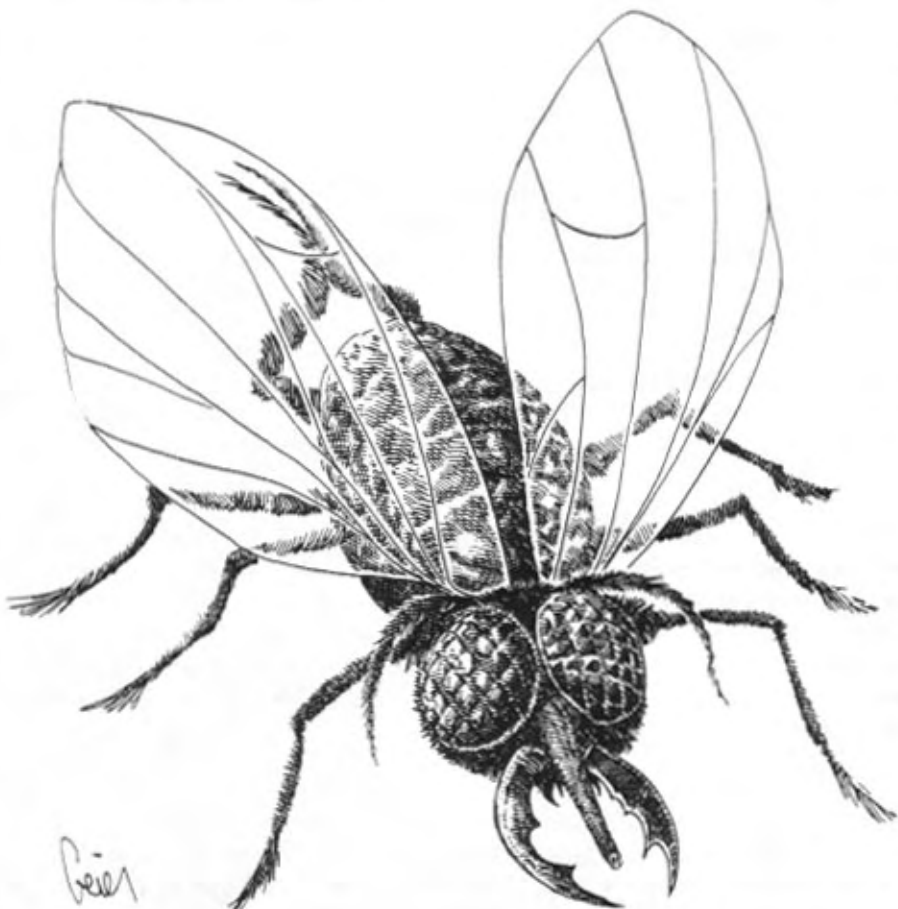
MAGIC CAPABILITY

Innate.

HABITS

The ghede fly lives only in marshes, swamps, and toxic/polluted/stagnant waterways such as canals, small lakes, and slow-flowing rivers. It breeds in spring, when the female lays eggs on the surface of the water. The egg and larval stages last a very short time, so that ghede flies emerge from the surface of the water within a week of the eggs being laid.

Males and females have entirely different metabolisms and nutritional requirements. Females require human and metahuman blood to mature the eggs within their bodies, and feed exclusively on such blood at all times. Males drink nectar, showing a strong preference for semifermented, alcoholic plant nectars. Ghede flies are constantly active; the season determines the degree of activity. In colder seasons and more temperate habitat zones, the flies shelter in caves, hollow trees, abandoned houses



and barns, and similar environs. Females typically live for 1 to 5 years, while males live only a single year. Females may be fertilized before winter, and will carry fertilized eggs within their bodies in preparation for the first springtime egg laying.

Female ghede flies find their food by detecting exhaled carbon dioxide and using their penetrating proboscis to puncture the victim's skin. Their saliva secretes a hemolytic that allows blood to flow into their digestive system, and a local anesthetic. They hunt prey aggressively and persistently. Males use their greater range of powers to draw prey within the females' range to feed. The males appear to gain some satisfaction from the pain caused to the females' victims by their feeding, but no hard evidence exists to support the theory of these creatures' sentience.

COMMENTARY

Gene typing establishes the ghede fly as a member of the *Culex* grouping of mosquitoes, though it is far larger than any other member of that group. Parazologists consider it an Awakened

form of *Culex pipiens*, the common European mosquito, though this classification remains controversial.

Given their role as a virtual reservoir of disease, both government and corporate concerns show a great determination to exterminate the ghede fly.

POWERS

Males:

Confusion (Zone x 2), Darkness, Enhanced Senses (Smell, Sonar, Thermographic Vision), Immunity to Pathogens, Magic Sense, Search.

Females:

Essence Drain (Temporary), Immunity to Pathogens, Pestilence (Roll 1D6; on a result of 6, the individual fly has this power).

Note: Full details for male and female melee combat appear in **Game Information** below.

WEAKNESSES

Dietary Requirement (Human/metahuman blood, females only).

>>>>>[Anyone fancy a meeting with a ghede fly shaman? They're called ghede flies for a good reason, you know. Check out the rum-drinking, black-hatted gent who lives near the village crossroads of a certain Caribbean island. Yum, yum.]<<<<<

—Chootix (01:48:56/3-APR-53)

>>>>>[Never mind the voodoo hoodoo, the flies are bad enough just on the physical level. Italy, Greece, Spain, and other countries have mounted sustained campaigns of extermination against these VITAS carriers. The VITAS form the ghede fly spreads appears to mutate rapidly, inflicting symptoms that take a little longer to kill the sufferer than previous and other existing VITAS strains. Victims suffer cycling fevers and depressions that recur at irregular intervals, and can live for years with this affliction. No known cure, needless to say.]<<<<<

—Roberto L (10:32:42/4-APR-53)

>>>>>[Zeta-ImpChem and one or two of the more powerful German pharmaceutical corps have the market in antidotes to ghede bites well sewn up with patented remedies, and so have a vested interest in making sure that nobody finds a genetically engineered predator to wipe out this menace. Sure, big birds gobble up the ghede flies and lizards and fish scoff the larvae and eggs as usual, but the males use their powers to minimize the species' loss to predators. Only rampaging chemistry manages to control this horror's population to any noticeable degree, and in that case the solution is nearly as savage as the problem.]<<<<<

—Maskalyne (15:11:40/6-APR-53)

>>>>>[And of course, these chemical agents further decimate the already polluted environments in which these things like to live. Isn't technology bally?]<<<<<

—Jubilator (03:19:47/8-APR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Ghede Fly	1/1	7 x 2	0	—	1/5	3	6	5*	2L (female)/4L (male)

Powers: **Males:** Confusion (Zone x 2), Darkness, Enhanced Senses (Improved Smell, Sonar, Thermographic Vision), Immunity to Pathogens, Magic Sense, Search. **Females:** Essence Drain (Temporary), Immunity to Pathogens, Pestilence (Roll 1D6; on a result of 6, the individual fly has this power)

Weaknesses: Dietary Requirement (Human/metahuman blood, females only)

Notes: *2D6 Initiative dice. Quickness multiplier for flying is 5. Females and males use a -2 Reach for attacks. Males attack with the mandibles. Females attempt to break the prey's skin with their proboscis. If a female inflicts any damage in a melee attack, subsequent bloodsucking increases the strength of her attack to 4L. Females that inflict damage by bloodsucking temporarily drain 1 point of Essence for each wound inflicted. Each point of temporarily drained Essence can be "used" by the female to increase her Body Attribute by 1 point for (Essence)D6 turns.

The VITAS-related disease carried by the female ghede fly has a cyclical nature. Roll 2D6 each month: on a result of 10+, the victim begins a new disease cycle. Modify this dice roll by -1 if the victim has a Body Attribute of 7+. Each disease cycle lasts 4D6 days, during which time the victim suffers from fever, palpitations, blurred vision, and depression. Roll 3D6 for cycle length if victim has a Body Attribute of 7+. Increase target numbers by +3 during the cycle. If the victim rolls no successes in a Body (5) Test, he or she dies at the end of the current disease cycle. Even 1 success means the victim functions normally again at the end of the cycle. Medical treatment may help alleviate the symptoms.

GHEDE FLY

Culex pestilans

HABITAT

Marshes, swamps, heavily polluted and slow-moving freshwater bodies

RANGE

Throughout southern Europe, especially southwestern Europe

RANGE



SIZE COMPARISON



IDENTIFICATION

Recent genetic testing confirms that the goblin is in fact a dwarf (*Homo sapiens pumilionis*) infected with the HMHV virus. The virus strips the unfortunate victim of virtually all body hair and fat, and increases the output of the salivary and related glands.

This creature typically measures 1.2 meters in height and weighs 40 kilograms or less. The creature's skeleton is clearly visible due to its low body mass, and its skin often takes on a sickly, almost glossy sheen. The ears are large, long, and slightly pointed.

MAGIC CAPABILITY

Innate. Some reports indicate magically active goblins, but these specimens without exception were magically active before infection.

HABITS

The goblin is omnivorous, but prefers a diet of raw meat. It cannot digest heavily processed foods.

The goblin chooses to be active only at night and prefers to live in the dark recesses of abandoned buildings in the sprawls. In the wild, they usually inhabit caverns and similar underground structures.

Goblin society shows a minimal organization based on physical superiority. Goblin "tribes" often arise out of a need for sustenance and mutual protection, rather than any desire for socialization. A goblin tribe usually stakes out an area, then defends it violently at the slightest provocation.

The debate over goblin sentience still rages. They use spoken language, though the HMHV virus limits their intelligence to the level of a two- or three-year-old child. Experts arguing against sentience equate the goblins' intelligence level to that of the great apes. Those who argue for the goblins' sentience point to their use of language, tools, and primitive social structure. Neither side has been able to influence the United Nations' Committee on Awakened Sapientcy to their point of view. Until more evidence comes to light, most taxonomists decline to take a position on goblin sentience.



COMMENTARY

Documented in late 2046, the first goblin appeared in the south of France. Their relatively late appearance leads some scientists to suggest that dwarfs initially succeeded in resisting the HMHV virus, and only succumbed to a specific strain in 2046.

Until the United Nations determines the goblins' sentience, most nations have decided to protect the species, outlawing hunting the creatures for sport or bounty. Other nations require their capture and internment "for the protection of goblins and the populace at large."

Common folklore views the goblin as a violent and malicious creature.

Behavioral evidence tends to support that view, though cause and effect remain unclear: many cases of goblin violence appear to have been provoked. Their tendency to live and hunt in groups leads to many clashes between concerned locals and cornered goblin tribes.

POWERS

Enhanced Senses (Improved Smell and Taste), Essence Drain (Permanent), Fire Resistance.

WEAKNESSES

Allergy (Sunlight, Mild), Vulnerability (Iron).

>>>>[If these things are sentient, then so's my butt.]<<<<<
—Leech (13:15:51/9-APR-51)

>>>>[I've no doubt that far more intelligent noises have come out of your butt than your mouth. The above entry is a case in point.]<<<<<
—Maybe Mary (19:45:28/9-APR-51)

>>>>[Oh, they're smart all right. A term and I had just finished taking care of some business in a deep forest, I won't say where, when we were surrounded by a "hunting party" of maybe twenty of the buggers. They were a sight, all short and scrawny in their ratty clothes and makeshift spears. They even carried long-haft weapons, you know, spears, and shields with some stupid symbol painted on them. Me and my term laughed so hard we nearly wet ourselves. I think the laughing offended the leader (you could tell he was the leader: he got to wear the pot on his head) because he yelled something and half those weezly bastards suddenly whipped out pistols and SMGs and opened up on us. I don't think I've seen so much rakkin' lead go flyin' since the last Lethal Force simshow. Anyway, lucky for us they shoot like they smell, and we were able to run like hell. Even worked out for the best. We left the pixie we were supposed to take for a walk behind to collect the lead.]<<<<<
—His Soldier (21:49:37/9-APR-51)

>>>>[All right, we can read a lot into that last posting politically, but let's just zip it. Please. That board is down the hall.]<<<<<
—Juggler (01:23:08/10-APR-51)

>>>>[The dwarven communities of northern Europe have been hit particularly hard with a goblin-inducing HMMVV strain. I and others who study the spread of such things are greatly concerned. HMMVV doesn't have a dispersal vector: it must be spread directly from individual to individual. We fear that the outbreak is considered and deliberate.]<<<<<
—Plague Mother (15:19:49/10-APR-51)

>>>>[A frightening thought, but one that holds true for the dzoo-noo-qua as well: neither they nor the goblins can spread the HMMVV that creates them. Someone else is doing it. Disquieting at best.]<<<<<
—Killer Clown (18:44:38/10-APR-51)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Goblin	5	4 x 2	6	—	1/5	5	6	4*	Humanoid
Powers: Enhanced Senses (Improved Smell and Taste), Essence Drain (Permanent), Fire Resistance									
Weaknesses: Allergy (Sunlight, Mild), Vulnerability (Iron)									
Notes: *2D6 Initiative dice.									

GOBLIN

Homo bestius

HABITAT

Underground areas, urban or rural

RANGE

Throughout Europe, but predominantly in Great Britain and northern Europe, and in the area of heavy dwarf populations

RANGE

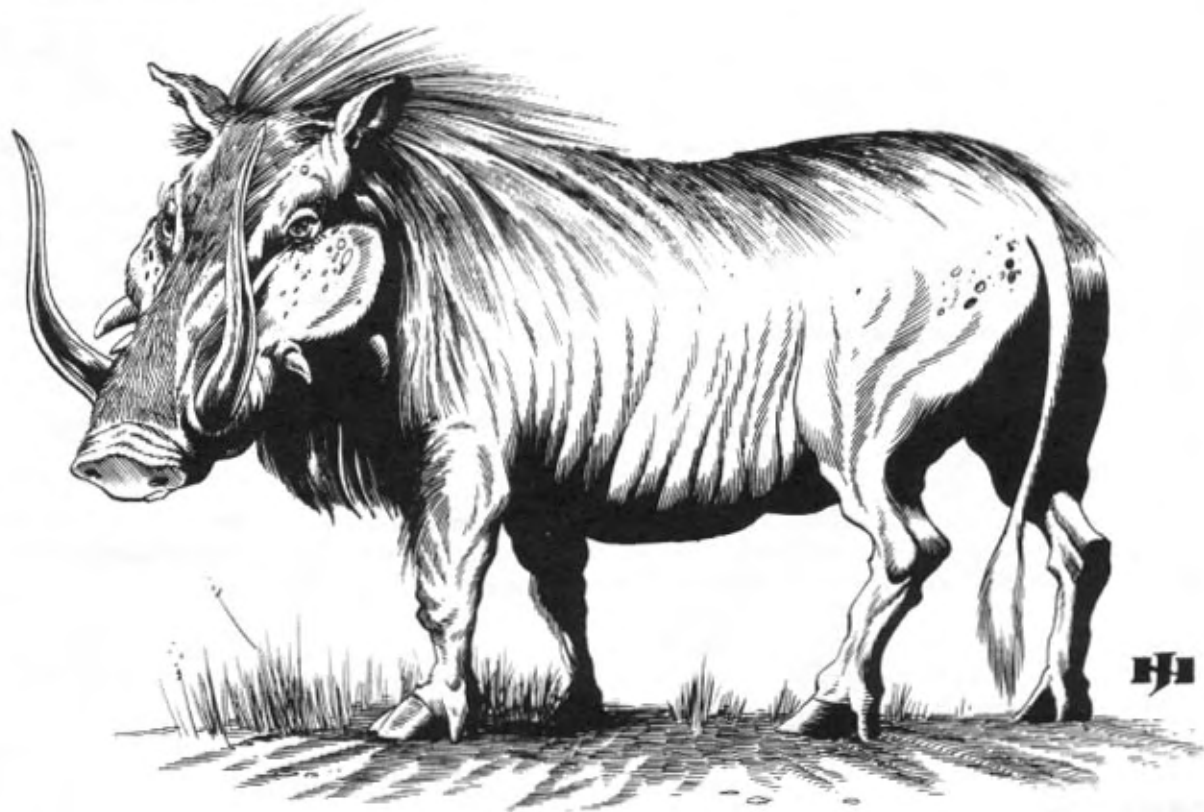


SIZE COMPARISON



GOLDEN BOAR

Sus aureus



IDENTIFICATION

The golden boar is a hoofed mammal averaging 2.2 meters in length, standing approximately a meter tall, and weighing approximately 170 kilos. It has a dense, bristly coat of gray-brown or brown-black fur covered by a fine surface sheen of red-brown hairs. The four-toed feet support the boar's weight on the middle two toes of each foot. The canine teeth of the golden boar are extremely overdeveloped, each measuring some 60 centimeters long in males and commonly called "tusks." The female canines only measure approximately 20 centimeters in length. The tusks contain heavy deposits of ferrous material which account for their golden color. The boar's feeding system includes massive cheek teeth for grinding and a long, flexible snout. The golden boar has been identified conclusively as an Awakened form of the common European wild boar *Sus scrofa*, the ancestor of the domesticated pig.

MAGIC CAPABILITY

Innate. (Its powers of concealment and regeneration appear to be its first line of defense against its relatively few natural enemies.)

HABITS

The golden boar is an omnivore, though its diet consists mostly of vegetables, with roots, acorns, bulbs, and beech mast forming the bulk of its intake. The golden boar will eat almost anything available, including carrion. Its greedy consumption of root vegetables frequently causes problems for farmers in areas adjoining its natural habitat.

Golden boars live in heavy woodlands and forest, digging shallow burrows in well-wooded areas and filling them with brush and scrub. They live as solitary creatures or with their family group. Males generally accompany a female and her young until the piglets reach yearling age. The boar is most active by day, and only shows aggressive behavior when protecting the female and young, or when seeking a mate and aware of a receptive female in the area. Under such circumstances, male golden boars can be extremely aggressive, charging intruders, goring with their tusks, and trampling anything knocked down. In a fight, boars pursue the attack relentlessly. Females usually flee rather than fight unless cornered with their young, or injured.

COMMENTARY

Many hunters pursue the golden boar despite its status as a protected species under Scandinavian law. The risk is worth the nuyen talmongers offer for the animal's tusks, which prove highly useful for enchanting. The creature appears on the endangered species list produced by the World Wildlife Fund, and that group estimates that no more than 800 still live in the wild. However, an extremely resilient physiology, along with the golden boars' powers of camouflage, offers hope for its survival. Some fifty specimens exist in captivity, but do not fare well under such conditions and have significantly reduced life spans. The golden boar rarely breeds successfully in captivity.

POWERS

Concealment (Personal), Enhanced Physical Attributes (Quickness, once per day, for [Essence]D6 turns), Magical Resistance, Regeneration.

WEAKNESSES

None.

>>>>>[Back in early '50, a few chums and I hunted this noble beast in Vasternorrlands, just south of the Arctic circle. It was late spring, and we were out on the hoversled with the hunting dogs—lovely things, like great wolfhounds, and they could smell one of these big piggies ten kilometers away. We gave chase for two days, and finally cornered it in a gully. Its fur shone brilliant gold, a trick of that strange sunlight you only see in springtime in places where the sun reflects off the melting snow and ice from a low angle in the sky. Well, a taser shot with the speargun took the boar, and we delivered enough voltage from the portable generator to fry its brain, but not before it stuck its tusks right through the lead dog and Zaminsky's right leg. Those tusks were nearly two-thirds of a meter long, worth ten thousand nuyen to a talismonger. But the best part was the meat. Erich roasted it with a black-cherry and brandy sauce, and I have never tasted anything better in my life. It was spicy, subtle and light, and it tasted all the better for having killed it myself.]<<<<<

—Rabid (01:51:53/11-APR-53)

>>>>>[This man is an obscenity. The golden boar is a rare and magical creature, and has as much right to live as this worthless murderer. More.]<<<<<

—Rachschtig (11:32:29/14-APR-53)

>>>>>[Unfortunately, he's not the only one out there. Ten thousand nuyen then, and talismongers pay much more nowadays. Call it nearer twenty now that these creatures are so hard to find and kill. Hunting them is getting very sophisticated; some hunters even use implanting missiles to fire a microchip into the body of a boar or sow that triggers a telemetry signal when the animal responds to the presence of another. Then the buggers come in on what often turns out to be a paired boar and sow, and get two victims for the price of one. Because the animal can repair damage to itself so swiftly, the hunters use weapons of extreme violence, since all they want is the tusks. Unscrupulous men also use chemical and biological weapons, which leave their mark on the environment as well as destroying this animal.]<<<<<

—Bjorn (18:27:19/15-APR-53)

>>>>>[That's dreadful. I'm never going to eat a bacon sandwich again.]<<<<<

—Rosie Posie (05:24:39/17-APR-53)

>>>>>[No, dear. Stick to the nice factory piggie with its steroids, antibiotics, growth hormone degradation products, peripheral neurotransmitter metabolites, and that lovely smell of real home cookin'. Available now at your local Stuffer Shack in the Superstinking Baconwhopper. Just the thing for a growing family.]<<<<<

—Cynic (02:18:58/19-APR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Golden Boar	6/1	4 x 5	8	—	2/5	6	(6)	4*	6M

Powers: Concealment (Personal), Enhanced Physical Attributes (Quickness, once per day, for [Essence]D6 turns), Magical Resistance, Regeneration

Weaknesses: None

Notes: *2D6 Initiative dice. Each tusk of a golden boar may be used as the equivalent of 1 unit of material for enchanting that does not require any refinement and counts as a virgin telesma (p. 25, *Grimoire II*). Reduce all target numbers for enchanting by 1 if using golden boar tusk in the operation, and reduce all base times by 20 percent or by a minimum of one step (1 day, and so on), rounding fractions down. Of course, the tusk must be suitable material for the object desired by the enchanter (determined by the gamemaster); it works fine as a spell focus, but can only be used to make a magical weapon equivalent to a dagger. The tusk of a female is equivalent only to one-half a boar's tusk, and so a magician must use two to gain the advantages noted above. Female tusks are too small to be enchanted as magical weapons.

Russia

GOLDEN BOAR

Sus aureus

HABITAT

Heavy woodland, forest

RANGE

Scandinavia, northeastern Russia

RANGE



SIZE COMPARISON



GORGON

Draco odiosus fabulosus

IDENTIFICATION

The gorgon appears as a dracoform approximately 8 meters in length, with powerfully muscled limbs and a ruff of loose skin around the neck and throat. Its average weight is estimated at 600 kilograms. Its feet are webbed and clawed, and a ridge of spines runs along its back. The gorgon's most striking feature is a ring of pendulous fleshy appendages, each approximately 18 inches long, that project from the crown of the creature's head and terminate in small spheres of unknown function. The gorgon's 72 teeth grow in serrated rows, with the majority pointing backwards and measuring between one and four inches in length. Most gorgons have gray to gray-black coloring, sometimes with a bluish mottling on the belly. The gorgon lacks wings, but—unusual for a dracoform—possesses well-concealed gills on its long neck. Because only a single specimen has ever been made available for dissection, and few have been successfully photographed or videotaped, researchers cannot determine whether further variations of structure and appearance exist.

MAGIC CAPABILITY

Innate.

HABITS

Very little is known of the gorgon's natural habits, because no specimen has ever been captured alive or observed for longer than a few minutes. The sea-dwelling creature can breathe through gills or vestigial lungs, and comes ashore on the coastlines of remote, rocky areas for several hours at a time. While on shore, the creature often uses its weather-influencing talents to bring rain to the area if favorable conditions exist.

Gorgons appear to be carnivores, judging by the nature of their teeth and the types of digestive acids and enzymes found in the single dissected specimen studied to date. They certainly appear to hunt man, a theory supported by the presence of the petrified victims of their rare visitations. Most reported sightings occurred during the daylight hours, but this may simply be a coincidence of observing conditions. Activity cycles and



reproductive behavior are unknown. Individual gorgons appear most frequently, and two separate observers saw groups of three. The nature of the affiliations between individuals is also unknown.

COMMENTARY

Classifying the gorgon in the *Draco* family initially caused controversy, but gene typing studies conducted by the Athens University team on tissue residues from the '51 capture and verified by other scientists may have settled the question. Unfortunately, the research team was unable to determine degree of intelligence and/or sentience by studying that same specimen's brain tissue, because that tissue had degraded too far. The popular media coined the name

"gorgon" for this creature based on dramatic footage of its petrification powers, photographed by the *Athens Intelligencer* in June 2052. While this reptile looks nothing like the women of Greek legend, the strange appendages on its head do somewhat resemble the snakes comprising that ancient monster's hair.

POWERS

Electrical Projection, Noxious Breath, Paralyzing Touch, Petrification, Petrifying Gaze, Venom, Weather Control.

WEAKNESSES

Dietary Requirement (Heavy petroleum oils).

>>>>>[These horrors only appear around the most polluted areas of Greek coastlines where the endless dumping of oil at sea has pretty much destroyed all other life forms. In their own way, they are nature's revenge for all that destruction.]<<<<<<

—Roberto L (19:51:22/3-APR-53)

>>>>>[That would make them common pretty much all the way around the islands, wouldn't it? The place is a drekhole.]<<<<<<

—Timora T (23:18:26/3-APR-53)

>>>>>[They're trying their best to clean it up with EEC aid, but after the disastrous experiment using the oil-eating bacteria that mutated into bugs that sucked the oxygen out of the coastal waters at triple speed, the detox program kind of ground to a halt.]<<<<<<

—Wolfgang K (18:18:56/5-APR-53)

>>>>>[I have evidence showing that the Greek government has deliberately suppressed information about gorgons. In March 2047, a gorgon wiped out the fishing village of Agnondas on the island of Skopelos. Path-lab reports I downloaded state that eleven people were petrified, fourteen ripped apart, and another ten died with no visible signs of the cause of death. Naturally, the government didn't want tourism damaged; they'd rather show the wonderful Awakening of the cute pegasus and other nice beasties, not this nightmare. Novahot deckers out there might check Greek government files for April 2050, too. Can't get near them myself, but they're in a database adjacent to the March 2047 file, protected by some extra-hot IC. Reckon the second massacre must have been a lot nastier even than the first.]<<<<<<

—Moleman (05:15:56/6-APR-53)

>>>>>[If you want to see the gorgon in action, Newsfield International included highlights of the Intelligencer's photo-record on their BTL chip compilation Awakened Slaughterers from Around the World. The bit that always gets to me is when the gorgon walks up to the fisherman it just petrified and pulls his head off, clean as a whistle. Then the thunderstorm breaks. I must admit, that one shook even me.]<<<<<<

—Cynic (03:42:30/8-APR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Gorgon	11/2	4 x 4	10	—	2/4	4	(6)	4	8D, +1 Reach
Powers: Electrical Projection, Noxious Breath, Paralyzing Touch, Petrification, Petrifying Gaze, Venom, Weather Control									
Weaknesses: Dietary Requirement (Heavy petroleum oils)									
Notes: Quickness multiplier for swimming is 5.									

GORGON

Draco odiosus fabulosus

HABITAT

Coastal waters

RANGE

Mediterranean and Black seas

RANGE



SIZE COMPARISON



GRANDFATHER ELK

Alces alces vetustus



IDENTIFICATION

The grandfather elk is a subspecies of deer standing 2.3 meters at the shoulder and averaging 575 kilos. Always male, grandfather elks produce great palmate antlers with many branches, often as wide as 1.5 meters on either side of the head. In this unique elk variation, the velvet covering of the antlers is pure white and the animal never sheds its rack. The pelt grows gray-brown to black on the upper body and shades to a lighter color on the snout, muzzle, belly, and legs. The grandfather elk inherited the main species' broad muzzle and sports the characteristic beardlike growth of hair on the throat. It has two-toed, cloven hooves.

MAGIC CAPABILITY

Innate. Some are reported to be magically active.

HABITS

The grandfather elk is an herbivore, a cud-chewing animal that eats leaves, young plant shoots, and aquatic plants in summer. In the winter, the animal subsists on tree bark (especially birch and willow) and shoots. The elk spends much of its time in or near water and is a good swimmer. Elks are active mostly during the day, though grandfather elks appear to require very little sleep. A relatively passive creature, the grandfather elk focuses its innate powers on dissuading potential aggressors from entering its territory. Elks are migratory, living in marshlands in summer and moving to drier land, often woodland, in the winter. Their migration paths cover hundreds of miles, and some herds of elk number in the many hundreds.

shortly after the age of puberty. It is impossible to estimate how common the X-linked mutation is, though one estimate gives the prevalence of grandfather elks among the wild elk population as .02 percent. When the viral and hormonal agents trigger the cellular and organismic changes, the elk transforms into the grandfather form, increasing the body's volume by approximately 80 percent through elongation of limbs and rapid growth of skin and cartilaginous and connective tissue. Other elk have been observed bringing the transforming individual food, as it eats almost constantly during the apparently painless transformation process, which lasts 10–20 days.

Grandfather elks lead the elk herds on their migrations. Each herd supports only one grandfather, and when the grandfather elk dies, another male transforms shortly afterward to take its place.

POWERS

Animal Control (Elk, other deer), Dismissal (LOS), Empathy (LOS), Enhanced Senses (Thermographic Vision), Immunity to Age, Magical Guard, Magical Resistance.

WEAKNESSES

None.

COMMENTARY

Taxonomy classes the grandfather elk as a subspecies because of the unique nature of its transformation. Specimens rarely become available for study or dissection, but genetic analysis reveals grandfather elks to be otherwise normal members of the species *Alces alces* possessing a rare X-chromosomal mutation that interacts with viral agents and elements of maturational processes

>>>>>[This is an intriguing case, because the interaction of genetic disposition, viral agents, and puberty-linked endocrine triggers brings about Awakening and transformation. A lot of research scientists would love to have a grandfather elk in their lab during its transformation. Unfortunately for the scientists, the other elk in the herd know which are the future grandfather elks, and they and the current grandfather elk protect that individual, making them impossible to capture.]<<<<<

—Bjorn (18:15:01/16-APR-53)

>>>>>[I was traveling in northeastern Russia, just out of Estonia, when I saw a great elk herd migrating. The grandfather was at the head of the herd; a majestic animal, he sniffed the wind, ice in his beard, and the others stopped as one to wait for his signal. I watched him all the way down the hillside, until the herd disappeared into the forest. While I was knocking back the aquavit that night, one of the old Lapps told me that the grandfather elk I saw would meet with the elk shaman that night under the full moon. The man's toothless grin made me wonder if he was mocking me, but I could picture it in my mind's eye, and even the warm glow of liquor in my belly couldn't keep me from shivering just a little. I didn't check to see if they met: it was late, I was warm, it was minus 40 outside, and I felt like I'd be intruding.]<<<<<

—Wolfgang K (23:17:12/17-APR-53)

>>>>>[For a disappearing culture, these Lapps sure have a real range of shamans, what with the polecat and all.]<<<<<

—Dodo (15:26:52/18-APR-53)

>>>>>[Just avoid the fenrir shaman, Dodo. They're like the toxics; vengeful and murderous. They protest the destruction of the human and metahuman spirit, just as the toxics protest the destruction of the earth. Elk is gentle, wise, a protector. We follow paths of peaceful wandering. You who jammer here could learn something by walking for days in snow, under sun and moon, your breath frosting in the chill. You will feel cleansed.]<<<<<

—Walker (01:10:46/18-APR-53)

>>>>>[Grandfather elk are nearly immortal, but they have one deadly enemy, the fenrir wolf. I've also seen one dragged down and killed by a great wolverine. The grandfather elk does not allow his herd to protect him from such attacks. He knows too many would die protecting him, and he knows another grandfather will come after him, so he does not fear death. As our wise man said, he is a protector.]<<<<<

—Bjorn (09:22:12/18-APR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Grandfather Elk	9	4 x 5	7	3	3/6	6	(6)	5	8S, +1 Reach

Powers: Animal Control (Elk, Other Deer), Dismissal (LOS), Empathy (LOS), Enhanced Senses (Thermographic Vision), Immunity to Age, Magical Guard, Magical Resistance

Weaknesses: None

Notes: Quickness multiplier is for running and swimming.

GRANDFATHER ELK

Alces alces vetustus

HABITAT

Marshland, woodland

RANGE

Scandinavia (except Denmark),
northwest and western Russia,
northern Estonia

RANGE



SIZE COMPARISON



HYDRA WYRM

Pleuracanthus polycaput



IDENTIFICATION

The hydra wurm is an aquatic lizard with nine necks and heads. Body length averages 4 meters, as do the necks and heads, and the tail measures 5.5 meters. The animal weighs 1.4 metric tons. The body is scaly and its skin color varies from dirty olive-green with a yellow underbelly to green-gray all over. The forelimbs usually carry chitinous scale-plates of dark blue-black or blue-green hue. Each head is small, typically .7 meters long, with a spiny, crested ridge along the top of the skull and 36 teeth, mostly backward-directed and up to 1.8 inches in length. Males show a ridge of spines along the back of the body of the same color as the forelimbs. The rear limbs of the hydra wurm consist of broad, paddle-shaped flippers used for swimming, while the front limbs appear more lizardlike with long, sharp claws at the end of digits webbed along most of their length. The animal moves on land in a manner similar to a walrus.

MAGIC CAPABILITY

None.

HABITS

The hydra wurm is omnivorous, eating freshwater plants and fish with equal appetite. Typically, it trawls for food on the bed of the lake or estuary in which it lives. Its aberrant physiology also allows the hydra wurm to survive on land for several minutes, and the creature has been observed attacking land animals as large as cows and humans for food. The wurm moves slowly, remains dormant for long periods, and shows activity on a cycle unrelated to day and night. The hydra wurm rarely shows aggression or presents a danger to humans or metahumans except when disturbed, frightened, or extremely hungry.

Hydra wyrms appear to be solitary creatures, probably because most of the habitats it favors do not offer more than the amount of food one individual needs to exist, even in a sizable area. Hydra wyrms behave aggressively toward their own species, doubtless for this reason. Hydra wyrms typically live for more than a century, and extensive observation reveals only one known instance of courtship and mating in this animal.

COMMENTARY

In all the animal kingdom, only the hydra wurm and the cerberus hound possess multiple heads, and the hydra is by far the most flagrant example of this physiology. Each head consists of little more than a clump of sensory organs coupled with a complex of nerve ganglia. The animal's central nervous system, an overdeveloped neural complex located at the base of the spine, integrates information from the different heads and controls reactions, movement, and so on. A separate neural complex in the solar plexus regulates most autonomic functions. This nervous system distribution is unique, leading some parazoologists to suggest an entirely new taxonomic designation for the hydra wurm.

POWERS

None.

WEAKNESSES

None.

>>>>>[No powers, huh? Peaceful little herbivore, huh? What a crock. I had a close encounter with one of these things while boating in Lake Völve north of Apollonia. Completely safe, the local police told us. Well, we took a picnic lunch of pitas and taromosalata and some of that hummus drek, and sunk a bottle or two of that retsina wine off the side of the boat. Our breath smelt like disinfected toilets, but we were all real mellow. So, John's got his fishing line in the water, and suddenly these three heads pop over the side of the boat on these great long necks. Heck, we're all drunk as skunks, so we just look at the heads and wonder, what the frog, and one of 'em grabbed the pita right outta my hand. Four more heads appear, and one of them decides that Amanda's neck looks good for a quick lunch, and it severs her jugular. Then all hell breaks loose. The boat tips over, we're in the water, and by the time John and I got to shore three of the heads had ripped Tom to pieces—one of them had Tom's arm in its mouth and the other two kept snapping at him. His scream echoed across the lake as the hydra ripped his guts open, then the beast plunged back down into the water with its kill. Took me a year in therapy to get over that.]<<<<<

—Smokin' Jo (19:11:48/18-APR-53)

>>>>>[Either you're making this up, or you had the worst holiday ever. I'm surprised people even agree to travel with you. Still, I'm enjoying all these gory tales. Pity we can't get 'em with an eyeshot and download 'em onto BTLs.]<<<<<

—Almost Zorba (21:16:55/18-APR-53)

>>>>>[The biggest problem these creatures present at the moment is that the estuarine hydras continue to become more saline-tolerant and are spreading along the coastlines. That means the greedy fraggers are eating other species into extinction, and if they manage to mutate from the toxic sludge rather than dying from it, something very nasty could pop up out of the Mediterranean.]<<<<<

—Wolfgang K (15:23:46/19-APR-53)

>>>>>[They develop a taste for flesh, that's the problem. Herbivores they may be in placid lakes filled with weeds, but the teeth are a dead giveaway. The Greek government sets a bounty on known man-eaters, but they're usually fraggin' slow about it. The corporates usually take care of problem hydras as soon as they hear of slaughter anywhere near their installations. Suits me as a freelancer. For example, back in '46 I found myself north of Thessaloniki with a few assault cannon and sonar detectors, and [0.2 Mp deleted by sysop.]

—Rabid (02:46:27/20-APR-53)

>>>>>[Sorry—pulled the plug there. I don't really feel in the mood for another of this guy's How-I-Blew-A-Critter-To-Buggery stories right now.]<<<<<

—Juggler (02:46:49/20-APR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Hydra Wurm	12/2	3 x 4	9	—	1/3	3	6	3	10M. +2 Reach

Powers: None

Weaknesses: None

Notes: The hydra wurm can attack an area around its body to a radius of 4 meters (the length of its necks) with 1D6 separate heads using a Complex Action. Randomly determine which heads attack. Destroying a single head does not affect the other heads' ability to attack. No more than two biting attacks can be made on a single man-size target per melee Action. Quickness multiplier for swimming is 7.

HYDRA WYRM

Pleuracanthus polycaput

HABITAT

Deep lakes, deep river estuaries (rare)

RANGE

Greece

RANGE



SIZE COMPARISON



IMPERIAL EAGLE

Aquila augustus



IDENTIFICATION

The imperial eagle (sometimes referred to as a raptor) is the largest European bird of prey, averaging 1.4 meters in body length with a wingspan of approximately 3.8 meters. It weighs 24 kilograms. The eagle's body is covered with dark brown feathers, save for golden feathers on the head and sometimes, on males, a golden patch on the chest. The bird uses its large, curved golden-yellow beak to tear its food apart, and the legs end in heavily taloned claws used to hold captured prey. Females are approximately 10 percent smaller than males. Genetic studies identify the imperial eagle as an Awakened form of the golden eagle *Aquila chrysaetos*, not to be confused with the (lesser) mundane imperial eagle surviving in a few places in central-eastern Europe.

MAGIC CAPABILITY

Innate. (It appears to have some ability to control the weather, though documented use of this power remains rare. Most reputable parabiologists treat tales of such feats as apocryphal.)

HABITS

A bird of prey, the imperial eagle is wholly carnivorous. It lives on a diet of smaller birds, lizards, snakes, and rodents, and can capture prey in the air, on the ground, or in the water. The imperial eagle also eats carrion, a habit that reinforces the mistaken belief that it preys on livestock, even though the creature rarely attacks anything larger than a newborn lamb. One unfortunate consequence of this mistaken notion is that farmers persist in setting out poisoned carcasses in an effort to kill the imperial eagles in their areas, though it is a protected species in many European countries.

Imperial eagles are diurnal in activity. They live as solitary creatures, though mated pairs remain together for the whole of the breeding season (from spring to late autumn, until the young can fly and have learned the rudiments of hunting). Imperial eagles resolve territorial disputes by empathic communication rather than aggression (or so observers believe). Young imperials travel considerable distances to find and

mark new territory for themselves, and reports claim that other imperials along their route aid the young eagles by providing food if the young shows signs of fatigue.

Imperial eagles very rarely attack humankind or metahumanity, directing their attacks almost exclusively against humans or metahumans who set traps or poison baits for birds of prey.

Imperial eagles occasionally use their powers of weather control to hold off bad weather during times when hunting is vital (for example, when the young are growing rapidly). Other uses of this power appear to be extremely rare.

POWERS

Empathy (LOS), Enhanced Senses (Depth Perception), Fire Resistance, Influence (LOS), Magical Resistance, Search, Weather Control.

WEAKNESSES

Vulnerability (Poisons).

>>>>>[These are truly majestic animals. They are a protected species in Spain, I'm proud to say. In some less enlightened European countries, this is not so.]<<<<<<

—Juan the Man (20:27:12/5-APR-53)

>>>>>[Pesticides and toxins wiped out this species and the golden eagle in Britain way back. The rakkin' Italians wiped them out too, as part of their annual massive bird slaughter conducted when the creatures migrate in the spring. Norway and the eastern Russian lands are the only places now where you can see this glorious bird plummeting down on its prey. Such pride. Such majesty of motion. This is the king of birds, you know.]<<<<<<

—Chaka Diva (23:52:56/5-APR-53)

>>>>>[Tales among the folk of the steppes say that the imperials sometimes congregate for the death of a very old imperial eagle. (Eagles of such advanced age are rumored to be masters of magic.) The gathering eagles combine their influence over the elements to summon a great storm. The aitvaras feel the power of the coming storm and hide; the faerie domovoi know, and they hide too, wrapping themselves in blankets and peering out the windows into the blackening sky to watch the eagles play with the lightning. The raindrops that fall are as large as a fingernail. The storm disappears by morning, and the eagles return to their homes and mates, sometimes hundreds of miles away, and it is done.]<<<<<<

—Anatoly K (11:31:59/6-APR-53)

>>>>>[Anatoly speaks truly. We too know when an Old One passes. Our bones feel the storm coming days beforehand. If we can, we travel to pay our respects to the Old One. His nest is a medicine lodge; many of us have been there and communed with him. If he judges us worthy, he plucks a feather from his wing or tail and gives it to us, and we wear it with pride. Our brothers of the eagle know it by sight.]<<<<<<

—Windwalker (13:16:42/6-APR-53)

>>>>>[This is all a bit devotional for my taste. I know of one or two folks who were attacked by an imperial because they wandered into its territory while stalking roe deer. The claim that it only attacks folks trying to poison it appears a bit tenuous, to say the least.]<<<<<<

—Objector (17:15:21/6-APR-53)

>>>>>[Wanker!]<<<<<<

—Anatoly K (18:48:59/6-APR-53)

>>>>>[Looks like we touched a nerve here. No reply from Mr. Objector yet... .]<<<<<<

—Juggler (02:51:11/28-APR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Imperial Eagle	3	5 x 3	3	4	2/4	6	6	4**	5M

Powers: Empathy (LOS), Enhanced Senses (Depth Perception), Fire Resistance, Influence (LOS), Magical Resistance, Search, Weather Control

Weaknesses: Vulnerability (Poisons)

Notes: **3D6 Initiative dice. Quickness multiplier for flying is 7.

IMPERIAL EAGLE

Aquila augustus

HABITAT

Hills, mountains, forests

RANGE

Europe

RANGE



SIZE COMPARISON



JAUCHEKAER

Lucanus fimus

IDENTIFICATION

The jauchekaer is a large winged beetle, approximately 80 centimeters long. The male grows hypertrophied "antlers" (actually enlarged jaws) which add 40 centimeters to its length. In the female, the mandibles are much smaller, adding only 10 centimeters or less to the creature's body length. Average male body weight is 10 kilograms, and 8 kilograms for females. The head features small compound eyes and a complex of chemoreceptors around the mouth. The thorax comprises three fused segments, and the abdomen seven separate segments. The front wings are fused, tough, and chitinous, as is the thorax plating; the elytra conceal the membranous hind wings, which have a flying wingspan of 1.2 meters. The jauchekaer's body is black, with dark brown front wings. The membranous hind wings appear reddish yellow with deep red veining. The beetle uses three sets of walking legs which terminate in feathery, hypertrophied "feet." The jauchekaer has been identified as an Awakened form of the stag beetle *Lucanidae cervus*.

MAGIC CAPABILITY

Parabiological.

HABITS

The jauchekaer is an omnivore and scavenger, most notably consuming carrion and toxic wastes to obtain trace elements of its nutritional requirements. It also hunts small animals and birds for food, and occasionally eats rotting vegetation. The beetle has an irregular, unpredictable activity cycle, though it appears marginally more active at night and is observed flying most often at dusk and dawn.

Jauchekaers show no social organization, nesting individually in rotting vegetation and similar habitats. Males fight with other males for the favors of females, using their "antlers" much as do wild deer, though no breeding season exists as such.

Jauchekaers normally do not show spontaneous aggression toward humankind, but will fight fiercely if startled or threatened. A number of key chemical



triggers also stimulate jauchekaer aggression; these include polychlorinated biphenyls (PCBs), a range of titanium salts (most commonly found in the substances resulting from the decomposition of catalysts used in the production of polymerized plastics), and certain indole- and indoleamine-based chemicals. Because at least one of these substances appears in all environments the jauchekaer inhabits, a chemical trigger, rather than any "natural" aggressive tendencies, may stimulate the creature to attack humans or metahumans entering its territory. For this reason alone, they can be dangerous.

COMMENTARY

Certain organizations attempting to use the jauchekaer to detoxify polluted

landfill sites and other such areas have met with varying degrees of success. Because the beetle metabolizes a range of toxic substances, theoretically, it should act as an effective cleansing agent for such sites. However, due to the bug's chemically triggered aggressive behavior and the difficult task of keeping a flying beetle confined to a precise area, efforts to use the jauchekaer in this manner have proved disappointing.

POWERS

Immunity to Pathogens, Immunity to Poisons, Venom.

WEAKNESSES

Dietary Requirement (Poisons/toxins; gamemaster may choose a subset from a wide range required).

>>>>[Ugh, this is plazzy, like, drek city. These things squelch about in the most gopping drek imaginable, then fly over to sample your garbage. Out you go to dump your empty burger bucket in the bin, and a meter-long pile of crap comes flying at your head. Disgusting.]<<<<

—Janie Jones (22:16:19/11-APR-53)

>>>>[Although these great beetles were originally seen in Germany along the toxic wasteland of the Rhine margins, they've traveled a long way since. Any flying creature that loves wading around in filth has a lot of habitats to choose from in this world. Poland's full of 'em, and they've even crossed the English Channel and found happy homes in the East Anglian Stinkfens. No stopping 'em now.]<<<<

—Wolfgang K (15:12:38/12-APR-53)

>>>>[It's almost impossible to find a chemical agent that's effective against them, because they metabolize every kind of drek known to man. It's just unfortunate that half of it drives them crazy.]<<<<

—Stormer (19:06:06/12-APR-53)

>>>>[You're telling me. When they're smacked on chemicals, they'll swarm around in a buzzing rage for hours. I was over in Bayreuth for the Ring Cycle two years back, getting steamed on good German lager first, and the sky turned black with them. Everyone rushed for cover when they came down, diving into the bier kellers, getting into cars—you could hear the wings humming a mile away. They went crazy, flying into autos and buildings and people. When those bloody great jaws start twitching, run for your life. I got a nip in the leg that discolored within five minutes. The medics were trying to answer ten thousand calls, so I couldn't get a fast shot for it—damn near lost the leg, it was touch and go. Cost the authorities four million nuyen to clear up the city and cover the medical insurance claims. Two companies went bankrupt because of it.]<<<<

—Siegfried's Sister (23:48:29/12-APR-53)

>>>>[They're down in the sewers in Bremen and Berlin, I know that for a fact. Sewer-cleaning drones are equipped with a metal mincer, whirling steel plates that shred the buggies out of the air. Eeeughhh!]<<<<

—Wolfgang K (09:05:29/13-APR-53)

>>>>[Think of all those lovely larvae sitting in the nice warm city sewers, waiting for someone to open a manhole and... well, maybe not.]<<<<

—Juggler (05:36:05/16-APR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
jauchekafer	3/2	3 x 3	2	—	1/3	3	6	2	3L (female)/4M (male)

Powers: Immunity to Pathogens, Immunity to Poisons, Venom

Weaknesses: None

Notes: Quikckness multiplier for flying is 5.

JAUCHEKAFER

Lucanus fimus

HABITAT

Polluted terrains
(especially if marshy, wet)

RANGE

Throughout Europe

RANGE



SIZE COMPARISON



IDENTIFICATION

The kludde is a shapeshifter able to appear in three forms: canine, avian, and feline. The canine form appears as a black dog approximately 1.8 meters from nose to base of tail, with a short tail of approximately 30 centimeters. The neck, underbelly, and tail fur grows very thick, and the shoulder blades sprout a pair of vestigial leathery wings. Both front and hind legs end in heavily clawed feet. The canine form has 38 teeth with well-developed incisors and canines. Red corneas distinguish the eyes of all three forms. The canine form of the kludde walks erect on its hind legs. The avian form looks similar to a large raven, while the feline form resembles a black domestic cat. Only the canine form has been examined to date: researchers know the kludde weighs 65 kilograms in that form, but have declined to estimate the body masses of the remaining two forms.

MAGIC CAPABILITY

Innate.

HABITS

The carnivorous kludde hunts mammals and birds in its canine form. It also attacks humans and metahumans, using its powers to weaken and terrify its victims before dispatching them with its powerful claws and teeth. Though not classified as sentient, the kludde conceals itself with considerable cunning when stalking its victims. It adopts an avian form to spy out terrain, and to escape quickly if it feels threatened. The kludde appears to use its feline form almost exclusively to stalk its prey in the fringes of urban communities.

The kludde's activity cycle appears primarily nocturnal, and its reproductive and social behavior remains a mystery. The few existing reports of encounters with kluddes show it as a solitary hunter; to date, there are no known instances of kluddes hunting in groups.

Captive kluddes exhibit a distinctive pattern of dysfunctional behavior. They shapechange rapidly from one form to another, obsessively repeat self-mutilating behavior, and refuse food until they finally exhaust themselves and die. A dead kludde always reverts to canine



form. Because of the rapid deterioration a captive kludde undergoes, meaningful behavioral study of this unusual creature has proved impossible.

COMMENTARY

Though sometimes classified as a form of *Bestiaforma mutabilis*, genetic studies of the kludde show minimal overlap with other known shapeshifters. Also unlike other shapechangers, the kludde apparently never assumes human form. Because of these differences, most experts consider the creature one of the so-called "faerie," particularly as it conforms to a well-known archetype of Belgian folklore. Postmortem genetic analysis shows the distinctive FA-16 gamma network on chromosome 11,

regarded as a strong genetic marker for "faerie" classification, but the kludde's precise amino-acid pairings do not match those observed for other such established identities.

POWERS

Alienation (LOS), Blindness (LOS), Desire Reflection (LOS), Fear (LOS, canine form only), Hypnotic Song (Zone x 4, avian form only), Magical Resistance, Magic Sense, Psychokinesis.

WEAKNESSES

Allergy (Sunlight, Nuisance).

>>>>>[Really spaced. Belgians, well, they're kind of like terminally dull, right, but when you get something wacko out of Belgium, it's truly bizarre. The thing's called a kludde because when the raven croaks it sounds like it's saying "klu-dde, klu-dde."]<<<<<<

—Chaotix (02:03:36/14-APR-53)

>>>>>[Heard one once myself, in Oudenaarde, not far west of Brussels (home of the bloated bureaucrat). This weird, rasping croak cut through the traffic noise, and people with glazed eyes just started walking down the sidewalks and into the street. Half a dozen got whitelined walking in front of cars and those quaint, old-fashioned trams. The police had all the sirens blaring, screaming along the streets firing heavy weapons out the windows of their Saabs. The Belgian coppers have special auditory implant chips with automatic switching to filter out the kludde's cry before the sound hits their brains. I got a bit confused myself—the screeching made my head go funny—but they say it picked up a couple of kids for lunch and then flapped off into the twilight. Never got to see it. But it must be a serious fragger if the baggies' got special implants to help 'em deal with it.]<<<<<<

—Slicker (19:53:18/14-APR-53)

>>>>>[Slicker's experience is unusual; these creatures don't spend much time in cities. The kludde typically hunts around farms, small towns, and villages; not that the Belgian sprawl has many of those left. It's a shadowhunter, a sly rakker; usually croaking softly enough just to draw one or two meals its way.]<<<<<<

—Wolfgang K (21:19:47/14-APR-53)

>>>>>[Dogs and cats know the kludde for what it is no matter what form it's in; you don't have to do an aura reading, chaps. Cats hiss at kluddes, and dogs bark furiously at them. If you're nervous about meeting one, take a pooch along with you. He'll let you know if one's around.]<<<<<<

—Roberto L (23:36:49/16-APR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Kludde: Avian	3	6 x 3	2	—	2/4	6	(7)	4**	6L, -1 Reach
Kludde: Canine	5	6 x 6	4	—	2/4	6	(7)	4**	5M
Kludde: Feline	2	6 x 4	2	—	2/4	6	(7)	4**	4L, -1 Reach

Powers: Alienation (LOS), Blindness (LOS), Desire Reflection (LOS), Fear (LOS, canine form only), Hypnotic Song (Zone x 4, avian form only), Magical Resistance, Magic Sense, Psychokinesis

Weaknesses: Allergy (Sunlight, Nuisance)

Notes: **3D6 Initiative dice. Quickness multiplier for flying in avian form is 6.

KLUDDE

No accepted taxonomy

HABITAT

Urban fringes, plains, grassland, light woodland

RANGE

Belgium and fringes of surrounding countries

RANGE

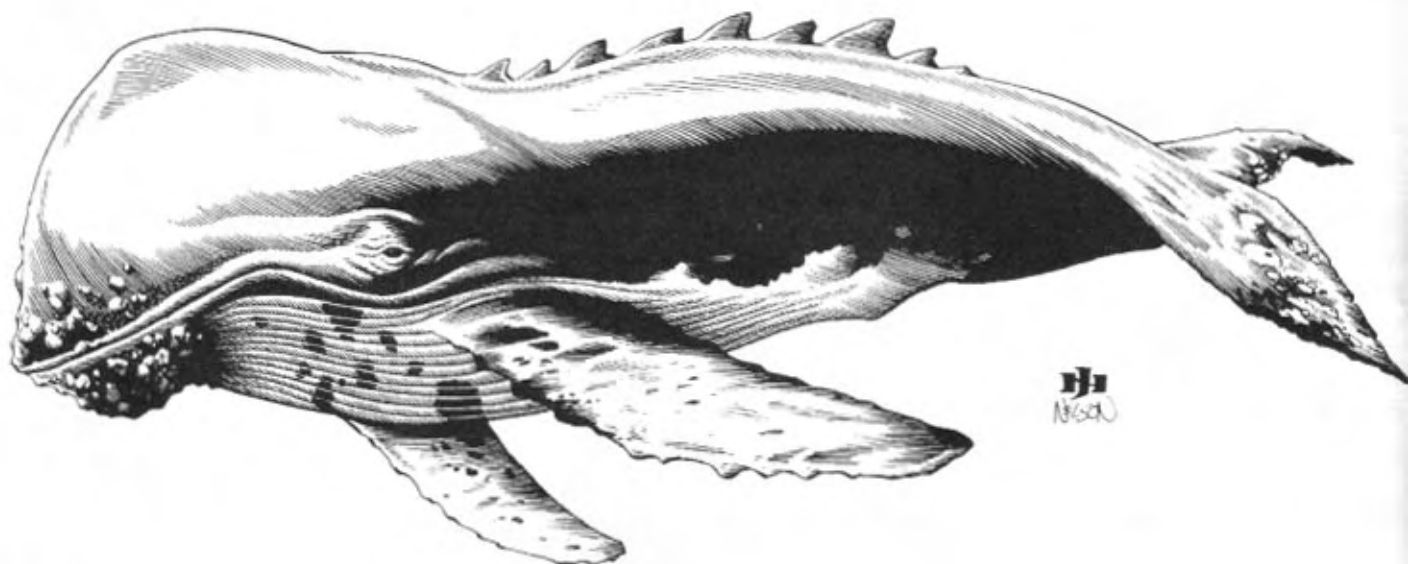


SIZE COMPARISON



MEISTERSINGER

Megaptera palestina



IDENTIFICATION

The meistersinger is a whalelike aquatic mammal, approximately 26 meters long and weighing up to 55 metric tons. It possesses elongated tail flukes, a series of 7–12 small dorsal humps that replace the normal whale's dorsal fin, and 40–100 deep grooves running the full length of the creature's belly up to and along the throat. The animal's teeth are fused into an arc of bone protruding through thick gums. The meistersinger's head is larger than most whales'; its skull protects a highly developed olfactory cortex and right-brain hemisphere. Its skin color runs to varying shades of gray, with subtle shading into blue and black patches. The meistersinger Awakened from the humpback whale. *Megaptera novaengliae*.

MAGIC CAPABILITY

Innate. Most meistersingers are magically active.

HABITS

A migratory animal, the meistersinger breeds in the North and Baltic seas during spring and summer. During the rest of the year, it resides north of the

Arctic Circle, where it feeds on krill and the occasional fish. During the summer it feeds on fish exclusively. Its fish-hunting behavior provides the most dramatic illustration of the meistersinger's social organization. "Pods" of 5–12 adults, equally composed of males and females, use a hunting tactic known as "bubble-netting." This group of meistersingers swim in a wide circle, close into a tighter formation, exhale large quantities of air from their lungs, and then surface around the margins of the area enclosed within the circle. The vast bubbles formed by the exhalations force fish to the surface of the water. To feed, the rising whales ingest more than a ton of water, filtering the water out through pseudogills, and consume the fish left behind.

Male meistersingers sing during breeding season. They "stand on their heads" below the surface, lying vertically with their tails upward, and vocalize long messages, up to 35 minutes in duration, that show very little internal repetition. Computer analysis has yet to discover the nature or content of these songs, though because the behavior is restricted to males, it may be related to courting or breeding. As a protected species whose behavior clearly indicates that they wish no contact with humanity,

meistersingers cannot legally be subjected to controlled studies. The approved, observational studies yield insufficient information to determine the function of this singing behavior.

COMMENTARY

Estimates of meistersinger population suggest that only 600–900 individuals exist, and all European governments protect this species. Though many accounts exist of hermetic contact with meistersingers, the most these reports prove is the powerful magical nature of these beings. The apocryphal nature of many of these accounts makes their accuracy suspect.

POWERS

Animal Control (Fish, aquatic mammals), Compulsion (Zone x 5), Dismissal (Zone x 5), Empathy (LOS), Engulf, Enhanced Senses (Sonar), Immunity to Normal Weapons, Influence (LOS), Magic Sense, Search, Sonic Projection.

WEAKNESSES

Dietary Requirement (Krill).

>>>>>[What a slint this guy is. Three summers ago, I sailed out of Rostock in the hope of seeing the meistersingers. I got a lot more than I bargained for. I wanted to record their songs, so our ship was wired for underwater recording with filters to cut out the endless noise of our own engines, and the industry oil rigs. On a foggy May morning, a pod of them broke surface right beside our bow. I had to put on that wetsuit and go down to them. No one who hasn't communed with them can have the slightest understanding of what that means, and anyone who has knows what I'm talking about. They're so huge, so mighty in a world where might makes right, and yet so peaceful. They sing history, they said to me. They sing of their many lives, the bonding of their families, of the coming-into-being of this Sixth World. Yet human and metahuman fraggers harpoon these magnificent beings, and so-called scientists debate their sentience.]<<<<<<

—Rabid (01:13:00/19-APR-53)

>>>>>[What?! That can't be the real Rabid. Must be a fake ID. Try a spin, I don't believe it.]<<<<<<

—Sinead H (01:18:30/19-APR-53)

>>>>>[Genuine enough. That's the man speaking to you all.]<<<<<<

—Juggler (01:20:11/19-APR-53)

>>>>>[Rub me sideways, I've heard it all now. But why do only the males sing?]<<<<<<

—Sinead H (01:24:01/19-APR-53)

>>>>>[If I sensed them right—I have been with them, too—they reincarnate alternately as male and female. As females they absorb history and experience, as males they express what they have lived. I know that seems a little sexist in this day and age, but I doubt they think in those terms. Sexism may lose its relevance when you get to be both female and male.]<<<<<<

—Shambanara (02:19:05/19-APR-53)

>>>>>[So how come you guys know all this when computer analysis of the sound sequences comes up with drek?]<<<<<<

—Dodo (04:15:38/19-APR-53)

>>>>>[Oh, dear. Look, in this age, revealed knowledge works, right? I thought we were beyond what you're talking about.]<<<<<<

—Callistra (04:22:19/19-APR-53)

>>>>>[You're too kind. Let me put it more simply in terms that Dodo can understand: Rak off, you no-hoper.]<<<<<<

—Chaka Diva (04:23:32/19-APR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Meistersinger	20/2	5 x 5	14	8	6	6	(9)	6**	15D, +1 Reach
Powers: Animal Control (Fish, Aquatic Mammals), Compulsion (Zone x 5), Dismissal (Zone x 5), Empathy (LOS), Engulf, Enhanced Senses (Sonar), Immunity to Normal Weapons, Influence (LOS), Magic Sense, Search, Sonic Projection									
Weaknesses: Dietary Requirement (Krill)									
Notes: **3D6 Initiative dice.									

MEISTERSINGER

Megaptera palestrina

HABITAT

Cold/cool oceans

RANGE

Arctic oceans (autumn/winter).
North and Baltic seas (spring/summer)

RANGE



SIZE COMPARISON



MERLIN HAWK

Falco velox



IDENTIFICATION

A medium-sized member of the falcon family, the merlin hawk measures approximately half a meter in length and weighs 4 kilograms. The bird has the clawed feet and hooked beak common to birds of prey, together with large amber eyes. Males and females show different coloration: males typically have blue-gray back feathers, and females have brown back feathers. The underside of both sexes is streaked with a reddish brown. Males change coloration during the spring, developing red or white chest feathering. The merlin hawk is an Awakened form of the common merlin *Falco columbarius*.

MAGIC CAPABILITY

Magically active.

HABITS

The merlin hawk eats small rodents and birds. It hunts by hovering silently overhead, then swooping close to the ground with extraordinary speed to snatch the spotted prey. Primarily active during daylight, the territorial merlin hawk pursues all other birds of prey in its

territory, chasing them out beyond the margins of its marked area. Male and female merlins live as mated pairs from early spring until the beginning of winter, when most individuals migrate to the south. Females lay 1-2 eggs in spring, usually in nests built in trees or sheltered spots on the ground.

Though merlin hawks aggressively defend their territory, they rarely use their magic powers to cause harm unless severely provoked. Intraspecies aggression manifests as a ritual enacted between males at the beginning of the spring breeding season, when white- and red-breasted males perform complex aerial dances to attract females and settle territorial disputes. In an unusual departure from typical avian behavior, some reports indicate that parent birds escort yearlings to these gatherings, which sometimes attract up to a score of these rare birds.

COMMENTARY

The question of the merlin hawk's sentience remains controversial, though the British and French governments have declared it a protected species. To date,

no one has successfully studied one of these birds in captivity for any length of time. Some researchers consider the merlin hawk to possess a flexible and obvious intelligence, an opinion based on its use of magical powers with a clear sense of purpose, and its apparent ability to anticipate long-term contingencies. Unfortunately, interference from human and metahuman populations native to the lands where the merlin hawk lives hampers open-ended approaches to the study of the bird's sentience.

POWERS

The magically active merlin hawk can use detection, illusion, and manipulation spells. These hawks also have the powers of animal control (avians) and magical resistance. Merlin hawks have equivalent Magical Skills in the following ranges: Magic Attribute, 5 + 1D6; Sorcery Skill, 4 + 1D6; Conjuring Skill, 4 + 1D6 (air elementals).

WEAKNESSES

Vulnerability (Willow-wooded weapons, Poisons).

>>>>>[Anyone who has flown the astral with the merlin wouldn't natter on with stupid questions about sentience. The merlin has far more intelligence than most people I know.]<<<<<<

—Shanfaran Ap Llewedd (19:15:22/17-APR-53)

>>>>>[No one can study the merlin hawk in captivity for one simple reason. Any researcher brutish enough to imprison this freedom-loving creature would find his life worth less than a single nuyen. The merlin's cries reach those it befriends, and we are many.]<<<<<<

—Shambanara (21:16:35/17-APR-53)

>>>>>[Hey, these pixies seem real worked up about this itty-bitty little birdie. What's the jazz?]<<<<<<

—Dodo (15:52:39/18-APR-53)

>>>>>[Simply this, fool: the merlin is a sentient, magical, precious being. They feel the land. When they fly, they bring the sky to the ground, and with their magic try to bring above and below together, to heal what they can of man's depredations. Merlin is the brightest part of all that we understand as Eagle.]<<<<<<

—Windwalker (17:25:44/18-APR-53)

>>>>>[Even the biggest berk must feel the strange compulsion when this little speck darts through the sky. I saw the ritual skydance of the white and red males in the Brecon Beacon hills in Wales two years back, caught it on the videolink and downloaded it when I got home. The mage I was with, drek, he really freaked assensing what was going on. Fell down in a dead faint after a couple of seconds, said afterwards he's never been so buzzed in all his life. Didn't say exactly what it all meant to him, just jandered about real dazed for a while. Well, I checked out the vid on slowmo later and traced the flight patterns, and frag me if those two birds didn't sketch out the silhouettes of a pair of dragons reared up ready to fight. Weirdest thing I ever saw in nature. Transcribed the design and got it repro'd, made a few nuyen outta that. And I still feel a little glitched whenever I watch that dance on the vid.]<<<<<<

—Spin Doctor (02:17:04/19-APR-53)

>>>>>[To add some meat to these somewhat subjective memories, the merlin works together magically with the druids and bards of Wales, Scotland, and Brittany, and also with some Celtic elves. This interspecies cooperation varies from place to place and people to people. And the merlin is willing to use its territorial aggression on species other than birds of prey: merlins have aided and abetted strikes on industrial targets by direct-action Deep Greens, for example. And they don't like people with cyberware.]<<<<<<

—Juggler (04:35:46/19-APR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Merlin Hawk	1	7 x 3	1	5	4/8	4	(7)	6**	2L, -1 Reach

Powers: Merlin hawks are magically active, using detection, illusion, and manipulation spells. They also have the powers of animal control (avians) and magical resistance. Merlin hawks have equivalent Magical Skills in the following ranges: Magic Attribute, 5 + 1D6; Sorcery Skill, 4 + 1D6; Conjuring Skill, 4 + 1D6 (air elementals).

Weaknesses: Vulnerability (Willow-wooded weapons, Poisons).

Notes: **3D6 Initiative dice. Quickness multiplier for flying is 8. Merlin hawks can detect the Essence Ratings of creatures within a range of (Essence) miles, and they respond negatively to creatures with unusually low Essence (due to cyberware implants, vampiric drain, and so on).

MERLIN HAWK

Falco velox

HABITAT

Grassland, hills, moorland, coasts in winter

RANGE

Wales, Scotland, Tir Nan Og, Brittany, Normandy; winters in southern France

RANGE



SIZE COMPARISON



NIMUE'S SALAMANDER

Salamandra exaurius

IDENTIFICATION

This small, tailed amphibian's body measures 15 centimeters, plus a 10-centimeter tail, and weighs .15 kilograms. Like most members of the newt and salamander families, it has a broad, slightly flattened head and large, protuberant eyes. Its mostly black body sports an irregularly shaped yellow patch between the eyes, a yellow streak on the underbelly, and wide orange stripes running along the side and dorsal surface of the tail. Nimue's salamander derives from the European fire salamander, *Salamandra salamandra*.

MAGIC CAPABILITY

Special (see Powers, below).

HABITS

Mainly a land dweller, the salamander prefers damp habitats. It forages for small, invertebrate prey by night, eating worms, beetles and so on, and supplements its diet with plant leaves from time to time. In spring, Nimue's salamander returns to the water to breed. The animal has somehow evolved beyond the free-living tadpole developmental stage, and females carry their eggs within their bodies until they hatch. The young swim away after being released from her body into the water. If unpolluted water is not available in the area, the female can birth live young on land.

A passive creature, Nimue's salamander falls prey to a few lizards, snakes, and birds. However, its highly unpleasant skin secretions make it distasteful to most predators and its vivid skin color warns carnivores to leave the animal alone.

COMMENTARY

This unusual animal can neutralize or drain magic from hermetic mages and shamans. Experimental studies demonstrate that Nimue's salamander uses energies gained in this way to enhance its own attributes, especially speed (its main method of escaping hunters). Neither extensive laboratory study nor genetic analysis has uncovered the underlying genetic code for this



unique ability to feed on magical energies. Nimue's salamander remains the object of intense study.

POWERS

Nimue's salamander uses a special form of the magical drain power: if a magician casts a spell within (Essence + 2) x Threat Rating (round down) meters of the salamander, the creature makes an opposed test pitting its Essence against a target number equal to the spellcaster's Magic Rating. If the salamander achieves any successes, reduce the spell's Force Rating by the number of net successes (note that the

casting magician suffers Drain at the spell's full Force Rating). The salamander may then use the absorbed energy of the spell to increase any of the following powers for 1 D6 hours: enhanced Physical Attributes (any), enhanced movement, or magical resistance. If the salamander increases all these powers, it can still drain spells, but additional drain does not provide additional increases to its powers. In addition to the powers listed above, Nimue's salamander also has the power of magic sense.

WEAKNESSES

Vulnerability (Poisons).

>>>>>[Now you know why certain corporate establishments have newt ponds on their front lawns.]<<<<<

—Moleman (02:24:01/23-APR-53)

>>>>>[They're not newts, they're salamanders. That makes a difference, especially if you're a tadpole. They take their popular name from the enchanting little biff, no pun intended, who enticed Merlin into his final resting place.]<<<<<

—Callistra (03:32:35/23-APR-53)

>>>>>[Lucky for magicians that Nimue's salamander is rare. None too resistant to the pollutants common in everyday life, it mostly hangs out in isolated places in the wild, for example, Alpine streams. Of course, lots of people want these animals as pets and guardians, but they don't breed well in captivity, so they're in short supply. That creates a problem for the breeders; salamanders can pull five, six thousand nuyen on the black market, but they can't sell them openly—too many people might notice.]<<<<<

—Entrepreneur (04:25:45/24-APR-53)

>>>>>[The problem with using them as guardians is that they try to drain every spell cast in their range. Attempts to teach them subtleties like that-building-over-there-isn't-your-patch have been minimally successful. Also, when they start draining magic, nature takes over and they tend to run, so it's tough keeping them where you want them.]<<<<<

—Shambanara (01:19:27/25-APR-53)

>>>>>[Unless you happen to be a wrym shaman, of course.]<<<<<

—Callistra (02:04:36/25-APR-53)

>>>>>[Who they?]<<<<<

—Dodo (15:16:02/25-APR-53)

>>>>>[By heavens, this man is an idiot. So we'll just blank the git. One last word: Nimue's salamanders can't frag up spells cast outside their range, only those cast within it. My guess is that they somehow short-circuit the physical-etheric interface, but I'm not sure.]<<<<<

—Magester (01:48:17/25-APR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Nimue's Salamander	1	3 x 2	0	—	1/2	2	(6)	2	1L. -2 Reach

Powers: Nimue's salamander uses a special form of the magical drain power: If a magician casts a spell within (Essence + 2) x Threat Rating (round down) meters of the salamander, the creature makes an opposed test pitting its Essence against a number equal to the spellcaster's Magic Rating. If the salamander achieves any net successes, reduce the spell's Force Rating by the number of net successes (note that the casting magician suffers Drain at the spell's full Force Rating). The salamander may then use the energy it absorbed from the spell to increase any of the following powers for 1D6 hours: enhanced Physical Attributes (any), enhanced movement, or magical resistance. If the salamander increases all these powers, it can still drain spells, but additional drain does not provide additional increases to its powers. Nimue's salamander also has the power of magic sense.

Weaknesses: Vulnerability (Poisons)

NIMUE'S SALAMANDER

Salamandra atra

HABITAT

Damp upland woods,
Alpine springs, rivers

DISTRIBUTION

Switzerland, fringes of the Alps

RANGE



SIZE COMPARISON



NOSFERATU

Sanguisuga europa caecus

IDENTIFICATION

Nosferatu appear to be human, with enlarged canine teeth, thin or no head and body hair, and extremely pale skin. A complete blood analysis identifies a nosferatu by positive testing for the Harz-Greenbaum blood series and the presence of antibodies to the Bruckner-Langer strain of Human-Metahuman Vampiric Virus (HMHV).

Parabiologists do not consider nosferatu a separate species, but rather individuals of a human subspecies infected with the Bruckner-Langer HMHV strain (this virus differentiates them from vampires). Because existing documents fail to record the existence of metahuman nosferatu, Bruckner and Langer hypothesize that the HMHV variant they isolated in 2046 is lethal to nonhumans.

MAGIC CAPABILITY

Always magically active, nosferatu possess a wide range of innate powers.

HABITS

Nosferatu both resemble and differ from humans infected with the HMHV strain that engenders vampirism. Like vampires, nosferatu consume blood to live, but they need significantly less than vampires. Nocturnal creatures, nosferatu share the vampire's allergy to sunlight. Unlike vampires, nosferatu live and behave in a very controlled manner, usually possessing a cold, arrogant, hyper-rational personality. Nosferatu prefer a solitary life, and so few bother to control minions, even though more nosferatu than vampires appear able to create such minions. Rarely, nosferatu may join a hermetic group in order to develop further resources.

COMMENTARY

The nosferatu poses both more and less danger to the normal human or metahuman than the vampire. Its high level of intelligence, rationality, and less pressing need for blood allow it to move easily and often outthink its enemies, and go longer without sustenance than the average vampire. These traits make the nosferatu a dangerous opponent. Its



antisocial nature, few numbers, and, above all, its dislike for engendering more of its kind, on the other hand, make it in some ways less dangerous than its vampiric cousins. Observed nosferatu appear to prefer transmitting their HMHV version only to their siblings' offspring (nosferatu themselves appear to have strikingly low fertility, a suspected side effect of their antisocial, schizoid personalities). Nosferatu consider themselves fortunate to be in this condition, and jealously guard their superiority from others.

POWERS

Compulsion (LOS), Enhanced Physical Attributes (Body and Strength, twice per day each, for [Essence]D6 turns), Enhanced Senses (Improved

Hearing, Low-Light Vision, Thermographic Vision), Essence Drain (Permanent and Temporary), Fear (LOS), Immunity to Age, Immunity to Pathogens, Immunity to Poison, Infection, Influence (LOS), Magical Resistance, Regeneration.

Notes: Unlike the vampire, the nosferatu can drain Essence permanently without limit (though it can only increase its own Essence to double its usual maximum). Nosferatu always follow hermetic traditions; the gamemaster may determine details as he wishes.

WEAKNESSES

Allergy (Sunlight, Extreme), Essence Loss (at a rate of 1 point per 1D6 + 1 months).

>>>>>[Vampires? Schwächlings compared to these hellish things. Most vampires have something of the beast in them, and you can exploit that weakness, make them lose control by driving them into a bloodthirsty rage. But nosferatu, they're as cold as the blackness of space. They like to do things slowly, using illusion magic and their mind-controlling powers to terrorize their victims and feed on their souls. Remember Doktor Gansz from the Waldheim Klinik back in 2041? He had a whole private ward of people on life-support systems. Drained body and soul good and slow, only whitelined fifty poor rakkers in ten years. Truly the stuff of nightmares.]<<<<<

—Ludwig the Mad (22:18:31/24-APR-53)

>>>>>[Don't be spammed by the solitary-nocturnal-baldie imagery, either. At least three known European groups of nosferatu hermetic exist, not including the remnants of the Aachen-Koblenz-Wiesbaden circle, of which half were destroyed, and the rest went underground. The Order of the Reborn is the bloodiest of the bunch: a group of anti-Semitic, anti-metahuman nosferatu upper-crusts with chums among the populations of the Ukraine and Poland, among others. These politically powerful "gentlemen" hold important commercial interests in some of the EEC corporates. You don't want to know the warped magical rituals they get up to, trust me.]<<<<<

—Wolfgang K (21:11:16/25-APR-53)

>>>>>[Nosferatu disguise themselves well. Cosmetics take care of the corpse-meat complexion, and if the slint wears the highest SPF lotions and a broad-brimmed hat over its wig—well, who doesn't try to block the sunlight these days, with no stratospheric ozone to speak of?]<<<<<

—Dieter D (23:21:12/25-APR-53)

>>>>>[Yes, but nosferatu cannot tolerate more than a minute or two of sun, even with the highest SPF available. Shadowrunner SOP is to meet Johnsons in quiet, secluded establishments. If you suspect your contact is one of these things, meet him on a sunny day in a public park and just deal with the pigeon crap, exhaust fumes, troll muggers, junkies, and lowlifes. Better to cope with that than be drawn under the influence of a nosferatu.]<<<<<

—Wolfgang K (23:55:19/25-APR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Nosferatu	†	† x 5	†	†	†	†	(2D6)	†	Humanoid

†Because a nosferatu begins as a character, it retains most of the character's Attributes (indicated by a cross). However, use the following minimums for all nosferatu Attributes: Body 4, Strength 4, Charisma 5, Intelligence 3, and Willpower 5. Essence has a minimum value of 7. Above that minimum, the gamemaster determines the Essence Rating of any nosferatu encountered by the player characters.

Powers: Compulsion (LOS), Enhanced Physical Attributes (Body and Strength, twice per day each, for [Essence]D6 turns), Enhanced Senses (Improved Hearing, Low-Light Vision, Thermographic Vision), Essence Drain (Permanent§ and Temporary), Fear (LOS), Immunity to Age, Immunity to Pathogens, Immunity to Poison, Infection, Influence (LOS), Magical Resistance, Regeneration

§Unlike the vampire, the nosferatu can drain Essence permanently without limit (though it can only increase its own Essence to double its usual maximum).

Weaknesses: Allergy (Sunlight, Extreme), Essence Loss (at a rate of 1 point per 1D6 + 1 months)

NOSFERATU

Sanguisuga europa caecus

HABITAT

Urban (as humans)

RANGE

Central and eastern Europe

RANGE



SIZE COMPARISON



ORACLE OWL

Bubo ignavus maiusculus

IDENTIFICATION

The largest European owl in existence, the oracle owl stands 90 centimeters tall and weighs 6.5 kilograms. It has light brown wing, tail, and dorsal feathers, yellow-brown ventral feathers, and a patch of white feathers on its chest. The delicate feathers on the edges of the owl's wings make the bird's flight virtually silent. The owl's large ears, tipped with white feathers, stand erect from its head, and its small legs end in powerfully taloned feet. The oracle owl has forward-looking eyes, well developed even for owls, and a large, hooked beak perfectly adapted to dispatching its prey with a single strike. This Awakened species is closely related to the European eagle owl, *bubo ignavus*.

MAGIC CAPABILITY

Magically active.

HABITS

The carnivorous oracle owl generally hunts small mammals, lizards, and snakes, and occasionally devours mammals as large as rabbits or hares. A nocturnal bird, it hunts most actively at dusk and dawn.

Wild oracle owls defend their territory aggressively, employing their powers of influence and animal control to compel other birds of prey in the same area to fend off invaders. Occasionally, oracle owls congregate in small groups to protect females with chicks or fertile eggs in the nest. The destruction of their habitat and the species' low fertility, most likely caused by an accumulation of poisons in the food chain, combine to make the wild oracle owl rare. Because researchers know so little of their reproductive behavior, attempts at conservation have so far proved unsuccessful. Virtually all European countries have passed laws protecting the species.

Some oracle owls have forged symbiotic relationships with humans and metahumans. The owls provide companionship and warn their partners of potential hazards in return for food and protection. Some parabiologists maintain that young oracle owls actively seek such affiliations if they cannot locate



satisfactory territory of their own in the wild, but this theory has not been definitively proven.

COMMENTARY

The oracle owl's sentience (or lack thereof) remains in dispute. Generally speaking, those individuals symbiotically linked with the bird regard it as sentient, while research scientists consider this notion a premature conclusion. Both the oracle owls and the humans accompanying them have refused to participate in the rigorous scientific studies needed to resolve this question.

POWERS

Animal Control (Avians), Empathy (LOS), Enhanced Senses (Improved

Hearing and Smell, Low-Light Vision, Tactile Sense, Thermographic Vision), Magic Sense, Magical Resistance, Search, Silence (Zone).

Notes: Oracle owls can use detection spells with a Force Rating equal to twice the owl's current Essence Rating, extending to a range equal to twice the owl's Essence in kilometers. The oracle owl's acute sense of smell enables them to detect low pollutant concentrations in the air, and their tactile sense can pick up even the minute seismic disturbances that warn of impending earthquakes. These and other sophisticated senses account for the birds' reputation for possessing precognitive abilities.

WEAKNESSES

Vulnerability (Poisons).

>>>>>[This is the critter venerated by the owl shamans. The shamans have earned a reputation as wise but dodderly old boffins who mutter inscrutable Zen-o-babble, but don't be berked. Owl has large eyes, and large talons, too.]<<<<<
—Linnaeus II (20:53:37/27-APR-53)

>>>>>[We know very little about the oracle owl or his shamans and servants. A dozen or so oracle owls and about the same number of shamans live in the great classical temple at Larisa in Thessaly that rose from the ruins during the Awakening. Even someone with rudimentary astral awareness can see the watcher spirits thronging the place, and feel more than a few great spirits hovering nearby. It is a place of true numinosity.]<<<<<
—Callistra (02:14:45/28-APR-53)

>>>>>[What dat?]<<<<<

—Dodo (02:22:36/28-APR-53)

>>>>>[He means that anyone with any psychic awareness, clearly not including you, who opens themselves to what's there would feel a sensation roughly equivalent to a hard punch in the guts by an oversized troll with a cyberarm equipped with stunshock impactors. Callistra could have also mentioned that Greek government ministers, shipping magnates, and many other people of power and influence seek audiences at Larisa. The temple dwellers tell most of them, politely and with reasonable kindness, to take their worldly concerns elsewhere.]<<<<<
—Roberto L (03:28:42/28-APR-53)

>>>>>[The oracle owl can be friendly with humans and metahumans other than their special terms. I saw one flying around the woodlands on the fringes of the Carpathian Mountains shortly before the surprise volcanic storm of '46. No one expected it, but the owl knew. It warned away a whole bunch of critters; deer, other birds, heck, even snakes went slithering away down the mountainside. It tipped me off, too. As far as I'm concerned, an oracle owl saved my life, and I owe this pointy-eared little critter more than I owe most people.]<<<<<
—Rambling Sid Rumpo (04:52:19/28-APR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Oracle Owl	2	5 x 2	1	4	3/6	3	(6)	5**	5L

Powers: Animal Control (Avians), Empathy, Enhanced Senses (Improved Hearing and Smell, Low-Light Vision, Tactile Sense, Thermographic Vision), Magic Sense, Magical Resistance, Search, Silence (Zone)

Weaknesses: Vulnerability (Poisons)

Notes: **3D6 Initiative dice. Oracle owls use detection spells with Force Ratings equal to twice the owl's Essence Rating, extending to a maximum range equal to twice the owl's current Essence Rating in kilometers. Their extreme tactile sensitivity and acute sense of smell are the basis of their reputation for precognition (for example, they can pick up faint seismic disturbances, and detect faint but increasing concentrations of pollutants in the air). Quickness multiplier for flying is 6.

ORACLE OWL

Bubo ignavus malusculus

HABITAT

Dense woodland (wild)

RANGE

Southern and central Europe

RANGE



SIZE COMPARISON



PEGASUS

Equus volatilis amplius



IDENTIFICATION

The pegasus is a winged horse, standing 1.8 meters at the shoulder and weighing 350 kilograms. It has slender hind limbs, and both pairs of legs end in fused hooves. Most pegasus are white- or roan-colored, though existing reports include a single account of a black pegasus. The long mane running down the back of the neck rises to a crest between the ears. The animal's heavily feathered wings sprout from behind the shoulders, spreading to an average span of 7.5 meters. Genetic typing has been unable to establish a pre-Awakening precursor of the pegasus.

MAGIC CAPABILITY

Parabiological.

HABITS

Primarily a land dweller, the pegasus uses its wings for short flights, usually lasting only 10–20 minutes. Pegasus fly primarily to escape predators and other

threats, and to bypass obstacles. Pegasus skillfully navigate thermal air currents in flight, often traveling at heights of up to 3,000 meters.

On land, the pegasus forages in grasslands and other terrains offering enough vegetation to satisfy its considerable hunger. It eats grasses, weeds, the bark of young trees and saplings, and even water weeds and rushes. In addition, pegasus particularly like citrus fruits and apples.

Adult pegasus pair for a short number of breeding seasons soon after maturing in their second year. One member of the pair always remains on the ground to care for the foals while the other forages for food. Foals can fly by the time they reach six to eight months. Pegasus breed and rear their young on land, typically congregating in loosely affiliated herds of 10–25 animals. Once past the normal number of breeding seasons, older stallions and males typically live solitary lives, reportedly spending increased time in the air.

COMMENTARY

Capturing and holding pegasus poses enormous difficulties, yet a largely illicit market in the creatures exists, with Arab and French buyers in particular offering considerable sums for young pegasus. Black-market demand and the poor results of domestic breeding programs have reduced wild populations. In behavioral studies, pegasus exhibit intelligence equal to that of ordinary equines. Pegasus cannot interbreed with ordinary horses or with bayards (though a few breeders have attempted the latter).

POWERS

Enhanced Reactions (three times per day for [Essence]D6 turns).

WEAKNESSES

Dietary Requirement (Citric Acid).

>>>>>[Ride one of these in the Kentucky Derby and you're a sure bet.]<<<<<
—Honest Sid (18:43:38/27-APR-53)

>>>>>[Can people ride these things? Will they take saddles and bits? Do you get airsick?]<<<<<
—Jubilator (21:55:36/27-APR-53)

>>>>>[I'm sorry to say that some fraggled rakkers force these intelligent creatures to carry live cargo, usually combining bridle, bit, and saddle with various implants to keep them from flying outside the accepted boundaries or trying to dump their rider. Most owners deliver nasty jolts to the pegasus' afferent pain systems; the really vicious ones connect the implants to the thalamic system.]<<<<<
—Juggler (01:17:42/28-APR-53)

>>>>>[Though illegal in most civilized countries, the trade in these lovely creatures remains brisk. They're shy, skittish animals, and even at the best of times it's hard to get near one. Now that so many hunters are stalking them with tranqguns, pegasus usually leg it as soon as they spot humans. EEC estimates that wild populations will be extinct within thirty years. Personally, I don't think they've got that long unless they can somehow be persuaded to only inhabit lands controlled by people who really care what happens to them.]<<<<<
—Chaka Diva (02:59:15/28-APR-53)

>>>>>[Where do the older adults end up? Why do they stop breeding when they're only a couple of years into it? Drek, at that point getting it on is just starting to get interesting. Where do they fly to once they start spending more time in the air?]<<<<<
—Dodo (16:15:13/28-APR-53)

>>>>>[The fool asks questions that the wise cannot yet answer.]<<<<<
—Shambanara (03:58:10/29-APR-53)

>>>>>[Gee, can't classify this one either, eh? Wonder why? Come on folks, what's the link? Where's the commonality? It's there, right there, if you bothered looking for it.]<<<<<
—ParaSci (14:14:51/30-APR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Pegasus	9	4 x 6	7	—	2/5	3	6	5	6S, +1 Reach

Powers: Enhanced Reaction (three times per day for [Essence]D6 turns)

Weaknesses: Dietary Requirement (Citric Acid)

Notes: Quickness multiplier for flying is 8.

PEGASUS

Equus volatilis amplus

HABITAT

Grasslands, plains

RANGE

South central Europe

RANGE



SIZE COMPARISON



PERYTON

Cervus insolens

IDENTIFICATION

The peryton, a winged deer, stands 1.6 meters at the shoulder and weighs 220 kilograms. Its summer coat of dense, reddish-brown hair changes to brown-gray and thickens in the winter. It bears heavily feathered, brown wings sprouting from a complex, segmented, bony structure that integrates the base of the wings and the shoulder joints of the forelimbs. The peryton has an average wingspan of 5.5 meters. Both males and females carry antlers, with a spread of 2.3 meters in the male and 1.8 meters in the female. The legs terminate in four-toed feet with heavy, keratinized claws. The peryton has large incisor teeth, an unusual development in a deerlike creature.

Owing to these atypical incisors and other anomalies, some researchers disagree with the classification of the peryton to the family of *Curvidae*. Genetic and blood studies show clear overlap with this grouping, but do not definitively suggest from which preAwakening species the peryton may derive. Though similar in some respects, the peryton's morphology differs too much from most deer to make the origins of this beast clear.

MAGIC CAPABILITY

Innate.

HABITS

The omnivorous peryton eats tree bark, roots, shoots, tubers dug up with its powerful claws, and large mammals such as sheep and goats. Occasionally, it also hunts small or injured humans and metahumans. Perytons attack their prey by swooping down in a gliding arc and using their strong antlers to knock down their victims. (That this strategy obviously would fail against small, low-slung mammals may somewhat explain its hunting habits.) Having knocked its prey prone, the peryton then crushes and tears its kill with claws and incisors.

A diurnal hunter, the peryton flies for much of the day, but rests on land at night, usually perching on cliffs, rock ledges, and similar inaccessible locations. Most perytons live solitary lives, though a few isolated reports describe pairs or

small groups combining to hunt. As a general rule the peryton shows little territorial instinct, but the creature becomes extremely aggressive and dangerous during the breeding season. Females build their nests in caves, deep crevices, or gullies, lining them with grasses and branches for comfort. The live-born young can fly within three to four months.

COMMENTARY

Most European countries do not protect the peryton, making it a popular

hunting target. Its reputation for attacking livestock, skiers, and mountaineers in trouble encourages hunters to seek it as prey, though no bounty has been offered.

POWERS

Accident (Zone x 3), Enhanced Senses (Depth Perception), Silence (Zone x 3).

WEAKNESSES

None.



>>>>>[Chip-truth people hunt these things. They're malicious, cowardly brutes. They wait on the rocks out of firing range, and could teach tactics on taking cover. At the first opportunity, they use their power to roll a stone along to make you trip over the ledge and break a leg. Once you're down, they soundlessly swoop down and give you a faceful of stone-hard antler. And boyo, can they stomp. I met a guy who survived a peryton attack in the Black Mountains, and he said those clawed feet damn near turned him to sushi. He needed a fresh tissue-cloned spleen and a new liver after just one run-in with the beast. Red deer with wings, huh? Let me know when they develop a nice flying hound we can use to hunt the critter.]<<<<<

—Crawler (22:49:53/1-MAY-53)

>>>>>[Perytons experiment with hunting methods. I saw one try to kill a hare by holding a sizable stone in its mouth and dropping it. Didn't have a hope in hell, of course, the hare rabbited much too fast, but after its prey zigzagged off, the peryton picked up the stone and dropped it again, and kept on picking it up and dropping it for half an hour. The fragger was getting in some target practice! Any animal doing that for recreation won't be easy hunting.]<<<<<

—Stormer (23:52:30/1-MAY-53)

>>>>>[This critter would be pretty rare if it wasn't so smart, because I know a lot of folks who wouldn't mind mounting a peryton head on the wall. One of those heads is just the thing to make those quaint Bavarian castles and English country houses look the part.]<<<<<

—Cynic (02:18:13/2-MAY-53)

>>>>>[Here's another reason to hunt the critter; Brzezinski's restaurant in Gdansk does the most heavenly spicy peryton soup with garlic sausage and melted mozzarella croutons.]<<<<<

—The Galloping Gourmet (03:16:50/2-MAY-53)

>>>>>[I recommend you try a Romanian pinot noir from the Black Sea vineyards with the soup. This vintage is a little sweet, but offers all the warmth of the (0.3 Mp deleted by sysop.)]

—Malcolm Merlot (04:24:20/2-MAY-53)

>>>>>[Ladies and gentlemen, this is a guide to the fauna of Europe, not a bloody Good Eating Guide. Less self-indulgence, please. Oh, and Mal, I find the soup is best complimented by an Australian Shiraz Cabernet.]<<<<<

—Juggler (04:28:24/2-MAY-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Peryton	8	4 x 5	7	—	2/4	3	6	5*	7S, +1 Reach

Powers: Accident (Zone x 3), Enhanced Senses (Depth Perception), Silence (Zone x 3)

Weaknesses: None

Notes: * 2D6 Initiative dice. The Damage Code listed above is for an antler strike. Stomping or biting uses a Damage Code of 4S. Quickness multiplier for flying is 7.

PERYTON

Cervus insolens

HABITAT

Cliffs, hills, foothills

RANGE

Southern and east-central Europe

RANGE



SIZE COMPARISON



PROTEAN

Entamoeba imitatrix

IDENTIFICATION

In its amorphous form, the protean is a mass aggregate of individual protozoan cells weighing between .5 and 125 kilograms. Its critical mass appears to lie between these extremes; at its smallest mass, the protean cannot simulate other critter forms, and its largest mass is too unstable to maintain any change of shape. Individual, nontransformed cells closely resemble the human dysentery bacterium *Entamoeba histolytica*, leading researchers to believe that *Entamoeba imitatrix* derives from this organism through an Awakening process that somehow incorporated the Boltzmann-Schneider virus into cellular organelles.

MAGIC CAPABILITY

Innate.

HABITS

The carnivorous protean hunts by concealing or disguising itself, luring its prey into range, then engulfing the victim, destroying the creature with powerful acidic secretions. The protean will not attack organisms smaller or larger than its own critical mass range. Like other bacteria, the protean remains constantly active in moist environments but moves considerably slower in dry surroundings. Because it suffers a mild intolerance for light, the protean prefers to move and hunt by night. Proteans reproduce by simple fission.

COMMENTARY

The protean exhibits two extraordinary abilities: it can sustain mass cohesion of far greater size than similar, primitive organisms such as slime molds, and it can imitate the outward form of other organisms. The protean can disguise itself as the creature that it most recently engulfed and ate, making it particularly dangerous.

Scientists believe both these unique features stem from the protean's Awakening through the Boltzmann-Schneider virus. Professor Andreas Szerinsky at Moscow University offers a radical interpretation of the effects of this virus, employing the theory of



metamorphogenetic fields. Professor Szerinsky hypothesizes that the virus-transformed organelles decode information from an engulfed organism's morphogenetic fields, those factors believed to determine cell differentiation. Szerinsky has demonstrated that electromagnetic field fluctuations disrupt the protean's transformation, suggesting that the electromagnetic field interacts with the protean's morphogenetic fields in a manner that blocks the protean's ability to duplicate the appearance of other creatures. These highly controversial results have yet to be duplicated. No other theory, at this point in time, can be agreed upon by the scientific community at large.

POWERS

Adaptive Coloration (Selective), Corrosive Secretions, Engulf.

Note: The protean can mimic the form and appearance of any creature it has engulfed and absorbed (for precise details, see **Game Information**, below), but not the creature's unique, individual features. Use the protean's Essence Rating as the target number for any Perception Tests the character makes to recognize that the "creature" he or she sees is not the real thing.

WEAKNESSES

Vulnerability (Alkaline chemical weapons, EM modulations, Hydrophobic substances, Fire).

>>>>>[What the rakkin' hell is this? Two hundred pounds of dysentery bacteria? I call that truly disgusting.]<<<<<

—Janie Jones (01:44:13/2-MAY-53)

>>>>>[It's disgusting, and dangerous. A real banging elf samurai and I strolled past one of these things once. It was standing in a field, munching grass like the harmless ol' cow it happened to look like at the time. Well, who suspects cows? My buddy Kandalifer walked over and patted it on the head, and just, well, disappeared into it. Its chest opened with this vile, squelching sound, and it sucked him right in. It took me a couple of seconds to pull my wits together, then I let off some armor-piercing shells into it. I might as well as have been tossing bananas at it. Bits of proto-cow flew off, squelched and slimed along the grass a bit then wobbled back to rejoin the cow, which had started to take on distinctly elven features. I finally managed to wraith it using some napalm I happened to have on me at the time. Napalm's one of the few ways of buffing these nasties. There wasn't much left of Kandalifer, but after some ultraexpensive clonework at a shadowclinic, well, he can still grin a bit from his wheelchair.]<<<<<

—Stormer (03:26:07/2-MAY-54)

>>>>>[Never take cows for granted. Especially if they wear dark shades and a trilby hat and pack an Uzi, y'know?]<<<<<

—Jubilator (03:41:43/2-MAY-54)

>>>>>[Very amusing, I'm sure. Some advice for going against a protean (because you'll need all the advice you can get): forget bullets and frag grenades. Sure, a frag grenade will blow it into lumps of gunk, but they clump back together again pretty easily. Try fire, ammonia, area-type stuff that burns, or dehydrates, or use alkalis. If someone gets engulfed, forget 'em. I'm sorry, but they're Elvis. Stormer's friend was unbelievably lucky to survive.]<<<<<

—Rabid (04:48:39/3-MAY-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Protean	†	3 x 2	†	—	0/2	2	4	2	Special

Powers: Adaptive Coloration (Selective), Corrosive Secretions, Engulf

Weaknesses: Vulnerability (Alkaline chemical weapons, EM modulations, Hydrophobic substances, Fire)

†Body Rating is 0 for proteans massing less than 10 kilos, 1 for 10–40 kilos, 2 for proteans massing 40+ kilos. Strength Rating is 0 for proteans massing less than 40 kilos, 1 for masses of greater weight. Engulfed individuals suffer damage per a Water engulf plus all the effects of corrosive secretions. Impact and projectile weapons do not affect the protean. At the gamemaster's discretion, massive, sustained automatic weapon attacks may blast the protean into numerous smaller masses which will attempt to reassemble. Use the protean's Quickness Rating to determine how quickly it reassembles. Effective antiprotean weapons include alkalis, fire, hydrophobic agents and dehydrating agents (for example, dumping a protean in a pit of quicklime).

Proteans can simulate the appearance of engulfed victims within a number of minutes equal to 60 divided by the protean's current Essence Rating. The protean adds half the mass of an engulfed creature to its own mass. If this added mass increases the protean's mass beyond 125 kilos, it splits into two equal-sized proteans.

Because the protean's mass can range from .5–125 kilos, the gamemaster should give the protean enough mass to engulf and simulate the appearance of any of the runners who might become its lunch. Yum, yum!

PROTEAN

Entamoeba imitatrix

HABITAT

Acidic lakes and rivers, marshes, swamps, any non-urban moist ground

RANGE

Throughout northern Europe

RANGE

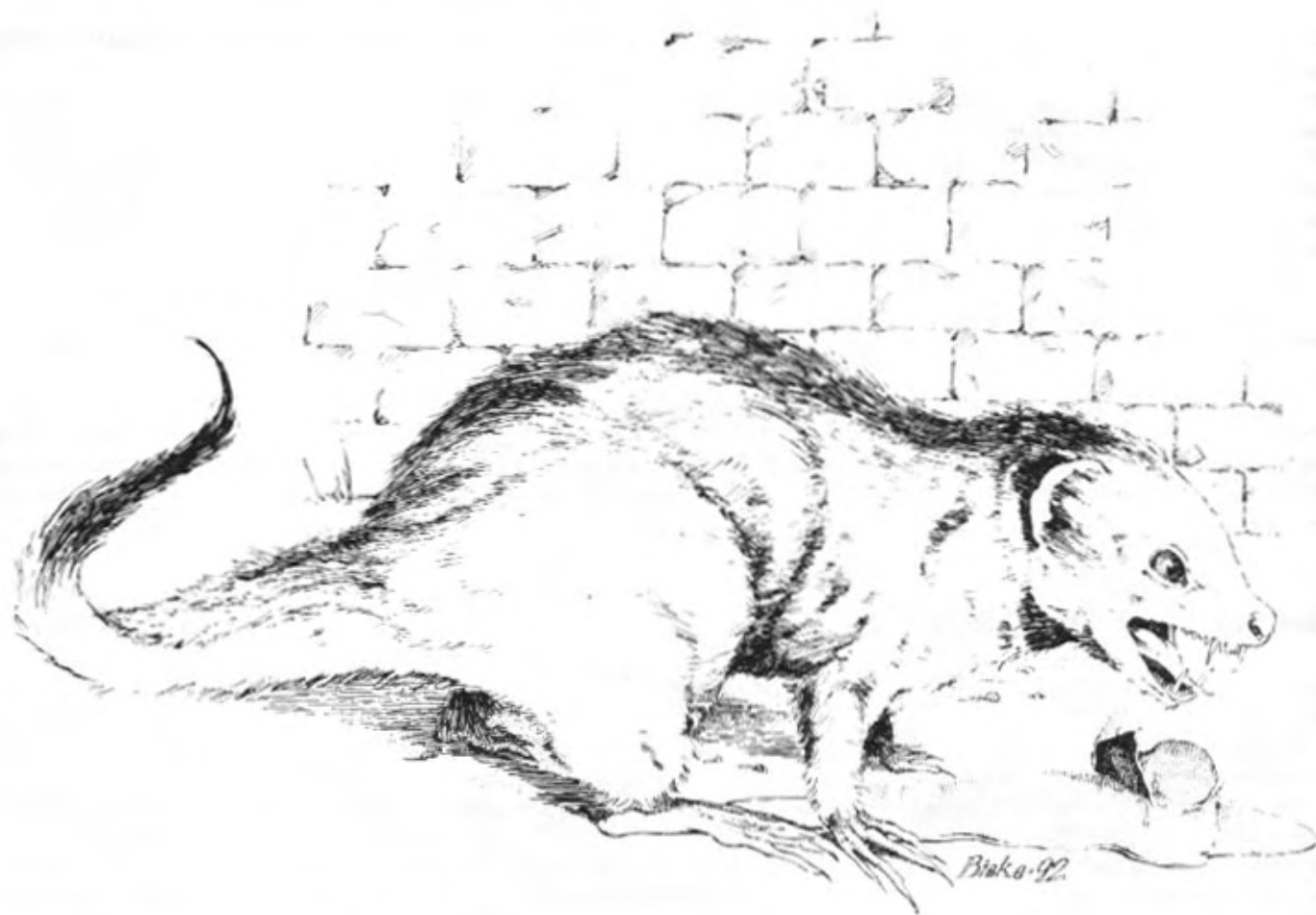


SIZE COMPARISON



QUICKSILVER MONGOOSE

Herpestes illustris



IDENTIFICATION

The quicksilver mongoose, a small, subtropical relative of European weasels and martens, measures 1.05 meters. Its slender, sinuous body, .7 meters of its total length, weighs 3.5 kilograms and is covered with gray-brown fur. The mongoose's black-tipped tail measures .35 meters. The quicksilver mongoose derives from the Egyptian mongoose *Herpestes ichneumon*, introduced to Spain and Portugal from Africa more than two centuries ago. In Africa, it ranges from Cape Horn to Egypt. Over the years, reverse migration has also established the quicksilver mongoose in northern African habitats.

MAGIC CAPABILITY

Innate.

HABITS

The carnivorous quicksilver mongoose hunts small mammals, lizards

and birds (and their eggs), and also eats beetles, centipedes, and worms. Its favorite meal is snake, and it goes to extraordinary lengths to seek them out, a food preference probably based on the quicksilver mongoose's metabolic requirement for snake venoms and hepatic secretions. Primarily a nocturnal hunter, it relies on speed and agility to capture its prey, employing its mesmeric talents only against snakes. Though usually solitary, the quicksilver mongoose sometimes forms small family groups, especially during the long breeding season, which lasts from February through September. Females bear litters of two to five live young that mature in four months.

COMMENTARY

The perfume industry pays a high premium for the civet that the quicksilver mongoose secretes in its scent glands. Commercial quicksilver mongoose farms exist in many European countries, but

their nutritional requirement of rare trace metabolites makes the animals expensive to rear. Unlike minks and weasels, the quicksilver mongoose does not spray unpleasant secretions in self-defense.

POWERS

Accident (Zone), Enhanced Movement, Hypnotic Dance (treat as the Hypnotic Song power in game terms [except for range], effective against snakes and normal animals less than 1 meter long, excluding tail), Immunity to Poisons (wholly immune to snake venoms—see **Weaknesses**, below).

WEAKNESSES

Dietary Requirement (Snakes: Venom and Hepatic Enzymes)

- >>>>[The really funny thing is, if you mention a quicksilver mongoose to a wizworm, you know, those dragons get kind of jittery. Heh, heh.]<<<<
—Stormer (00:25:47/4-MAY-53)
- >>>>[What? You're kidding. You got to be.]<<<<
—Dodo (00:32:55/4-MAY-53)
- >>>>[They get jittery and then they rip your head off.]<<<<
—Callistra (01:27:03/4-MAY-53)
- >>>>[I can't say how they affect dragons, but these little chummers make chilly hunters. You won't find any cat that hunts mice and rats better than a quicksilver, and if your family lives in the slumspraws of Málaga or Seville, that's ultraimportant, because those rat bites give the kids and quealers really evil diseases, right? So you keep a quicksilver in the doss, and if you're lucky it's a female and she'll have young, and you can sell them for a little profit on the side. They are easy to train and clean around the house, really fastidious little critters. They love pretty things, they'll look at themselves in a mirror and skip and dance. I've seen a quicksilver do a pirouette when someone tied a red ribbon to his collar—he was so proud of it, he went around the neighborhood with his tail held up as proudly as any tomcat with bragging rights. I've got a soft spot for these little guys.]<<<<
—Manuel (01:44:09/4-MAY-53)
- >>>>[Back one against a devil rat any day, term. I saw a quicksilver polishing off one of those evil rakkers when I made the mistake of going to Marbella on holiday a couple of years back. Danced rings round the rat, confused it hopelessly, then darted in and bit its throat clean through. Lovely to see.]<<<<
—Slicker (02:39:07/4-MAY-53)
- >>>>[Yeah, well, they can be moody little rakkers, too. They just might bite through your thumb for practice if you try to stroke them like the Spanish do.]<<<<
—Timora T (03:29:39/4-MAY-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Quicksilver Mongoose	1	7 x 4	1	—	2/5	3	6	5**	3L, -1 Reach

Powers: Accident (Zone), Enhanced Movement, Hypnotic Dance (treat as the Hypnotic Song power in game terms [except for range], effective against snakes and other creatures less than 1 meter long, excluding tail), Immunity to Poisons (wholly immune to snake venoms—see **Weaknesses**, below).

Weaknesses: Dietary Requirement (Snakes: Venom and Hepatic Enzymes)

Note: Increase the Damage Code for the attack to 5D if the target is a snake that the mongoose has successfully hypnotized using its Hypnotic Dance power. Increase the Damage Code to 6S against any other hypnotized target. **3D6 Initiative dice.

QUICKSILVER MONGOOSE

Herpestes illustris

HABITAT

Scrub and open woodland

RANGE

Spain, Portugal, southern France, Sicily, Sardinia, southern Italy

RANGE



SIZE COMPARISON



IDENTIFICATION

The goatlike satyr stands 1.1 meters tall, measures 1.5 meters from snout to tail, and weighs up to 55 kilos. The animal's wiry hair varies in color from piebald to dark brown. Both sexes have short tails and shaggy hair around the loins, and males also possess a short "beard" and mane of chest fur. Both sexes grow short, hollow horns (averaging 8–11 centimeters) just in front of their pointed ears. The satyr has strong hind legs, and all four limbs end in four-toed hooves, though the forefeet are generally less hardened than the rear. The preAwakened species *Capra aegagrus*, the wild goat, bears the closest resemblance to the satyr.

MAGIC CAPABILITY

Innate.

HABITS

Peaceful herbivores by nature, satyrs consume olives, fruits, tubers, saplings, the bark of young trees, and a variety of grasses and flowering plants. Photographs show them sipping nectar from flowers and regurgitating the liquid into small, hollow rocks or similar structures in cool locations, sometimes also squashing fruits into the receptacle. An enzyme found in satyr saliva ferments the results, which the animal consumes a few days after making it. Satyrs show great fondness for this alcoholic brew.

Satyrs live either alone or in leaderless groups of 5–12 individuals. Sexually active year-round, the satyr maintains no discernible breeding season, though the female hormonal cycle inhibits pregnancy while the young suckle (generally until midwinter) and for some months after weaning. Females bear 1–2 live young, usually in the early summer months.

Perfectly adapted to their hilly, rocky habitats, satyrs are expert climbers. They can clamber up almost-sheer rock faces, using their powerful rear legs as anchors and the front limbs to grasp and pull their bodies upward. Numerous recordings also exist of satyrs both standing and walking for short distances in an erect or semierect posture.



COMMENTARY

Satyrs employ a range of simple whistles to warn fellow satyrs of danger, pollution, and other hazards. Unable to tolerate most pollutants, the satyr is relatively rare.

POWERS

Accident (Zone x 2), Concealment (Personal), Enhanced Reactions (three times per day, for [Essence]D6 turns).

Notes: Satyrs show extreme

sensitivity to water pollutants. When a satyr makes a Perception Test to detect such pollutants, reduce all target numbers by 2, using the satyr's Essence Rating rather than its Intelligence to make the test. Because satyrs excel at climbing, reduce all target numbers by 2 for all tests for climbing movements.

WEAKNESSES

Vulnerability (Poisons).

>>>>>[Well, thanks for the plazzy info on whistling and drinking. Let's hear about what satyrs are really famous for—how come there aren't huge herds of them gamboling about the countryside?]<<<<<<

—Janie Jones (02:16:29/18-MAY-53)

>>>>>[Flocks, my dear, flocks. Their well-known sensitivity to pollutants restricts their range to the highest hills of southern Europe, where the few springs and pools exist that are free from the bubbling brews of PCBs, dioxin, benzene, toluene, and all those other ace things you get used to in your tap water. So even though they love to rub, to put it somewhat inelegantly, they wisely control their own population. (And if a young Greek girl is viewed as somewhat overfeisty, the locals simply say she needs a satyr for a husband.)]<<<<<<

—Roberto L (11:14:21/18-MAY-53)

>>>>>[Sexist drek.]<<<<<<

—Rachschtig (13:19:51/18-MAY-53)

>>>>>[Personally, I owe a debt to the satyrs. I got fragged real bad a couple of years back when some corps decided I was checking out their establishment north of Larisa a little too closely. I lost their goons on my tail, but I knew the infernal heat would box me. I happened to see a satyr moving away from a cave he'd come out of, and so I dragged myself into its shade. That cave hid a pool of cool, pure water that kept me alive until my friends picked me up a couple of days later. If that water had been filled with drek, it would probably have finished me off. So I'll drink a glass of fermented fruit juice to the satyr any day.]<<<<<<

—Stormer (02:41:44/19-MAY-53)

>>>>>[Well, if you really want to go back and say thanks, take some bananas. They really like them, strangely enough, since the banana is hardly indigenous to Greece.]<<<<<<

—Roberto L (13:21:07/19-MAY-53)

>>>>>[Frag all this. I really enjoy a good satyr kebab in hot, crusty pita bread with fresh olives and a liter plastic mug of that retsina drek. Heh heh. Only kidding. Honest.]<<<<<<

—Rabid (04:01:14/20-MAY-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Satyr	2	4 x 5	2	—	2/4	3	6	3	5L

Powers: Accident (Zone x 2), Concealment (Personal), Enhanced Reactions (three times per day, for [Essence]D6 turns)

Weaknesses: Vulnerability (Poisons)

Notes: Satyrs show extreme sensitivity to water pollutants. When a satyr makes a Perception Test to detect such pollutants, reduce all target numbers by 2, using the satyr's Essence Rating rather than its Intelligence to make the test. Because satyrs excel at climbing, reduce all target numbers by 2 for all tests for climbing movements.

SATYR

Capra satyrus

HABITAT

Rocky hills and foothills

RANGE

Greece, southern fringes of
Balkan states

RANGE



SIZE COMPARISON



SCINTILLANT ALBATROSS

Diomedea scintillans

IDENTIFICATION

The adult scintillant albatross, a huge, web-footed sea bird, has an average wingspan of 7.4 meters and weighs 25 kilograms. Its white feathers often shade into gray at the wing tips, and gray feathers surround its gray-brown beak. The male scintillant's appearance changes for 2-5 days around the spring equinox, when the white plumage on its back and wings transforms into rainbow colors. Though the bird flies relatively slowly using rising currents of warm air, it embodies majesty and grace in flight.

Though widely believed to be an Awakened form of the common wandering albatross *Diomedea exulans*, a minority among zoologists links the scintillant albatross with *Phoenix aureus*, based on the male scintillant's behavior during the equinox.

MAGIC CAPABILITY

Innate.

HABITS

A migratory bird, the scintillant albatross travels across the entire northern hemisphere, breeding in the late spring in the Shetland and Orkney islands off Scotland and in Norway and the Faroe Islands. It feeds voraciously during the breeding season on fish that it scoops from the ocean, but during autumn and winter the albatross may fly for weeks on end without stopping to feed. The bird only shows aggression when attacked at its nesting sites. The males also turn vicious during mating season, which takes place during the vernal equinox. The scintillant albatross generally flies solo over long distances, but settles into semisocial breeding colonies of up to 100 birds, which they share with other species such as gannets and many types of gull.

COMMENTARY

Documentation proves that the scintillant albatross wields slight mind-affecting abilities, but the male bird's transformation and behavior at the spring equinox remains a great mystery. During the short mating season, males breathe flame, practically shrouding themselves



in it while soaring above the Baltic waves in displays put on to attract females: the females select their mates from a safe distance. Once the female chooses a male, the male reverts to its normal form and behavior patterns and the pair flies north to breed, often accompanied by small flocks of gulls and other sea birds.

The scintillant albatross generally avoids conflict by using its innate emotion-affecting powers. The only recorded exceptions to this rule invariably take place at the equinox, when males make unprovoked attacks on sailors and sea creatures who venture too close to their temporary territory. Observers have also documented rare instances in which a male not selected as a mate flies inland and attacks creatures at random until it is itself killed or dies of exhaustion.

POWERS

Animal Control (Sea Birds), Empathy (LOS), Enhanced Senses (Low-Light Vision), Influence (LOS). For 2-5 days at the equinox, males possess the powers of Flame Projection and Immunity to Fire, and a form of Blindness power if observed from within 270 meters, or 1,350 meters in bright light. The scintillating feathers cause temporary blindness. Cybereyes equipped with flare compensation are not affected.

WEAKNESSES

Dietary Requirement (Sea Fish).

>>>>>[The real mystery of these majestic birds is their relationship with the meistersingers, those rakkin' great whales that sing their heads off at the equinox. The albatrosses and whales congregate and the males of the two species sing together. Really, they do. Can't see how they manage to synchronize their songs unless the albies stick their heads under water for twenty minutes at a time to listen in on their big chummers, but sound analysis of recordings leaves no doubt that they do sing together.]<<<<<<

—Linnaeus II (13:32:16/20-MAY-53)

>>>>>[The two species also share simpler relationships. When the meistersingers go bubble-netting, the albatrosses dive for the stunned fish the whales leave behind, taking the crumbs from the whales' table. So to speak.]<<<<<<

—Wolfgang K (11:43:50/21-MAY-53)

>>>>>[Their partnership is far more complex than either of the two previous entries suggests. Studies of the albatross's circumnavigational patterns reveal that each male's lifetime flight pattern forms a geometric pattern astonishingly similar to the Mesocosmus mandala of Petraean alchemy. In this occult regard, the bird's flight shows a metasyntactic isomorphism with the meistersinger's (1.4 Mp deleted by sysop).]<<<<<<

—Dr. Martin Wahnsinnige (19:18:32/22-MAY-53)

>>>>>[Sorry about that. Can you academic folks please keep it down to language that can be spoken without pausing for breath in midword? I mean, we don't want to patronize all the intellectuals reading our board, but "metasyntactic isomorphism," please!]<<<<<<

—Juggler (02:25:21/23-MAY-53)

>>>>>[Erm, excuse me, but I thought albatrosses were southern-hemisphere critters?]<<<<<<

—Dodo (04:11:41/23-MAY-53)

>>>>>[Perfectly natural mistake, Dodo (for once). Actually, albatrosses have been reported around the North Sea for at least 200 years. One lived in a gannet colony in the Faroes for 30 years in the late 19th century—until some rakkin' berk shot it.]<<<<<<

—Wolfgang K (20:16:19/24-MAY-53)

>>>>>[A firsthand-experience note about the males posing a danger during the equinox: keep your distance. That means about a mile between you and them; any closer, if you look at the fraggin' things you go blind. They dazzle you with their brilliant plumage, then dive right down and flame you. We were just quietly freetrading some powdered stuff into Copenhagen and this huge rogue male swooped across the deck and immolated two of the crewmen. When we fished them out of the Baltic, they were carbon. These birds usually radiate a kind of peaceful, what-me-worry feeling, which probably keeps seamen leery of killing them. But come springtime, hell, nuke the nasties!]<<<<<<

—Captain Pugh (15:27:32/26-MAY-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Scintillant Albatross	3	4 x 3	3	—	2/4	3	6	3	5L

Powers: Animal Control (Sea Birds), Empathy (LOS), Enhanced Senses (Low-Light Vision), Influence (LOS). For 2–5 days at the equinox, males possess the powers of flame projection and immunity to fire, and a form of blindness power if observed from within 270 meters, or 1,350 meters in bright light. The scintillating feathers cause temporary blindness. Cybereyes equipped with flare compensation are not affected.

Weaknesses: Dietary Requirement (Sea Fish)

Notes: Quickness multiplier for flying is 5.

SCINTILLANT ALBATROSS

Diomedea scintillans

HABITAT

Oceans and seashore cliffs

RANGE

Flies throughout western and southern Europe, breeds in Scotland and Norway

RANGE



SIZE COMPARISON



SCORPYRINE

Euscorpis igneus

IDENTIFICATION

The scorpyrine is an arachnid averaging 40 centimeters long and .5 kilograms in weight. Its segmented body boasts a powerful pair of claws similar in function and location to those of a lobster. The thorax is divided into four segments, each bearing a pair of walking legs. The abdomen has six segments and tapers to a single sharp, curved stinger equipped with two large, internal venom glands and ending in a small opening. Chitinous plates protect the animal's back and claws. The scorpyrine is black, with brown-green walking legs. It is an Awakened species derived from the common small European scorpion *Euscorpis flavicaudus*.

MAGIC CAPABILITY

Innate.

HABITS

The scorpyrine is a nocturnal carnivore, hunting and eating insects, worms, spiders, and occasionally small birds and mammals such as mice, shrews, and voles. It usually kills its prey with its claws, reserving its sting for when the victim struggles too long, or if the prey outweighs the scorpyrine. If provoked to an attack by humans or metahumans, the creature anchors itself to its target with its claws and stings the victim at once.

Scorpyrines live as solitary, nonterritorial creatures. They observe no single breeding season and communicate by stridulation, rubbing the bases of their claws against their walking legs to generate a low buzzing sound. Both genders use this form of communication to attract mates, and males alter the sounds they make to frighten intruders and warn off other males seeking mates.

A scorpyrine on the defensive holds its claws low and in front of its head. In its attack posture, the scorpyrine holds its claws up and opens them wide.

Scorpyrines require very little water, and can tolerate high-saline environments and extreme temperatures. Records indicate that these creatures have been observed hunting in volcanic ashes and similar hostile terrains. Despite persistent folk rumors to the



contrary, no reliable documentation credits the scorpyrine with breathing fire or using fire as a weapon in any manner.

COMMENTARY

Much larger than any other European scorpion, scorpyrines account for as many deaths in Europe as do snake bites. However, because of their nonaggressive nature, they do not pose a significant danger to human- or metahumankind. Their venom is highly acidic, and wounds from their sting develop tissue necrosis

very rapidly unless treated. The scorpyrine tolerates high pollution levels and may develop venom rich in toxins, which creates an additional danger.

POWERS

Immunity to Fire, Venom.

WEAKNESSES

None.

>>>>>[Not a significant danger to man, huh? You can tell this chummer's never been stung by one. When these fraggers feel threatened by something human-size, they skip the threat displays and sting straight away, robbing you of the few seconds in which you could have blown them to buggery. They usually grab for an arm or leg with their claws, hang on for dear life, and whack that little stinger right in. If they hit you in the leg, for example, it swells up like a zeppelin inside three minutes, and the toxins hit the cardiovascular and respiratory systems at about the same time. Victims usually die within five minutes of an attack. Scorpyrines may or may not be aggressive, but startle one and it geeks you first, then asks questions later.]<<<<<<

—Roberto L (21:22:09/28-MAY-53)

>>>>>[Always the best policy.]<<<<<<

—Rabid (02:06:41/29-MAY-53)

>>>>>[Scorpyrines are popular in corporate zones, as you might expect. Because they don't mind heat or pollution, they make ideal guards. The corporators even found a way to make them attack-ready: rub a little alkaline drek on their tails. Makes them crazy as hell, and in just the mood to sting anything that moves. So out goes the Poison Shift (as the executives fondly refer to their survival-suited goons) first thing in the morning to spray a little squirt of quicklime on 'em and get those scorpyrines in the right frame of mind to handle any runners coming through the wire. Handy little critters.]<<<<<<

—Stormer (03:11:51/29-MAY-53)

>>>>>[And researchers can train these nasties with chemical triggers of a subtler kind. They use behavioral conditioning to get the scorpyrine into an aggressive rearing posture on cue, and from that position the critters forget the claws-first approach and go for the sting. This way, the company doesn't have to send the muscle out at all. Not that the company cares about a dead goon or two, it's just cheaper than survival suits and insurance premiums.]<<<<<<

—Skinner (11:18:17/30-MAY-53)

>>>>>[And I thought I only had to worry about this thing in the African deserts and places like that.]<<<<<<

—Dodo (14:11:32/30-MAY-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks§
Scorpyrine	2/1	5 x 2	1	—	1/4	2	6	3	4L, -1 Reach

Powers: Immunity to Fire, Venom

Weaknesses: None

§The scorpyrine makes two attacks on one target per Complex Action: one with claws (Damage Code 4L) and one with stinger (Damage Code 5S). Gamemasters may increase the stinger Damage Code to 7S or higher, or to 4D, if the runners encounter the scorpyrine in a toxic domain. Toxic substances increase the lethality of its natural venom. (The gamemaster should be willing to make the scorpyrine more dangerous, rather than less.) If the claw attack inflicts damage, the victim must make a Quickness (4) Test. If the victim fails to roll any successes, the scorpyrine grabs hold of the victim with one of its claws. It can then attack with its second claw and its stinger. In this situation, increase the Damage Codes for these attacks to 5L for claw and 6S or higher for stinger.

SCORPYRINE

Euscorpis Igneus

HABITAT

Wide range (prefers rocks, stones, brick walls, buildings)

RANGE

Southern Europe, occasional appearances in northern European port towns and cities

RANGE



SIZE COMPARISON



SPITTING PIKE

Esox sputare

IDENTIFICATION

A freshwater fish, the spitting pike belongs to the Salmonidae family. The fish continues to grow throughout its life, a 5-year-old pike averaging 1 meter in length and a 15-year-old specimen averaging 2.5 meters. The largest specimen caught to date measured 3.71 meters. The spitting pike has a powerfully muscled body and a large mouth containing 28 small teeth in the upper jaw and 18 much larger teeth in the lower jaw. Complex eyes allow the fish to accurately estimate distances, which explains the animal's great accuracy in spitting its acidic saliva, supplied by overdeveloped salivary glands set immediately in front of the gills. A single large dorsal fin grows close to the powerful forked tail, both covered with dingy green or green-brown scales, and the pike's underside is yellow-green mottled by brown. Researchers classify the spitting pike as an Awakened species deriving from the common pike *Esox lucius*.

MAGIC CAPABILITY

Innate.

HABITS

A voracious carnivore, the spitting pike feeds primarily on other fish and water birds found in and near its habitat. The pike lies close to the surface of the water and uses its spittle attack to assault water birds and small mammals, including water rats and rabbits. The spitting pike greedily attacks and kills far more prey than it requires for sustenance, and even when sated appears to find amusement in rending and tearing prey.

Spitting pike are solitary and highly territorial creatures. The fish fight whenever two meet, and observers report cannibalism among the species. Males and females do not mate. The males deposit sperm in running water to fertilize females in adjoining areas of lakes or rivers. The spitting pike is active mostly at night, but hunts when hungry. While the pike typically attacks small prey, many documents record instances of the pike waiting for human and metahuman victims to approach the water, blinding and disorienting the



victim with the spitting attack so that he or she stumbles into the water, and administering a vicious bite to a vital spot.

COMMENTARY

Their size and great strength make spitting pike the ultimate freshwater game fish. Anglers pitting their skills against these wily creatures commonly arm themselves with safety goggles and body armor, and use heavy tackle suitable for shark or tarpon fishing.

POWERS

Corrosive Saliva, Engulf, Enhanced Physical Attributes (Strength, once per day, for [Essence]3D6 turns), Enhanced Senses (Depth Perception). See **Game Information** for additional information.

WEAKNESSES

None.

>>>>>[Can we talk? In my time, I've scragged dzoo-noo-qua, troll samurai with assault cannon and more personal enhancement technology than meat, mages with serious attitude problems and heads full of hermetic power, and one of those cuddly behemoth critters. But when I hooked a lineful of spitting pike from a flat-bottomed punt in the East Anglian Stinkfens in merry old England, I learned what endurance and strength really meant. Caught the fragger on a steel hawser cable equipped with an autowinch (in case I got into real trouble), used a three-kilo devil rat as bait and a four-pronged hook the size of a troll's rear end, and off we went. This fragger pulled us around rotting trees, rusting chemical dumps, and through oil slicks as thick and slimy as a congressman, like the boat was nothing but balsa wood. (Come to think of it, it wasn't much more than that.) After an hour and a quarter of trying to reel it in, I felt like my arms were getting ripped right out of their sockets. I took stimshots to keep me going, a few localized adrenaline shots in my arms, and mainlined some fast-release glycogen. I figured the winch was a waste of time: I was strapped in so tight the fish would just pull me under along with the boat if I used it, so on we went into the late afternoon and toward dusk. I lost twelve pounds that day, and my Brit friend spent his time throwing buckets of water over me, finally slapping a cardio-respiratory monitor on my chest toward the end. He kept the stimpatches going into the early night, too. The fragger that broke surface was four meters if it was an inch, and it rose out of the water right in front of the prow of the boat like the devil himself rising up out of hell. For one frozen second, it was poised motionless in midair, looking right into my eyes. Everything went into slow motion: it opened its mouth, showing teeth like razors, and this huge gob of spittle kind of ballooned out just as the autofire cuing on my cybergun kicked in. I passed out when the spit hit me; the Brit told me the pike just spat out the hook, thrashed its tail, and headed off toward Norfolk, wherever that is. The plastic surgery and cyber repair took care of the facial damage, but one day I'm going back there to get that fish from hell. I ain't gonna die until I get it.]<<<<<<<

—Rabid (02:16:37/31-MAY-53)

>>>>>[That is the ultimate One-That-Got-Away story. Think we'll close the file there, no one can follow that.]<<<<<<<<

—Juggler (01:41:17/6-JUN-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Spitting Pike	†	5 x 5	†	—	1/4	5	6	4*	4M-8M

Powers: Corrosive Saliva, Engulf, Enhanced Physical Attributes (Strength, once per day, for [Essence]3D6 turns), Enhanced Senses (Depth Perception). The pike can spit corrosive saliva up to a range of (Essence) x 2 meters. Have the victim make a Quickness Test using the Essence Rating of the spitting pike as the target number (use a target number of [Essence + 1] if the range to target is less than the pike's Essence in meters) to evade the spittle. The victim may roll normally to resist damage from the spit (see description of Corrosive Saliva power, p. 129; Damage Code shown above applies to the bite). The Engulf power can only be used against victims already affected by the Corrosive Saliva power.

Weaknesses: None

Notes: *2D6 Initiative dice.

†Body and Strength Attribute values depend on body length, as does the Damage Code for the bite attack. Consult the following table. Gamemasters should use the largest spitting pike appropriate for an encounter.

Length (in meters)	Body	Strength	Length (in meters)	Damage Code
0 - 1	1	1	0 - 2	4M
1 - 2	2	2	2.01 - 3	5M
2 - 3	4	3	3.01 - 4	6M
per .5 greater than 3	+1 to a maximum of 7	+1 to a maximum of 6	4. 01	+8M

SPITTING PIKE

Esox sputare

HABITAT

Freshwater lakes, rivers

RANGE

Europe

RANGE



SIZE COMPARISON





IDENTIFICATION

Virtually no documentation exists to either confirm or deny this creature's existence and characteristics; only three reports are accepted as reliable. These reports all describe the following observations. The sprite appears to measure roughly .5 meters in length and be of a weight proportional to that size. They appear humanoid with both male and female external physical characteristics. They fly using paired translucent, iridescent wings attached to the back, and both brown- and green-skinned specimens have been observed.

Additional information is not available, as all documented observations were made at a distance. Two of the three observers reported that the specimens appeared to be wearing clothing or something serving the same function.

MAGIC CAPABILITY

Theorized to be innate.

HABITS

Because all observed specimens appeared in captivity, no information is available on their natural habits. Evidence points to the sprites' use of primitive tools, basic social interaction, and male-female pairing. The presence or absence of clothing cannot be positively determined at this time.

COMMENTARY

Researchers remain divided on the proper classification of the sprite, the known facts easily falling into the parameters provided to determine standard parabiologicals, spirits, and the so-called "faerie creatures." Specific

classification must wait for further study.

All experts interested in this phenomenon note the apparent similarity between these creatures and the traditional "faeries," "pixies," and "sprites" of European mythology. Whether this provides a significant clue to their classification remains to be seen.

POWERS

Concealment (Personal).

WEAKNESSES

None.

>>>>>[Oh please. Like we're supposed to believe this. Spencer obviously has his doubts, considering the incredible lack of information in the file. Undocumented? No fraggin' kidding. Rumored is more like it.]<<<<<<
 —Sceptic (15:29:20/28-MAY-53)

>>>>>[Believe what you like, dear girl. I can attest to Spencer's limited information: I'm one of his reliable sources. Don't bother running my ID stamp: you'll get nowhere. I saw three of these creatures, one male and two females, in the home of a very well-known Tir Nan Og noble, whose name I shall not divulge. That they were being held captive, I have no doubt. That they were sentient and aware of their plight, of that I also have no doubt. I was attending one of this lord's periodic excursions into mass debauchery when, at the peak of the evening, he took me upstairs to show me his "prizes"—from a distance. Now, I admit to being a mage of no small power. When I gazed upon the poor creatures with astral sight, I could clearly see that they were living beings and not illusions. My host laughed and joked that the three were more priceless than True Fire these days (the capitals are mine based on his emphasis). I understood little of what he meant due to my own condition at the time. In fact, it was not until much later that I recognized the implications of what I'd seen.]<<<<<<
 —Royal Guest (05:32:48/29-MAY-53)

>>>>>[Oh yeah—like we should listen to you. Your "condition," you say? Drunk or drugged, I wonder?]<<<<<<
 —Sceptic (16:08:09/29-MAY-53)

>>>>>[Actually, I happen to know "Royal Guest," and I also know one other person who has seen these creatures, at a different location than Guest. It would seem our unnamed noble's prize isn't as unique as he believed.]<<<<<<
 —Juggler (01:59:51/6-JUN-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Sprite	2	10 x 1	1	3	4/4	4	6	7*	1M

Powers: Concealment (Personal)

Weaknesses: None

Notes: *2D6 Initiative dice. The Quickness multiplier for flying is 5.

SPRITE

No accepted taxonomy

HABITAT

Insufficient data

RANGE

Tir Nan Og

RANGE



SIZE COMPARISON



STONE TOAD

Bombina invisus



IDENTIFICATION

The stone toad is a squat, tail-less amphibian with an average body length of 30 centimeters and weighing approximately 3 kilograms. A flat back and rougher skin, and its relatively short legs (both front and hind legs average 8–11 centimeters), distinguish it from frogs. The back and upper legs are green-brown, offset by yellow-green elsewhere. The sebaceous nodules that secrete the dangerous chemicals characteristic of the stone toad appear on the backs of mature adults. Round eyes feature triangular pupils, and the nasal septum retains heavy deposits of iron salt. The 6–8-centimeter tongue is considered short for the genus. Parabiologists regard the animal as a close relative of the yellow-bellied toad, *Bombina variegata*, though genetic studies show close overlap between this species and a wide range of European toads.

MAGIC CAPABILITY

None.

HABITS

The stone toad lives principally on a diet of insects and small invertebrates,

and so is considered carnivorous. Active during the early spring through autumn, the exact length of its active season depends on the local temperature. During its active season, the toad moves about both by day and, to a lesser degree, by night. In winter months, the animal hibernates by digging down below the surface of muddy earth. Most stone toads winter below the surface of ponds or marshes, but any moderately damp terrain is acceptable.

The stone toad lives alone, but has no territorial instincts. They never appear in groups, but may be a common sight in favorable habitats. The stone toad breeds in spring, and after mating the male carries the tadpoles, an unusual behavioral pattern for toads. The stone toad dwells primarily on land, and the tadpoles stick to the male's back, gathering sufficient moisture from dew and occasional dips into water. At the appropriate time, the male enters a pool or stream and the tadpoles swim off to their fate.

Because the stone toad is poisonous, its only natural predators are snakes tolerant of its venom. The stone toad generally shows no aggression, but responds swiftly to threat or when startled

by exuding corrosive secretions from the nodules on its back. These secretions are harmful to man.

COMMENTARY

Humans and metahumans hunt the stone toad for two reasons. Some magicians hunt the animal for the reputed value of its "stone" (the ferric septal bone of the skull) in enchanting operations. Hermetic lore insists that only the stones from wild stone toads serve this purpose, and that domestic or reared specimens are of no use for enchanting. Other misguided individuals hunt the toad for its skin secretions (deriving from the parotid salivary gland), which they use as an intoxicant. For these reasons, the stone toad is rare outside of protected habitats.

POWERS

Corrosive Secretions (see **Game Information**, p. 97).

WEAKNESSES

None.

>>>>>[This is your life if you're a stone toad. You sit happily under a rock thinking about that spawning drek until some demented magician comes along assenting for your frontal lobes to use in his experiments. Well, as near as makes no difference. And if he somehow misses you, a bunch of whizzed-out mellowheads will come along to tickle you under the chin to get a cheap hit off that bufotenin, 'cause they're too poor to pay for BTLs and they like their highs strictly organic. Y'know, stone toads may look disgusting, but you have to feel sorry for these chummers.]<<<<<<
—Antifreak (00:00:01/1-JUN-53)

>>>>>[Be wary of these critters. They tend to overreact when startled: they can't leap away like frogs, so they're very alert to danger. Just a brush of exposed skin against a frightened stone toad can be enough.]<<<<<<
—Greg Mendel (09:12:43/1-JUN-53)

>>>>>[Man-Who-Walks-With-Toads says, "Lick the critter, see nirvana."]<<<<<<
—Jubilator (02:51:11/2-JUN-53)

>>>>>[Please, people, let's keep this serious!]<<<<<<
—Juggler (02:57:56/2-JUN-53)

>>>>>[The skin chemistry of these animals is interesting. If startled, they produce acidic, corrosive secretions which are dangerous to man and most predators. On the other hand, if they are relaxed and well fed, gentle tactile stimulation elicits the sebaceous-gland secretion of a bufotenin-related complex, which can act as a hallucinogen. Test your toad with a muscle-activation meter before you contemplate anything silly.]<<<<<<
—Maskalyne (11:11:41/2-JUN-53)

>>>>>[The stone toad possesses an unawakened magical capability centered in that forebrain bone. Any magician worthy of the name should reconsider extracting this, because doing so destroys a potential we have yet to understand.]<<<<<<
—Shambanara (01:51:32/3-JUN-53)

>>>>>[Oh yeah? Do the toads also have a latent understanding of the Deep Mystery of it all, pixie-ears? All I know is, I can sell 'em to people like you for four thousand nuyen a pop.]<<<<<<
—Entrepreneur (03:41:22/3-JUN-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Stone Toad	1	3 x 2	0	—	1/4	2	(6)	4	1L, -1 Reach

Powers: Corrosive Secretions. If the stone toad is startled or threatened, use the rules for this power described on p. 129. The secretions also contain a hallucinogen. Make a Body Test using the stone toad's Essence as a target number to resist the effects of this chemical. If the target fails to roll any successes, he or she is affected per the Illusion power for a number of hours equal to the toad's Essence and must modify all target numbers by +2 during this time. The affected victim's mind generates illusions reflecting his or her thoughts and anxieties immediately before being affected by the hallucinogen (gamemaster's choice). If the animal is not threatened, a player character may gently stroke its skin to produce the hallucinogen alone.

Weaknesses: None

Notes: The bony deposit in the front skull of the stone toad can be used as the equivalent of one mineral unit in enchanting operations (see p. 21, *Grimoire II*), and reduces one target number (magician's choice) by 1 during the enchanting operation. Anyone stupid enough to eat a stone toad suffers internal damage from toxins of 8S. Quickness multiplier for swimming is 3.

STONE TOAD

Bombina invisus

HABITAT

Varied, but always moist terrain

RANGE

Throughout Europe, except for very hot/dry countries

RANGE



SIZE COMPARISON



STORM DOLPHIN

Delphinus periculosis



IDENTIFICATION

The storm dolphin is an aquatic mammal averaging 2.8 meters in length and weighing 60 kilograms. The mammal's streamlined body has the flippers that commonly replace front limbs in this genus, and has vestigial hind limbs. The storm dolphin's narrow "beak" (15-18 centimeters) is separated from the forehead by a distinct groove. Blue-black on its upper body, the storm dolphin shows lighter blue and gray dappling on its dorsal surface. Its flippers are gray streaked with black. The storm dolphin's teeth are simple and small, numbering 46 on both the upper and lower jaw. This Awakened species derives from the common dolphin *Delphinus delphis*.

MAGIC CAPABILITY

Innate.

HABITS

The storm dolphin feeds carnivorously on fish, small squid, and a variety of crustaceans. This social animal lives in extended family groups of 6-20, active mostly during the day. The creatures breed during spring to early summer, and females give birth to a

single live offspring. The species suffers a low fertility rate, often giving stillbirth or spontaneously aborting unviable mutations.

Storm dolphins always behave hostilely toward humans and metahumans. They use their powers to attack (meta)humans on small vessels, shipwreck survivors, and victims of air crashes. Two well-documented instances report large groups of these mammals attacking oil-rig installations in the Irish and North seas, demonstrating considerable cunning and intelligence by using feints and decoys to distract attention away from the bulk of the attacking force. They also use their weather-affecting powers to reduce their targets' visibility and their formidable powers of electrical and biomagnetic manipulation to affect navigational instruments.

Although storm dolphins communicate with a sophisticated system of vocalizations, their communication does not meet the current criteria for a true language.

Some controversy over the definition of language, however, remains, and proponents on the fringes of parabiology continue to make attempts at communication.

COMMENTARY

Some experts suggest that the storm dolphins' hostility toward humanity represents a sentient species' revenge for the massive pollution inflicted on its habitat. Hermetic and astral research supports this theory as the most likely explanation of the animal's unrelenting pursuit to do harm to humankind. On the other hand, the repeated failure of determined attempts at communication by humanity suggests that the species lacks sentience. The full ramifications of this politically contentious subject receive a fair, learned discussion in Professor Jeffrey Landauer's volume, *Homicidal Cetaceans*.

POWERS

Electrical Projection, Empathy (LOS), Engulf, Enhanced Physical Attributes (Body, once per day, for [Essence]2D6 turns), Enhanced Senses (Sonar), Magical Resistance, Magic Sense, Movement, Weather Control.

WEAKNESSES

None (see effects of Enhanced Senses (Sonar) in **Game Information**, p. 99).

>>>>[Hostile indeed. The North Sea is the most polluted in the world apart from the Mediterranean, and the storm dolphin is virtually extinct here anyway. Of course the dolphins are wreaking their revenge. Unfortunately, the number left to avenge the species continues to dwindle. It's probably only a deep sense of shame—possible even among those flipping big men who run our governments—that stops us from declaring them as targets for extinction hunts and finishing them off completely. The beasts actually select their targets, you know, homing in primarily on boats with military markings. Y'know, I think I wish them well for that.]<<<<<<

—Deep Green (02:32:34/22-MAY-53)

>>>>[And as they become fewer, they get subtler. Years back they would summon storms and ball lightning and generally go for the blitzkrieg effect, but these days they prefer to frag sonar from a distance after summoning up a nice pea-souper. It's taken them a long time to modify their methods, but a couple of Norwegian and Tyneside boat and ferry losses in the last couple of years look like classic examples of storm dolphin action. Of course, they really don't like oil rigs. Too many of them have choked to death on oil chunks floating in the toxic chemical soup of the northern European seas.]<<<<<<

—Wolfgang K (02:41:40/24-MAY-53)

>>>>[They do not indulge in senseless aggression. They "assess" the people who come into their territory to determine their intentions. I have encountered these creatures twice, and on both occasions was able to soothe their justified anger. Who among us would be so easily pacified if most our children were born dead into an environment destroyed and befouled by others?]<<<<<<

—Callista (03:19:01/24-MAY-53)

>>>>[There's a group in Newcastle that agrees with them, matey. Which is why we blew up the Under-Secretary of State for the Environment back in '51, and frag-grenaded 14 members of the King's Own Psychopaths in their barracks two months ago. Can't blame the dolphins for doing the same. Good luck to 'em.]<<<<<<

—Carol K (04:00:18/24-MAY-53)

>>>>[Terms, please! Sympathy for the dolphins doesn't justify murdering people. Every berk has a family somewhere.]<<<<<<

—Juggler (04:15:21/24-MAY-53)

>>>>[Ha! Shoulda known you were a bleeding-heart, yogurt-knitting, muesli-dribbling liberal apologist for the Establishment murderers and terrorists. We think (1.5 Mp deleted by sysop.)]<<<<<<

—Deep Green (04:17:15/24-MAY-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Storm Dolphin	4	6 x 5	3	4	3/6	4	(7)	5	6L
Powers: Electrical Projection, Empathy (LOS), Engulf, Enhanced Physical Attributes (Body, once per day, for [Essence]2D6 turns), Enhanced Senses (Sonar), Magical Resistance, Magic Sense, Movement, Weather Control									
Weaknesses: None									
Notes: Storm dolphins communicate by sonar. Individual communications are disrupted by significant manmade sonar activity within a range of a quarter of a kilometer. Increase the target numbers for storm dolphin Perception Tests by +2 if sonar equipment is operative within that range. Storm dolphins can distort the signals produced by sonar equipment within a range of (Essence) x 20 meters using a special form of sonic projection. If a storm dolphin is within that range, increase the target number by +2 for any Success Tests characters make for sonar detection. Quickness multiplier shown is for swimming.									

STORM DOLPHIN

Delphinus periculosis

HABITAT

Temperate oceans and seas

RANGE

North, Irish, and Baltic seas, western Atlantic Ocean, Black Sea (rare), Mediterranean (very rare)

RANGE



SIZE COMPARISON



STYMPHALIAN

Ardea foedus

IDENTIFICATION

The stymphalian looks like a very large heron. The bird stands approximately 2.8 meters high, one third this length made up of legs, and has a wingspan of up to 7.5 meters. It weighs an average of 40 kilos. The stymphalian's four-toed feet have retractable claws 3–4 centimeters long, and its tough, serrated beak measures 30 centimeters. The gray wing feathers are marked by red "arrow feathers" originating in the metacarpal complex, and the body feathers are black. The bird holds its long neck in an S-shape when flying or wading. The stymphalian is a close relation to the purple heron *Ardeidae purpurea*.

MAGIC CAPABILITY

Parabiological.

HABITS

The stymphalian eats fish and carrion, and also hunts rabbits, hares, foxes, and similar small mammals. It attacks prey from the air by firing "arrow feathers," actually heavily calcified, lightly feathered darts. It tracks its victims by watching the red arrow feathers until the prey is sufficiently weakened, then lands and knocks its prey unconscious using toxic breath. The stymphalian's toxic breath consists of vapors of partially digested, rotting meat conducted to the parabronchi from a gut diverticulum complex, which also supplies the gas used to fire the arrow feathers. It then rends its prey with beak and claws.

The stymphalian lives in social nesting groups of 10–25 adults and young. It breeds during the early spring, when females lay 1–3 eggs. Chicks can fly at six weeks, and can hunt and fend for themselves at four months. Stymphalians hunt in groups of a minimum of 3–5 individuals. They show considerable ingenuity in cooperative hunting, flying in tight formation while seeking prey and then scattering to mount attacks from different directions, usually circling the prey to minimize the possibility of its escape. The bird hunts during the day and returns to its nest, always positioned in an elevated location (trees or cliff faces, and so on), for the night.



COMMENTARY

Stymphalians rarely attack humans or metahumans unless provoked, but territorial invasion or low food supplies may prompt spontaneous attacks, the most recent of which followed the toxic pollution of the Mediterranean coastline. The greatest danger their attacks pose to humans is their reluctance to abandon a wounded target; they always attempt to finish off their prey. Their enhanced sense of hearing makes them particularly sensitive to amplified noise, the most effective way to drive them off.

POWERS

Enhanced Senses (Improved Hearing), Noxious Breath.

WEAKNESSES

Vulnerability (Sonic Attacks. See **Game Information**, p. 101).

>>>>>[I'll tell you what's banging. It's having a flock of these fraggers shooting away at you from the sky while a volleying porcupine lets you have it with all available barrels from ground level. You just don't know what to splash first.]<<<<<<

—Stormer (22:12:24/1-JUN-53)

>>>>>[They defend their territory aggressively and with great cunning: a hunting party will swoop down at you from different angles to create a real hailstorm of drek flying from every conceivable angle. Fortunately, it's hard to miss when you're shooting back at something this size. But don't pay it any house calls.]<<<<<<

—Roberto L (00:16:10/2-JUN-53)

>>>>>[Certain fat cats living on their own personal Med islands like to keep these beasties on tap. They keep 'em away from their villa complexes with ultrasonics, encouraging the birds to nest at the far end of the island and hunt bunnies and goats. They "earn their keep," so to speak, by providing a natural signal of approaching intruders by drawing into a hunting circle in flight. The only drawback is arranging to keep your guests from reclining on the wrong beaches.]<<<<<<

—Timora T (03:33:52/3-JUN-53)

>>>>>[Stymphalian guano is valuable, very rich from the fish-and-flesh diet these things eat. And they sure crap a lot, being big critters. Really heavy ultrasonics is the best collection tool, because it drives the birds off and softens up the guano. It falls to the ground, you bag it up, then sell it as fertilizer.]<<<<<<

—Maskalyne (15:59:31/3-JUN-53)

>>>>>[Is there any specially effective type of noise? Pink noise, white noise?]<<<<<<

—Dodo (21:22:01/3-JUN-53)

>>>>>[Give 'em a good amplified burst of real banging deathcore or electroslam, term.]<<<<<<

—Janie Jones (03:51:15/4-JUN-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Stymphalian	3	4 x 3	2	—	2/4	4	6	3	5L

Powers: Enhanced Senses (Improved Hearing), Noxious Breath

Weaknesses: Sonic attacks using loud, amplified noise negatively affect the stymphalian. Ambient noise level above 90 dB forces the stymphalian to make a Body Resistance Test against a Damage Code of 3L, and a Willpower Test against a Target Number of 4. If the bird rolls no successes, then it retreats from the source of the noise. The gamemaster may increase the target numbers for all tests made by characters not wearing proper protection for their ears if the noise level is very high (above 110 dB or so).

Notes: Quickness multiplier for flying is 7. Damage Code for melee attack (beak, claws) is 5L. Damage Code for ranged attack (arrow feathers) is 4L. Use the following table to determine range.

Range	Value*
Short	0 – E
Medium	(E + 1) – 2E
Long	(2E + 1) – 4E
Extreme	(4E + 1) – 6E

*E = Stymphalian Essence Rating

STYMPHALIAN

Ardea foedus

HABITAT

Marshes, swamps, estuaries, rivers, coastal waters

RANGE

Scattered throughout southern Europe

RANGE



SIZE COMPARISON



TARANTELLA

Lycosa saltator

IDENTIFICATION

The tarantella resembles a hairy wolf spider. The female tarantella grows to an average body length of 20 centimeters and a leg span of 35 centimeters. Males mature 25 percent smaller than females. Body weight averages 35 grams. The body shows subtle segmentation, and the spider's large abdomen bears prominent rear spinnerets used for spinning silk. The segmented legs end in four-clawed "feet." A row of spines rises above the spider's chitinous back, and it has well-developed mandibles. The tarantella's coloration spans a narrow range from dark brown to brown-black, and parazoologists link the species most closely to the European tarantula, *Lycosa narbonensis*.

MAGIC CAPABILITY

Parabiological.

HABITS

The carnivorous tarantella is active mostly at night and lives mainly on a diet of worms, insects, small birds, and lizards. It spins large silk webs, up to 2.5 meters wide, to capture flies and aphids, and hunts other creatures using its thermographic vision. The tarantella generally relies on speed and agility to capture its prey, though it is also skilled at ambushing victims by camouflaging itself by hiding behind rocks or under dead vegetation.

Female tarantellas occasionally congregate in groups while rearing their young, which remain with the females until half adult size, but the insect usually lives alone. Breeding occurs year round. The mating process begins with the males performing complex "dance" sequences to attract females. The female usually eats the male after being fertilized.

Tarantellas show little aggression in the wild, but they bite humans readily if startled, irritated, or threatened. Generally, only children, the elderly, and weak individuals suffer lethal reactions to the tarantella's venom.

COMMENTARY

Many folk tales refer to the notorious "dance" the European tarantula's bite



supposedly compels victims to perform. Affected individuals allegedly dance until they reach a state of exhaustion, then collapse and die from overexertion. Popular tales also say that simply seeing a dancing victim prompts onlookers to dance. Folklore now attaches this myth to the tarantella for two reasons. First, the tarantella itself performs a dance of sorts, both in its mating rituals and in the crablike sideways movements it uses to approach prey trapped within a web. Second, victims suffering from the tarantella's bite may display symptoms of poisoning that include jerky,

choreaform movements resulting from peripheral neuromuscular chemical transmission disruption.

Commercial farmers raise tarantellas for their silk, which is of very high quality.

POWERS

Enhanced Senses (Thermographic Vision), Venom (With special effects; see **Game Information**, p. 103).

WEAKNESSES

None.

>>>>>[Commercial farmers also raise tarantellas for their venom, a very useful agent. It maintains integrity under moderate heat, so you can serve someone goulash or hash brownies containing tarantella venom. If you get the dose right, it doesn't affect the slint who's ingested until he's under stress and wants to move or act a certain way. Then he finds that his muscles don't seem to work too well, his legs are jerking, and his hands are shaking uncontrollably. Very useful for those polite social occasions when you want to put your guests at a severe disadvantage.]<<<<<
—Gloria (16:32:19/4-JUN-53)

>>>>>[Calibrating the dose is difficult, though. Even a hair more than the right level will betray the toxic effect immediately and spontaneously because the hands develop a fine tremor and speech becomes slightly slurred. Subtler and far better agents than this are available. Those wishing to make a better living through chemistry should contact (0.1 Mp deleted by sysop.)<<<<<
—Maskalyne (18:32:21/4-JUN-53)

>>>>>[You know the rules. No advertising!]<<<<<
—Juggler's Autosecretary (18:33:01/4-JUN-53)

>>>>>[Tarantellas aren't dangerous unless you usually go around kicking over rocks, but if you use weapons that produce a heat signature you fog the little critters' thermographics and they get very confused. This makes them want to bite everything in sight. If you rouse a whole nestful of females with their young, like I did while jandering about Sardinia, then you buy into a whole heap of drek.]<<<<<
—Rabid (04:27:03/4-JUN-53)

>>>>>[You guys are giving the poor little fellows an undeserved bad rap. They make lovely pets. When they're well fed you can stroke them gently along the abdomen and they'll rub their furry little legs together with pleasure. They're adorable.]<<<<<
—Samantha (04:51:32/4-JUN-53)

>>>>>[I, too, keep a few around my home. They particularly like the moist air in bathrooms, but of course one does tend to lose the odd house guest or two in the shower from time to time. Such a tragedy.]<<<<<
—Mrs. Medici (05:12:44/4-JUN-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Tarantella	1	4 x 4	0	—	1/3	2	6	3	Special

Powers: Enhanced Senses (Thermographic Vision). Venom. Apply the normal rules for the venom power, but use Damage Code (Essence)M, and give the tarantella a -1 Reach in melee combat. The venom also produces a secondary effect. Have the victim make a Body Test using the tarantella's Essence Rating as the target number. If the victim rolls no successes, his or her movements become jerky and uncoordinated for (tarantella's Essence)D6 turns, giving the victim a "dancing spell." This "dancing" continues until the victim rolls 1 or more successes in the Body (tarantella's Essence) Test, which he or she must make again at the end of each dancing spell. One dancing spell causes 6L (Stun) damage.

Weaknesses: None

TARANTELLA

Lycosa saltator

HABITAT

Wide range of damp land terrains

RANGE

Most of southern Europe

RANGE



SIZE COMPARISON



VAMPIRIC PAWN

No accepted taxonomy

IDENTIFICATION

The vast majority of known pawns are human, and only biochemical analysis can distinguish vampiric pawns from normal humans or metahumans. Many experts suggest using a variety of pseudovampiric signs as indicators of the vampiric pawn classification, but even fuzzy-set theory has so far been unable to define the species. The best leads for identification are biochemical: vampiric pawns depend on the blood enzymes and other serum proteins of a vampire or nosferatu for their continued existence. If they fail to receive a regular dose of such proteins, pawns become lethargic, comatose, and finally die. This biochemical addiction appears to be far more serious than human or metahuman addiction to any known pharmaceutical. Further, study of the few vampiric pawns available for research shows that no common addictive factor exists. A different variety of blood proteins may develop into an addictive substance in different pawns.

MAGIC CAPABILITY

Innate.

HABITS

The vampiric pawn exists only to obtain the addictive agent it needs for continued life. The being who supplies the pawn with its "life blood" uses the pawn's addiction to control the pawn's actions. Though evidence shows that some of the addictive blood proteins may alter the membranes of neurons and thus the pawn's mental functioning, vampiric pawns show no loss of the skills or talents they possessed before becoming slaves to their vampiric masters. Their activity cycle varies in the same way as most humans' and metahumans'.

COMMENTARY

Relatively few vampires, but a percentage more nosferatu, naturally secrete the enzymes necessary to turn their victims into vampiric pawns. Anecdotal evidence indicates that alkaloids, viral preparations, and other agents may be used to enhance the



power of the addictive agent, but inadequate samples for study make it impossible to substantiate this theory. However, research has established that in order to create a pawn, a vampire or nosferatu must feed a drained victim its own vampiric blood just before the victim would pass into death.

Vampires and nosferatu use pawns to perform tasks they will not undertake themselves, such as moving about during daylight, moving objects or items to which they are allergic, and so on.

POWERS

Immunity to Age. Immunity to Normal Weapons.

WEAKNESSES

Dietary Requirement (Essence from vampire or nosferatu), Essence Loss (approximately 1 point every 3 months. Roll 1D6 each month; on a roll of 1 or 2, the pawn loses 1 point of Essence).

>>>>>[What a bunch of long-winded drek. We just call 'em Igors.]<<<<<

—Cushing (00:00:00/6-JUN-53)

>>>>>[Creating a true pawn, rather than simply dominating a thrall by fear, is an art known to few. A victim must be drawn close to the point of death and then fed from the nosferatu's own breast, so that the pawn owes its life to its new master. The pawn remains weak for days after its creation, during which time its master cares for it, often using drugs and magic to deepen the pawn's dependency. From then on, the pawn can only continue to survive if its master feeds it with his own blood. Pawns fear the loss of the master more than they fear death itself.]<<<<<

—Wolfgang K (17:21:18/7-JUN-53)

>>>>>[Let's get away from the image of the muscle-bound hunchback driving the black carriage with the coffins full of empty earth, though. Two extremely efficient executive VPs ran the Eissler Institute in Cologne for nearly fifteen years, during which time no one, including the media, ever saw the Institute's president. The VPs were vampiric pawns, as became apparent after a brilliant bit of family serotyping by Richard Jager and his team identified President Konrad Eissler as a nosferatu. Pawns don't have to be butlers or footmen.]<<<<<

—Dieter D (22:16:47/7-JUN-53)

>>>>>[The biochemistry of this condition is fascinating. There appear to be two distinct patterns of active agents, both operating at peripheral and central neural sites. What little evidence we have points to a viral agent conjugating with seroproteins to form a cellular-penetrating complex capable of altering a whole range of cellular functions. The virus closely resembles HHV8, but the seroprotein conjugation appears to be unique in each affected individual, making it very difficult to develop an antibody or immunizing agent.]<<<<<

—Maskalyne (14:02:11/7-JUN-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Vampiric Pawn	C	C	C†	C	C	C†	††	C	Humanoid
Powers: Immunity to Age, Immunity to Normal Weapons									
Weaknesses: Dietary Requirement (Essence from vampire or nosferatu), Essence Loss (see below)									
Notes: C = Character's original Attribute values prior to becoming a minion. C† = Attribute value of character, but a minimum of S4, W5. †† = Essence remains within the character's normal maximum, but Essence can only be obtained from the vampiric or nosferatu master. When the pawn is encountered in a game situation, its current Essence will equal 1D6 with a minimum value of 2.									

A vampire or nosferatu creates a vampiric pawn by draining the Essence of a victim to 0 and then feeding it with the vampire's or nosferatu's own blood, which increases the pawn's Essence to 1 but leaves the victim comatose for 1D6 + 6 days. During this time, the vampire/nosferatu uses magic, hypnosis, minimal blood feedings, and alkaloid drugs to enhance the pawn's dependency on its master. Thereafter, the pawn can only gain Essence by feeding on its master's blood. When a vampiric or nosferatu master feeds its pawn, the master loses 1 point of Essence, but its minion gains 1D6 points of Essence (to a normal species maximum). Pawns lose Essence erratically: roll 1D6 every month. If the dice roll result is 1 or 2, the pawn loses 1 point of Essence. A pawn with an Essence of 0 loses 1 point per week from all Attributes, becoming steadily more comatose and lethargic, and dies when its Body Attribute reaches 0. No means other than feeding on its master's blood can prevent or reverse this process.

Few vampires or nosferatu know how to create pawns, but those who do know pass on this knowledge to succeeding generations, so that pawns may live after their master and serve his offspring.

VAMPIRIC PAWN

No accepted taxonomy

HABITAT

Per vampiric or nosferatu master

RANGE

Throughout Europe

RANGE

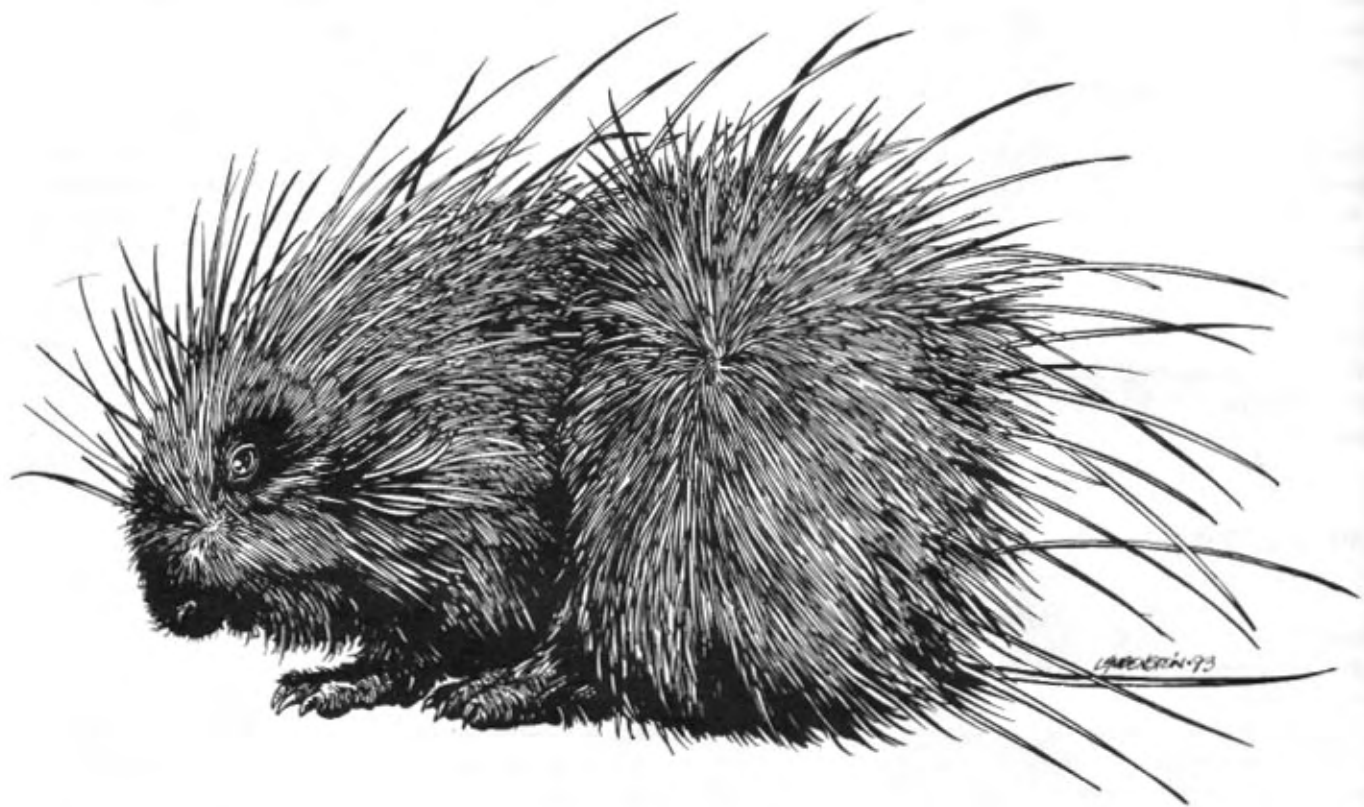


SIZE COMPARISON



VOLLEYING PORCUPINE

Hystrix sagittarius



IDENTIFICATION

The volleying porcupine is a large rodent with a body length of 1.1 meters and a 25-centimeter-long tail. It weighs approximately 14 kilograms. A white band of hair below its neck contrasts with its thick, brownish-black hair. Two types of thick quills cover the porcupine's body; long, slender white quills, approximately 50–60 centimeters long, and shorter, stouter, black-and-white-banded quills, approximately 25 centimeters long. The animal has a small head, and short legs with well-developed toes and long, powerful claws. The volleying porcupine's most unique feature is common to another species; the animal can spray a noxious musk from specialized anal glands. Parazoologists classify this Awakened species as derived from the North African crested porcupine *Hystrix cristata*, established in southern Europe for many decades prior to the current century.

MAGIC CAPABILITY

Parabiological.

HABITS

The volleying porcupine feeds on plants and various root vegetables in the summer months, but in winter it rings the bark of trees for food. Foresters consider the animal a major pest. It does not generally behave aggressively toward man, but if threatened or pursued will fire its quills and spray its noxious musk to drive away enemies. Unlike other porcupines, this animal can fire its quills short distances; normal porcupines must close with their attackers, rushing backwards to stick their weakly attached quills into their victims, then running away. The volleying porcupine's two defensive abilities guarantee that it has virtually no natural enemies.

This rodent is largely nocturnal and solitary, though several individuals may appear in the same habitat because the animal possesses few territorial instincts. Larger-than-average males sometimes spray territory to mark it as their own, and the largest males may develop both territorial and aggressive traits. Breeding takes place in late spring. Females give

birth to 2–4 live young, which develop spiny quills and spraying ability at 4–6 months.

The volleying porcupine shares a taste for salt with the New World tree porcupines, as it sweats copiously during its normal activities. Observers report seeing volleying porcupines with their snouts stuck into plastic and glass bottles, apparently trying to lick out the small remaining residues of salty liquids.

COMMENTARY

Some southern European countries selectively hunt the volleying porcupine to minimize the menace posed by its deforesting activities.

POWERS

Enhanced Senses (Low-Light Vision), Spraying (Range: 1/4 normal).

WEAKNESSES

Dietary Requirement (Salt).

>>>>>[These little critters can be bolly fun. I took on a run in Izmir a while back, hiring a Turkish samurai familiar with the land as local liaison. So, we're ready to score the target and I think to myself, well, a frag grenade should sort out the goons in the compound, but this Turkish chum says he has a better idea. He's trained a pile of porkies to respond to the corporate logo of the company we're taking on, so they associate the shape of the neon glow with salt. He trucks in with a boxful of volleys and sets up atop a small hill nearby. On the signal, hang-gliding porcupines come sliding out of the sky, land over the wire, and start a-runnin' toward the goons, who wonder what the frag is going on. The porcupines go in expecting salty licks where they vidie that sign, then their tails kinda flash; the samurai'd chipped 'em with something crude to make them a bit hot under the rear, so they start spraying and volleying away. Right away the guards are reeling around with a faceful of drek and legs like pincushions. Our main aggro after that was keeping a straight face.]<<<<<

—Stormer (19:21:41/9-JUN-53)

>>>>>[Aw, come on, hang-gliding porcupines? Whattaya think, we're all berks out here?]<<<<<

—Roberto L (21:21:51/9-JUN-53)

>>>>>[On a more serious note, they make good security. Put out a salt lick like they used to do for cows, before cows lived in factories, and you'll get a porky or two before long. Just let them get used to seeing you, and after a while they won't even get agitated. And they don't spray much, so you won't be driven out of house and home by the stench. They're a good cheap way of discouraging unwanted visitors.]<<<<<

—Timora T (08:14:31/11-JUN-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Volleying Porcupine	1	4 x 2	1	—	1/3	4	6	3	3L

Powers: Enhanced Senses (Low-Light Vision), Spraying (Range: 1/4 normal)

Weaknesses: Dietary Requirement (Salt)

Notes: Damage Code shown above is for melee attack (claw, bite). In melee combat, any attacker must make a Quickness Test using the creature's Essence as the target number to avoid getting stuck with quills. If the character rolls no successes, the quills do 6L damage. Resist damage normally. Modify the target number for the Quickness Test by -1 for each point of Reach above 1 provided by the character's melee weapon.

The porcupine makes ranged attacks using its quills. It fires a volley of quills for each Simple Action (unless using its spraying power). The gamemaster must decide how many targets a volley may damage simultaneously (determined as a function of proximity to porcupine, distance between individuals in a group, and so on). For example, assume the porcupine can direct an attack effectively in a 90-degree quadrant around its body (we know this is a gross simplification, but it does make life easier). The range and damage values for a quill attack appear in the table below. Have the character make a Quickness Test to evade the flying quills using a target number of (creature's Essence + 1).

Range	Range in meters*	Damage
Short	0 - (E - 1)	6L
Medium	E - (2E - 2)	6L
Long	(2E - 1) - (3E)	5L
Extreme	(3E + 1) - (4E + 2)	5L

*E = Current Essence of creature.

VOLLEYING PORCUPINE

Hystrix sagittarius

HABITAT

Rocky terrain, woodland

RANGE

Hot southern European countries

RANGE



SIZE COMPARISON



WILD MINOTAUR

Aurochs atrox (disputed)

IDENTIFICATION

The wild minotaur appears to be a hybrid between a very large ox and a similarly sized primate. It measures approximately 3.6 meters from snout to base of tail and weighs 850 kilos. Its dark brown fur grows very shaggy around the neck and shoulders, producing a tapering mane over the sternum. The rear feet are fused hooves, but the three-toed front feet feature heavy chitinous claws that grow up to 30 centimeters long. The extremely muscular, strong neck supports a large head that closely resembles a bull's. The minotaur has 48 teeth, including six well-developed incisors on both the upper and lower jaws, and a pair of strong, backward-curved horns grow from the crown of its head.

The minotaur also shares characteristics with the bear family. It moves on four limbs, but hunts, forages, and fights while reared up on its hind legs.

Genetic analysis conducted on a handful of specimens did not reveal the expected overlap with existing members of the bovine suborder, and so the beast is provisionally regarded as an Awakened or recrudescence form of the previously extinct auroch *Bison bonasus*, the last known specimen of which died in Poland in 1627.

The origin of the wild minotaur remains a controversial subject due to the distinct similarities between this creature and the minotaur-expression of the troll phenotype in the Mediterranean area. Some researchers have made vigorous efforts to genetically connect the wild minotaur and the troll, but with no success. This entry and the material in it agrees with the prevalent theories associating the wild minotaur with the auroch form.

MAGIC CAPABILITY

Innate.

HABITS

The carnivorous minotaur hunts at night, attacking and eating goats, sheep, deer, and other similar-sized mammals, but its preferred diet is human flesh, and, to a lesser extent, metahumans. It relies



on brute strength and speed to capture and overwhelm its prey. Photographic records have captured the minotaur in a state of blood frenzy, crushing the bodies of its prey by thoroughly goring and trampling them before eating the flesh.

The minotaur dwells underground, favoring caves and abandoned excavations such as bunkers. It appears to be a solitary creature, as no data exist describing any social or reproductive habits. Recorded evidence to date shows only males of the species, which presents obvious problems for population studies.

COMMENTARY

Fortunately for humankind, the savage minotaur remains rare. The governments of every country in which the animal has been observed offer substantial bounties for the minotaur's destruction because of its predilection for human flesh. Experts consider it one of the least intelligent of all Awakened

forms of life on the planet.

The most puzzling mystery of this species is the lack of documented females. Every parabiological institution in existence maintains a standing offer of a large bounty to be paid upon delivery of a female minotaur corpse, and an even larger one for delivery of a live specimen.

POWERS

Confusion (Zone x 3), Enhanced Physical Attributes (Strength, three times per day, for [Essence]D6 turns), Enhanced Senses (Low-Light Vision, Thermographic Vision).

Note: The minotaur is unaffected by all illusion spells.

WEAKNESSES

None.

>>>>>[Let me tell you how I lost three of my best terms to one of these savage (0.6 Mp deleted by sysop.)]<<<<<

—Smokin' Jo (21:12:00/18-APR-53)

>>>>>[Sorry about that, Jo. That was an automatic cutout. Don't think we can take any more of these oh-gawd-my-buddies-got-geeked stories. At least, not another one from Greece. The Greeks are going to wonder what kind of hell we take their country to be.]<<<<<

—Juggler (02:36:36/19-APR-53)

>>>>>[Huh. Maybe it wasn't Greece, cleverboy. Aurochs were last seen in Eastern Europe and that's where this nasty usually turns up. All the shoot-'em-up types who don't know what they're doin' head down to Greece to hunt this monster, so it's virtually extinct there. Nope, you gotta go to some godforsaken dump like Albania or Rumania if you want to find one of these fraggers. Take a few assault cannon and some lasers, and as much medkit as you can muster 'cos you won't get any meatwagons rollin' round there. Don't put all your trust in technology either. I went with two damn fine Transylvanian hunting hounds, and they smelled out the fragger for me just in time. I got off a couple of strikes with the Panther cannon and even then only the autotrigger on the jetpak got me off the ground before the minotaur charged down my throat. Hell, I was crazy with stimpatches, and so I let the drekking beast have it with both barrels. Fraggged my trajectory—when I came 'round I was hanging upside-down in a tree with the doggies waggin' their tails over the remains of the brute. It took two straight strikes pointblank from a Panther right to its guts to knock it out. Yee-ha!]<<<<<

—Rabid's Little Sister (04:05:42/19-APR-53)

>>>>>[Oh, plazzy, you mean that slint has family?]<<<<<

—Janie Jones (04:52:35/19-APR-53)

>>>>>[Why isn't anyone addressing the similarities between these beasts and trolls? I think the connections are too fraggin' obvious, and if we've got a bounty on these monsters, why not their equally skatty kin?]<<<<<

—Manhunter (08:00:01/19-APR-53)

>>>>>[Cor, cobber; why do I think we'd find an Alamos 20K Lifetime Member certificate buried in your sock drawer? Give it rest before someone puts a bounty on stupidity.]<<<<<

—Juggler (01:16:07/20-APR-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Wild Minotaur	12/1	3 x 5	11	—	1/6	6	4	2	7D, +1 Reach
Powers: Confusion (Zone x 3), Enhanced Physical Attributes (Strength, three times per day, for [Essence]D6 turns), Enhanced Senses (Low-Light Vision, Thermographic Vision)									
Weaknesses: None									
Notes: The wild minotaur is unaffected by all illusion spells.									

WILD MINOTAUR

Aurochs atrox

HABITAT

Caves, underground excavations

RANGE

Greece (very rare), Albania, Rumania, Poland

RANGE



SIZE COMPARISON



WRAITH

Umbra metuculosus

IDENTIFICATION

The wraith appears as an amorphous black or dark gray spirit, commonly taking one of two forms. In astral space, it appears as a cloud of black or deep gray mist/smoke roughly one meter in diameter and illuminated from within by a deep violet or ultraviolet light. In astral space the wraith moves by stretching a tendrill of its "mass" in the direction it wishes to move, then flowing through the tendrill.

The wraith manifests as either a "cloud," as in the astral form, or in an anthropomorphic form bearing a distinct resemblance to a tall, dark figure wearing tattered robes. A faint light (again in the deep violet to ultraviolet range) shows within the "hood," but does not distinguish features. Observers report that this wraith form sometimes gestures, temporarily forming a hand out of the gray smoke/mist for that purpose.

MAGIC CAPABILITY

Innate.

HABITS

The wraith represents an anomalous spirit that does not fall easily into any of the common spirit classifications. It seems to bear the closest relationship to the nomad spirit (*Umbra mortis*), a rare astral spirit possessing parasitic abilities.

Current documentation shows that the wraith appears almost exclusively near scenes of ongoing violence, but researchers cannot determine whether the wraith appears in response to the violence or precipitates the violence. In either case, the wraith seems to draw some kind of power from the event.

Wraiths appear one at a time, though during the Barcelona riots of 2051 observers reported at least two in the city at the same time. This incident could, however, be attributed to observational error.

COMMENTARY

Efforts to identify the wraith's native plane have thus far proven fruitless. Its magic qualities and abilities seem unique and bear no mystical resemblance to classified spirit types. The spirit acts as if



self-motivated, and has proved immune to conjuring-based attempts at domination. All attempts to communicate with the spirit also have failed, though the spirit shows unmistakable signs of high intelligence.

The spirit's ability to influence and control humans and metahumans appears limited to the physical plane, as it must manifest to use those powers. When using its powers the wraith usually manifests in its "robed" form. No known reports link the wraith directly to the violent events from which it draws

strength; the spirit apparently prefers to operate through influenced proxies and pawns. It will avoid direct confrontation by fleeing to the astral plane.

POWERS

Confusion (Zone x 2), Fear (Zone x 2), Immunity to Pathogens, Immunity to Poisons, Influence (Zone x 2), Magical Resistance, Magic Sense, Manifestation.

WEAKNESSES

None.

>>>>>[I was in Barcelona during the riots, unfortunately, and I saw a wraith. I was trying to get clear of the riot area when I saw, through the smoke of a burning minibus, the shape the file calls the "robe form." At first I thought I was seeing things, but when I moved to get a clearer view I knew I wasn't. It was standing several dozen meters back from an intersection where the police had resorted to exceptionally violent tactics to deal with some equally violent rioters. The wraith was partially concealed because it was standing in a dark alley near some stairs, but it was clearly watching the confrontation. As I watched the wraith, the intersection lit up from fresh rioters lobbing Molotov cocktails into the police line. The baggies caught some of the flames and began to fall back, and the rakkin' spirit seemed to actually grow a little bigger and brighter. Then it made some sort of gesture, and the police rallied, half still on fire, and opened up full power on the rioters. By then the wraith was getting too bright to look at. I finally decided enough was enough and hit the thing with the nastiest hellblast spell I could muster. All I know is when the debris finally settled in the alleyway, the spook was gone, and the riot broke up very quickly.]<<<<<

—Son of Cid (12:53:29/2-JUN-51)

>>>>>[These are indeed strange spirits. It is difficult to explain how those of us who have the skill and ability can identify types of spirits, but let us say that each type of spirit has a unique "scent." Elementals "smell" a specific way, as do nature spirits, allies, and watchers. Wraiths do not fall into any of these categories. The other spirits seem to somehow reflect humankind (hence the great metaphysical debate about the origin of spirits), but these spirits do not. Are they a new classification brought to us by the Awakening? Only time will tell.]<<<<<

—Mage XX (07:24:49/3-JUN-51)

>>>>>[I'll tell you where I've seen the largest concentration of these things: Tenochtitlán, Aztlan. I wouldn't say they're common in and around old Mexico City, but I have encountered many wraiths and other things in the dark corners of that tragic city. I think the activities of the Aztechnology magicians draw them. Spirits know that it is often almost impossible to look at that pyramid from the astral.]<<<<<

—Mask (11:56:39/5-JUN-51)

>>>>>[Kill these horrors whenever you can. They are Evil, if anything is. You cannot reason or bargain with these creatures. They exist only to feed. They are the future, if we do not stem the tide now.]<<<<<

—H— (05:41:17/6-JUN-51)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Wraith	10	12 x 3	6	4	7/7	10	12 (A)	7	Special

Powers: Confusion (Zone x 2), Fear (Zone x 2), Immunity to Pathogens, Immunity to Poisons, Influence (Zone x 2), Magical Resistance, Magic Sense, Manifestation

Weaknesses: None known

Notes: The wraith acts as a free spirit (see p. 76, **Grimoire II**) and so uses a Spirit Energy Rating. The wraith's Spirit Energy Rating generally begins at 0, then increases by 1 point for every point (box) of Stun or Physical damage a victim under its influence does to another living being or inanimate structure. The wraith can have a maximum Spirit Energy equal to twice its Essence.

WRAITH

Umbra metuculosus

HABITAT

Sites of violence, rural or urban

RANGE

○ Throughout Europe

RANGE



SIZE COMPARISON



WYRD MANTIS

Mantis malus

IDENTIFICATION

The wyrd mantis is the largest insect indigenous to Europe, averaging 1.7 meters long and weighing 10 kilograms. The male's full growth is smaller than the female's, only 80 centimeters long and less than half the female weight. The insect uses its powerful, spined forelimbs to seize and hold prey. The thorax and abdomen of the wyrd mantis shows only slight segmentation. The large head features complex compound eyes providing 360-degree vision. The small wings limit the mantis to occasional short flights. The wyrd mantis usually appears to be a green to green-brown color with a yellowish underbelly, and though the creature can change its skin color enough to disguise itself in forest and woodland terrains, the change takes place slowly. The official classification of the wyrd mantis defines it as an Awakened species derived from the common European mantis *Mantis religiosa*.

MAGIC CAPABILITY

Innate.

HABITS

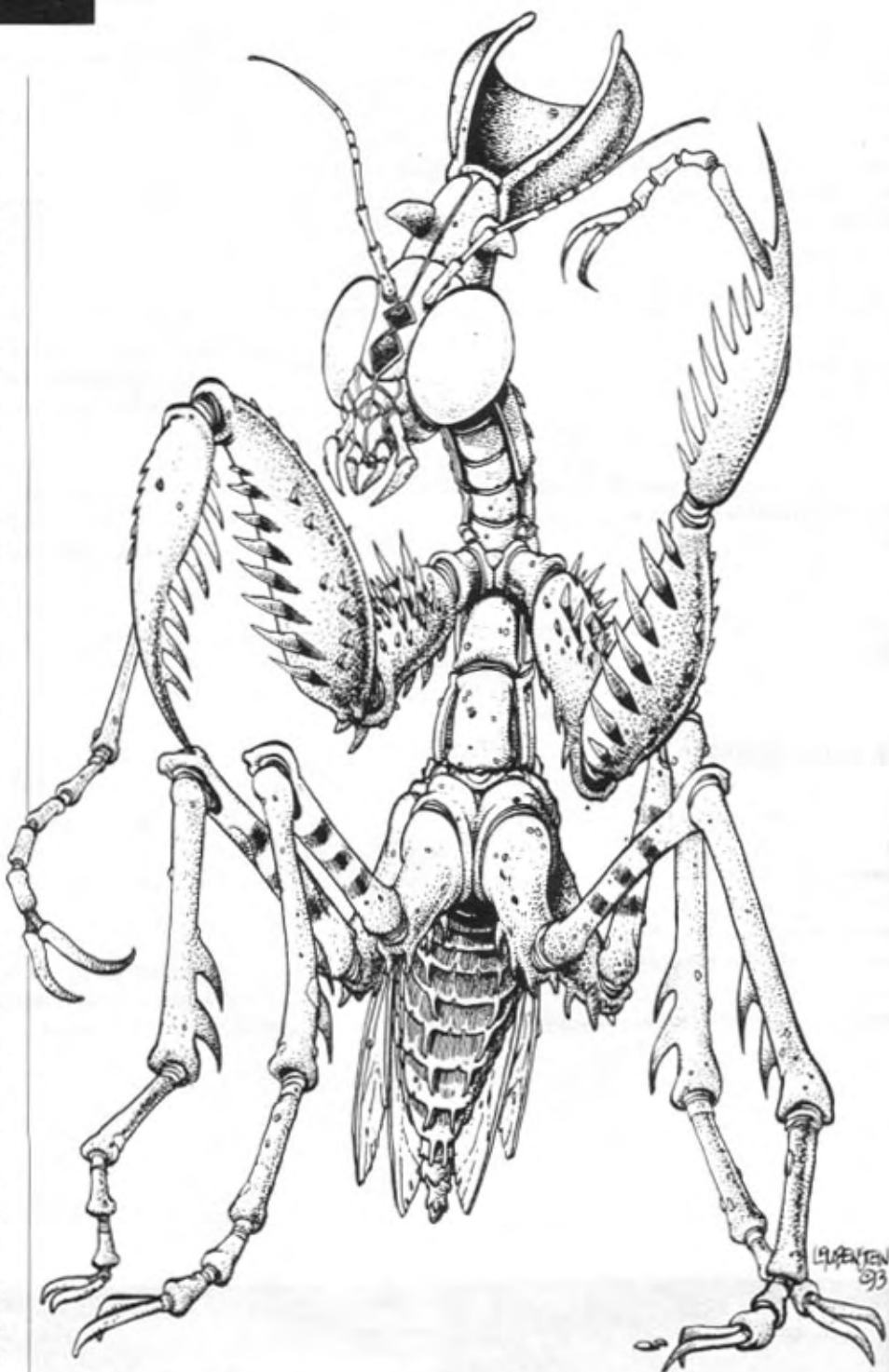
The carnivorous wyrd mantis usually hunts insects, small birds, and mammals, but aggressively pursues humans and metahumans as prey. Its favored hunting technique is to camouflage itself, then wait motionlessly for prey to pass by. It leaps on the victim, grabbing it in its jaws, and delivers its venomous bite.

Mantises lead a solitary existence, and females prefer eating the males to mating with them. Females may actually begin to feed on the male even before mating is complete, and so males attempt to creep up undetected on the female and clasp her from behind to ensure fertilization. Females lay clusters of 80-100 eggs in carefully excavated nests concealed within rotting vegetation or earth. Breeding occurs year-round.

Wyrd mantises hunt at all times of day and night, and activity cycles vary considerably from individual to individual.

COMMENTARY

The wyrd mantis poses a danger to humankind in every area it inhabits,



particularly because of its aggressiveness and range of powers. Hunters in almost all European countries pursue the wyrd mantis, and most governments offer a bounty for the insect. Unfortunately, the mantis has a high resistance to most pesticides. Only the most broad-spectrum, high-toxicity agents seem effective, and in deference to public protest, their use has been banned in favor of environmental considerations.

POWERS

Adaptive Coloration (Selective), Enhanced Senses (Low-Light Vision), Enhanced Physical Attributes (Quickness, three times per day, for [Essence]D6 turns), Immunity to Poisons, Influence (Females Only) (LOS), Venom.

WEAKNESSES

None.

>>>>>[These things are devils. I saw one just once, when I was out bounty hunting escaped lowlife in the Black Forest. The first clue we had that it was around was when Jurgen started to scream. His scream quickly changed to a choking gurgle, and we saw that a huge female had dropped out of a tree right on to him and wrapped her legs around his chest. She slobbered as she sank her mandibles into his throat, and the blood shot so far it hit me in the face. Kristina tried to use a stunprod to drive it off, but it just gave a small convulsion and kept on attacking. The mantis and Jurgen thrashed around on the ground, then the fraggin' monster just opened up Jurgen's throat like a can opener running round a tin. The mantis tried to flap away with those preposterous little wings, and the damn bullets just seemed to fly off of her; Kristina got hit in the arm by a ricochet. I finally took it down with a flaming chemshot. It screamed as it burned, convulsing and snapping, and we had to run to get away from the thing's burning corpse. These beasts are guaranteed to give you nightmares for years. I know.]<<<<<

—Helmut H (11:14:21/14-JUN-53)

>>>>>[It gets even worse. Some of 'em adapt to toxic drek, and while they like woodlands, they can just as easily find their niche in an overgrown toxic landfill or abandoned chemical plant. Lots of those to choose from all over Europe, yum yum. What these things will turn into after a good dose of radiation and pollutants, you don't even want to think about.]<<<<<

—Wolfgang K (16:32:47/14-JUN-53)

>>>>>[They get help, too, from insect shamans living out there in some of the darkest places. Come to mamma, terms.]<<<<<

—Rabid (03:06:01/15-JUN-53)

>>>>>[Most countries offer good bounties on these rakkers. Germany offers 2,000 nuyen per critter, and Poland nearly 3,000, though you can't trust the government to pay you. Local officials had a nice little racket going in bounties until some big man noticed that if the payments corresponded to reality, every wyrd mantis in Europe would have been iced four times over. Just be glad these beasts aren't very common. If the females looked more kindly upon the males, humanity would have a very nasty enemy indeed.]<<<<<

—Juggler (04:12:11/15-JUN-53)

>>>>>[Which is exactly what the insect shamans work toward. The future holds more wyrd mantises, and tomorrow belongs to me...]<<<<<

—Stormer (05:00:31/15-JUN-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Wyrd Mantis									
Male	1/1	4 x 4	1	—	1/4	2	6	3	5L
Female	2/2	5 x 4	2	—	2/5	2	6	3	4M

Powers: Adaptive Coloration (Selective), Enhanced Senses (Low-Light Vision), Enhanced Physical Attributes (Quickness, three times per day, for [Essence]D6 turns), Immunity to Poisons, Influence (Females Only, LOS), Venom

Weaknesses: None

Note: Quickness multiplier for flying is 4. The wyrd mantis can only fly once per hour, for [Essence]D6 turns.

WYRD MANTIS

Mantis malus

HABITAT

Woodland, forest

RANGE

Central and southern Europe

RANGE



SIZE COMPARISON



FAERIE CRITTERS

The broader issue of Awakening species provides a background for a highly disputed classification of being: the so-called "faerie creatures." The many unsubstantiated claims to their existence appear to be restricted almost without exception to European settings. The entries in this book represent only those faerie beings belonging to (relatively) well-documented species.

THE NATURE OF AWAKENING

The processes of Awakening, as they apply to animal species, remain somewhat of a mystery. Popular theories explaining the existence and abilities of paranormal creatures undergo constant revision to take into account fresh evidence, up to and including the ongoing discovery of new metaspecies. The observed differences in the Awakening processes between Europe and America, where most research has been conducted and made available, only add to this lack of scientific understanding.

Some developmental diversity derives from each continent's indigenous animal populations. An obvious example is that American habitats and nations contain a significant number of metasnakes, including the hoop snake, the devil jack diamond, and the mimic snake. Even prior to the Awakening, Europe had very few indigenous snakes and was home to less than 1 percent of all snake species. It makes eminent sense then, that, except for the dog asp (which may or may not be related to the mimic snake), Europe has no metaspecies deriving from serpentine stock.

The similarity between the dog asp and the mimic snake suggests that the Awakening processes transformed species in much the same way in both America and Europe. Both reptiles developed a similar mimicry ability, though using it in slightly different ways. This single example could be used to argue that Awakening was a uniform event at least in North America and Europe, if not worldwide. However, additional evidence suggests greater differences.

For example, European metaspecies appear to have developed a greater number of powers per species than their American counterparts. Comparison of this volume with *Paterson's Guide to Paranormal Animals of North America* reveals that, in contrast to most North American paranormal animals, most European creatures possess more than just two or three paranatural abilities. Some authorities suggest that the wider range of abilities per critter simply reflects how difficult it is for any species to survive in the decreased amount of habitable land remaining in Europe. Other than the inhospitable, frozen terrains of Scandinavia and the central mountain ranges of the Alps and Pyrenees, Europe no longer boasts much in the way of sparsely populated wild lands. The same authorities suggest that metaspecies may have a "critical threshold," with those native to Europe needing a wider range of powers to successfully compete against other species, man, and the more toxic environment than do American metaspecies. Investigating this hypothesis has proved difficult, because such a study requires as its basis clear indices of environmental damage levels on both land masses. The data needed to establish such measures are often withheld by both governments.

>>>>>[No drek, Charley boy. Even after only half a century it's almost impossible to estimate how many rotting landfill sites, leeching chemical dumps, and shallow nuclear-waste disposal sites are polluting the European countryside. Some of the missing information is a definite government cover-up, especially in Britain and Poland, probably the two worst cases. Some of it's a result of fragging incompetence, notably in the old Russian and Balkan states, where nobody knows where the documentation is or whether it even exists.]<<<<<

—Moleman
(05:11:23/23-JUN-53)

A second major difference in the Awakening transformations of North American and European metaspecies is the role of myths and folklore. Both global and local mythic factors appear to have some part in the Awakening, though

obviously more so for some species than others.

On the one hand, metaspecies such as the dracoforms, the chimera, the basilisk, and the cockatrice appeared at very distant sites at much the same time, even in areas where no creature of their description belonged to local legend. For example, dragons appeared all over the world on approximately the same day, and though both European and Oriental mythologies contain dragons, there is no native American draconic folklore. This would seem to suggest that folklore plays only a small part in the emergence of Awakened creatures.

On the other hand, several unique metaspecies clearly have their origins in, or reflect, European and native Amerindian folklore. The thunderbird is the most obvious example in Amerindian lore. Europe shows a wider range of transformed species related to local myth, arguably because its body of folklore is much older and more extensive. Thus, European fauna appears to be dominated by species obviously derived from or reflective of local myth (for example, the fenrir wolf, gorgon, minotaur, fomorian, pegasus, bayard, peryton, blackberry cat, and soon), at least in terms of percentage.

>>>>>[Clazz! This is heavy terrain here. First off, Spencer seems pretty reluctant to address what seems to be the eternal chicken-and-egg question. Do metaspecies somehow derive from myths and tales, or did the myths and tales develop because somehow someone sensed the potential for these creatures' existence? Or do the myths simply relate facts from an earlier age of which we now discount the reality? Nobody knows. Charlie's ambivalent—sometimes he talks about metaspecies "deriving from" myth. Sometimes he talks about them being "reflective of" or "reflected in" myth. He doesn't know the answer any more than I do.]<<<<<

—Juggler
(02:56:31/24-JUN-53)

TWO SPECIAL CASES

While the origins of many Awakened metaspecies attributed to myth or folklore provide fuel for debate by their refusal to fit easily into known classifications, the

origins of two Awakened races, elves and leshy, rest solidly in both the scientific and mythic camps. Both races, especially elves, have ample representation in European faerie myth and folklore, yet at the same time the origin of elves as Awakened humans is unquestioned, as is their sentience. And, like dragons, elves appeared simultaneously all over the world. The origins of leshy are less clear, but they too are intelligent, sentient, and globally distributed. These two Awakened races represent dramatic examples of creatures clearly based in European faerie lore transcending their origins.

NON-SENTIENT FAERIE CREATURES

At least a minority of parazoologists classify several of the creatures described in this volume as belonging to the realms of what has been designated faerie. The each-uisge, the legendary Celtic water-horse, is a good example. The appearance and behavior of this animal corresponds very closely to the each-uisge of folklore and faerie myth, including the unique detail of rejecting the liver of its prey and leaving it to float to the banks of rivers or lakes after consuming the rest of the victim's flesh. In further support of this unique classification, no mundane species can be positively identified as the ancestor of the each-uisge.

As a result of attempts to more scientifically define the faerie species, recent genetic research has identified a gene marker, the F16-gamma network on chromosome 11, as the single identifier for the faerie element in the each-uisge and kludde. Researchers hope to examine other faerie species for this marker in future.

DISPUTED FAERIE CREATURES

The faerie creatures that remain to be positively classified as such pose far more difficult cases for taxonomy. The bulk of these appear as a form of spirit that does not conform to the principles defining a spirit as established by hermetic scholars in one or more important ways. Two such examples are described in the following pages: the domovoi, a Russian spirit of man, and the beings of the Wild Hunt, a complex group of entities. Both of these conform to elements of European

faerie lore: in addition, the domovoi displays the unique faerie power of fading, and the Wild Hunt wields the glamour power. Some authorities suggest using these two qualities to identify an additional core of faerie beings, namely, those of which parazoologists must admit a poor understanding. A third creature in this group is the knocker, or rapper, another frequently reported, extremely elusive being that also possesses unique "faerie" powers.

>>>>>[Well, all this intellectual bandering about is fine, but what does it really mean? Either these things exist or they don't. If they do, they can be measured and documented. What's Charlie flannelling on about?]<<<<<

—Mr. Impatient
(16:32:19/24-JUN-53)

>>>>>[Ah, if only it were that simple. I've jotted down just a few of the questions these creatures' existence raises. The Wild Hunt are very powerful spirits indeed. Only the greatest shamans are said to know how to summon them, yet sometimes they come unbidden. What is their innate purpose? What is their relationship to the metaplanes? What happens when these spirits fade, simply vanish and cannot be tracked astrally? Why do the rappers appear in the folklore of almost every European country, yet we cannot detect them astrally, by sonar, or get a fix on them using any other magical or technological method? That these spirits exist is beyond doubt. The nature of their existence and purpose, we know almost nothing about. That's what keeps the scientists interested (and off balance).]<<<<<

—Greg Mendel
(17:32:01/26-JUN-53)



IDENTIFICATION

The domovoi is a spirit of man. It manifests as a short (usually less than 60 centimeters), hairy bodied, bearded humanoid, usually clad in simple peasant garments or rags.

MAGIC CAPABILITY

Innate.

HABITS

The domovoi is a free-willed servant spirit. It takes up residence in a secluded part of a human or (more rarely) metahuman home, almost invariably in a rural setting (domovoi have not been observed in major cities, sprawls, and the like), usually in a barn, cellar, attic, or similar area. The domovoi is active at night, when it performs menial services for the household, including cleaning, tidying, and so on. It also uses its powers to defend its adopted home, and alerts the household to possible dangers by creating a commotion of some kind (throwing and smashing a plate, for example), in a manner similar to poltergeist activities.

Domovoi deeply fear cats and dogs, and will not attach themselves to a household containing either one. They hunt rats and other vermin skillfully, killing them with small, sharp weapons or by setting traps.

In return for their work and watchfulness, domovoi expect the people of their homes to provide them with food. They have a particular fondness for warm milk, small quantities of beer, and bread, even though their metabolism does not require such sustenance. Domovoi are nervous creatures and avoid being seen by humans, especially avoiding shamans and magicians.

COMMENTARY

The name "domovoi" has Russian and Slavic origins, but the existence of similar small helpful spirits has been documented elsewhere: the "brownie" of several European legends and the *gruagach* appear to be the same creatures called by alternative names. Why domovoi form symbiotic relationships with humans (to the human's

considerable benefit) remains a mystery, and folklore regards them as a mixed blessing. Good fortune comes from having a domovoi in one's home, but a domovoi that is seen by the humans it serves will often leave the household. The common belief that domovoi should be left to their own devices, combined with their native elusiveness and the near-impossibility of capturing one, has made research into their habits and nature difficult.

However, researchers agree that the domovoi is not a true faerie being, but a spirit of man. It lacks unique faerie powers, and while it possesses some unusual qualities for a spirit of man (for example, its movement and reaction

speeds far exceed the norm for spirits of man), parazoologists do not consider these two discrepancies sufficient to change the domovoi's taxonomic designation to faerie.

POWERS

Accident (Domain, Home), Concealment (Personal), Darkness, Enhanced Physical Attributes (Quickness, four times per day, for [Essence x Essence] turns), Enhanced Senses (Low-Light Vision), Guard, Influence (LOS), Manifestation, Search.

WEAKNESSES

None.



>>>>>[These are curious little critters. The opportunity to perform simple domestic chores seems to be the only purpose for their existence. People living with a domovoi will do everything possible to make sure it stays—but that makes sense. When a Rumanian or Siberian peasant gets home at the end of a freezing-cold twelve-hour day in the fields behind a pair of oxen pulling a plough, knowing that the domovoi will clean the floors and wash the dishes overnight is one big, banging blessing.]<<<<<

—Valenskaia (09:21:51/1-JUL-53)

>>>>>[It does more than windows, though. The domovoi can be fiercely protective of its territory. It sets traps for intruders, and drives them off with its accident-causing powers and its ability to conjure up in the intruder feelings of threat, danger, and a fear of going into an area where he does not belong. Domovoi who manifest as creatures of advanced age are sometimes magically active, and have been reported to use manipulation spells. Domovoi often show fierce love for those in their households, especially if the association is a long one. The domovoi may be small, but it is not afraid.]<<<<<

—Wolfgang K (15:26:03/1-JUL-53)

>>>>>[I thought brownies were cute little guys who lived in the woods, though. This sounds like a very different kind of chummer.]<<<<<

—Dodo (18:20:06/4-JUL-53)

>>>>>[No doubt the brownie is also a spirit of man, with very similar, if not identical powers to the domovoi. But the difference is one of degree; brownies spend more time outside than the home-loving domovoi, though they willingly make a house or barn their home. They're almost certainly the same kind of creature.]<<<<<

—Wolfgang K (14:44:13/5-JUL-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Domovoi	3	4 x 5	1	4	3/5	2	(6)	5	5L, -1 Reach

Powers: Accident (Domain, Home), Concealment (Personal), Darkness, Enhanced Physical Attributes (Quickness, four times per day, for [Essence x Essence] turns), Enhanced Senses (Low-Light Vision), Guard, Influence (LOS), Manifestation, Search

Weaknesses: None

Notes: Domovoi use their influence power to drive off intruders by making them feel uneasy, as if they are intruding into possibly dangerous territory, and by giving them the notion that traps and hazards may lurk around every corner of the domovoi's adopted home. The domovoi also uses its accident power to repel intruders, and to alert its household to impending danger or threat (often detected using its search power).

DOMOVOI

Anima mansuetas

HABITAT

Households in rural areas

RANGE

Throughout Europe
(especially eastern Europe)

RANGE



SIZE COMPARISON



KNOCKER (RAPPER)

No accepted taxonomy

IDENTIFICATION

Existing reports of the creature known as the knocker or rapper give various descriptions of its form. The most frequently described appearance is that of a short humanoid (approximately 80 centimeters in height) with powerful arm, shoulder, and pectoral muscles. Additional reports state that the figure is covered with hair like an ape, or moves in a hunched posture, and so on. Very little reliable evidence exists, and even the few video and film records available do not provide enough information for researchers to define this being's appearance.

MAGIC CAPABILITY

Innate.

HABITS

The knocker is a subterranean creature assumed to be either nocturnal or constantly active. Miners by nature, knockers work in cave systems and old mines, excavate new mines, and often tunnel and explore for reasons not apparent to observers. No reliable information is available on their physiology and society; folklore generally suggests that knocker society is very rigid and hierarchical, almost militaristic, and that the creatures are capable of great physical effort and endurance with very little sustenance.

Knockers avoid sentient creatures. They drive off humans and metahumans who intrude into their terrain by physical force and the use of their magical powers. They make it difficult for researchers to locate their social groupings by disguising their mining locations and homes using the glamour power; the most effective counter-strategy has been the use of sonar detectors to pinpoint their areas of operation. Geological analysis can determine no preferred terrain type, but legends say that knockers work to find gold and other precious metals (fairly rare commodities in Europe).

COMMENTARY

The creature known as the knocker appears throughout Europe, though often called by different names. Germany has



kobolds. Britain and Tir Nan Og have rappers (common in Cornwall), the Alpine barbegazai are another variant, as are some versions of gnomes in European folklore, and so on. Because this creature appears so frequently throughout European folklore, and its powers of fading and glamour have been reliably established, this race's origins have been ascribed to the faerie creature realm.

The degree of sentience knockers show has yet to be determined. Knockers continue to frustrate attempts at investigation by remaining extremely difficult to observe or capture. The only two successful captures yielded no data, because the knockers used their fading power to disappear within minutes of capture. Geological exploration of sites

suspected to contain recent knocker activity shows clear signs of mining and excavation, but the apparent nature of the operations differs from site to site.

POWERS

Accident (Zone), Control Resistance, Enhanced Physical Attributes (Strength and Body, four times per day each for [Essence x Essence] turns), Enhanced Senses (Low-Light Vision, Thermographic Vision), Fading, Glamour (Zone x 4) (use [3 x Essence] + 2 as the target number for Resistance Tests to negate the glamour effect), Magic Sense, Magical Resistance, Masking.

WEAKNESSES

Allergy (Sunlight, Severe).

>>>>>[Why doesn't somebody ask a dwarf about these critters?]<<<<<

—Dodo (16:29:51/7-JUL-53)

>>>>>[Look, drekhead, some of us are fed up with human berks who think we crawl out of mines at the end of every day with cloth caps on our heads, whistling cheerily as we march home with our picks and axes. It doesn't help that so-called journalists working for the National Inquisitor and other scuzzbag tabloid trash keep writing scare stories using "Are dwarves taking over our world from below?" as the opening line. We don't have anything in common with these critters.]<<<<<

—Thumper (17:21:19/7-JUL-53)

>>>>>[I've heard that Rhiannon Glendower, Countess of Snowdonia, uses knockers in her orichalcum mines. Of course, they say orichalcum can't occur naturally, so I don't see how anyone can find it in mines, but then nobody knows anything about knockers really either, so anything is possible.]<<<<<

—Janie Jones (03:11:42/8-JUL-53)

>>>>>[Ha! I've heard all kinds of drek about Rhiannon, but I'm not brainwiped enough to believe any of it. And you know, just because two things don't make sense, doesn't mean they go together.]<<<<<

—Moleman (04:17:11/8-JUL-53)

>>>>>[Nonetheless, I believe these critters are up to something. I also find it intriguing that there are no reports of knocker activity in areas where powerful subterranean-dwelling dragons are said to lair. They seem to drive the little guys off. Wonder what they're afraid of the knockers finding?]<<<<<

—Stormer (08:41:32/8-JUL-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Knocker	4	3 x 3	4	2	3/5	6	6	3	6L, -1 Reach

Powers: Accident (Zone), Control Resistance, Enhanced Physical Attributes (Strength and Body, four times per day each for [Essence x Essence] turns), Enhanced Senses (Low-Light Vision, Thermographic Vision), Fading, Glamour (Zone x 4) (use [3 x Essence] + 2 as the target number for Resistance Tests to negate the glamour effect), Magic Sense, Magical Resistance, Masking

Weaknesses: Allergy (Sunlight, Severe)

Notes: Knockers avoid all contact with (meta)humanity, using all their powers to do so. They use the glamour power to conceal and disguise their territories, the accident power to block access to their mining works (this includes apparently natural rock falls, because knockers often set deadfall rock traps), and a variety of other traps and obstacles designed to keep intruders at bay. Reports also indicate that a percentage of knockers possess at least some shamanic talents, because spirits of the earth, especially mountain spirits, appear active wherever knockers work and live.

KNOCKER

No accepted taxonomy

HABITAT

Inside mountains and hills, inside mines

RANGE

Throughout Europe

RANGE



SIZE COMPARISON



WILD HUNT

No accepted taxonomy

IDENTIFICATION

The Wild Hunt is a congregation of spirits that takes different forms from culture to culture. Authorities hypothesize that appearances in different cultures are a result of the viewer's expectations—the perceiver shapes what is perceived. Known as the Chasse Maccabei, Chasse Artu, or Mesnie Hellequin in France, the Raging or Furious Host in Germany, the Yule Host in Iceland, and by many other names in local cultures elsewhere, most versions of the Wild Hunt follow the same manifestation pattern. The Wild Hunt usually appears as a number of large canines led by a spirit that manifests as a dark-cloaked, faceless humanoid form, frequently bearing antlers on his head. In some versions of the Wild Hunt, huntsmen follow the leader riding great steeds that look like horses with glowing red eyes and smoky, flaming breath. The manifestation of the Wild Hunt is particularly terrifying because the baying of hounds, blowing of trumpets, and the clamor of horses' hooves beating on the ground accompany its appearance.

MAGIC CAPABILITY

Diverse (innate and magically active).

HABITS

The Wild Hunt is a magical force of immense power, and the concepts of activity cycle, social behavior, and habits are irrelevant to describing it. The Wild Hunt rides only rarely and always by night. What the Wild Hunt is responding to when it appears is not known, though some believe one can be raised by shamanic summoning. Wild Hunts may serve to track down and slay an enemy of the summoner (if summoned), or create general mayhem and spread terror and fear; the ultimate goal of this phenomenon is very difficult to determine. The handful of shamans said to be capable of raising a Hunt never speak of it.

COMMENTARY

The Wild Hunt holds a powerful place in European myth. The Hunt is a



terrifying, irresistible force: those who see it allegedly go insane (in fact, medical reports diagnose witnesses to the Wild Hunt as victims of traumatic shock syndrome complicated by enduring side effects).

Though the Wild Hunt is defined as an astral entity with manifestation powers, the phenomenon does not conform to known principles of astral-metaplanar organization and expression. However, lingering traces of the glamour power in the terrain over which the Hunt travels strongly suggests the faerie classification, and the Hunt's prominence in folklore supports this suggestion. Because magicians are understandably unwilling to open their senses and magically explore such a powerful force, hermetic studies of the Wild Hunt remain few and far between. Technological study also proves extremely difficult: it is impossible to predict when a Wild Hunt will ride, and its passing creates an effect that causes massive equipment malfunction.

POWERS

The Wild Hunt as a collective entity has the following powers: Alienation (Zone x 5), Confusion (Zone x 5), Control Resistance, Enhanced Senses (Low-Light Vision, Thermographic Vision), Fading,

Fear (Zone x 2), Glamour (Zone x 5) (use twice the Essence of the highest-Essence being in the Wild Hunt as the target number of any Resistance Test a victim makes to negate this power), Immunity to Age, Immunity to Cold, Immunity to Fire, Immunity to Normal Missiles, Immunity to Pathogens, Immunity to Poisons, Magic Sense, Magical Resistance, Manifestation, Search.

The hounds possess Enhanced Senses (Improved Smell) and Sonic Projection. The horses possess Flame Projection and Noxious Breath. The lead huntsman has the additional powers of Animal Control (All Normal Critters), Cold Aura (Personal), Electrical Projection, Paralyzing Touch, and Weather Control. Any additional huntsmen possess Enhanced Physical Attributes (Strength, once per night, for [Essence x Essence] turns). Reports suggest that the lead huntsman also uses combat spells, with all relevant Attribute/Skill Ratings equal to his current Essence Rating. No entity within the Wild Hunt can be adversely affected by the power of another member; for example, the flame projection power of the steeds does not harm the huntsmen or hounds.

WEAKNESSES

Allergy (Sunlight, Extreme).

>>>>>[By crimony, I don't ever want to vidie one of these in my back garden. Don't think they'd be after Reynard the fox, somehow.]<<<<<<

—Rambling Sid Rumpo (18:23:11/9-JUL-53)

>>>>>[Brane Deigh and her Seelie Court know how to raise the Hunt. A mutual understanding exists between the elves and the Prod paramilitaries in New Ulster; the Prods don't use dirty weapons, Lady Deigh doesn't raise the Hunt against them. There's terrorism enough for all, but they hold back on the big guns. And you don't get bigger than the Wild Hunt.]<<<<<<

—Sinead H (05:07:40/10-JUL-53)

>>>>>[Who are the shamans who know how to raise the Hunt?]<<<<<<

—Jubilator (22:15:07/10-JUL-53)

>>>>>[Don't ask who, but we know a few things. Raising the Hunt is a long process; it's essentially ritual sorcery and requires a small group of shamans. It can only be raised in sites lying on magical meridians, where the background count is high. The magical drain of the operations is terrifying in itself, and so the shamans who participate are experts in centering and use as many power focuses as they can get their hands on. Power focuses often are permanently drained during the operation, and raising the Hunt can also prove fatal to the shamans. The seps call this level of magic-making "Ghost Dance magic." Once the Hunt is raised, that's it; the shamans cannot instruct or follow it, though they can apparently monitor it undistracted by its glamour.]<<<<<<

—Shambanara (07:13:50/11-JUL-53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
The Wild Hunt									
Hounds	4	6 x 8	4	—	2/6	6	(6)	5**	7S
Steeds	9	8 x 8	9	—	2/6	6	(6)	5**	6D, +1 Reach
Huntsman/Leader	10	8 x 8	10	—	7	10	(12)	10**	12D
Huntsmen (Others)	8	7 x 8	8	—	6	8	(10)	8**	10S

Powers: The Wild Hunt as a collective entity has the following powers: Alienation (Zone x 5), Confusion (Zone x 5), Control Resistance, Enhanced Senses (Low-Light Vision, Thermographic Vision), Fading, Fear (Zone x 2), Glamour (Zone x 5) (use twice the Essence of the highest-Essence being in the Wild Hunt as the target number of any Resistance Test a victim makes to negate this power), Immunity to Age, Immunity to Cold, Immunity to Fire, Immunity to Normal Weapons, Immunity to Pathogens, Immunity to Poisons, Magic Sense, Magical Resistance, Manifestation, Search.

The hounds possess Enhanced Senses (Improved Smell) and Sonic Projection. The horses possess Flame Projection and Noxious Breath. The lead huntsman possesses Animal Control (All Normal Critters), Cold Aura (Personal), Electrical Projection, Paralyzing Touch, and Weather Control. Any additional huntsmen possess Enhanced Physical Attributes (Strength, once per night, for [Essence x Essence] turns). Reports suggest that the lead huntsman also uses combat spells, with all relevant Attribute/Skill Ratings equal to his current Essence Rating. No entity within the Wild Hunt can be adversely affected by the power of another member; for example, the flame projection power of the steeds does not harm the huntsmen or hounds.

Weaknesses: Allergy (Sunlight, Extreme)

Notes: Quickness multiplier applies to travel over any terrain (usually flying). The Wild Hunt cannot be affected by magic that would directly and adversely affect its rate of travel (e.g., the movement power of critters). The huntsman/leader cannot be affected by illusion spells. **3D6 Initiative dice.

WILD HUNT

No accepted taxonomy

HABITAT

No natural habitat

RANGE

Throughout Europe

RANGE



SIZE COMPARISON



APPENDIX 2

METAHUMAN EXPRESSIONS

The first metahuman expressions began in 2021, and parabiologists have watched with great interest the rapidly increasing percentage of the global metahuman population that continue to express with radically different physical appearances. No longer confined to minor variations of the familiar *Homo sapiens ingentis* (troll) and *Homo sapiens robustus* (ork) forms, both species now show marked differences in regional expressions. Variant regional expressions were documented as early as 2021, but the percentage became significant only with the generation now reaching maturity.

VARIATIONS

From the first unexplained genetic expression (UGE) in 2011, ethnic expressions of the dwarf and elfen races have been common. In each case, the elf or dwarf expressed according to its phenotype while retaining the minor racial characteristic representative of the local indigenous population. Elves expressed in accordance with major racial differences, including Negroid, Asian, Hispanic, and aboriginal; dwarves less so. Minor differences in hair and eye color, body size and proportions, and so on reflected the statistical average of the unchanged inhabitants of the region. This variety is logical, as children who express as metahumans inherit their hair and eye color and physical proportions from their parents, just as do unchanged children.

In contrast, variant metahuman expressions among the troll and ork races have reached unexpected extremes, comprising almost 10 percent of the populations of those two races. The two principal European variants are the troll-minotaur and the ork-ogre.

MINOTAUR (TROLL)

Common to the Mediterranean basin, the troll-minotaur shares every characteristic of the common troll form except for physical appearance. The minotaur expression averages a nearly



identical range in weight to the troll, but stands approximately one-half meter shorter, resulting in a much stockier, broader body. The troll-minotaur's head is shaped like a bull's and capped with two horns of varying shape. A layer of short hair covers the minotaur's body, ranging in color from ebony to shades of light brown. As with the troll, the hands and feet are fully formed and usable.

The troll-minotaur's resemblance to the wild minotaur (*Aurochs atrox*) continues to fuel sometimes acrimonious academic discussions regarding the creature's classification. The only current explanations for the similarity between the two expressions are pure speculation.

OGRE (ORK)

The ogre represents the European variant-expression of the ork (*Homo*

sapiens robustus). Like the troll-minotaur expression, the ogre is shorter and stockier than the ork, but retains roughly the same average body weight. The ogre's skin appears much smoother than the ork's, and its face is broader and the jawline more pronounced. Ogres also tend to be nearly or completely hairless and show a more pronounced musculature than the ork.

The ogre variant seems to be the most common form of ork in continental Europe, though there are strong indications of a population increase on the Euro-Asian landmass.

Gamemaster's Note: The ogre and the troll-minotaur use the same game statistics as the ork and the troll and the same racial modifications and abilities. They simply look different.



GAME INFORMATION



POWERS OF THE AWAKENED

Aw hell, I don't know what this thing can do—but if we stand here yabberin' about it we're gonna find out!

—Blg Jim Bog, hunter

DEFINING POWERS

Read this section carefully, chummers. You'll need these rules clarifications to survive.

The powers listed in this section include all those presented in **Shadowrun, Second Edition** and **Paranormal Animals of North America**, plus a few new ones. In addition, this section provides more detail on the powers than previous books, and clarifies the rules for dealing with those powers in game play. Specifically, this section offers more Success Test specifications, more values for operative ranges of powers, and so on. This section is of particular value to those players and gamemasters who prefer to have critter powers pinned down to specific numbers in game terms. For those more comfortable using rules as guidelines, the briefer descriptions of the powers provided by the previously mentioned sourcebooks will do just fine.

Gamemasters should feel free to modify target numbers, Damage Codes or the effects of powers to fit the game they want to play. Such changes keep the runners from getting cocky and thinking they know exactly what each critter can do to them every time they meet one. Unusual members of a species might well have an extra ability or two, or might be especially powerful or smart. On the other hand, some members of a species may not have the full range of that species' powers, or they may not use them as effectively as other specimens the player characters have met before. Use the critter statistics as a template; just not to deviate so wildly from them that the critter loses its identity, but remember that they are not written in stone. Finally, if the adventure pits the runners against some incredibly powerful megacritter, give them a chance to investigate and discover what they will face. Otherwise, the gamemaster may end up with a team of dead runners (and irritated players).



SELF-AFFECTING POWERS

Many powers allow a creature to boost its own Attributes, move faster, change form, and so on. Use of such powers does not require the critter to make a Success Test. The effects of these powers may last for as long as the creature wishes. For self-affecting powers with time limits, such as enhanced reactions, the description of the power or the descriptions of the critters possessing it include that limit. If no time limit is given, the power operates permanently. Powers of this nature include special immunities and resistances, such as immunity to fire.

VICTIM-AFFECTING POWERS

Many powers allow critters to do nasty things to runners (as well as anyone or anything else that gets in their way). These powers fall into two general categories: attacks that do physical damage to targets, and attacks directed against a target's mind, essence, reflexes, perceptions and so on.

For powers with physical-damage effects, such as electrical projection, flame

projection, and so on, the attacking critter must make a Success Test against the appropriate range-based target number. Resolve this test as for ranged combat (p. 87, **SRII**), applying all appropriate modifiers. For more information about the ranges of powers, see **Range and Duration of Powers**, p.125.

Resistance Test

To reduce the amount of damage he or she suffers, the victim makes a Resistance Test, usually a Body Resistance Test. Follow the procedure for resolving ranged combat (p.87, **SRII**). Use appropriate Damage Codes for the power used against the victim. Compare the number of successes the attacker and victim roll, and use the net successes to stage the damage level appropriately.

Opposed Test

When a critter makes a mental attack, use the following procedure unless otherwise specified. The creature makes an opposed test (see p. 68, **SRII**), pitting its Essence against the target's Willpower. For both participants in the

opposed test, the rating of the opposed Attribute serves as the target number. For example, if a critter with Essence 6 tries to use a power against a victim with Willpower 4, the critter rolls 6 dice against a Target Number of 4. The prospective victim, in turn, rolls 4 dice against a Target Number of 6 (nasty odds, chummer). If the critter fails to roll any net successes, the power has no effect on the victim. If the creature rolls at least 1 success, then the victim succumbs to the power. Usually, 1 success does the job, but sometimes the number of successes rolled by the critter determines the strength of the power's effect. Descriptions of individual powers include graded effects of this type.

At his or her discretion, the gamemaster may allow shamans, mages, and certain adepts (when appropriate) to use their Magic Attribute Ratings instead of Willpower Ratings when making an opposed test (if the Magic Attribute Rating is higher). Critter powers originate from the same Awakening that brought magic to the world, and so magicians may have a better chance of resisting such powers than mundanes. Naturally, this also means that initiates are even less susceptible to critter powers than non-initiates: use of this suggestion requires careful consideration, lest the power escalate out of control. The gamemaster may decide to reduce magicians' susceptibility only against more mystical types of powers.

POWERS WITH INDIRECT EFFECTS

Critter powers causing indirect effects cannot be resisted using opposed tests. A creature employing the accident power uses the surrounding environment to afflict a victim, for example, tripping him up by a wire or branch, or flipping a cream pie into his face. In these cases, the magic of the power does not affect the target directly, mentally or physically; it affects some object, which in turn affects the victim. Other types of Success Tests may be used to evade or avoid the effects of the power, for example, using Quickness to dodge out of the way of the effect. If allowed, the description of the individual power includes such Success Tests. (See **Accident**, following.)

SPECIAL CASES

A few mentally directed powers affect victims directly, but offer them no chance to resist (such as animal control). The attacking critter need not make an opposed test to use such a power. These situations are specifically noted in the descriptions of individual powers.

Some powers, such as corrosive secretions, are actually innate qualities of certain critters that can have unpleasant effects on other creatures. A creature possessing such a power need not make a Success Test to use it (the critter oozes the bad stuff all the time), but the potential victim can make a Resistance Test to avoid or minimize damage. As stated above, the player makes a Body Resistance Test to resist Physical damage, an opposed test for other types of damage, and so on. Such cases are clearly explained in the descriptions of individual powers.

ONE AT A TIME!

In general, a creature can only use one power to actively attack one victim per Complex Action during combat. (Count your blessings, chummer.) Exceptions are noted in the individual power descriptions. Generally, active use of a power constitutes a Complex Action.

OPPOSED POWERS

On rare occasions a creature may possess two powers with diametrically opposed effects (for example, accident and guard). If a critter (or more than one) tries to use two such powers against the same character or creature, make an opposed test between the two powers, using the rating of the opposing power (normally the Essence of the creature using that particular power) as the target number for each power. The stronger of the two powers, the one generating the highest number of successes, affects the victim with a rating equal to the number of net successes rolled in the opposed test.

POWER RANGE AND DURATION

Ranged critter powers have specific range steps, much like a firearm or projectile weapon, determined by the critter's Essence and Threat ratings.

Resolve attacks using these powers per the ranged combat procedure found on page 87, **SR11**. Use the following table to determine the base target number.

CRITTER POWER RANGE TABLE

Target Number	Range In Meters	
4	Short	0-Y x 2
5	Medium	To Y x 5
6	Long	To Y x 20
9	Extreme	To Y x 50

In the table above, the "Y" stands for a value equal to the critter's Essence multiplied by its Threat Rating. A mystical critter with an Essence of 6 and a Threat Rating of 2 would have range steps of 0-24, 60, 240, and 600 meters.

In most cases, the creature using a ranged power (typically, to attack) must detect the target in order to affect it. In general, detection requires line of sight; scenting a target does not allow the critter to determine its location with enough precision to zero in with an attack. This restriction may not apply to area-effect powers or powers such as hypnotic song, where the singing creature need not see its target in order to affect it. (In fact, a critter with that power might just sing to amuse itself, and the runners just happen to hear it. Possible, but a tough call on the team.) Creatures with search power, of course, can detect and pinpoint targets without line of sight. Because their use does not require line of sight, certain powers can make critters very powerful, and the gamemaster should take extreme care to always give the characters at least a fighting chance to survive.

Some critters can only use certain powers within specific territories or terrain (for example, certain spirits can only use their powers in certain terrain). The gamemaster must decide exactly what constitutes that terrain. Highly territorial creatures may have sharply defined boundaries of influence, but more mobile critters (especially flying creatures) will not have such clear-cut territories. In cases where the boundary of influence is in question, a gamemaster may allow for the difficulty of determining a boundary by deciding that a terrain-linked power

ceases to operate once the critter in question has backed off from a fight, lost interest and left, or been killed. (Dead critters have no territory.) Of course, a creature can always stop using a power against a victim if it so chooses.

Terrain need not be an either-or proposition. For example, the terrain of a mountain spirit may not have a clear demarcation zone. Where do the foothills end and the mountains proper begin? In such cases of fuzzy boundaries, the gamemaster may decide to use the concept of "secondary terrain," an area around the mountain range itself where the spirit can use its powers, but at reduced strength. For example, add 1 or 2 to all of the spirit's target numbers when using its powers, or subtract 1 or 2 from the target numbers of potential victims, as appropriate. Using this optional rule, creatures may simply warn off intruders using their reduced powers rather than attacking intruders. Of course, more vicious creatures may prefer to wait until their prey enters their territory and attack full strength.

The description of each critter's powers includes the ranges within which a given power operates. The four possible ranges are described below.

Personal

A personal power affects only the creature using it. Radiating powers such as cold aura extend outward from the critter for a number of centimeters equal to the critter's Essence. Descriptions of the various aura powers include suggestions for how to use the radiated power in an encounter.

Zone

A zone power affects an area around the critter equal to the critter's Essence multiplied by its Threat Rating, in meters. Larger areas are noted as Zone x 2, Zone x 3, and so on. Note that in general, the creature must detect the target's precise location within the zone before using a power against it. Once the critter sees its victim, it need not necessarily maintain line of sight to continue to affect its target.

LOS (Line of sight)

The critter must see the target, using

any form of vision, before it can attack.

Domain

Nature spirits can affect animate and inanimate beings and objects within their domain, the terrain in which their powers function at full strength. For more information on domains, see p. 140, **SRII**, and p. 65, **Grimoire II**. As with a zone power, the creature must detect the presence and precise location of the target within the zone before using a domain power against it. Once the creature sees the target, the creature need not keep its victim within line of sight in order for its power to work.

ASTRAL PERCEPTION

A magician can astrally assense any power a critter is using. Upon making a successful Astral Perception Test, a magician can see the influence of an exercised power such as alienation, hypnotic song, and so on, over another character. The Essence Rating of the creature exercising the power serves as the target number for the Astral Perception Test. The number of successes the magician rolls determines the amount of information assensed. For example, 1 success may tell a magician that a person is the victim of a mind-controlling power; 2 successes allow the magician to realize that the person lacks normal willpower; 3 or more successes reveals that the person is hypnotized. Gamemasters should use their judgment to determine the amount of information the magician learns by assensing, always taking into account the circumstances and environment.

THREAT RATINGS

As described in the **SRII** rules, all critters have Threat Ratings. Threat Ratings give critters extra dice to use *all the time*, for offense or defense, in addition to any dice they might normally use to make a Success Test. Unlike Dice Pools, Threat Rating dice do not refresh, because they are never used up: the same number of Threat Rating dice is available for every consecutive Success Test. Note, however, that these dice cannot be used for Initiative.

The gamemaster should use a critter's Threat Rating to balance its

powers and "dangerousness" against a group of player characters. If the critter needs to pack a bigger punch, the gamemaster can add Threat Rating dice (even in the middle of a fight). If the creature is defeating the runners too easily, the gamemaster can take away Threat Rating.

POWERS

Awakened critters possess many and varied powers. The following compilation does not necessarily include every power or variation thereof. A capricious creator, Mother Nature might easily have more up her sleeve than the following tricks.

ACCIDENT

A being with this power can cause an apparently normal accident to occur. Depending on the surrounding environment, such accidents can range from embarrassing or ridiculous to potentially fatal. For example, causing someone to trip and fall poses no real danger to a person standing on solid ground. If he happens to be standing on the edge of a cliff, tripping could be lethal.

The exact nature of the accident befalling the victim depends on the critter wielding the power and the environment. Typical examples of accidents caused by this power include tripping a victim with trailing wires or fallen branches, placing an obstacle in the way of movement that causes a person to fall or prematurely end an action, and striking the victim with a small, nearby object that causes little or no damage but that prevents or hinders an action (a whack in the face by a pile of leaves, a punch in the guts by a branch or a small box, and so on). The accident always interrupts the action the victim is attempting to complete, and the character on the receiving end of it loses at least one Simple or Complex Action due to the accident's effect.

A character attacked with the accident power makes a Success Test by rolling a number of dice equal to either his Quickness or Intelligence Attribute, whichever is higher, against a target number equal to the Essence Rating of the being using the accident power. If

the character rolls at least 1 success, he manages to evade the accident (for example, he ducks instinctively as a branch flies at his face, or stumbles without falling). If he rolls no successes, he suffers the full effect(s) of the accident.

ADAPTIVE COLORATION (SELECTIVE)

The most common form of the adaptive coloration power affects the visual band of the electromagnetic spectrum, including that part of the spectrum used by dwarfs, trolls, and others with natural thermographic vision. This power gives a creature the ability to refract light around itself and become almost invisible. When the creature remains immobile, the Target Number for the Perception Test required to detect it is 10; when the creature is moving, the Target Number is 8. Because this power plays merry hell with the depth perception of anyone attacking the creature, add a +2 modifier to all target numbers for ranged attacks against it. This power works against natural and cybernetic thermographic vision, but has no effect against non-visual senses such as sonar, radar, or scent tracking.

Less common forms of the adaptive coloration power refract sound waves, microwave radars, or are limited to narrower bands of the electromagnetic spectrum. Creatures listed in this book as having the adaptive coloration power have the common form described above unless otherwise stated.

ALIENATION

The alienation power allows a being to shroud its victim(s) in an aura that renders the target invisible to others. Treat this as an invisibility spell with a Force Rating equal to the creature's Essence and a duration equal to the creature's Essence in hours. The effects of the alienation power differ from those of a standard invisibility spell in the following ways.

The alienation power is not intended as a beneficial form of invisibility. It renders its victims intangible, inaudible, odorless (if appropriate), and undetectable by both thermographic and normal vision. Those who fail the Perception Test needed to detect an



alienated character are completely unaware of him; they may fire a slug through him or drive a vehicle over him without realizing it.

A creature using alienation must make an opposed test, rolling a number of dice equal to its Essence against a target number equal to the victim's Willpower. The victim rolls a number of dice equal to his Willpower against a target number equal to the being's Essence. (See **Victim-Affecting Powers**, p. 124.) If the creature rolls 1 or more net successes, the power works against the chosen target. Characters making a Perception Test to see the alienated victim use the creature's Essence Rating as the target number, adding +1 to the target number for each net success the creature rolls in the opposed test.

ANIMAL CONTROL

Some Awakened beings have heightened empathy with normal animals, often limited to a specific breed such as cats, reptiles, or wolves. The animal control power gives the critter the ability to prevent the affected animal from attacking it, raising an alarm, and so on. By concentrating (i.e., the being can take no other actions) the empowered being can control an individual animal, experiencing the world through its senses and directing its behavior. However, the being cannot make the controlled animal perform an action it would not normally perform. The animal cannot use skills it does not possess (no car-driving

monkeys), or behave wildly out of type (no kittens savagely attacking trolls), or do anything fatally stupid (no dogs jumping off cliffs in an effort to fly).

The number of small animals (domestic cats, rats, and so on) that a creature can control with this power equals its (Charisma)D6. A being may use this power to control a number of larger animals (wolves, lions, dogs, and the like) equal to its Charisma. If the creature has no Charisma Rating, give the critter a Rating of 1 for the purposes of using this power. Animals affected by the animal control power cannot resist. Ally spirits inhabiting an animal form are immune to this power, as are other spirits and shapechanged or transformed beings in animal form.

BINDING

A creature with binding power can make a victim stick to a specific surface, for example, earth, concrete, sand, and so on. This power is limited by the surrounding terrain; a being using this power in the Sahara Desert cannot make its victim stick to concrete. A being employing this power must roll at least 1 net success in an opposed test using its Essence against the Willpower of the victim. (See **Victim-Affecting Powers**, p. 124.) To perform any action requiring movement against the surface, such as running or walking, an affected



victim must make a successful Strength Test against the Force of the binding using a target number equal to the Essence Rating of the attacking creature. Used against a prone target, this power has particularly devastating effects.

A being can also use this power to bind parts of a victim together, but only if the target has limbs, wings, or other tangible appendages that can be stuck together. (A toxic earth spirit or a jellyfish makes a lousy choice of target for this type of attack.) Make the tests described above to determine whether the binding power affects the victim by binding it to itself, and whether it can move once affected.

BLINDNESS

As the name suggests, this power induces blindness in a single target. The victim must make a Willpower Resistance Test against the effect's Damage Code, which equals the being's Essence. If the victim rolls no successes, he or she is affected by the power and completely blind for 1D6 Combat Turns, but suffers no actual physical damage. This power also affects cybereyes.

COLD AURA

Beings with the cold aura power can radiate a zone of extreme cold extending from the surface of the

creature's body for a distance equal to the creature's Essence Rating in centimeters. The temperature of the cold region is approximately -100 degrees Celsius. Most liquids within this zone freeze instantly, and metals become brittle with prolonged exposure.

Because an additional chilly zone radiates a variable distance from the supercold aura, any character attempting to make a melee attack against a creature using the cold aura power takes damage from the freezing temperature. (The attacker doesn't need to hit the critter to feel the chill, chummer. He just needs to get close.) The attacker must make a Body Resistance Test against a Damage Code of (being's Essence)/M. Reduce the target number for the Body Resistance Test by 1 for each point of Reach the attacker's melee weapon has; increase the target number by 2 if the creature made a successful melee hit on the attacking character in the same Combat Turn. Impact armor counts in resisting the damage. Heavy clothing also counts for 1, 2, or 3 points of additional "cold armor," depending on the clothing's weight.

Characters can also take damage from the cold aura power by proximity alone (for example, an unconscious or helpless character lying very close to the creature). A standard Body Resistance

Test may reduce this damage as normal. As a rule of thumb, any character within melee range of a critter using this power (even if incapable of actually attacking it), takes damage from the chill.

COMPULSION

A being with compulsion power can compel a victim to perform a specific physical action, as if the victim had fallen under a control actions spell. If a victim of this power attempts to use a skill, add a +4 modifier to all target numbers for that skill. When that being attacks using the compulsion power, make an opposed test pitting the creature's Essence against the target's Willpower. (See **Victim-Affecting Powers**, p. 124.) For every 2 net successes the creature rolls, it can control one action by the victim. The creature must control the victims' actions immediately upon exercising the compulsion power; a creature cannot compel a being to do something in the future. Compulsion affects only the victim's actions, not his consciousness.

CONCEALMENT

The concealment power allows a creature to hide within its terrain rather than becoming invisible. A creature may use concealment to hide itself, its summoner (in the case of a nature spirit), and any companions from danger. It may also hide objects from curious searchers. Unlike invisibility, concealment allows fellow beings affected by the power to detect each other normally (for example, a concealed summoner can see the spirit protecting him). For beings attempting to see the concealed creature(s) or object(s), add the creature's Essence Rating to the target number for any Perception Tests the gamemaster allows. Thus, if the gamemaster determines that the Perception Test to perceive the hiding creature has a Target Number of 5, use of the concealment power increases the target number to (5 + [creature's Essence]).

CONFUSION

The confusion power gives a creature the power to make victims lose their sense of direction and purpose, so that they wander aimlessly through the terrain

it controls. Make an opposed test to determine if the power affected the victim. (See **Victim-Affecting Powers**, p. 124.) The consequences of this power vary widely. A hearth spirit causing confusion in a house might lead to nothing worse than someone bumping into walls or mistaking a closet door for an exit. Confusion in the terrain of a mountain spirit can easily lead someone to stroll over the nearest cliff.

Characters who attempt any Success Tests while affected by confusion must modify all target numbers by one-half (round down) the number of net successes generated by the creature in the opposed test made to use the power. In addition, whenever an affected victim needs to make a decision, he must make a Willpower Test against a target number equal to the being's Essence. If he fails to roll any successes, the victim cannot make up his mind what to do. Depending on the situation, this outcome may have variable consequences. The gamemaster may have a victim do nothing, or the victim may continue to do whatever he was doing before succumbing to confusion, as he sees fit. If the victim has unaffected companions who remind him to do something different, or if he is attacked, he may make a new Willpower Test. If left alone, the confused victim will eventually wander away from the terrain of the being using this power, at which point his mental fog vanishes. The confusion power only works within the territory of the being using it.

CORROSIVE SALIVA

Creatures that can spit corrosive saliva make highly dangerous enemies in melee combat. Corrosive saliva will rapidly degrade armor and do considerable damage to unprotected flesh. Each time such a creature engages in any type of melee attack, it can simultaneously spit its saliva at a suitably located target. For example, if one character attacks a 20-meter spitting lizard from the front, another character striking its tail does not make a plausible target. To make a spitting attack during melee combat, the creature makes a ranged combat attack as normal, except that the target makes a Damage Resistance Test using Quickness dice

rather than Body dice. The target may still use Combat Pool dice. Per resolving ranged combat (p. 87, **SRII**), compare the successes. Each net success the creature rolls permanently reduces by 1 the Ballistic and Impact Ratings of any armor worn by the victim, with a maximum total reduction equal to the creature's Body Rating. When the Impact and Ballistic Ratings of armor reach 0, a victim no longer has armor. Unarmored victims must make a Body Resistance Test against a Damage Code of (creature's Body Rating)L. For every 2 net successes the creature rolls when resolving ranged combat, the Power of the attack increases by 1.

CORROSIVE SECRETIONS

Creatures with this power exude dangerously corrosive skin secretions. Touching the creature's body with bare flesh causes damage on each turn the contact is maintained. Any successful melee attack against such a creature inflicts damage to armor exactly as for corrosive saliva. An unarmored victim engaging in a melee attack must make a Body Resistance Test against a Damage Code of (creature's Essence)L. Reduce the target number by 1 for each point of Reach of the attacker's melee weapon.

Any successful melee hit by a creature with corrosive secretions power increases the target number for the victim's Body Resistance Test by 2.

Corrosive secretions pose particular hazards for characters wearing delicate bodyware, such as smartgun-link palm contacts. To avoid damage to such sensitive equipment, a character engaging in melee combat must automatically make a Body Resistance Test against a target number equal to the being's Essence. If the character rolls no successes, the cyberware is damaged and requires repairs at a cost equal to one-half the original price. As with all melee attacks, if the character is using a melee weapon having a 1- or 2-point Reach, subtract the weapon's additional Reach from the target number.

DARKNESS

This power allows a creature to cloak itself in darkness, making itself appear to be a shadow. Though useless for

concealment in daylight or bright illumination, and redundant in full darkness, a creature using this power in any other lighting conditions is extremely difficult to detect. Apply the following modifiers to target numbers for Perception Tests made under the following conditions.

Minimal Light: +2

Partial Light: +4

Glare: -1

The above modifiers apply only to Perception Tests made under these conditions. Though a creature using darkness power cannot be seen by thermographic vision or sonar, radar can detect it.

DESIRE REFLECTION

The desire reflection power enables a creature to discover the greatest desire of a single target within its range and generate illusions relating to that desire within that target's mind. The creature itself can appear as a harmless or pleasing aspect of those illusions, if it so wishes; faerie beings often hide their true appearance. When a being uses this power, make the standard opposed test pitting the being's Essence against the target's Willpower. (See **Victim-Affecting Powers**, p. 124.) If the creature rolls any net successes, treat the victim as if affected by an entertainment spell with a Force Rating equal to the being's Essence. For every 2 net successes the creature generates in the opposed test, increase the effective Force Rating by 1.

Unlike an entertainment spell, the desire reflection power does not require a willing victim to work. If the victim is attacked or injured, or his companions shout at him, slap him, and so on, he makes another opposed test against the being's Essence to end the power's influence. Left to their own devices, victims will indulge themselves as if their desire has come true (scooping up imaginary credsticks or hardware, strangling their hallucinatory nemesis enemy, fondling an imaginary boytoy or joygirl and so on), wandering off once they have had enough.

DISMISSAL

A creature employing dismissal power triggers feelings of unease and

discomfort in the mind of a victim in its terrain. Resolve the creature's attack using the standard opposed test, pitting the target's Willpower against the creature's Essence. (See **Victim-Affecting Powers**, p. 124.) If the victim rolls fewer successes than the creature, he feels like an intruder, and experiences growing disquiet as long as he remains within the creature's territory. Each time the affected victim takes a new action that brings him closer to the creature, or deeper into the creature's region, (rushing towards the creature, exploring its lair, and so on), he must make another opposed test, using his Willpower against the creature's Essence. If the creature rolls even 1 net success, the victim refuses to undertake the action. If a character fails three action-specific opposed tests of this type, the victim tries to leave the creature's terrain. Nothing and no one can persuade him to venture further within it. The gamemaster determines which specific actions or changes of action may require such consecutive opposed tests, depending on the circumstances, the victim's objectives, and similar factors.

ELECTRICAL PROJECTION

This power allows a creature to strike a single target with a powerful electrical discharge. A victim may not dodge or defend against such a strike, making this power extremely dangerous. An electrical projection strike inflicts (Body or Essence)M damage; to minimize such damage, the victim may make a Body Resistance Test. Impact armor protects the wearer.

In addition to the damage noted above, an attack with the electrical projection power causes disorientation for a number of Combat Turns equal to the attacking being's Essence. A disoriented victim can perform no actions except for simple self-defense. If self-defense requires use of skills, increase all target numbers for the skill Success Tests by 4. For Perception Tests, Body Resistance Tests to avoid further damage, and the like, increase target numbers by 2. A disoriented character cannot use magic.

The electrical projection power also plays utter havoc with any sensitive

equipment carried by the affected character. Nothing happens to simple weapons, but scanners, security devices, communication devices, and cyberware may burn out completely. Any electrical projection strike doing (M)oderate or greater damage affects 1D6 such devices; see p. 98, **Street Samurai Catalog**, or pp. 39-40, **Shadowtech**, for details on cyberware damage to determine the effects of the strike. For gear to survive an electrical projection attack intact, the player carrying the device must roll 3 dice against a target number equal to the Power of the attack. If the gamemaster decides that a particular device is partially insulated, or has customized features protecting it against such attacks (for example, surge protectors), he may allow the player character to roll additional dice. If the character rolls no successes, the electrical projection attack fries his equipment. Tough luck, chummer.

EMPATHY

The empathy power allows a creature to recognize the dominant emotions and moods of a selected target within range. The being can also project an emotional state of its choice on a target. Establishing this empathic link requires an Essence Success Test, using the prospective victim's Willpower as the target number.

If the target resists the creature's efforts to use this power to establish an empathic link, he can try to break the contact by making an opposed test using his Willpower against a target number equal to the creature's Essence. If the character rolls 1 or more net successes, he breaks the link. The character's successes rolled in the opposed test accumulate over multiple attempts by the creature to establish the empathic link, as long as those attempts occur within a number of minutes of each other equal to the character's Willpower.

ENGULF

A being with this power can draw its victim either into itself (e.g., a fire elemental) or into the terrain or element appropriate to its nature (e.g., certain aquatic creatures). The victim suffers all effects of being submerged in the substance, the least of which is usually

drowning or suffocation.

The gamemaster should make an opposed test using the being's Essence and the target's Willpower. (See **Victim-Affecting Powers**, p. 124.) If the creature achieves a single net success, the victim enters the substance at his or her normal movement rate. If the creature rolls additional net successes, the victim enters the substance at running speed, if appropriate. Once within the substance, the victim begins to drown, burn, or suffer other appropriate effects. As long as the creature continues to exercise its engulf power, the victim may not escape. The creature's attack on another victim, whether physical, magical, or using a critter power, automatically releases the first victim from the engulf power.

Spirits use the engulf power according to the following rules.

Treat the engulf attack as a melee attack. The spirit uses its Quickness Attribute to attack the target. Targets may counterattack per the melee combat rules (p. 100, **SRII**) to avoid being engulfed. If the victim is engulfed, he suffers the following effects depending on the substance engulfing him. In all cases, the victim must make a Body Resistance Test to resist damage for each of the spirit's actions.

Fire Engulf: (Essence)M damage. Add a +2 modifier to the Power Rating for the flame aura power. Impact armor helps resist damage; ballistic armor provides no protection. Clothing and equipment may burn, explode, melt, or short out when engulfed in fire, as the gamemaster deems appropriate.

Water Engulf: (Essence)M Stun damage on the first action. Increase the Power Rating for each subsequent action by +1 until that rating equals double the attacking being's Essence Rating. Being engulfed by water feels nastier than ordinary drowning. Victims who pass out may still suffer damage from the spirit's actions; they take Physical damage and eventually die.

Earth Engulf: (Essence)S crushing damage. Impact armor helps to resist damage, but ballistic armor does not.

Air Engulf: (Essence)S Stun damage as if from the noxious breath power. The affected character makes a Body Resistance Test using either his Body or

Willpower Attribute, whichever is higher. Because the spirit can penetrate breathing gear or similar protective systems, this equipment offers no defense. After passing out, the engulfed victim begins to sustain Physical damage and eventually dies.

Engulfed victims may attempt to escape their wretched state while still conscious. Each time the victim takes an action, he makes an opposed test pitting his Strength Attribute against the spirit's Essence Rating. If the victim rolls any net successes, he breaks free of the engulfing substance and may try to escape the affected area (by running from the flames or wading out of the water, for example). Simply escaping from the affected area may not necessarily get the character out of the element. It may be a long swim to shore. . . .

ENHANCED MOVEMENT

A creature with enhanced movement power can multiply its own movement rate by its current Essence Rating. This power is designed to allow the creature uninterrupted movement across open terrain. It does not apply in tactical or combat situations, with one exception: at the gamemaster's discretion, a creature with this power may use it to flee from combat, provided melee attackers do not engage it and the terrain contains no fences, walls, or similar major obstacles. Enhanced movement develops gradually, reaching full speed after a number of turns equal to the creature's Essence. A creature with Essence 5, for example, can travel at double its usual speed on a second turn of fleeing, triple on the third, quadruple on the fourth, and at its maximum enhanced movement rate on the fifth and all succeeding turns.

ENHANCED PHYSICAL ATTRIBUTES

This power allows a creature to increase one or more of its physical Attributes by the equivalent of its current Essence Rating. Usually, this power has a short duration, applies to a specific subset of physical Attributes, or gives the Attribute involved a boost equal to a fraction of the being's current Essence. Each creature with this power uses it

somewhat differently. Note the details in each individual description, because the variations can turn out to be nasty.

ENHANCED REACTIONS

A creature with this power may add (current Essence + 2) dice to its Initiative rolls (round fractions down). The gamemaster should use his discretion to limit this power in duration and/or number of uses available.

ENHANCED SENSES

Many creatures have enhanced sensory capabilities such as heat-sensing organs, sonar, improved hearing and sense of smell, low-light and thermographic vision, motion detection, the ability to sense electrical or electromagnetic field disturbances, and the like. Such enhancements generally operate all the time. Individual critter entries specify which enhanced senses each critter possesses.

ESSENCE DRAIN

This power allows a creature to drain another creature's Essence, adding the points drained to its own Essence Rating. This power takes both temporary and permanent forms, each of which work differently.

Permanent

A creature can only inflict permanent Essence drain if the target is in the grip of a powerful emotion: a lover's passion, the terror of an unwilling victim, the rage of a defeated enemy. This overwhelming emotion must be directed at the creature attempting Essence drain. In addition, the creature must ingest some form of the victim's physical substance even if only a small amount (blood drunk by a vampire, flesh eaten by a wendigo, and so on).

A fiercely resisting victim will not succumb to permanent Essence drain. The victim must either participate willingly, or else the creature must physically or magically subdue him. The psychic stimulus created by the touch of the creature using this power (the vampire's bite or kiss, for example) opens an empathic link between creature and victim, so that the victim feels euphoria at being drained. This high can become

addictive. The first time he suffers drain, the victim must make a Willpower Success Test against a Target Number of 2. The target number increases by 1 for each subsequent occasion that the victim has his Essence drained by the same kind of creature. If the character fails the test, he is addicted and will actively cooperate in current and future drainings. He may even actively seek an opportunity to be drained again. This behavior usually leads to Essence loss; if his Essence drops below zero, the victim dies.

A creature can use permanent Essence drain against other creatures without the need for strong emotions, but the contact still requires a certain amount of undisturbed time. This action requires an opposed test between attacker and victim, both rolling a number of dice equal to their Essence against a Target Number of 4. The winner drains the loser of Essence equal to the net successes the winner achieved. For example, two vampires with Essence Ratings of 5 attempt to drain each other's Essence. Each rolls five dice. The first vampire rolls 1 success, and the other vampire rolls 4 successes. This result allows the second vampire to drain 3 Essence points from the first. A vampire whose Essence drops below zero in this manner dies, and stays dead.

A creature with permanent Essence drain power can increase its Essence Rating to a maximum of twice the maximum allowed for its type. Humanoid creatures have a maximum Essence Rating of 12. In any given successful attack, the victim suffers a minimum drain of 1 point; the maximum Drain equals the victim's Essence Rating before succumbing to the attack.

In rare circumstances, players may need to know exactly how long Essence drain will take (for example, as a group of runners scream across the city in a Landrover to rescue a friend from a vampire's mansion. . .). As a rule of thumb, each Essence point takes half as long to drain, in minutes, as the current Essence Rating of the creature using this power (round fractions up). Using this guideline, a vampire with Essence 5 draining a victim with Essence 5 will drain the first point in three minutes, the second point in three more minutes

(totaling six minutes), the third point four minutes later, the fourth four minutes after that (fourteen minutes and counting), and the fifth and final point (killing its victim) in five additional minutes.

Temporary

Certain creatures can temporarily drain a victim's Essence in a different way. The gamemaster makes a standard opposed test using the creature's Essence against the victim's Willpower. (See **Victim-Affecting Powers**, p. 124.) If the creature achieves any net successes, it temporarily drains 1 point of Essence from its victim and adds that point to its own Essence. This effect does not last long (one Combat Turn for each point of Essence the creature currently has) and the creature cannot boost its Essence higher than twice the normal maximum for its type. Victims whose Essence is reduced to zero in this manner simply pass out as if they had suffered serious Stun damage, and additional use of this power against them does them no harm. Victims regain lost Essence at a rate of 1 point per minute. This temporary Essence drain does not require physical contact, strong emotional states, or empathic links between attacker and victim.

All creatures referred to in other sourcebooks as having the Essence drain power possess the permanent version. In this book, creatures with permanent and temporary Essence drain have been noted separately.

FEAR

The fear power allows a creature to overwhelm a victim with terror of either the creature itself or the terrain it occupies. The victim panics, running as fast as possible to what he or she perceives as the nearest safe place. To determine the degree of fear and terror generated, the gamemaster makes an opposed test, using the creature's Essence against the target's Willpower, and counts the number of successes. (See **Victim-Affecting Powers**, p. 124.) With 1 success, the victim runs like crazy. With 2 successes, he runs and does not come back. With 4 successes, the victim flees, does not come back, and sweats blood if anyone mentions the creature and/or

the place. Six or more net successes saddle the victim with a disabling phobia.

FIRE RESISTANCE

This power makes a creature completely impervious to non-magical fire, regardless of the fire's temperature. If an attacker uses magical fire against this creature, the fire resistance power works similarly to the weaker power of immunity to fire, described in the following pages.

FLAME AURA

The body surface of a creature with this power ripples with flame, burning any who touch it or get too close. The aura extends outward from the creature's body a number of centimeters equal to the creature's Essence Rating. Superheated air, also potentially damaging, extends for a variable distance beyond the actual aura of flame. Within the fiery core immediately surrounding the creature, wooden weapons may burst into flame and plastics may melt; even metal may melt to slag, given sufficiently prolonged exposure.

If a character attempts a melee strike against such a creature, the attacker may suffer damage. The attacker makes a Body Resistance Test against a Damage Code of (creature's Essence)/M. Reduce the target number for this test by 1 for each point of Reach of the attacker's melee weapon, and increase the target number by 2 if the creature makes a successful melee hit on its attacker in the same turn. Impact armor helps resist sustained damage from the flame aura power.

Characters may also suffer damage from the flame aura power from proximity alone (for example, an unconscious or helpless character lying very close to the creature). Body Resistance Tests may reduce this damage, as normal. As a rule of thumb, any character close enough to hit a critter using this power can get burned by it.

FLAME PROJECTION

This power enables a being to project flames, usually in the form of fiery breath. In addition to scorching

people or other creatures, this power can also set on fire flammable objects such as ammunition or explosives. This attack has a Damage Code of (Essence)/M, and the victim makes a standard Body Resistance Test to reduce damage. Impact armor provides protection, but ballistic armor does not. Maximum range for this attack is limited to a distance in meters equal to the creature's current Essence, because the fiery area must originate at some point on the creature's body. For example, fiery breath comes from the creature's mouth.

The creature may sustain this attack for more than one action, in which case it continuously projects the flame into the area of effect. The area of effect equals a number of square meters equal to the creature's Essence. If the creature sustains its attack, those within the affected area must make Damage Resistance Tests for each of the creature's actions. Such sustained flame projection, however, causes the creature to suffer drain in much the same way as a magician; the Drain Code is (Essence)/S.

Their high Essence Ratings allow dracoforms to use this power in a more terrifying manner than other creatures. The range of its attack equals the dracoform's Essence squared, and it can affect a maximum area equal to the same value in square meters. Add a -2 modifier to the target number for all Drain tests made by dragons.

GUARD

The guard power gives a creature the power to prevent any accident due to either natural causes or the accident power operating within the creature's terrain. Because the guard power affects the surrounding environment, it may counter the accident power, but does not prevent blunders due to carelessness or fumbling because a character fails a Skill, Quickness, or other Success Test.

HARDENED ARMOR

Creatures with hardened armor have an exoskeleton possessing the same qualities as vehicle armor. See p. 108, **SRII**, for more information.

HYPNOTIC SONG

A creature with the hypnotic song

power may influence the minds of all who hear it. Treat the song as an attack with a Damage Code of (Essence)M, with victims using an opposed test to resist damage. (See **Victim-Affecting Powers**, p. 124.) Apply the result, determined by the net successes, to the character's Stun Condition Monitor. Once all spaces on that monitor are filled, the fascinated victim becomes immobile, unable to initiate any physical, mental, or magical action for as long as the song continues. Cyberears with dampening decrease the Damage Code of the attack to (Essence)L. Earplugs can have the same effect, or can reduce the Damage Code slightly to (Essence - 1)M or (Essence - 2)M as the gamemaster deems fit.

A victim attacked while hypnotized in this way may make an opposed test using his Willpower against the singing creature's Essence. (See **Victim-Affecting Powers**, p. 124.) If the victim rolls any successes, the hypnotic effect is broken. If the song stops, the hypnotic effect ceases, but for all Skill Tests the victim makes in the following turn, he or she must add a +2 modifier to all target numbers until the victim clears his mind and senses. A victim subjected to multiple hypnotic songs makes only one opposed test, regardless of the number of alluring voices he hears. Treat multiple songs as the same attack.

This power has a radius of effect in meters equal to the creature's Essence multiplied by its Threat Rating.

ILLUSION

The illusion power allows a creature to project images or impressions directly into the mind of a victim within its line of sight. Treat this power in the same way as the desire reflection power, except that the Force Rating of the effect does not exceed the creature's Essence regardless of the number of net successes it generates in the opposed test. Using this power, the creature may create any illusions or images it wishes, not merely those related to the victim's momentary desires.

IMMUNITY TO AGE

A creature with this power does not age biologically (though it can grow to

adulthood, if appropriate). Such creatures can only be killed by accident, disease, or violence. Sentient or intelligent creatures possessing the power of immunity to age and capable of imagining their own mortality may take extreme steps to protect themselves from the possibility of age or death.

IMMUNITY TO COLD

This power makes a creature impervious to natural cold, no matter how extreme. If attacked with cold-based magic, the creature uses additional dice, equal to twice its Essence Rating, when making any Resistance Test.

IMMUNITY TO FIRE

A creature with the immunity to fire power uses additional dice equal to double its Essence Rating when making any opposed test against fire-based attacks, magical or nonmagical. (See **Victim-Affecting Powers**, p. 124.) Note that this power does not work in exactly the same way as the immunity to cold power.

IMMUNITY TO NORMAL WEAPONS

A creature with the power of immunity to normal weapons uses an additional Armor Rating equal to twice its Essence Rating to resist damage from ordinary melee or ranged weapons. This power has no effect against magical weapons. Against elemental-effects damage (fire, vacuum, corrosive acid,

water cannon, and so on), the number of automatic successes equals the creature's Essence Rating.

IMMUNITY TO PATHOGENS

A creature with the power of immunity to pathogens uses additional dice equal to twice its Essence Rating when making any Resistance Test to avoid infection. Immunity to pathogens does not protect the creature against poisons.

All spirits, any critter with an (A) notation following its Essence Rating, and all beings with manifestation power (see p. 134), automatically have immunity to pathogens.

IMMUNITY TO POISONS

A creature with the immunity to poisons power uses additional dice equal to twice its Essence Rating whenever it resists damage from a poison or drug. This power may not always work to the creature's advantage—for example, it may block the temporarily helpful effects of certain neuroactive drugs used to boost reflexes, hold fatigue at bay, or increase awareness. Strictly speaking, such drugs contaminate the system, and so the immunity power applies to them as well as to obviously harmful substances.

All spirits, any critter with an (A) notation following its Essence Rating, and all beings with manifestation power (see p. 134), automatically have immunity to poisons.



INFECTION

Certain beings capable of permanent Essence drain also possess the rare power of infection. When such a being reduces the Essence of a victim to zero or below, that victim sickens and apparently dies. Shortly after "death," the victim returns to life as a being of the type that drained his or her Essence. The risen victim still has an Essence of 0. Such newborn creatures pose enormous danger to any who cross their path, for their instincts drive them to satisfy their desperate hunger any way they can. After their "deaths," the gamemaster controls these infected victims, even if a player controlled them previously. This book includes an example of one such infected being, the vampiric pawn (see p.104).

INFLUENCE

The influence power allows a creature to insinuate suggestions into the mind of a victim, predisposing that victim to a certain emotional state, action, or reaction. The gamemaster makes an opposed test using the creature's Essence against the victim's Willpower. (See **Victim-Affecting Powers**, p.124.) To reflect the innate weakness of the influence power, reduce the target number for the victim by 1, and increase the target number by 1 for the creature.

The broad range of effects this power can create compensates for its relative weakness. The influence power is less likely to generate fear than the fear power, for example, because the creature's target number in the opposed test is higher for fear, but if successfully used, influence has a greater scope. Not only does the victim feel fear, but the influence power also allows the creature to determine the victim's reaction (the victim may react in some other way than simply to flee, as with the fear power). Use the number of net successes the creature rolls in the opposed test to determine the strength of the creature's influence. For guidelines to determine degrees of effect from the influence power, see **Fear**, p. 132.

Gamemasters should use this power carefully, because it allows a creature considerable scope in influencing victims. What actually happens depends on the circumstances and factors such as the creature's Intelligence Rating.

MAGIC SENSE

The magic sense power is the equivalent of the power of mana detection described on page 11 of **Paranormal Animals of North America**. Creatures with this power can sense the presence of magic. To notice a magically endowed character or item, roll a number of dice equal to the being's Essence against a Base Target Number of 2, applying the following modifiers as appropriate.

Critters with this power subtract one-half (round down) of their Essence from the target number for astral patrolling, per p. 92, **Grimoire II**.

MAGIC SENSE MODIFIERS

Situation	Modifier
Range to target (in meters)	
less than Essence	+0
to Essence x 2	+1
to Essence x 3	+2
to Essence x 4	+4
to Essence x 5	+6
to Essence x 6	+8
Surrounding Terrain	
Open Terrain (open, flat countryside)	-4
Normal Terrain (typical countryside)	-2
Restricted Terrain (light woods, suburban streets)	+0
Tight Terrain (urban mazes, dense woods)	+2
Complex Terrain (building interiors)	+4
Background Count	+ Level
Intruder(s) has active magical items/spells	-1 per 2 Rating points*
Intruder(s) present astrally	-1 per 2 Magic Attribute points*
Intruder(s) include spirit intruders	-1 per 2 Rating points

*Unless masked (see p. 46,
Grimoire II).

MAGICAL GUARD

The magical guard power is used as Spell Defense dice, equal to the creature's Essence, by the person(s) or creature(s) being warded. A creature can extend this power to itself and a number of other creatures equal to its Essence Rating.

MAGICAL RESISTANCE

A creature with the magical resistance power adds its Essence Rating to its Body or Willpower Rating (as appropriate) when resisting the effects of a spell. If attacked with more than one spell in a Combat Turn, add this protection to all Body or Willpower Resistance Tests the creature must make.

MANIFESTATION

Spirits in manifest form assume the Attribute values listed in their individual entries. While in astral form, their Attributes are equal to their Essence, or Force Rating in the case of spirits. Spirits in manifest form are vulnerable to physical damage.

An attacker striking or shooting at a manifested spirit with a mundane weapon uses his Willpower Attribute to make the Success Test instead of his usual attack skill: against spirits, unshakable will counts for more than brute strength or weapon skill. Attacks with weapon foci, other magical attacks, and attacks exploiting a vulnerability of the spirit are not subject to this rule.

In addition, manifested spirits have the power of immunity to normal weapons against ranged combat attacks, for these do not carry the full force of the attacker's will. Against firearms, spirits use "armor" with a rating equal to twice the spirit's Force Rating. They do not, however, have such armor against melee attacks. Anyone crazy enough to get as close as melee range to a spirit must have a strong will and plenty of guts.

Finally, spirits in astral form add +20 to their Reaction. In manifest form, this bonus falls to +10.

MIMICRY

The mimicry power enables a creature to imitate a variety of sounds, including the hunting calls of other creatures. The mimicry is almost perfect, so that the target number to identify the

sound as false is (creature's Essence + 3). Members of the species whose sounds are being mimicked use a target number equal to the mimic's Essence Rating. This power does not allow the creature using it to understand the meaning of the sounds, and so it cannot "converse" with creatures whose sounds it imitates. Neither can mimicry duplicate the effects of sound-related powers: a mimic may sound like a harpy, but its false song has no hypnotic effect.

MIST FORM

A creature with this power can transform its physical body into a mist by controlling the molecular cohesion of its cells. The mist can pass through any crack or crevice that is not airtight, even penetrating filtration systems that are proof against gases or pollution. Systems designed to filter bacteria or viruses form impenetrable barriers against creatures in mist form, however.

A creature in mist form has the additional power of immunity to normal weapons, including weapons to which it has a vulnerability in its normal form. A creature in mist form can be affected normally by magic. Exposure to a substance to which it is allergic forces the creature to return to its normal corporeal form. The easiest such allergen to apply is sunlight; other substances require sprays of powder or liquid droplets to be directed into the mist form. The being must use one Complex Action to resume corporeal form or assume mist form, unless forced out of mist form. In that case the change occurs instantly.

MOVEMENT

A creature with this power can increase or decrease the movement rates of victims within its terrain, using its own Essence Rating as the maximum multiplier/divider. Unwilling victims make an opposed test, using the creature's Essence against the target's Willpower, to avoid the power's effects. (See **Victim-Affecting Powers**, p. 124.) Unwilling creatures forced to travel at dangerously high movement rates may make an additional opposed test each time they suffer damage as a consequence of the forced movement. A creature using movement power cannot run a victim





into a state of terminal exhaustion without dealing with additional resistance from its target. The maximum number of victims the creature can affect at any one time equals the creature's Essence x 3.

NOXIOUS BREATH

Using this power, a creature's nauseating breath can weaken or incapacitate a victim. Treat noxious breath as an attack, with a Damage Code of (creature's Essence)S Stun damage. To reduce or avoid damage, the victim must make a Resistance Test based on his Body or Willpower rating, whichever is higher. Armor and dermal plating do not help to resist damage, but a respirator reduces the Damage Code to (Essence - 2)L.

PARALYZING TOUCH (HOWL)

A creature with the paralyzing touch power applies the effects of this power to all melee hits, whether or not they cause damage. When a creature with this power touches a victim, make an opposed test using the creature's Essence and the target's Willpower as the respective target numbers. (See **Victim-Affecting Powers**, p. 124.) Any net successes the creature rolls reduce the victim's Quickness by 1 point per net success for a number of minutes equal to the creature's Essence. Multiple touches can cause multiple reductions of the victim's Quickness Attribute. A victim whose Quickness drops to 0 cannot move a muscle; to continue breathing, the victim must make a Willpower Success Test for each minute he is paralyzed, using the Essence of the creature that

paralyzed him as the target number. If the victim rolls no successes in any of these tests before the paralysis wears off, he stops breathing, and will die after a number of minutes equal to his Body Attribute unless the paralysis wears off before that time elapses, or someone applies first aid. A surviving victim regains lost points of his or her Quickness Attribute at a rate of 1 point every 10 minutes.

The aural form of this power, paralyzing howl, works in exactly the same way as paralyzing touch. To use paralyzing howl, however, the creature need not make physical contact. Make an opposed test using the creature's Essence against the target's Willpower (see **Victim-Affecting Powers**, p. 124), and resolve the power's effects as described above.

PESTILENCE

A being with pestilence power infects its victim with a disease similar to VITAS-3 or as described in the creature's individual entry. To avoid infection, the subject must make a successful Body Resistance Test against a target number equal to the creature's Essence + 2. Armor does not help resist damage. For details of the disease, see p. 186. **SR11**.

PETRIFICATION

This power enables a creature to turn victims to stone. If the creature generates any net successes in an opposed test between its Essence and the higher of the victim's Willpower or Body (see **Victim-Affecting Powers**, p. 124), the victim is petrified. Generally,

the effect lasts as long as the creature using the power lives, unless otherwise stated in the creature's description. The maximum number of victims such a creature can petrify equals its Essence Rating.

If the victim takes any damage while petrified, that damage takes effect when the power wears off or the creature releases the victim. The severity of the damage and the resultant Damage Code depend on the gamemaster's discretion. Only Body dice may be used to resist the damage. Damage generally falls into the following four categories.

Light: Small chips and breaks

Moderate: Larger chips and breaks

Serious: Loss of a minor appendage, such as a finger or toe

Deadly: Loss of a limb or other major physical damage

The target number for the Damage Resistance Test equals 1 point for every 6 hours (or part thereof) that the victim spent petrified. Even if the Damage Resistance Test effectively negates the damage, any lost body parts are lost permanently.

Use of the metamagic technique of dispelling can break the petrification power. Treat the petrification power as a spell with a Force equal to the creature's Essence. If dispelling fails, the victim shatters and dies instantly.

PETRIFYING GAZE

The petrifying gaze power is a variation of the petrification power that requires the creature to gaze into its victim's eyes for the effect to work. Any potential victim within the power's range and the creature's field of vision may meet its gaze. If the victim makes a successful Intelligence Success Test against a target number equal to the creature's Essence, he manages to avoid gazing into the creature's eyes. If the character rolls no successes in the test, he turns to stone. Period.

A creature with this power may petrify a number of victims equal to its Essence Rating. Once it exceeds this number, the longest-petrified victim returns to his normal state.

PSYCHOKINESIS

A creature with this power generates

psychokinetic energy in a manner identical to the magic fingers spell, with a Force Rating for the spell effects equal to the creature's Essence.

REGENERATION

The regeneration power makes a being formidable. Wounds cannot kill it unless they cause massive damage to key parts of its body (brain, spine, and so on). If, according to the **Shadowrun** rules, the creature suffers a Deadly Physical wound or fatal cumulative wounds within the same Combat Turn, roll 1 die. A result of 1 indicates that the creature is dead or dying. With any other result, all sustained damage disappears at the end of the Combat Turn (during the turn, the wounds still produce appropriate modifiers to skill use, movement, and so on per standard rules). If the wounds involve massive tissue damage (multiple frag grenades, fire, explosion, head-on hit from an assault cannon, or being run over by a tank, for example) then a creature sustaining a Deadly Physical wound dies on a die roll of 1 or 2.

SEARCH

The search power allows a being to seek any person, place, or object within its terrain. Its rating for perceiving hidden objects, people, or creatures is equal to twice its Essence Rating. When searching for a person or other being, if it rolls any net successes in an opposed test against the target's Intelligence (see **Victim-Affecting Powers**, p. 124), it will find the being in question. If the searching creature knows exactly what it is looking for ("gotta find that fragging elf mage with the blue cloak!"), reduce the creature's target number by 1. If the creature is searching for an object, where the target has no Intelligence, the creature makes a Perception Success Test against a Target Number of 4 (or less, if the gamemaster considers the object easy to detect) to find the object.

For more information on the search power, see p. 65, **Grimoire II**.

SILENCE

This power allows a creature to surround itself with an area of total silence whose diameter equals the creature's

Essence in meters. Within that area, no sounds can be heard, either by the creature or anyone else. Sounds originating within this area are silenced at the source; nobody can hear them.

SILENCE PROJECTION

This power works in a similar manner to the silence power, except that the creature can project a sphere of silence anywhere within its terrain (to protect or hide a companion or ally, for example). A creature with the silence projection power can sustain a number of "spheres of silence" equal to its own Essence Rating. Only the casting creature can dispel the silence; if cast on another creature, that creature cannot negate the effect. If the target of the silence projection power does not wish to be silenced, he or she must roll at least 1 net success in an opposed test using the target's Willpower against the creature's Essence. (See **Victim-Affecting Powers**, p. 124.)

SONIC PROJECTION

A being with sonic projection power can project a cry that causes physical pain to other creatures, usually terrifying or enraging unintelligent victims. Humans or metahumans who do not somehow block the sound add +2 to all target numbers during the turn in which the creature cries out, but only after the action on which it does so. The cry does not affect other actions made earlier in the turn. The +2 modifier does not apply to characters with cyberears equipped with dampers, but increases to +3 for characters with cyberears equipped with extended high-frequency response. Decrease all penalties by 1 point if the target rolls any net successes in an opposed test between his Willpower and the creature's Essence. (See **Victim-Affecting Powers**, p. 124.)

Some creatures can utter a sonic projection cry at a frequency inaudible to humans and metahumans without augmented hearing (for example, high-frequency response augmentation). In such cases, the sonic projection power only affects such augmented targets. Individual creature entries specify any restrictions to the frequency range of sonic projection.

SPRAYING

A being with this power sprays a fine mist of reeking musk from scent glands located in its hindquarters (usually the anal glands or the base of the tail). The maximum range of the spray equals the creature's Essence x 2 in meters. The creature can spray in a 60-degree arc during one Combat Turn; the number of targets affected depends on the creature's range and the size and proximity of targets, at the gamemaster's discretion. To evade the spray, a target must succeed at a Quickness Success Test against a Target Number of 8. A sprayed victim cannot perform any actions other than simple self-defense, dropping prone, or crouching for the remainder of the Combat Turn in which the spray hit him. Increase all target numbers for a sprayed victim's Success Tests by +1 for (the creature's Essence)D6 turns. A victim hit by multiple sprays may accumulate modifiers to his target numbers up to a maximum of +4. A sprayed victim must discard all surface clothing, including body armor if worn as an outer garment, to eliminate the effects of the spraying, because the stench ruins it completely. Metal weapons and similar equipment do not suffer as badly. A respirator can negate the spray's effect on the victim, but he must still discard his outermost clothing.

VENOM

The venom power allows a creature to make one or more poisonous attacks with a Damage Code of (Essence)S unless otherwise noted. Treat as a toxin (p. 186, **SRII**) with a speed of 1 turn.

WEATHER CONTROL

The weather control power enables a creature to "call" certain weather conditions. These must be suitable to the environment (no blizzards in Death Valley or heat waves in Iceland, for example) and require an appropriate precursor (e.g., a low-pressure system must exist for a creature to call a thunderstorm). The weather condition builds over a period of time, reaching its peak in 1D6 hours. To shorten this time, the creature makes an Essence Success Test against a Target Number of 8. Each success reduces the time by one hour, to a minimum of one



hour. If the gamemaster wishes, he may reduce this target number as he deems appropriate if the being can easily call the weather condition in question (if on a cloudy day, for example, the creature tries to start a downpour). The creature only calls the desired weather; the weather does not remain under the creature's direct control. For example, a creature that summons a lightning storm cannot direct where the lightning bolts may strike.

FAERIE POWERS

The following powers appear to be unique to faerie beings.

CONTROL RESISTANCE

Control resistance power immunizes a faerie being against spells or powers that control or dominate its mind or spirit. Critter powers such as compulsion, hypnotic song, desire reflection, influence, fear, and so on do not affect faerie beings. At the gamemaster's option, this immunity may not apply to

spells and powers used against one faerie being by another, more powerful faerie being. Spells and powers employed by great dragons may also be exempt.

FADING

A faerie being with this power can disappear from the mundane and astral worlds, leaving both its physical and spirit presences undetectable. A being using this power can disappear instantly, or (more commonly) simply fade away gradually over a short period of time. Neither hermetic mages nor technology has yet discovered any way to prevent a faerie being from fading. A faerie-spirit with this power, such as the domovoi, simply disappears without a trace whenever it wishes; no form of magical compulsion or barrier normally effective in dealings with spirits can prevent it. Paralyzed faerie beings can vanish; physical mobility is not required. Faerie beings always use fading as a defense.

GLAMOUR

Faerie beings with this dangerous power can alter the perceptions of beings

entering their terrain, causing such intruders to see the terrain as the faerie wishes them to see it. Thus, a victim may see a swamp as solid ground, corroded metal pillars as verdant trees, or a gaping abyss as a shallow river with a solid stone bridge spanning it.

Far more powerful than the illusion power, the glamour power affects all creatures within the terrain, not just one target at a time. It also causes victims to adapt or ignore other perceptions to fit with the effects of the glamour. If a victim's senses tell him (wrongly) that an area affected by glamour is a safe, gentle woodland glade, he will ignore signals from any physical monitor telling him otherwise (pollution meters and geiger counters screaming warnings of a toxic radiation dump, for example). The victim will twist the anomalous information to fit the effects of the glamour power, perhaps believing that his equipment is malfunctioning, or simply not perceiving the alarm signals at all. To overcome the glamour power effects, the victim may make an opposed test pitting his Willpower against the faerie's Essence (see **Victim-Affecting Powers**, p. 124), but the target number for the victim frequently exceeds the faerie's Essence. Against the most powerful faerie beings, the target number may be (Essence) x 2 or higher, making the glamour power a difficult one to negate or avoid.

Faerie entities always use the glamour power to create the illusion of wild terrain: forest, woodland, meadows, bog, tundra, rocky slopes, and so on. A unique power, glamour can affect perceivers at any distance, including those using technological perception such as sonar. The glamour power covers the faerie's own realm; the distance between the ensorcelled terrain and the person perceiving it makes no difference to the glamour power's effect.

MASKING

The masking power makes a faerie being extremely difficult to detect by magical means, including assensing. Any magician directing a detection spell at such a creature in an attempt to assense the creature must make a Magic Success Test against a target number equal to twice the creature's Essence. If the

magician rolls no net successes, he does not detect the creature; he gleans no information whatever from the spell or assensing. Regardless of the number of net successes the magician rolls, he can only gain minimal information (for example, a successful aura reading will show only that the creature is magical in an unusual way).

WEAKNESSES

ALLERGY

Many beings react negatively to one or more substances or environmental factors. Normally, the effects last only as long as the being is in contact with the substance (though wounds suffered from such contacts heal normally, not immediately upon ceasing contact with the substance). Common allergy causing substances and factors include iron, silver, plastics, pollutants, sunlight, and "holy" objects (reactions to the latter appear to be psychosomatic). The degree to which an allergy affects a creature is important in determining the effects and the creature's attitude toward its own weakness.

Nuisance: A nuisance allergy irritates the creature but has no significant effects in game terms.

Mild: A mild allergy causes the creature mild discomfort and distraction (add a +1 modifier to all target numbers).

Severe: In addition to the effects of a mild allergy, the allergen's touch is painful to the creature, often forcing it to retreat from the substance. The gamemaster may allow the creature to make a Willpower Success Test against a target number appropriate to the circumstances to determine its reaction in such cases. Add +1 to the Power Rating when using a weapon made of the allergen or coated with it against an allergic creature.

Extreme: In addition to the effects noted for a Severe allergy, the slightest contact with the allergen causes the creature extreme discomfort and physical harm. Any contact with weapons made of the substance causes an automatic Light wound, in addition to any other damage suffered under normal combat rules.

DIETARY REQUIREMENT

The diet of a creature with this weakness must contain certain substances (often trace minerals, but sometimes more esoteric compounds). Without the specified key requirement in its diet, the creature sickens and eventually dies.

ESSENCE LOSS

A creature with the Essence loss weakness has no inherent Essence Attribute. It gains Essence only by regularly consuming the Essence of others. The creature loses 1 point of Essence each month, and if its Essence Rating falls below 0, it will die in the following month. During this period, the creature is highly dangerous because it behaves like a starving predator, hunting fresh Essence with single-minded ferocity.

REDUCED SENSES

Any or all of the creature's senses may be limited in effectiveness. Typically, reduced senses function at half their normal effectiveness or rating.

VULNERABILITY

The metabolism of some creatures can be disrupted drastically by weapons made of particular substances or by certain forms of attack. Increase the Damage Level of such weapons by one level when used against a vulnerable creature. For example, a 2L wooden club becomes a 2M weapon against a creature with a vulnerability to wood. However, creatures with vulnerabilities recover normally from wounds inflicted by such weapons. Treat simple contact with the substance as a Nuisance allergy. If a player character tricks the creature into ingesting the substance, the being suffers the effects of an Extreme allergy.

Aside from wood, other common vulnerabilities include fire, poisons, and so on. In these cases, the Damage Level again increases one level for such attack forms. A fireball spell striking a creature with a vulnerability to fire would cause Deadly damage rather than the usual Serious damage. If the attack form already inflicts Deadly damage (a hellblast spell, for example), the Power of the attack increases by 2.



WORLD-WIDE DISTRIBUTIONS

This section notes the distribution of critters from **Shadowrun, Second Edition** and **Paranormal Animals of North America** throughout European habitats, and the distribution of European paranimals in North America. Use the information given here as a general guideline; local habitats may differ from those described here, at the gamemaster's discretion. For example, one area may support no members of a widespread species due to local corporate testing of a genetically engineered viral disease, while another area swarms with rare critters who escaped from a nearby laboratory, zoo, or mad scientist.

TRANSPLANTING CRITTERS

The simple lists provided in this section may not give the gamemaster enough material to convince the players that the sudden appearance of unfamiliar critters in familiar places is plausible or possible. Many players may be skeptical if the skies over Seattle one day fill with *jauchekafers*, a creature the runners have never seen before, and the gamemaster justifies it by saying, "They've always been there. Check out **Paranormal Animals of Europe**, it says so right here." To avoid this situation, the following possibilities suggest how to set critters described here in America, and vice versa. Gamemasters who like the European critters but are not interested in hauling their runners overseas can use these suggestions to create a sensible premise for the critters' appearance in America. Interested gamemasters may use the same techniques to import American critters into Europe, even if the notes attached to each critter say they do not exist there.

PARALLEL AWAKENING

One way to introduce critters from this book into America is to use North American Awakened creatures (having the same statistics, of course) that derive from a functionally similar but different pre-Awakening critter. *Jauchekafers*? Awakened giant cockroaches. Grandfather elk? Grandfather moose. *Dakkarynes* and burrowing beavers? No problem. This approach works best for critters recognizable as Awakened animals. A mythic, fairy tale critter like the *fenrir* wolf,

that really belongs to Norse myth, is difficult to fit into the parallel-Awakening approach, but American nations do have dragons, basilisks, griffins, and many other critters derived from non-American myth, so that particular problem is not insurmountable. Critters of mysterious origins can also appear as a result of parallel Awakening.

POPULATION SPREAD

The sheer size of the Atlantic Ocean frequently makes the population-spread approach impractical. Aquatic species such as storm dolphins and (more plausibly) *meistersingers* might make the long haul between continents. Migratory birds such as the scintillant albatross or the *stymphalian* might also get blown off course far enough to cross the pond, though probably only as individuals or in very small groups.

On the other hand, humanity's and metahumanity's endless trekking back and forth in ships, aircraft, suborbitals, and so on provides other means for population spread. Small critters (tarantellas in fruit shipments or a bulldog stoat chasing a devil rat aboard a ship, for example) might easily travel between the continents this way.

SPECIES ENGINEERING

Introducing alien critters to North America through species engineering includes critters imported as zoo exhibits, laboratory specimens for experiments, corporate guard paranimals, foolish people buying bizarre pets, well-meaning but incompletely researched use of foreign species to control a native pest, and similar explanations. These things do happen. For example, mink were originally introduced into Europe for fur farming, but have become a real pest. Particularly in Britain, escapees from mink ranches flourish. Several European species ran riot in Australasia after the British introduced them to that continental group for food, game, and so on (rabbits are the most notorious example, and the list includes the wonderful cane toad introduced in the mid-20th century).

The circumstances listed above can produce both widespread population diffusion and more localized populations

of alien species. The gamemaster may use *carte blanche*, simply creating a plausible background and history for the critter he or she wishes to introduce. For example, a handful of *cerberus* hounds might stalk the midwest after escaping from a Fuchi complex blown apart by raiding samurai. A family-size herd of bayards, imported from France in a vain attempt to interbreed them with American equine bloodstock, could escape in mist form to live protected and admired in Tir Tairngire, where they may slowly grow in number. Volleying porcupines, once a pet craze, now pose a real menace in the Salish-Shidhe lands. And so on.

In addition, and perhaps most dangerous of all, many Tir Tairngire nobles have imported European paranimals (illegally in most cases) and deliberately released them into the wild, either as a defense or in an effort to protect the species. Of course, these paranimals do not respect the Tir Tairngire border and often wander into other areas of the country.

SHADOWRUN CRITTERS

The following information describes the European distribution of the paranormal animals found in **Shadowrun, Second Edition**.

Banshee: These rare creatures range throughout Europe, often living near elven lands such as Gwynedd in Wales and much of Tir Nan Og.

Barghest: Inhabits the northern and eastern European wastelands.

Basilisk: The rare basilisk inhabits Mediterranean woodlands only.

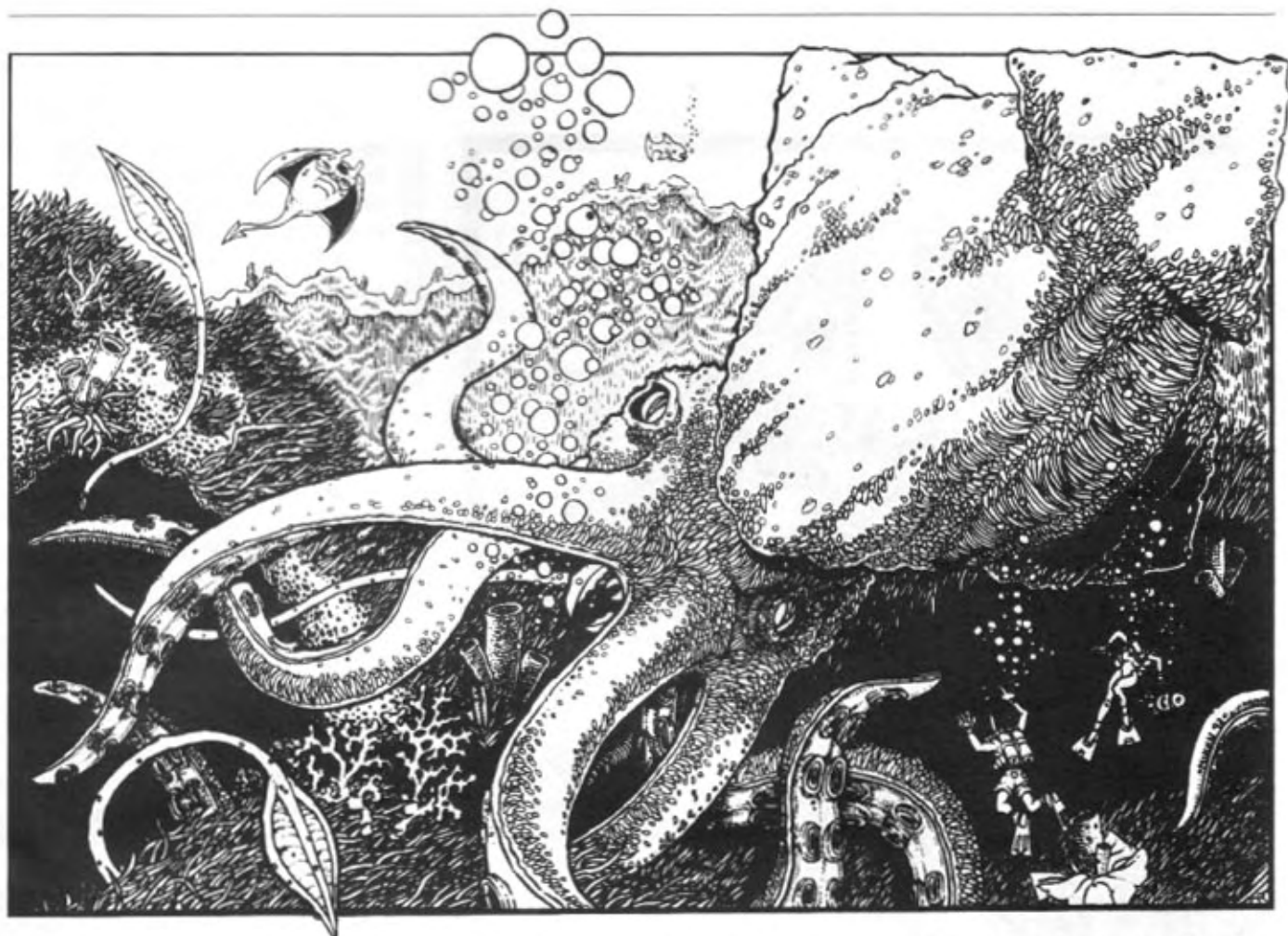
Cockatrice: Lives throughout Europe. Most have escaped from corporate installations; one such mass escape has produced a serious infestation of cockatrices in southern France.

Dracoforms

Feathered Serpents: Extremely rare; range unknown.

Western Dragons: The most common European dracoform. The highest population of western dragons resides in Wales.

Great Dragons: The small country of Wales has three great dragons, the highest single population currently



recorded in Europe. Celedyr, the great dragon of Caerleon, is the best-known and most paranoiacally elusive. Additional European great dragons will appear in upcoming sourcebooks and adventures.

Elementals: Range throughout Europe.

Eye-killers: Unknown in Europe.

Ghosts: More common in Europe than in North America. Europe has more haunted houses than America, offering suitable homes to many more apparitions. Whether or not "true ghosts" of people who died long before the Awakening began exist is a matter of furious debate.

Ghouls: Range throughout Europe.

Griffins: Abundant in southern and southeastern Europe, where they are more common than in North America. The opinicus, or false griffin (without wings), has a similar distribution.

Harpy: Distributed throughout non-Arctic Europe, but most frequently found in Greece and the Balkans. Elsewhere in Europe, government and corporate extermination programs have virtually eliminated the creature.

Kraken: Found in the Arctic and far-

western Atlantic oceans, along with creatures akin to small kraken (30 percent smaller than normal kraken weight and size).

Leshy: Abundant in Tir Nan Og, and also common in the woodlands of western Europe and Russia.

Merrow: Found only in coastal waters around northern Scotland, Norway, Denmark, Sweden, and Finland. Pollution and predators have destroyed the population that once inhabited the Mediterranean.

Naga: Migrated from sub-Saharan Africa to the fringes of southern Europe.

Nature Spirits: Range throughout Europe. In certain locales, spirits are particularly active and numerous; notable examples include the druidic lands in Britain and France, the lands of the Lapps, and the Ukraine.

Phoenix: Inhabits the fringes of the Mediterranean, having migrated from northern Africa.

Sasquatch: Not a native European species. A few sasquatches reside in Europe as visitors.

Shapeshifters: Europe has more shapeshifters than North America, many

of which take exotic forms (see **Kludde**, p. 66). Common European shapeshifters include the swan, heron, owl, and horse. In some European lands, especially eastern Europe, shapeshifters have a reputation as evil and conceal their identities to protect their lives.

Thunderbird: Unknown in Europe.

Unicorn: This rare paranimal ranges throughout non-Arctic Europe.

Vampire: Lives throughout Europe, though vampires tend to avoid Mediterranean climates.

Wendigo: Unknown in Europe as an indigenous Awakened species, but a few wendigos have traveled to Europe.

PARANORMAL ANIMALS

The following information describes the European distribution of the paranormal animals found in **Paranormal Animals of North America**.

Aardwolf: A handful are scattered throughout southern Europe, mostly descended from escaped zoo exhibits.

Agropelter: Unknown in Europe.

Bandersnatch: This creature derives



from the sasquatch, a non-European species, and is unknown in Europe.

Bandit: Unknown in Europe, though reports exist of an Awakened version of the marbled polecat *Vormela peracusa*, functionally similar to the bandit for purposes of game statistics. (See **Bandit**, p. 24).

Behemoth: Unknown in Europe.

Birdman: Birdmen exist throughout Europe, except in the Arctic north. Though functionally identical to the American version (use the same statistics), they derive from different stock, probably the greater mouse-eared bat *Myotis myotis*.

Black Annis: Though its name derives from Scottish myth, this

creature does not exist in Europe.

Blood Kite: Lives throughout Europe in what little remains of its habitat.

Bogle: Ranging throughout Europe, the bogle is one of several species of vicious, shaggy, black Awakened canines, in addition to those noted in this book.

Bombardier: A bombardier derived from the indigenous red squirrel *Sciurus vulgaris* exists in Scandinavia, Scotland, and Tir Nan Og, but Europe has no species of bombardier derived from the gray squirrel. Why Awakening has occurred with an indigenous species but not an invading one has attracted the interest of many parazoologists.

Boobrie: Unknown in Europe.

Century Ferret: Century ferrets

reportedly exist in central Europe, but the nascent population appears to have been wiped out by the aggressive bulldog stoat and other predators.

Chimera: Reported in the toxic, barren lands of southern and southeastern Europe.

Corpselight: Most known corpselights in Europe appear in the East Anglian Stinkfens of Britain and the toxic swamps of Poland and central Russia.

Deathrattle: Unknown in Europe.

Devil Jack Diamond: Unknown in Europe.

Devil Rat: Widespread throughout Europe, especially in slumspawls and underdeveloped nations such as Rumania, Turkey, and Bulgaria.

Devilfish: Unknown in European waters.

Dour: Though not positively identified in Europe, unverified reports suggest that small groups of dour may live in the remaining forested hills of Germany, Poland, Byelorussia, and areas farther east.

Dzoo-Noo-Qua: Though rare, dzoo-noo-qua range widely across Europe. However, both the fomorians of Tir Nan Og and mutaquas living in British and other European cities have been mistaken for dzoo-noo-qua.

Embracer: Unknown in Europe; its progenitor species also does not exist in Europe.

Fideal: Found in most south European seas. The fideal poses a particular hazard in the Mediterranean and along the Spanish and Portuguese coasts. In summer, schools of fideal migrate to French and southern British waters.

Firebird: Reported in Italy, Albania, and Greece. On rare occasions it ventures farther north.

Firedrake: This rare creature lives only in northern Italy and the Balkans.

Gabriel Hound: Range throughout Europe, especially in urban fringes, slumspawls, and shanty towns.

Gargoyle: The subspecies *G. saxi* sexus has been sighted on a handful of occasions in central Europe and Poland. (See the entry in this book for the more common **European Gargoyle**, p. 40.)

Gila Demon: Unknown in Europe.

Gloaming Owl: Widespread

throughout northern and central Europe. A few reports suggest that the European gloaming owl may possess more powers than the American version, most notably the power of illusion.

Greater Armadillo: Unknown in Europe, save for a small scattering on a few islands in the eastern Mediterranean. This population most likely descended from a group abandoned by the owner of a Mediterranean villa after a rocket and missile attack destroyed his home in 2042.

Greater Unicorn: Practically unknown in Europe, its range is almost entirely restricted to the foothills of the Pyrenees and the Alps.

Greater Wolverine: Exists throughout Sweden, Finland, the eastern fringes of the Baltic states, and Russia.

Gyre: Unknown in Europe.

Hell Hound: Common in the wild lands of Britain and eastern France, and widespread throughout the same areas of Europe inhabited by the bogie.

Hellbender: Unknown in Europe.

Hoop Snake: An Awakened version of the common European adder *Vipera berus* has the same qualities as the hoop snake (use same statistics), save for the dark, zigzag stripe along its back. The European hoop snake exists in many habitats, but prefers the heath of northern Europe and hills and mountains further south.

Icedrake: Reported in northern Norway, Sweden, Finland, and northeastern Russia.

Incubus: Range throughout Europe, where it prefers undercities, sewers, and similar areas.

Juggernaut: Unknown in Europe.

Lambton Lizard: Despite deriving its name from the Lambton wyrm of England, no reliable reports place this creature anywhere in Europe.

Lesser Roc: Migrating populations exist in Tir Nan Og, the western fringes of Wales, and southern England. Experts suspect that these populations have somehow become lost despite their well-known homing instinct.

Lesser Thunderbird: Unknown in Europe.

Leviathan: Inhabits the Arctic ocean.

Loup-Garou: Range throughout Europe. France and Belgium, where the

HMHVV-related virus causing the transformation may have originated, support the highest populations.

Man-of-the-Woods: Many European cultures have spirits that are similar to this Amerindian spirit in that they hold a unique connection to the culture and land in which they live. Certain eastern European cultures, particularly those familiar with the domovoi, use the name man-of-the-woods to denote a nature spirit, but such spirits differ greatly from the Algonquin-related spirit native to North America.

Martichoras: More commonly referred to as the manticore in Europe, the martichoras lives only in the easternmost parts of Russia and the borders of the Ukraine.

Megalodon: Range throughout deep European oceans, but not the Mediterranean or lesser seas, such as the Caspian or Black seas.

Mermald: The few mermaids to survive the depredations of pollution inhabit the southern Mediterranean and

the southwest coast of Spain.

Mimic Snake: Unknown in Europe, but the dog asp (see **Dog Asp**, p. 36) has similar characteristics.

Mist Lynx: This rare paranimal appears in Europe only in Spain and Scandinavia. The creature is an Awakened form of the European *Felis lynx*.

Munchkin: Widespread throughout Tir Nan Og, and occasionally seen in Britain. This unusual distribution pattern throws the origin of the munchkin into debate: the spider monkeys from which this species derived are not indigenous to this part of Europe.

New Boar: Inhabits Scandinavia and Russia only. A scant handful may live in the German forests.

New Leatherback: Unknown in Europe.

Nomad: Range throughout Europe. Persistent rumors claim that German, Sicilian, and possibly Italian hermetic groups have found ways to use the nomad in ritual magic.

Novopossum: Unknown in Europe.





Plasma: Awakened European bears similar to plasmas (30 percent smaller than the plasma in mass and size) have been sighted in Scandinavia, Russia, and Scotland (on rare occasions).

Pricuricu: Widespread in north central Europe in summer, these parabirds migrate to sub-Saharan Africa during the winter. French and Italian bird-netters hunt these populations extensively during migration, considerably reducing their numbers.

Rock Lizard: Unknown in Europe.

Rockworm: Lives in the hills and mountains of northern continental Europe.

Sabre-Tooth Cat: Found only in far eastern Russia (beyond the area shown on the map).

Salamander: Rare throughout Europe.

Sea Drake, and Serpents (Freshwater, Seawater): These paranimals range throughout Europe, which supports a larger population than North America. In particular, many famous freshwater serpents live in the lochs of Scotland and Tir Nan Og, and seawater serpents infest areas of the Norwegian, Swedish, and Finnish coastlines.

Shadowhound: Found throughout Europe.

Siren: Found in the mountains of central Europe.

Snow Moose: Unknown in Europe.

Snow Snake: Unknown in Europe.

Stonebinder: A European equivalent exists throughout Europe, except in the Arctic regions. Use the same statistics as for the North American version. The European version is derived from the pipistrelle bat (*Pipistrellus pipistrellus*).

Stormcrow: Exists throughout Europe. This animal competes fiercely for space with other crow species.

Tachypus: Unknown in Europe.

Talis Cat: Range throughout Europe, especially the fringes of urban areas. Talis cats and blackberry cats (see **Blackberry Cat**, p. 18) appear extremely hostile to each other. A meeting between the two species generally results in the talis cat either running like crazy to escape or being killed.

Torpedo Shark: Unknown in European waters.

Toxic Earth/Water Spirit: These spirits exist everywhere, but are most common in the following highly polluted terrains: East Anglia (Britain), Rhine Valley

(extending from Germany into eastern Europe), most of Poland, Rumania, industrial Russia, Albania, and Bulgaria.

Troglodyte: Unknown in Europe.

Unicorn Fish: Inhabits the Arctic Ocean.

White Buffalo: Unknown in Europe.

Wodewose: Unknown in Europe.

Wyvern: More common in Europe than in North America, wyverns range throughout Europe, and people often mistake them for dragons. Reliable reports indicate that some European wyverns are magically active, and some are certainly larger than the American version. (Modify the statistics as follows: Body 10, Strength 9, Attacks 12S, +1 Reach). The separate taxonomic identity of *Alatuserpens pili melior* has been proposed for the European wyvern.

EUROPEAN CRITTERS IN AMERICA

Though gamemasters can use any or all of the distribution explanations to place a European critter in North America, the following suggestions for specific cases may also prove helpful.

Altvaras: This creature's relationships with other dracoforms are not documented. The creature can travel astrally and may have some connection with American dracoforms—after all, America and Europe both support western dragons.

Bean Sidhe: Any Irish- or Scottish-American family might well have a bean sidhe rattling the chains, especially in a close-knit community.

Blackberry Cat: This critter's habits and powers are very specific to European folklore, and it probably would not translate well into American terms.

Broken Bow: Like the blackberry cat, this European-specific critter's purpose and history would not make much sense in America. (Then again, consider Salem...though the gamemaster may want to change the critter's name for this use).

Centaur: This critter would fit easily into Tir Tairngire or the Salish-Sidhe lands.

Cerberus Hound: This animal should remain rare. Any specimens found

in North America will have escaped from guard duty at a nearby military or corporate installation.

Each-uisge: Another characteristically European critter, similar to faeries, the each-uisge should probably remain unique to Europe, though it might thrive in certain areas of Tir Tairngire.

European Gargoyle: Though unlikely, someone might deliberately import this creature, especially to Tir Tairngire.

Fenrir Wolf: This European critter is unique to Norse myth and best left at home.

Fomorian: The confusion between trolls, fomorians, and dzoo-noo-qua make it easy to introduce a fomorian into a North American adventure.

Ghede Fly: This para-insect would probably thrive in what remains of the Everglades (which is probably not much).

Goblin: Goblins have recently begun to appear in North America.

Gorgon, Hydra Wurm: Few of these gargantuan creatures exist anywhere in the Sixth World. Between their rarity and their enormous size, the gamemaster may find it difficult to explain how such creatures made the trip from Europe to America. Parallel awakening offers the only plausible reason for finding such critters anywhere in the American nations.

Kludde: These exotic European shapeshifters work best if left on their home turf.

Merlin Hawk: Because this tiny creature's powerful magical gifts function only within the traditions of Celtic Britain, Tir Nan Og, and Brittany, transferring it to North America makes it much less fun to play with.

Nosferatu: The antisocial nosferatu hates to leave his own home. If a gamemaster wishes to use a nosferatu in an adventure set in North America, he should probably make the reason for the nosferatu's travel a central theme for the entire run. Nosferatu make deadly, unrelenting enemies. They do not appear thousands of miles away from their European homes without a damn good reason.

Quicksilver Mongoose: Because North America has many more venomous snakes than Europe, this creature might easily have been imported for pest





USING PARANORMAL ANIMALS

Some critters serve simply as cannon fodder, generally unpleasant cannon fodder, to be sure. For example, the fenrir wolf is just a huge chunk of mindless violence. But every now and then a gamemaster may need a brutish, dumb, incredibly vicious hulk to give those samurai runners a chance to strut their stuff (or die trying).

Many of the critters in the available sourcebooks, however, have the potential to be much more than cannon fodder (though they may still end up that way). They may not be officially sentient, but most show some intelligence, and certainly behave with a clear intent in mind. **Paranormal Animals of Europe** deliberately includes a fair number of critters possessing strongly magical natures (the merlin hawk, meistersinger, storm dolphin, and so on) or critters whose exact characteristics and abilities remain something of a mystery. These loopholes allow the gamemaster to decide what such critters may do, and how they use their often extensive powers to get what they seek. Why do aitaras and blackberry cats make a point of seeking out humanity and metahumanity? Do dakkarynes and storm dolphins mindlessly avenge man's inhumanity to his fellow species, or might they ally with other creatures, even spirits or shamans, to attain their ends through far more subtle and dangerous maneuvers? The critter descriptions include enough hints to help gamemasters think through all the angles.

Imagine a cat shaman with a blackberry cat in tow. When the shaman speaks, which of them really calls the shots? Who creates the corps cadavre? And just what ends motivate a dragon's actions?

The **Shadowrun** universe teems with Awakenings. The game has more to offer than tough samurai with big guns and slints in suits. Critters are a part of it, so enjoy!

control. For the same reason, a major corp might have attempted to genetically engineer a similar critter.

Satyr: The satyr does not make a plausible American critter.

Sprite: This critter might turn up, but only through the machinations of a few powerful nobles in Tir Tairngire.

Tarantella: Its small size alone makes the tarantella an easy critter to introduce into American eastern-seaboard port cities and surrounding areas. It can easily evade detection when crossing the Atlantic by ship.

Volleying Porcupine: The parallel awakening explanation works wonderfully for this critter's appearance in America. For example, the American tree porcupines might have Awakened into a version of this critter, and might also have developed skin webs similar to

those of the flying squirrels. These developments combine to produce hang-gliding porcupines that dump filthy spray and hails of quills on anyone along their flight path. Make them migrate from deforested habitats much as lemmings do, so that whole hordes of them can suddenly appear over hillsides and...

Wild Minotaur: This critter really belongs at home in Greece. Trolls that resemble minotaurs have begun appearing recently in North America, however.

Wraith: North America definitely has wraiths. (Uh-oh...)

Wyrd Mantis: Insect shamans might well try to incorporate these critters into American wildlife. Not a pleasant thought.



CRITTER TABLE

The following table lists the statistics for every Awakened critter whose existence has been verified and quantified in the Sixth World to date. Except for those critters described in this book, all critters appeared in either **Shadowrun, Second Edition**, or **Paranormal Animals of North America**.

The statistics listed in the table represent a typical adult specimen of each paranormal species. Within each species, individuals may vary; any given critter's Physical and Mental Attributes may exceed those of an average specimen by up to 50 percent. A small individual critter's Attribute Ratings will always be at least half of the average rating for its species, unless the critter is sick or injured. Though ratings may fluctuate by several points depending on the size of the individual critter: even in the largest and smallest specimens of any given species, Essence, reach, type of attack, movement multipliers, and damage modifiers generally remain the same. The few exceptions are listed in the text descriptions.

Use the tables below to randomly vary the size and Attributes of adult Awakened creatures. Depending on the situation, the gamemaster may wish to change only the Physical Attributes of any given critter.

CRITTER SIZE TABLE

2D6	Size
2	-50 percent
3-4	-20 percent
5-7	—
8-9	+10 percent
10-11	+20 percent
12	+50 percent

ATTRIBUTE VARIATION TABLE

2D6	Total Attribute Points
2	-4
3-4	-2
5-7	—
8-9	+2
10-11	+4
12	+8

CRITTER STATISTICS TABLE KEY

B: Body. The first number is the rating. When two numbers appear, separated by a slash, the second number

refers to any "armor" for the critter. Such armor generally acts as composite ballistic and impact armor. In any other case, variations on armor will be listed under **Powers**.

Q: Quickness. The first number is the rating. The second number is the multiplier for running (or, in the case of aquatic animals such as the storm dolphin, swimming). For critters who fly or swim in addition to running, the **Notes** section in each individual entry includes a separate Quickness multiplier.

S: Strength. If the creature can launch a physical attack and no special attack forms are listed, the Damage Code is (Strength)M. If the creature has claws or similar dangerous appendages, the Damage Code is (Strength + 2)M. If the creature can only ram or butt (and has no horns), the Damage Code is (Strength - 2)M. Use these numbers only if the critter's statistics include no other physical attack values.

C: Charisma. Non-sentient creatures, or those lacking active personalities, do not have Charisma Ratings.

I: Intelligence. The first number is the critter's basic rating. This rating is used to determine whether or not the critter resists certain spells, solves a puzzle, or works out how to use some simple implement. The second number, the critter's Perception Rating, allows it to detect prey or enemies with its keenest sense—for example, sonar for bats or smell for dogs. If only one number is listed, use that number for both the critter's Perception Rating and its Intelligence Rating.

W: Willpower.

E: Essence. If a number appears in parentheses, the critter has a dual nature and exists in both the physical world and the etheric plane (astral space). If the number is followed by a capital A, the being exists primarily in astral space, and becomes a dual being upon manifesting physically.

R: Reaction. For some critters, the Reaction Rating springs from other Attributes, usually Quickness and Intelligence. Other critters have independent Reaction Ratings. Unless otherwise indicated, use the creature's Reaction Rating for its Attack Skill. If the Reaction Rating carries a single asterisk, the critter receives 2D6 Initiative dice. If

the Reaction Rating has two asterisks, the critter receives 3D6 Initiative dice. If no asterisk is listed, the critter uses the standard 1D6 Initiative die.

Attacks: This category lists the Attack Code for nonintelligent critters using body weaponry (claws, teeth, and so on) or gives the designation "humanoid" for those able to use weapons. Critters designated "humanoid" follow the normal combat rules for humans. Where appropriate, the Attack Code includes extended or restricted reach.

Powers: This category specifies the critter's powers. Special variants of standard powers are designated as "power name (special)," and explained in the main text.

Weaknesses: This category specifies the critter's weaknesses. Special variants of standard weaknesses are listed as "weakness name (special)," and explained in the main text.

Notes: The **Notes** section includes a brief mention of any special quality the creature possesses, for example, a special attack ability. Precise details of these qualities appear in the critter's text description. Secondary Quickness multipliers, as noted earlier, are also listed here, along with the book in which the creature's description appears. **SRII** refers to **Shadowrun, Second Edition**. **P/NA** refers to **Paranormal Animals of North America**, and **P/E** refers to this book, **Paranormal Animals of Europe**.

Other Symbols:

- * = 2D6 Initiative dice.
- ** = 3D6 Initiative dice.
- † = Additional information appears in **Notes** section.
- Sp = Attributes noted as Sp are determined using special rules. See individual critter listing.
- (A) = Being exists primarily in astral space (see **Essence**, above).

CRITTER NAME	B	Q	S	C	I	W	E	R	Attacks
Aardwolf Powers: Concealment (Personal) Weaknesses: Allergy (Pollutants, Mild) Notes: *2D6 Initiative dice. P/NA	3	4 x 5	3	—	2/4	2	6	4*	4M
Abrams Lobster Powers: Enhanced Senses (Sonar), Hardened Armor, Immunity to Poisons Weaknesses: None Notes: Can use special gripping attack (see text description). P/E	5/3	3 x 4	5	—	1/4	4	6	3	5S, +1 Reach
Afanc Powers: Engulf, Enhanced Physical Attributes (Strength, three times per day, for [Essence]D6 turns), Enhanced Senses (Low-Light Vision, Smell), Hardened Armor, Search Weaknesses: None Notes: Has special biting attack (see text description), Quickness multiplier for swimming is 4. P/E	10/4	4 x 4	8	—	2/4	4	6	3	10S
Agropelter Powers: Enhanced Senses (Improved Hearing and Smell, Low-Light Vision) Weaknesses: None Notes: Multiplier for arboreal movement is 4. *2D6 Initiative dice. P/NA	2	4 x 3	3	—	3/4	2	6	4*	3M or Humanoid
Altvaras Powers: Animal Control (Special), Concealment (Personal), Empathy (LOS), Immunity to Normal Weapons, Magical Resistance, Venom Weaknesses: None Notes: Quickness multiplier for flying is 7. **3D6 Initiative dice. P/E	4	6 x 3	3	5	6	5	6	6**	6L, -1 Reach
Bandersnatch Powers: Adaptive Coloration, Mimicry Weaknesses: None Notes: **3D6 Initiative dice. P/NA	8	3 x 4	7	—	2/4	4	(6)	4**	8S, +1 Reach
Bandit Powers: Enhanced Senses (Improved Hearing and Smell, Low-Light Vision) Weaknesses: None Notes: P/NA	2	4 x 3	2	4	3/5	2	6	5	3L
Banshee Powers: Enhanced Senses (Improved Hearing and Smell, Low-Light Vision), Essence Drain, Fear (LOS), Immunity to Age, Immunity to Pathogens, Immunity to Poisons, Mist Form, Regeneration Weaknesses: Allergy (Sunlight, Severe), Essence Loss, Vulnerability (Wood, Silver) Notes: SR11	3	4 x 5	3	5	3	3	2D6	3	Humanoid
Barghest Powers: Enhanced Senses (Sonar), Fear (LOS), Paralyzing Howl (Zone x 3) Weaknesses: None Notes: *2D6 Initiative dice. SR11	7	6 x 4	5	—	3/6	3	(6)	6*	9S
Basilisk Powers: Petrifying Gaze Weaknesses: Allergy (Own Gaze, Severe) Notes: SR11	4/2	2 x 3	7	—	1/3	2	(6)	2	6M, -1 Reach

CRITTER NAME	B	Q	S	C	I	W	E	R	Attacks
Bayard Powers: Animal Control (Equines), Empathy (LOS), Enhanced Movement, Mist Form (Adults Only), Noxious Breath, Sonic Projection (Males Only) Weaknesses: None Notes: Quickness multiplier for flying while in mist form is 7. *2D6 Initiative dice. P/E	10	5 x 8	8	3	3/5	4	6	5*	7S, +1 Reach
Bean Sidhe Powers: Alienation (Zone x 2), Cold Aura (Personal), Compulsion (Zone x 2), Essence Drain (Temporary), Immunity to Age, Immunity to Cold, Immunity to Normal Weapons, Immunity to Pathogens, Immunity to Poisons, Magic Sense, Manifestation, Paralyzing Howl (Zone x 2), Psychokinesis, Regeneration, Sonic Projection Weaknesses: Allergy (Silver, Extreme) Notes: P/E	5	5	5	2	3	7	6(A)	5	Special
Behemoth Powers: Hardened Armor Weaknesses: None Notes: P/NA	10/4	4 x 3	25	—	2/2	5	6	3	7D
Birdman Powers: Enhanced Senses (Improved Hearing, Sonar), Sonic Projection Weaknesses: Allergy (Sunlight, Mild), Reduced Senses (Vision) Notes: *2D6 Initiative dice. P/NA	2	5 x 4	1	—	1/5	3	6	5*	3L
Black Annis Powers: Enhanced Physical Attributes (Strength, once per day, for [Essence]D6 turns), Enhanced Reactions, Enhanced Senses (Low-Light Vision), Influence (Depression, LOS) Weaknesses: Allergy (Sunlight, Mild) Notes: *2D6 Initiative dice. P/NA	9	4 x 5	10	—	2/3	4	(5)	4*	8S
Blackberry Cat Powers: Accident (LOS), Adaptive Coloration, Blindness (LOS), Compulsion (LOS), Darkness, Desire Reflection (LOS), Enhanced Movement, Enhanced Reactions (1D6 times per day for [Essence]D6 turns), Enhanced Senses (Low-Light Vision), Hypnotic Howl (Miaow, Zone x 2), Illusion (LOS) Weaknesses: Catnip (see main text) Notes: **3D6 Initiative dice. P/E	2	5 x 5	2	3	3/8	5	(6)	6**	6L, -1 Reach
Blood Kite Powers: Enhanced Senses (Improved Vision, Thermographic Vision) Weaknesses: None Notes: P/NA	1	5 x 5	1	—	1/4	2	6	5	2L
Bogle Powers: Accident (Zone), Enhanced Movement, Enhanced Reactions, Enhanced Senses (Improved Hearing and Smell, Low-Light Vision, Motion Detection), Fear (LOS) Weaknesses: Allergy (Aconite or Horseradish, Severe) Notes: P/NA	3	5 x 4	4	—	2/4	3	(6)	4	4M
Bombardier Powers: None Weaknesses: None Notes: P/NA	1	4 x 4	1	—	2/3	2	6	4	2L

CRITTER NAME	B	Q	S	C	I	W	E	R	Attacks
Boobrie Powers: Pestilence Weaknesses: None Notes: Quickness multiplier for swimming is 3. P/NA	2	3 x 5	2	—	2/3	2	6	4	4L, +1 Reach
Broken Bow Powers: Alienation (Zone x 2), Cold Aura (Personal), Darkness, Essence Drain (Permanent and Temporary), Fear (Zone x 2), Immunity to Age, Immunity to Cold, Immunity to Normal Weapons, Immunity to Pathogens, Immunity to Poisons, Manifestation, Movement, Paralyzing Touch Weaknesses: Allergy (Sunlight, Severe), Essence Loss (Special), Vulnerability (Fire) Notes: P/E	5	5	5	2/6	2	5	7(A)	6	Special
Bulldog Stoa Powers: Concealment (Personal), Enhanced Physical Attributes (Quickness, twice per day, for [Essence]D6 turns), Immunity to Pathogens, Immunity to Poisons Weaknesses: None Notes: Special blood-draining attack (see main text). *2D6 Initiative dice. P/E	2	4 x 5	3	—	2/4	6	6	4*	6L
Burrowing Beaver Powers: Concealment (Personal), Enhanced Movement, Enhanced Senses (Improved Smell, Sonar) Weaknesses: None Notes: Quickness multiplier for swimming is 4. P/E	3	4 x 4	3	—	2/4	2	6	4	4M, -1 Reach
Centaur Powers: Enhanced Senses (Low-Light Vision, Thermographic Vision), Search Weaknesses: None Notes: *2D6 Initiative dice. P/E	10	4 x 5	7	—	3/5	3	6	4*	6S, +1 Reach
Century Ferret Powers: Enhanced Physical Attributes (Quickness, once per day, for [Essence]D6 turns), Enhanced Senses (Improved Hearing and Smell, Low-Light Vision, Thermographic Vision), Magic Sense Weaknesses: Allergy (Mana, Mild) Notes: P/NA	2	4 x 4	2	—	2/4	2	(6)	5	2M
Cerberus Hound Powers: Concealment (Personal), Corrosive Saliva, Enhanced Physical Attributes (Strength, three times per day for [Essence]D6 turns), Enhanced Movement, Enhanced Reactions (three times per day for [Essence]D6 turns), Enhanced Senses (Improved Hearing and Smell, Low-Light Vision, Thermographic Vision), Immunity to Cold, Immunity to Fire Weaknesses: None Notes: Has special biting attack (see main text). **3D6 Initiative dice. P/E	6	4 x 5	6	—	2/6	4	(6)	5**	8M
Chimera Powers: Concealment (Personal), Immunity to Poisons, Venom Weaknesses: Vulnerability (Iron) Notes: P/NA	5/4	3 x 3	4	—	1/3	4	(5)	2	4M, -1 Reach
Cockatrice Powers: Paralyzing Touch, Immunity to Own Touch Weaknesses: None Notes: SRII	3	5 x 3	4	—	2/3	2	(6)	4	8M

CRITTER NAME	B	Q	S	C	I	W	E	R	Attacks
Corps Cadavre Powers: Immunity to Pathogens, Immunity to Poisons, Immunity to Mana Spells Weaknesses: Allergy (Sunlight, Severe) Notes: Attributes noted as Sp are determined using special rules. See individual critter listing. Mind-affecting critter powers such as hypnotic song and illusion have no effect on this creature. Target modifiers for wounds suffered do not accumulate. A Deadly wound renders the corps cadavre incapable of further action. P/E	Sp	1 x 2	Sp	—	1	6	0	1	Humanoid
Corpselight Powers: Essence Drain, Immunity to Normal Weapons, Manifestation, Movement (Decrease in swamps and marshes), Psychokinesis, Regeneration Weaknesses: Essence Loss Notes: P/NA	5	10	—	—	2	5	2D6/A	5*	3M, -1 Reach
Crested Barbarian Powers: Enhanced Physical Attributes (Strength, once per day, for [Essence + 2]D6 turns), Enhanced Senses (Improved Smell, Low-Light Vision), Fear (LOS), Pestilence (see text description) Weaknesses: None Notes: P/E	5	4 x 4	4	—	2/3	2	6	3	4M
Dakkaryne Powers: Alienation, Corrosive Saliva, Corrosive Secretions, Engulf, Immunity to Pathogens, Immunity to Poisons, Search Weaknesses: Dietary Requirement (Dioxins, trace only) Notes: Quickness multiplier for swimming is 5. *2D6 Initiative dice. P/E	2	4 x 4	3	—	2/4	4	2	4*	6L, -1 Reach
Deathrattle Powers: Enhanced Senses (Thermographic Vision), Immunity to Poisons, Venom Weaknesses: None Notes: **3D6 Initiative dice. P/NA	3	3 x 4	3	—	1/5	2	6	5**	4L, +1 Reach
Devil Jack Diamond Powers: None Weaknesses: None Notes: **3D6 Initiative dice. P/NA	5/3	3 x 5	5	—	1/3	4	6	4**	8S
Devil Rat Powers: Animal Control (Normal Rats), Concealment (Personal), Immunity to Pathogens, Immunity to Poisons Weaknesses: Allergy (Sunlight, Mild) Notes: P/NA	2	5 x 3	1	5	2/5	3	(4)	5	4L, -1 Reach
Devilfish Powers: Fear, Venom Weaknesses: None Notes: P/NA	9	3 x 5	10	—	2/3	4	(6)	4	5M
Dog Asp Powers: Concealment (Personal), Enhanced Senses (Thermographic Vision), Mimicry (Special), Venom Weaknesses: None Notes: *2D6 Initiative dice. P/E	1	4 x 4	1	—	2/4	2	6	3*	3L, -1 Reach

CRITTER NAME	B	Q	S	C	I	W	E	R	Attacks
Dour Powers: Enhanced Senses (Low-Light Vision) Weaknesses: Allergy (Sunlight, Nuisance) Notes: P/NA	5	4 x 3	5	3	2/4	3	5	5	4M, +1 Reach or Humanoid
Dzoo-Noo-Qua Powers: Enhanced Senses (Thermographic Vision), Essence Drain, Magical Resistance Weaknesses: Allergy (Sunlight, Mild) Notes: P/NA	9/4	5 x 2	10	1	3/3	4	(5)	4	7S, +1 Reach
Each-Ulisse Powers: Compulsion (LOS), Engulf, Enhanced Movement, Enhanced Senses (Low-Light Vision, Sonar) Weaknesses: Dietary Requirement (Human/Metahuman Flesh) Notes: Critter possesses adhesive skin secretions (see text description). Quickness multiplier for swimming is 5. **3D6 Initiative dice. P/E	10/1	4 x 6	8	—	2/4	3	6	4**	6S, +1 Reach
Embracer Powers: Corrosive Secretions, Immunity to Fire, Movement (Decrease) Weaknesses: Allergy (Cold, Mild) Notes: P/NA	8	4 x 3	8	—	2/3	3	(6)	5	7S, +1 Reach
European Gargoyle Powers: Concealment (Personal), Enhanced Physical Attributes (Strength, once per day for [Essence]D6 Combat Turns), Hardened Armor, Noxious Breath Weaknesses: Allergy (Sunlight, Nuisance), Vulnerability (Iron) Notes: The Quickness multiplier for flying is 4. *2D6 Initiative dice. P/E	10/7	5 x 3	8	—	2/5	5	6	4*	11S
Eyekiller Powers: Electrical Projection, Enhanced Senses (Amplified Hearing, Low-Light Vision) Weaknesses: None Notes: SR11	7	4 x 3	7	—	3/4	3	(6)	4	6S
Fenrir Wolf Powers: Enhanced Physical Attributes (Strength, twice per day, for [Essence]2D6 turns), Enhanced Senses (Improved Hearing and Smell, Low-Light Vision), Fear (Zone x 3), Magical Resistance Weaknesses: None Notes: *2D6 Initiative dice. P/E	10	5 x 4	9	—	2/5	5	5	4*	10S
Fideal Powers: Corrosive Secretions, Engulf, Enhanced Senses (Motion Detection), Invisibility (Non-Magical), Regeneration Weaknesses: Vulnerability (Fire) Notes: Movement on land is 1. P/NA	4	3	3	—	1/3	2	4	4	3M, +1 Reach
Firebird Powers: Fire Resistance Weaknesses: None Notes: *2D6 Initiative dice. P/NA	2	5 x 3	2	—	2/3	3	(6)	4*	5L
Firedrake Powers: Enhanced Senses (Wide-Band Hearing), Flame Projection, Immunity to Fire Weaknesses: None Notes: P/NA	4	4 x 4	4	—	2/4	3	(6)	5	3M

CRITTER NAME	B	Q	S	C	I	W	E	R	Attacks
Flame Jackal Powers: Flame Projection (Special), Immunity to Fire Weaknesses: None Notes: P/E	3	4 x 4	3	—	2/4	2	6	4	5L
Fomorlan Powers: Corrosive Secretions, Enhanced Physical Attributes (Strength, three times per day, increased by [Essence + 2] for [Essence]D6 turns), Enhanced Senses (Thermographic Vision), Magical Resistance Weaknesses: Allergy (Air Pollution, Severe), Allergy (Sunlight, Nuisance) Notes: P/E	10/3	4 x 2	11	1	3	4	5	4	9D, +1 Reach
Foulmart Powers: Concealment (Personal), Spraying (Special, 1/4 normal range) Weaknesses: None Notes: **3D6 Initiative dice. P/E	1	5 x 4	1	—	2/4	3	6	4**	4L, -1 Reach
Gabriel Hound Powers: Compulsion (Immobility, LOS), Concealment (Personal), Enhanced Movement, Enhanced Physical Attributes (Strength or Quickness, once each per day, for [Essence]D6 turns), Enhanced Reactions, Enhanced Senses (Thermographic Vision) Weaknesses: Allergy (Sunlight, Mild) Notes: *2D6 Initiative dice. P/NA	3	4 x 4	3	—	2/3	4	(5)	4*	3M
Gargoyle Powers: Concealment (Personal), Enhanced Physical Attributes (Strength once per day for 5D6 turns), Hardened Armor, Noxious Breath Weaknesses: Vulnerability (Iron) Notes: Flying multiplier for males is 4. *2D6 Initiative dice. P/NA	10/3	4 x 3	8	—	2/4	4	(5)	3*	8S
Ghede Fly Powers (Males): Confusion (Zone x 2), Darkness, Enhanced Senses (Improved Smell, Sonar, Thermographic Vision), Immunity to Pathogens, Magic Sense, Search Powers (Females): Essence Drain (Temporary), Immunity to Pathogens, Pestilence (see text description) Weaknesses: Dietary Requirement, Females (Human/Metahuman Blood) Notes: Females use drained Essence to "empower" boosted Attributes. Damage Code is 2L for females, 4L for males. Females have special bloodsucking attack (see main text). Quickness multiplier for flying is 5. *2D6 Initiative dice. P/E	1/1	7 x 2	0	—	1/5	3	6	5*	2/4L, -2 Reach
Ghost Powers: Fear (Zone x 2), Manifestation, Psychokinesis. Some show: Compulsion (LOS), Noxious Breath, Paralyzing Touch Weaknesses: None Notes: SR11	1	1	1	2	2	5	6 A	5	Special
Ghoul Powers: Enhanced Senses (Improved Hearing and Smell) Weaknesses: Allergy (Sunlight, Moderate), Reduced Senses (Blind) Notes: SR11	7	5 x 4	6	1	4	5	(5)	4	Humanoid
Gila Demon Powers: Enhanced Senses (Improved Smell and Vision), Venom Weaknesses: None Notes: P/NA	4/1	4 x 3	4	—	1/4	3	6	3	4L

CRITTER NAME	B	Q	S	C	I	W	E	R	Attacks
Gloaming Owl Powers: Blindness (LOS), Enhanced Senses (Low-Light Vision, Thermographic Vision), Fear (LOS), Silence (Non-Magical) Weaknesses: Allergy (Sunlight, Mild) Notes: P/NA	3	5 x 4	3	—	2/4	2	(6)	4	5L
Goblin Powers: Enhanced Senses (Improved Smell and Taste), Essence Drain (Permanent), Fire Resistance Weaknesses: Allergy (Sunlight, Mild), Vulnerability (Iron) Notes: *2D6 Initiative dice, P/E	5	4 x 2	6	—	1/5	5	6	4*	Humanoid
Golden Boar Powers: Concealment (Personal), Enhanced Physical Attributes (Quickness, once per day, for [Essence]D6 turns), Magical Resistance, Regeneration Weaknesses: None Notes: Magicians may use tusks as units for enchanting (see main text), *2D6 Initiative dice, P/E	6/1	4 x 5	8	—	2/5	6	(6)	4*	6M
Gorgon Powers: Electrical Projection, Noxious Breath, Paralyzing Touch, Petrification, Petrifying Gaze, Venom, Weather Control Weaknesses: Dietary Requirement (Heavy petroleum oils) Notes: Quickness multiplier for swimming is 5, P/E	11/2	4 x 4	10	—	2/4	4	(6)	4	8D, +1 Reach
Grandfather Elk Powers: Animal Control (Elk, Other Deer), Dismissal (LOS), Empathy (LOS), Enhanced Senses (Thermographic Vision), Immunity to Age, Magical Guard, Magical Resistance Weaknesses: None Notes: Quickness multiplier for swimming is 5, P/E	9	4 x 5	7	3	3/6	6	(6)	5	8S, +1 Reach
Greater Armadillo Powers: Enhanced Senses (Improved Smell), Hardened Armor, Immunity to Poisons Weaknesses: Reduced Senses (Vision) Notes: P/NA	4/4	3 x 3	3	—	1/3	2	6	4	2M, -1 Reach
Greater Unicorn Powers: Empathy (LOS), Enhanced Physical Attributes (Quickness), Immunity to Pathogens, Immunity to Poisons, Magical Resistance, Search Weaknesses: None Notes: P/NA	8	4 x 5	8	4	3/4	4	(6)	5*	8M, +1 Reach
Greater Wolverine Powers: Enhanced Physical Attributes (Quickness, once per day, for [Essence]D6 turns), Enhanced Reactions, Enhanced Senses (Improved Smell) Weaknesses: Reduced Senses (Vision) Notes: P/NA	7	4 x 5	4	—	2/4	2	6	5*	5S
Griffin Powers: None Weaknesses: None Notes: Movement multiplier is 5 while flying, SR11	9	7 x 2	9	—	3/5	4	(7)	6	9S, +1 Reach

CRITTER NAME	B	Q	S	C	I	W	E	R	Attacks
Gyre Powers: Enhanced Senses (Improved Vision), Immunity to Pathogens, Immunity to Poisons, Influence (Hopelessness) Weaknesses: Allergy (Pollution, Severe) Notes: P/NA	4	4 x 5	4	—	2/5	3	(6)	4	4S
Harpy Powers: None Weaknesses: None Notes: Movement multiplier is 6 while flying. SRII	4	8 x 2	4	—	2/3	2	(4)	5	4M
Hell Hound Powers: Enhanced Senses (Improved Hearing and Smell, Low-Light Vision), Flame Projection, Immunity to Fire Weaknesses: None Notes: **3D6 Initiative dice. P/NA	4	4 x 4	5	—	3/4	3	(6)	6**	6M
Hellbender Powers: Enhanced Senses (Motion Detection), Immunity to Poisons, Paralyzing Touch Weaknesses: Allergy (Unpolluted Water, Mild), Reduced Senses (Vision) Notes: Swimming multiplier is 5. P/NA	3	3 x 2	3	—	1/3	2	6	4	6L
Hoop Snake Powers: Venom Weaknesses: None Notes: Rolling multiplier is 5. *2D6 Initiative dice. P/NA	3	3 x 4	4	—	2/3	3	6	4*	6L, -1 Reach
Hydra Wurm Powers: None Weaknesses: None Notes: Multiple combat sequences (see text description). Quickness multiplier for swimming is 7. P/E	12/2	3 x 4	9	—	1/3	3	6	3	10M, +2 Reach
Icedrake Powers: Cold Aura, Enhanced Senses (Improved Vision), Immunity to Cold Weaknesses: Allergy (Fire, Mild) Notes: P/NA	4	4 x 4	4	—	2/3	3	(6)	5	3M
Imperial Eagle Powers: Empathy (LOS), Enhanced Senses (Depth Perception), Fire Resistance, Influence (LOS), Magical Resistance, Search, Weather Control Weaknesses: Vulnerability (Poisons) Notes: Quickness multiplier for flying is 7. **3D6 Initiative dice. P/E	3	5 x 3	3	4	2/4	6	6	4**	5M
Incubus Powers: Desire Reflection, Enhanced Senses (Low-Light Vision), Illusion Weaknesses: Allergy (Sunlight, Severe) Notes: P/NA	6	2 x 2	9	3	3/5	4	(6)	4	5S, +1 Reach
Jauchekafer Powers: Immunity to Pathogens, Immunity to Poisons, Venom Weaknesses: None Notes: Males use Damage Code 4M, females 3L. P/E	3/2	3 x 3	2	—	1/3	3	6	2	3L/4M

CRITTER NAME	B	Q	S	C	I	W	E	R	Attacks
Juggernaut	15/8	4 x 3	42	—	1/3	9	7	4	10D
Powers: Enhanced Physical Attributes (Quickness, once each per day, for [Essence x 2] D6 turns), Enhanced Senses (Improved Hearing and Smell, Motion Detection), Fear (LOS), Hardened Armor, Immunity to Cold, Immunity to Fire, Immunity to Pathogens, Immunity to Poisons Weaknesses: None Notes: P/NA									
Kludde									
Avian	3	6 x 3	2	—	2/4	6	(7)	4**	6L, -1 Reach
Canine	6	6 x 6	4	—	2/4	6	(7)	4**	5M
Feline	5	6 x 4	2	—	2/4	6	(7)	4**	4L, -1 Reach
Powers: Alienation (LOS), Blindness (LOS), Desire Reflection (LOS), Fear (Canine Form Only, LOS), Hypnotic Song (Avian Form Only, Zone x 5), Magic Sense, Magical Resistance, Psychokinesis Weaknesses: Allergy (Sunlight, Nuisance) Notes: Quickness multiplier for flying in avian form is 6. The kludde changes shape between the three forms. **3D6 Initiative dice. P/E									
Kraken	12/3	5 x 3	20	—	3	6	(6)	7	12D, +2 Reach
Powers: Pestilence Weaknesses: None Notes: SRII									
Lambton Lizard	7/2	4 x 2	5	—	1/4	3	5	3	4S, +1 Reach
Powers: Paralyzing Touch Weaknesses: None Notes: Swimming multiplier is 4. P/NA									
Leshy	3	4 x 4	3	4	3	3	(8)	3*	Humanoid
Powers: Confusion (LOS) Weaknesses: None Notes: *2D6 Initiative dice. SRII									
Lesser Roc	4	5 x 4	4	—	2/4	2	6	4	3M
Powers: Enhanced Senses (Improved Vision, Low-Light Vision), Immunity to Pathogens, Immunity to Poisons Weaknesses: None Notes: P/NA									
Lesser Thunderbird	3	6 x 2	3	—	2/5	3	(6)	6	6L
Powers: Electrical Projection (EMP), Enhanced Senses (Low-Light Vision), Weather Control (Electrical Storms) Weaknesses: None Notes: Flying multiplier is 4. P/NA									
Leviathan	11/2	5 x 3	10	—	2/4	3	6	5	10D
Powers: Enhanced Senses (Sonar), Mimicry Weaknesses: None Notes: P/NA									
Loup-Garou	4(6)	4 x 4	7(9)	—	3/4	4	5	4(6)	3M (6M)
Powers: Enhanced Physical Attributes (Strength, once per day, for [Essence]D6 turns), Enhanced Senses (Thermographic Vision) Weaknesses: Allergy (Sunlight, Severe), Allergy (Aconite or Horseradish, Severe) Notes: Statistics in parentheses are for the creature at its peak power. P/NA									

CRITTER NAME	B	Q	S	C	I	W	E	R	Attacks
Man-of-the-Woods Powers: Accident (Domain), Concealment (Domain), Confusion (Domain), Fear (Domain), Immunity to Normal Weapons, Magical Guard, Manifestation, Movement, Weather Control (Any) Weaknesses: None Notes: P/NA	10	6 x 2	7	5	5	5	5A	10/15	4S
Martichoras Powers: Enhanced Senses (Low-Light Vision), Venom Weaknesses: Allergy (Pollution, Mild) Notes: P/NA	8	6 x 4	8	—	3/4	3	6	6	7S, +1 Reach
Megalodon Powers: Enhanced Senses (Improved Smell), Regeneration Weaknesses: None Notes: P/NA	15/2	5 x 4	13	—	1/3	3	6	5	10D
Melstersinger Powers: Animal Control (Fish, Aquatic Mammals), Compulsion (Zone x 5), Dismissal (Zone x 5), Empathy (LOS), Engulf, Enhanced Senses (Sonar), Immunity to Normal Weapons, Influence (LOS), Magic Sense, Search, Sonic Projection Weaknesses: Dietary Requirement (Krill) Notes: **3D6 Initiative dice, P/E	20/2	5 x 5	14	8	6	6	(9)	6**	15D, +1 Reach
Merlin Hawk Powers: Animal Control (Avians), Magical Resistance Weaknesses: Vulnerability (Willow-Wood Weapons, Poisons) Notes: Quickness multiplier for flying is 8. All merlin hawks are magically active (see main text). **3D6 Initiative dice, P/E	1	7 x 3	1	5	4/8	4	(7)	6**	1L, -1 Reach
Mermaid Powers: Enhanced Physical Attributes (Quickness, once per day, for [Essence x 2]D6 turns), Enhanced Senses (Improved Hearing) Weaknesses: Dietary Requirement (Mercury) Notes: P/NA	4	6 x 4	6	—	2/4	3	6	4	6S
Merrow Powers: None Weaknesses: None Notes: SR11	5	7 x 4	7	3	3	3	(6)	5	Humanoid
Mimic Snake Powers: Enhanced Senses (Low-Light Vision), Mimicry Weaknesses: None Notes: *2D6 Initiative dice, P/NA	4	4 x 3	8	—	2/4	2	6	4*	5M
Mist Lynx Powers: Enhanced Senses (Low-Light Vision), Mist Form Weaknesses: None Notes: **3D6 Initiative dice, P/NA	4	5 x 4	5	—	2/4	3	(6)	4**	4S
Munchkin Powers: Enhanced Senses (Thermographic Vision) Weaknesses: Dietary Requirement (Molybdenum) Notes: P/NA	3	4 x 4	6	—	4/5	5	5	5	3M or Humanoid

CRITTER NAME	B	Q	S	C	I	W	E	R	Attacks
Naga Powers: Guard, Magical Guard, Venom Weaknesses: None Notes: SRII	5/1	2 x 3	6	3	3	4	(8)	4	5M, -1 Reach
New Boar Powers: Enhanced Physical Attributes (Strength, once per day, for [Essence x 3]D6 turns), Enhanced Senses (Improved Hearing and Smell) Weaknesses: None Notes: P/NA	4	4 x 6	4	—	2/3	3	6	4	4M
New Leatherback Powers: Engulf, Magical Resistance, Movement Weaknesses: Allergy (Mercury, Severe), Vulnerability (Mercury) Notes: Swimming multiplier is 5. P/NA	8/3	3 x 2	5	—	2/4	3	(6)	3	3M
Nimue's Salamander Powers: Spell Drain (Special) Weaknesses: Vulnerability (Poisons) Notes: P/E	1	3 x 2	0	—	1/2	2	(6)	2	1L, -2 Reach
Nomad Powers: Compulsion (Special: Homicidal Mania), Essence Drain (Modified), Immunity to Normal Weapons, Manifestation Weaknesses: None Notes: P/NA	6	3 x 3	0	6	1/6	6	9 A	5	Special
Nosferatu Powers: Compulsion (LOS), Enhanced Physical Attributes (Body and Strength, twice per day each, for [Essence]D6 turns), Enhanced Senses (Improved Hearing, Low-Light Vision, Thermographic Vision), Essence Drain (Permanent and Temporary), Fear (LOS), Immunity to Age, Immunity to Pathogens, Immunity to Poisons, Infection, Influence (LOS), Magical Resistance, Regeneration Weaknesses: Allergy (Sunlight, Severe), Essence Loss (Special) Notes: Attributes noted as Sp are determined using special rules. See individual critter listing. All nosferatu are magically active. P/E	Sp	Sp x 5	Sp	Sp	Sp	Sp	(2D6)	Sp	Humanoid
Novopossum Powers: Corrosive Saliva, Enhanced Senses (Low-Light Vision) Weaknesses: None Notes: P/NA	3	4 x 4	3	—	2/4	2	6	4	6L
Oracle Owl Powers: Animal Control (Avians), Empathy, Enhanced Senses (Improved Hearing and Smell, Low-Light Vision, Tactile Sense, Thermographic Vision), Magic Sense, Magical Resistance, Search, Silence Weaknesses: Vulnerability (Poisons) Notes: Can employ detection spells (see main text). Quickness multiplier for flying is 6. **3D6 Initiative dice. P/E	2	5 x 2	1	4	3/6	3	(6)	5**	5L
Pegasus Powers: Enhanced Reactions (three times per day for [Essence]D6 turns) Weaknesses: Dietary Requirement (Citric acid) Notes: Quickness multiplier for flying is 8. P/E	9	4 x 6	7	—	2/5	3	6	5	6S, +1 Reach

CRITTER NAME	B	Q	S	C	I	W	E	R	Attacks
Peryton Powers: Accident (Zone x 3), Enhanced Senses (Depth Perception), Silence (Zone x 3) Weaknesses: None Notes: Listed Damage Code refers to antler strike. For stomping or biting attacks, use Damage Code 4S. Quickness multiplier for flying is 7. *2D6 Initiative dice. P/E	8	4 x 5	7	—	2/4	3	6	5*	7S, +1 Reach
Phoenix Powers: Flame Aura Weaknesses: None Notes: SRII	3	5 x 4	4	—	2/4	2	(6)	3	4M
Plasma Powers: Enhanced Physical Attributes (Strength or Quickness, once per day each, for [Essence x 2]D6 turns), Enhanced Reactions, Enhanced Senses (Thermographic Vision, Wide-Band Hearing) Weaknesses: Allergy (Sunlight, Nuisance) Notes: *2D6 Initiative dice. P/NA	11/2	4 x 5	13	—	2/4	4	6	4*	9D, +1 Reach
Pricuricu Powers: Enhanced Senses (Low-Light Vision), Sonic Projection (High-Frequency) Weaknesses: Allergy (Sunlight, Mild) Notes: P/NA	1	4 x 4	0	—	1/4	1	6	4	1L
Protean Powers: Adaptive Coloration (Selective), Corrosive Secretions, Engulf Weaknesses: Vulnerability (Alkaline chemical weapons, EM weapons, Hydrophobics, Fire) Notes: Attributes noted as Sp are determined using special rules. See individual critter listing. The protean has special form-mimicking ability described in listing. P/E	Sp	3 x 2	Sp	—	0/2	2	4	2	Special
Quicksilver Mongoose Powers: Accident (Zone), Enhanced Movement, Hypnotic Dance (Special), Immunity to Poisons (Special) Weaknesses: Dietary Requirement (Snake Venom and Hepatic Enzymes) Notes: **3D6 Initiative dice. P/E	1	7 x 4	1	—	2/5	3	6	5**	3L, -1 Reach
Rock Lizard Powers: Immunity to Poisons, Venom Weaknesses: None Notes: P/NA	3	3 x 4	3	—	1/3	3	6	5	6L
Rockworm Powers: Corrosive Saliva, Immunity to Pathogens, Immunity to Poisons, Regeneration Weaknesses: None Notes: Burrowing multiplier is .25 for soft rock; .125 for hard rock. P/NA	2/1	4	2	—	1/2	3	3	2	2M
Saber-Tooth Cat Powers: Enhanced Senses (Low-Light Vision, Thermographic Vision) Weaknesses: None Notes: *2D6 Initiative dice. P/NA	5	5 x 4	5	—	2/4	2	6	4**	5S
Salamander Powers: Engulf, Flame Aura, Flame Projection, Immunity to Fire, Guard, Magical Resistance, Manifestation, Psychokinesis Weaknesses: Vulnerability (Water) Notes: P/NA	5	6 x 3	2	4	4	4	(4)A	10/51	4S

CRITTER NAME	B	Q	S	C	I	W	E	R	Attacks
Sasquatch Powers: None Weaknesses: None Notes: SRII	8	3 x 4	7	3	3	2	(6)	4	Humanoid, +1 Reach
Satyr Powers: Accident (Zone x 2), Concealment (Personal), Enhanced Reactions (three times per day, for [Essence]D6 turns) Weaknesses: Vulnerability (Poisons) Notes: Satyrs can detect even the smallest quantity of pollutants and possess excellent climbing skills (see main text). P/E	2	4 x 5	2	—	2/4	3	6	3	5L
Scintillant Albatross Powers: Animal Control (Sea Birds), Empathy (LOS), Enhanced Senses (Low-Light Vision), Influence (LOS) (Blindness, LOS, males only, at equinox), Flame Projection, Immunity to Fire Weaknesses: Dietary Requirement (Sea Fish) Notes: Quickness multiplier for flying is 5. At equinox, males possess powers of blindness, flame projection and immunity to fire (see main text). P/E	3	4 x 3	3	—	2/4	3	6	3	5L
Scorpyrine Powers: Immunity to Fire, Venom Weaknesses: None Notes: Damage Code listed applies to claw attack. Use Damage Code 5S or higher for attacks using the venomous stinger (see main text). P/E	2/1	5 x 2	1	—	1/4	2	6	3	4L, -1 Reach
Sea Drake Powers: Enhanced Physical Attributes (Movement, once per day, for [Essence]D6 turns), Enhanced Senses (Low-Light Vision) Weaknesses: None Notes: P/NA	4	4 x 4	4	—	2/3	3	(6)	5	3M, +1 Reach
Serpent Freshwater Saltwater Powers: Enhanced Physical Attributes (Quickness, twice per day, for [Essence]D6 turns) Weaknesses: None Notes: P/NA	12/1 10/2	4 x 3 4 x 4	7 18	— —	1/3 1/4	3 4	6 6	3 4	5S, +1 Reach 8S, +1 Reach
Shadowhound Powers: Darkness, Enhanced Reactions, Enhanced Senses (Low-Light Vision), Silence (Zone x 2) Weaknesses: Allergy (Sunlight, Severe) Notes: **3D6 Initiative dice. P/NA	4	4 x 4	5	—	2/4	3	6	4**	5M
Shapeshifter (Human) (Animal) Powers: Enhanced Physical Attributes in animal form, Regeneration Weaknesses: Allergy (Silver, Severe), Vulnerability (Silver) Notes: When shapeshifter is in animal form, refer to the animal attributes, designated A, and add the modifiers. *2D6 Initiative dice. SRII	5 A + 2	4 x 5 (A + 1) x (A + 1)	5 A + 2	5 5	3 3	3 3	(8) (8)	5* 5*	Humanoid (A + 1)(A)
Siren Powers: Enhanced Senses (Low-Light Vision), Hypnotic Song (Zone x 4), Immunity to Pathogens, Immunity to Poisons Weaknesses: None Notes: P/NA	3	8 x 2	4	—	3/5	5	(5)	5	4M

CRITTER NAME	B	Q	S	C	I	W	E	R	Attacks
Snow Moose Powers: Enhanced Physical Attributes (Quickness), Enhanced Senses (Improved Vision, Low-Light Vision), Immunity to Cold, Silence (Zone x 2) Weaknesses: None Notes: P/NA	11/1	4 x 4	9	—	2/4	3	(6)	4	6S
Snow Snake Powers: Enhanced Physical Attributes (Quickness), Enhanced Senses (Improved Smell, Low-Light Vision), Immunity to Cold, Venom Weaknesses: Vulnerability (Fire) Notes: *2D6 Initiative dice. P/NA	2	3 x 3	2	—	1/4	2	(6)	3*	4L
Spitting Pike Powers: Corrosive Saliva, Engulf (Special), Enhanced Physical Attributes (Strength, once per day, for [Essence]D6 turns), Enhanced Senses (Depth Perception) Weaknesses: None. *2D6 Initiative dice. Notes: Attributes noted Sp are determined using special rules. See individual critter description. P/E	Sp	5 x 4	Sp	—	1/4	5	6	4*	4M–8M
Sprite Powers: Concealment (Personal) Weaknesses: None Notes: Quickness multiplier for flying is 5. *2D6 Initiative dice. P/E	2	10 x 1	1	3	4/4	4	6	7*	1M
Stone Toad Powers: Corrosive Secretions (Special) Weaknesses: None Notes: Quickness multiplier for swimming is 3. Magicians find the front part of the critter's skull valuable for enchanting. P/E	1	3 x 2	0	—	1/4	2	(6)	4	1L, –1 Reach
Stonebinder Powers: Enhanced Senses (Sonar), Immunity to Poisons, Petrification, Venom Weaknesses: Allergy (Sunlight, Severe) Notes: P/NA	2	4 x 4	1	—	1/4	2	(6)	4	3L
Storm Dolphin Powers: Electrical Projection, Empathy (LOS), Engulf, Enhanced Physical Attributes (Body, once per day, for [Essence]2D6 turns), Enhanced Senses (Sonar), Magical Resistance, Magic Sense, Movement, Weather Control Weaknesses: None Notes: Sonar annoys the creature, and may disrupt its actions (see text). P/E	4	6 x 5	3	4	3/6	4	(7)	5	6L
Stormcrow Powers: Enhanced Senses (Improved Hearing), Weather Control (Flock Only) Weaknesses: None Notes: A dual being only when in a flock of six or more stormcrows. *2D6 Initiative dice. P/NA	2	6 x 2	1	—	3/4	3	(6)/6	4*	3L
Stymphallian Powers: Enhanced Senses (Improved Hearing), Noxious Breath Weaknesses: Vulnerability to Sonic Attacks (Special) Notes: For ranged attacks by the critter, use Damage Code 4L. Quickness multiplier for flying is 7. P/E	3	4 x 3	2	—	2/4	4	6	3	5L
Tachypus Powers: Enhanced Movement, Enhanced Physical Attributes (Quickness, four times per day, for [Essence]D6 turns) Weaknesses: None Notes: P/NA	2	4 x 6	2	—	2/4	3	(6)	6	4M

CRITTER NAME	B	Q	S	C	I	W	E	R	Attacks
Talis Cat									
As Housecat	1	4 x 4	1	—	2/4	4	(6)	5*	2L, -1 Reach
As "Cheetah"	7	9 x 4	7	—	2/4	4	(6)	5**	8L
Powers: Desire Reflection (LOS, Cheetah Only), Enhanced Movement, Enhanced Physical Attributes (Quickness, Body, and Strength), Enhanced Reactions, Enhanced Senses (Low-Light Vision)									
Weaknesses: None									
Notes: *2D6 Initiative dice. **3D6 Initiative dice. P/NA									
Tarantella	1	4 x 4	0	—	1/3	2	6	3	Special, -1 Reach
Powers: Enhanced Senses (Thermographic Vision), Venom (Special)									
Weaknesses: None									
Notes: The venom power causes (Essence)/M damage. See critter text description for secondary effect of venom. P/E									
Thunderbird	4	7 x 2	8	—	2/4	3	(6)	5	6M
Powers: Electrical Projection (Area Effect)									
Weaknesses: None									
Notes: Movement multiplier is 5 while flying. SR11									
Torpedo Shark	7/2	5 x 4	6	—	1/3	3	6	5	9S
Powers: Enhanced Physical Attributes (Quickness, three times per day, for [Essence - 2]D6 turns), Enhanced Senses (Improved Smell)									
Weaknesses: None									
Notes: P/NA									
Toxic Earth Spirit	8	2 x 2	8	1	4	4	(4)A	5	5S, +1 Reach, Special
Powers: Alienation (Domain), Concealment (Domain), Corrosive Secretions, Fear (Domain), Manifestation, Noxious Breath									
Weaknesses: None									
Notes: P/NA									
Toxic Water Spirit	6	4 x 2	4	1	4	4	(4)A	8	6D Stun
Powers: Accident (Domain), Alienation (Domain), Corrosive Secretions, Engulf, Fear (Domain), Manifestation, Movement, Search									
Weaknesses: None									
Notes: P/NA									
Troglodyte	3	3 x 4	2	2	3/4	3	6	3	Humanoid
Powers: Concealment, Enhanced Senses (Thermographic Vision)									
Weaknesses: Allergy (Sunlight, Mild)									
Notes: P/NA									
Unicorn	8	5 x 6	8	—	3/4	4	(9)	5	8M, +1 Reach
Powers: Immunity to Pathogens, Magical Guard									
Weaknesses: Allergy (Pollutants, Severe)									
Notes: SR11									
Unicorn Fish	7	5 x 4	9	—	2/4	3	(6)	4	7S, +1 Reach
Powers: Immunity to Pathogens, Magical Resistance									
Weaknesses: None									
Notes: P/NA									

CRITTER NAME	B	Q	S	C	I	W	E	R	Attacks
Vampire Powers: Enhanced Physical Attributes, Enhanced Senses (Improved Hearing and Smell), Essence Drain, Immunity to Age, Immunity to Pathogens, Immunity to Poison, Infection, Mist Form, Regeneration, Thermographic Vision Weaknesses: Allergy (Sunlight, Severe), Induced Dormancy (Lack of Air), Essence Loss, Vulnerability (Wood) Notes: Because each vampire was originally a character who later became vampiric, it retains most of that character's Attributes, designated C. A vampire's Strength equals the character's Strength plus the vampire's Essence. *2D6 Initiative dice. SRII	C	C x 5	C + E	C	C	C	2D6	C*	Humanoid
Vampiric Pawn Powers: Immunity to Age, Immunity to Normal Weapons Weaknesses: Essence Loss (Special) Notes: Attributes noted as Sp are determined using special rules. See individual critter description. P/E	Sp	Sp	Sp	Sp	Sp	Sp	Sp	Sp	Humanoid
Volleying Porcupine Powers: Enhanced Senses (Low-Light Vision), Spraying (1/4 normal range) Weaknesses: Dietary Requirement (Salt) Notes: Creature makes ranged attacks (see text description). P/E	1	4 x 2	1	—	1/3	4	6	3	3L
Wendigo Powers: Enhanced Physical Attributes, Enhanced Senses (Improved Hearing and Smell, Low-Light Vision, Visual Acuity), Essence Drain, Fear (LOS), Immunity to Age, Immunity to Pathogens, Immunity to Poison, Infection, Influence (LOS), Regeneration Weaknesses: Allergy (Sunlight, Severe), Essence Loss, Vulnerability (Ferrous Metals) Notes: SRII	6	2 x 5	5	4	3	3	2D6	4	Humanoid
White Buffalo Powers: Animal Control (Buffalo), Enhanced Senses (Improved Hearing and Smell), Immunity to Pathogens, Search Weaknesses: Allergy (Pollutants, Severe) Notes: P/NA	9	4 x 4	7	5	2/4	5	6	3	6D, +1 Reach
Wild Minotaur Powers: Confusion (Zone x 3), Enhanced Physical Attributes (Strength, three times per day for [Essence]D6 turns), Enhanced Senses (Low-Light Vision, Thermographic Vision) Weaknesses: None Notes: Illusion spells do not affect minotaurs. P/E	12/1	3 x 5	11	—	1/6	6	4	2	7D, +1 Reach
Wodewose Powers: Enhanced Senses (Improved Smell), Immunity to Age, Immunity to Pathogens, Immunity to Poisons, Pestilence Weaknesses: None Notes: P/NA	2	4 x 4	6	—	2/4	3	6	4	3M, +1 Reach
Wraith Powers: Confusion (Zone x 2), Fear (Zone x 2), Immunity to Pathogens, Immunity to Poisons, Influence (Zone x 2), Magic Sense, Magical Resistance, Manifestation Weaknesses: None Notes: P/E	10	12 x 3	6	4	7/7	10	12(A)	7	Special

CRITTER NAME	B	Q	S	C	I	W	E	R	Attacks
Wyrd Mantis									
Male	1/1	4 x 4	1	—	1/4	2	6	3	5L
Female	2/2	5 x 4	2	—	2/5	2	6	3	4M
Powers: Adaptive Coloration (Selective), Enhanced Senses (Low-Light Vision), Enhanced Physical Attributes (Quickness, three times per day, for [Essence]D6 turns), Immunity to Poisons, Influence (Females Only, LOS), Venom Weaknesses: None Notes: Quickness multiplier for flying is 4 (short duration only, see text description). P/E									
Wyvern	9	3 x 2	8	—	2/4	4	(6)	4*	9S, +1 Reach
Powers: Enhanced Senses (Low-Light Vision), Immunity to Poisons, Influence (Fear), Venom Weaknesses: None Notes: Movement multiplier for flying is 6. *2D6 Initiative dice. P/NA									

ELEMENTALS (SR11)

(Notes: F = Force Rating)

Air	F - 2	(F + 3) x 4	F - 3	F	F	F	(F)A	F + 2
Attacks: Per powers Powers: Engulf, Manifestation, Movement, Noxious Breath, Psychokinesis Weaknesses: Confinement, Vulnerability (Earth)								
Earth	F + 4	(F - 2) x 2	F + 4	F	F	F	(F)A	F - 2
Attacks: (F)S as Unarmed Combat (Reaction); +1 Reach Powers: Engulf, Manifestation, Movement Weaknesses: Vulnerability (Air)								
Fire	F + 1	(F + 2) x 3	F - 2	F	F	F	(F)A	F + 1
Attacks: (F)M as ranged combat (Reaction); Range = Force x 2 meters Powers: Engulf, Flame Aura, Flame Projection, Guard, Manifestation, Movement Weaknesses: Vulnerability (Water)								
Water	F + 2	F x 2	F	F	F	F	(F)A	F - 1
Attacks: (F)S Stun as Unarmed Combat (Force) Powers: Engulf, Manifestation, Movement Weaknesses: Vulnerability (Fire)								

NATURE SPIRITS (SR11)

(Notes: Treat all powers as Domain powers where appropriate. F = Force Rating)

—Of Man	F + 1	(F + 2) x 3	F - 2	F	F	F	(F)A	F + 1
City Spirit	Powers: Accident, Alienation, Concealment, Confusion, Fear, Guard, Search							
Hearth Spirit	Powers: Accident, Alienation, Concealment, Confusion, Guard, Search							
Field Spirit	Powers: Accident, Concealment, Guard, Search							
—Of the Land	F + 4	(F - 2) x 2	F + 4	F	F	F	(F)A	F - 2
Desert Spirit	Powers: Concealment, Guard, Movement, Search							
Forest Spirit	Powers: Accident, Concealment, Confusion, Fear, Guard							
Mountain Spirit	Powers: Accident, Concealment, Guard, Movement, Search							

CRITTER NAME	B	Q	S	C	I	W	E	R	Attacks
Prairie Spirit Powers: Accident, Alienation, Concealment, Guard, Movement, Search									
—Of the Sky	F - 2	(F + 3) x 4	F - 3	F	F	F	(F)A	F + 2	
Mist Spirit Powers: Accident, Concealment, Confusion, Guard, Movement									
Storm Spirit Powers: Concealment, Confusion, Electrical Projection, Fear									
—Of the Waters	F + 2	F x 2	F	F	F	F	(F)A	F - 1	
Lake Spirit Powers: Accident, Engulf, Fear, Guard, Movement, Search									
River Spirit Powers: Accident, Concealment, Engulf, Fear, Guard, Movement, Search									
Sea Spirit Powers: Accident, Alienation, Concealment, Confusion, Engulf, Fear, Guard, Movement, Search									
Swamp Spirit Powers: Accident, Binding, Concealment, Confusion, Engulf, Fear, Guard, Movement, Search									
DRACOFORMS (SRII)									
Powers: Enhanced Senses (Low-Light Vision, Thermal Sense, Wide-Band Hearing), Hardened Armor. Some show: Animal Control (Reptiles), Influence (LOS), Flame Projection, Noxious Breath, Venom									
Weaknesses: None									
Notes: *2D6 Initiative dice.									
Feathered Serpent	12/8	6 x 2	30	4	4	8	(2D6)	7*	12D, +2 Reach
Notes: Movement multiplier is 4 while flying.									
Eastern Dragon	14/8	8 x 3	35	5	4	8	(2D6)	6*	14D, +2 Reach
Western Dragon	15/8	7 x 3	40	4	4	8	(2D6)	5*	14D, +2 Reach
Great Dragon	+10/12	+3	+10	+5	+5	+5	12	+3	16D, +3 Reach
Notes: Estimates only; individuals vary widely									
FAERIE CREATURES (P/E)									
Domovoi	3	4 x 5	1	4	3/5	2	(6)	5	5L, -1 Reach
Powers: Accident (Domain, Home), Concealment (Personal), Darkness, Enhanced Physical Attributes (Quickness, four times per day, for [Essence x Essence] turns), Enhanced Senses (Low-Light Vision), Guard, Influence (LOS), Manifestation, Search									
Weaknesses: None									
Notes: See the main text for a description of the domovoi's use of powers.									
Knocker	4	3 x 3	4	2	3/5	6	6	3	6L, -1 Reach
Powers: Accident (Zone), Control Resistance, Enhanced Physical Attributes (Strength and Body, four times per day each for [Essence x Essence] turns), Enhanced Senses (Low-Light Vision, Thermographic Vision), Fading, Glamour (Zone x 4) (use [3 x Essence] + 2 for target number for Resistance Tests to negate effect), Magic Sense, Magical Resistance, Masking									
Weaknesses: Allergy (Sunlight, Severe)									
Notes: See the main text for a description of the knocker's use of powers.									
Wild Hunt									
Hounds	4	6 x 8	4	—	2/6	6	6(A)	5**	7S
Steeds	9	8 x 8	9	—	2/6	6	7(A)	5**	6D, +1 Reach
Huntsman/Leader	10	8 x 8	10	—	7	10	12(A)	10**	12D

CRITTER TABLE

Huntsmen (Others) 8 7 x 8 8 — 6 8 10(A) 8** 105

Powers: The Wild Hunt entity collectively has the following powers: Alienation (Zone x 5), Confusion (Zone x 5), Control Resistance, Enhanced Senses (Low-Light Vision, Thermographic Vision), Fading, Fear (Zone x 2), Glamour (Zone x 5) (target number equals twice the Essence of the highest-Essence being in group), Immunity to Age, Immunity to Cold, Immunity to Fire, Immunity to Normal Weapons, Immunity to Pathogens, Immunity to Poisons, Magic Sense, Magical Resistance, Manifestation, Search.

The hounds possess Enhanced Senses (Improved Smell) and Sonic Projection. The horses possess Flame Projection and Noxious Breath. The lead huntsman has the additional powers of Animal Control (All Normal Critters), Cold Aura (Personal), Electrical Projection, Paralyzing Touch, and Weather Control and he may also use magic (see individual critter description). Any additional huntsmen possess Enhanced Physical Attributes (Strength, once per night for [Essence x Essence] turns).

Weaknesses: Allergy (Sunlight, Severe)

Notes: Quickness multiplier applies to travel over any terrain. Illusion spells do not affect the lead huntsman. **3D6 Initiative dice.



The



End



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