

TERRINOTH SETTING
COMPATIBLE

TERRINOTH EXOTIC SPECIES



ARCHELLUS

FANTASY RULES SUPPLEMENT



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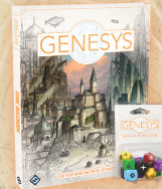
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INTRODUCTION

HOW TO USE THIS BOOK

This book takes six Adversaries found in the Realms of Terrinoth setting and expands them into playable Species while exploring their rules and facets with an occasional tip for role-playing. In addition, contained within these pages is a collection of new talents and gear.

While the species and examples in this book refer to the **REALMS OF TERRINOTH** Campaign Setting, this information may be used for any setting using the **GENESYS** Core Rulebook where more exotic species might occur. Please note: references to either the **GENESYS** Core Rulebook (GCRB) or **REALMS OF TERRINOTH** (ROT) are cited where necessary.



GENESYS Core Rulebook and either the **GENESYS** Dice or Dice App are required to use this supplement.



ARCHETYPES

DRAGON HYBRID



In the Third Darkness that befell Mennara ancient dragon lords flew from their homes in Molten Hearth. Through the use of evil magic and ancient shards they created the Dragon Hybrids who were used as shock troops against the people of Mennara. Eventually, the Dragon Lords were defeated. While the fate of many Dragon Lords is still unknown, their hybrid spawn are still seen throughout the world.

Created for destruction and left without purpose at the disappearance of their masters, Dragon Hybrids will band together or wander alone, either seeking to hire their skills out to sorcerers or lords in need of a strong arm or wing. Some hybrids become mercenaries like the cruel and mighty Belthir, while others become benevolent healers like Ispher, a wandering healer.

The sighting of a Dragon Hybrid still strikes fear into the people of Mennara, and most other races regard these abominations with mistrust. Tales of Dragon Hybrids working together to restore their ancient masters to life are often whispered in the shadows. In local taverns and on dingy streets, Bards can be heard singing songs of unlikely draconic heroes with wings and fiery breath rooting out evil wherever it lurks.

Appearance: A Dragon Hybrid cannot hide the fact that they are spawned from dragons. Standing slightly taller than humans, their bodies are covered in scales and their thick snouts glisten with sharp teeth. Some hybrids have wings or develop them over the years while others have inherited the ability to breathe fire, and many develop vicious claws.

The magic that once shaped Dragon Hybrids into a race still churns within their bodies and continues to grow changing them throughout their lifespans. Some say the consumption of precious metals and magic items speeds up this effect, but not many hybrids are willing to spend the funds or time on experimentation.

Society: Born in harsh lands where most other races eye them with suspicion, life is not easy for the spawn of dragons especially since their ancestral hunger for magic and treasure still haunts them. Dragon Hybrids are constantly compelled to adventure and seek out riches to satisfy this craving. The few which attempt settling down are usually caught up in the violent past of their race. When many Dragon Hybrids band together it is usually in the service of an ancient dragon or some other evil overlord. Some hybrids have even been known to form small warbands or mercenary groups without such leadership. This only serves to further strengthen their reputation as destroyers.

- **Wounds Threshold:** 10 + Brawn
- **Strain Threshold:** 9 + willpower
- **Starting Experience:** 105 XP
- **Starting Skills:** Dragon Hybrids begin with one rank in Coercion. They still cannot train Coercion above rank 2 during character creation.
- **Mistrusted:** The Dragon Hybrid is mistrusted by other races in Mennara. Add ■ to Charm, Deception, Leadership, and Negotiation checks your character make, but add □ to Coercion checks. This does not apply when interacting with others Dragon Hybrids
- **Draconic heritage:** Reduce all damage your character takes from fire and similar sources by 3.



BEASTMAN

Beastmen are most commonly found on the Broken Plains but may be spotted elsewhere in Mennara. Scholars in Greyhaven have conflicting theories regarding the origin of these primitive, dangerous brutes. Some think their existence occurred naturally, while others claim these creatures are the result of magic experiments or perhaps remnants of Ynferral influence on the tribes of the plains. They are constantly at war with Orcs out on the Broken Plains.

Tribes of Beastmen tend to be nomadic in nature moving from place to place following their prey. Known to eat anything, or anyone, they are perfect hunters at their best when prowling at night, while silently moving through forests. Cruel effigies and totems mark their territories. Rumor has it among the Greyhaven scholars that all tribes answer to a single Beastman Lord. There are very rare occasions when Beastmen have peaceful interaction with other races. Stories of 'tame' Beastmen are whispered throughout more civilized lands.

Appearance: The hybridization of human and animal can yield very different results in appearance. One common trait is that Beastmen are bipedal and usually have large patches of fur or hide. Some even have horns and can sometimes be mistaken for Demons. Most of the time beastmen attack with powerful natural weapons. They have also been known to make clever use of crafted tools and weapons made from natural materials. A few beastmen are even capable of wielding powerful nature-based magic.

Society: Living far away from other civilized species, the Beastmen live in small tribes fiercely war-like in nature. Beastman warriors are bound in packs by a strong leader to hunt meat for the tribe. Due to life lived in isolation, some tribes have developed a deep spiritual society with customs seldom seen by the outside world.



- **Wounds Threshold:** 11 + Brawn
- **Strain Threshold:** 8 + willpower
- **Starting Experience:** 95 XP
- **Staring Skills:** Beastmen begin with one rank in Athletics. They still cannot train Athletics above rank 2 during character creation.
- **In a foreign world:** This species never truly understands society around them. While laws and manners can be learned, adherence to them will always fight against a Beastman's instinct. When making an opposed social skill check add ☹ to the roll.
- **Superstition:** When a Beastman is being targeted by an enemy's spell, the caster adds ■ to the check.
- **Natural weapons:** When making an unarmed combat check, Beastman add +1 to their base damage and have a Critical rating of 3.
- **Blood Haze:** After inflicting wounds on a living creature (whether an enemy or ally), a Beastman adds ☼ ☹ to their next roll.

MINOTAUR

Deep within underground mazes of the Everdark there dwells a solitary, enigmatic race called the Minotaurs. Some minotaurs are mighty warriors, while others wield twisted magic and chant dark words to long-forgotten gods. As solitary masters they live life exploring the powers of the ever-present blackness. Even though Minotaurs are considered creatures of legend and shadow throughout Mennara, some members of this race rebel against the idea of an all-consuming darkness, they seek a life on the surface instead.

Appearance: Standing much taller than the average human, these hulking creatures have the head of a bull with strong horns and feature hoof-like feet with powerful hind legs to carry these strong creatures about.

Society: While usually preferring a solitary existence, a Minotaur can sometimes be seen in lands on the surface while seeking long-lasting friendships and honorable goals among the lesser races. Sometimes Minotaurs gather in small packs usually united by an even greater master.



- **Wounds Threshold:** 11 + Brawn
- **Strain Threshold:** 9 + willpower
- **Starting Experience:** 100 XP
- **Staring Skills:** Minotaur's begin with one rank in Knowledge adventuring. They still cannot train Knowledge adventuring above rank 2 during character creation.
- **Monstrous:** Minotaurs are monsters of legend. A Minotaur add ■ to Charm, Deception, Leadership, and Negotiation checks they make, but they add □ to Coercion checks they make. This does not apply when interacting with other Minotaurs.
- **Battle horns:** When making an unarmed combat add +1 to base damage and have a critical of 3.
- **Dark Vision:** This species has excellent night vision. When making skill checks, it removes up to ■■ imposed due to darkness



LIZARDMAN

Many centuries ago, the Lizardman Empire hosted marvelous, massive cities which now lie in ruin, hidden and swallowed-up by the Zanaga jungle. This ancient race once mastered technology and mysteries which have been lost to antiquity. Around these empty cities of stone the Lizardmen now live among the Makhim, their former servants, as well as humans. Lizardmen are unconcerned with restoring glory to their lost empire. Its existence and purpose have been completely forgotten and neglected. They are aware that the ancient temples and zigurats once housed their ancestors but Lizardmen fail to understand the significance.

Regarding invaders or aggressors, the denizens of the Lizardman Empire are far from defenseless. Some lizardmen are capable of possessing ancient arcane arts as they have figured out how to operate some of the archaic technological devices. Others wield a power unheard of in the rest of Mennara as they are able to channel arcane energy through their weapons.

Appearance: Standing tall as sauren-like creatures having humanoid features, each Lizardman is covered in small scales. They appear in a variety of colors and markings. Many of them sprout long tails or feature webbing between fingers and toes. Some members have small horns on their heads or neck. A sect of lizardmen wear strange robes with images depicting strange technological symbols while carrying tools they fail to comprehend.

Society: The Lizardman Empire is long gone. The remaining Lizardmen do not remember their once glorious past. Maybe this is simply due to the passing of time or perhaps even something more sinister. For those of the race which still dwell in their mighty cities they form loose societies alongside humans and Makhim. Most just live a simple life staring at the remains of technology which surrounds them with the wonder of a small child.



- **Wounds Threshold:** 9 + Brawn
- **Strain Threshold:** 11 + willpower
- **Starting Experience:** 100 XP
- **Starting Skills:** Lizardman begin with one rank in Mechanics. They still cannot train Mechanics above rank 2 during character creation.
- **Broken memory:** A Lizardman can sometimes find it hard to keep his/her train of thought, finding many distractions, or mysteries, to ponder. Add ☹ to all knowledge checks.
- **Curse of Moakileki** - The beast of Entropy that cursed the Lizardmen also destroyed parts of their mind as well. All incoming social skills against a Lizardman adds ■ to the roll



THE LOST CITIES

The Zanaga jungle has overgrown and devoured most Lizardman ancient cities and temples.

The haunted ruins now attract wild creatures and those prospectors seeking ancient magic. It is rumored that each temple contains a mystical energy nexus which is deeply connected to the primal gods of Zanaga.

Wild tales of traps, dungeons, strange technology, and ancient curses are told on the docks of Orris by those explorers who claim to have found these lost cities.

MAKHIM

The four armed reptilian Makhim is an ancient warrior race. Once tasked with protection of the Lizardman Empire, they still retain much of their warrior culture. While the Lizardman Empire fell into decline, Makhim society has remained almost untouched today. Travelers will find the Makhim mostly along the rivers and waterways of Zanaga acting as guides or mercenaries. Since the decline of the empire, these warriors have been guardians of ancient temples and cities. They vigilantly seek to find signs of corruption from Tarakhe, the Plague God. A roaming Makhim is a rare sight but certainly not unheard of in the rest of Mennara as their young are oftentimes driven by a wanderlust to seek out adventure and fortune beyond the boundaries of the jungle.

Appearance: Makhim are strong, bipedal reptilian brutes with bald heads and four arms. They are arrayed in various natural colors with a tendency towards darker natural tones being seen more than the vivid, colorful Lizardmen. The Makhim have broad shoulders supporting their pairs of arms. Located near their ribs, the second set of arms is slightly smaller than the upper extremities.

Society: The Makhim remains a largely martial society. They are first and foremost loyal to their tribe protecting their lands and eggs against foreign invaders. Always on the lookout for the evil Naga. They worship the river crocodile Ravin who is believed to connect with the Makhim spiritually and physically through the rivers and waterways. Some more fanatic Makhim cultists have been known to take on crocodile aspects and become almost feral in nature. These fierce warriors are both respected and feared for their power to manifest primal magic through their Dolochs and slings.



- **Wounds Threshold:** 12 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 95
- **Starting Skills:** Makhim begin with one rank in Discipline. They still cannot train Discipline above rank 2 during character creation.
- **Four armed:** Makhim have multiple sets of arms. As a result, They gain an additional free maneuver per turn. Though they may still not perform more than two maneuvers per turn.
- **Jungle adept:** A Makhim adds ■ to Athletics and Coordination checks they make. When in a jungle or forest environment.

VENTALA CENTAUR

The Aymhelin forest runs deep and holds many creatures unknown by the more civilized lands to the north. But on occasion, a glimpse of a quadrupedal, hooved warrior patrolling the outskirts of the forest can be seen. This creature is known as the Ventala Centaur, or simply Ventala. The Ventala are a tribe of nomadic hunters who fight alongside the Elves to protect this forest. The Ventala are an ancient and proud race deeply spiritually connected to the forest. When war inevitably surfaces again, their hunters don war paint and make ready for battle.

When asked, not even the Elves know exactly from where the Ventala originally came. They just know they have always dwelled in Aymhelin. When the Elves first explored the vast forest, the initial encounters with the Ventala were less than kind. However, the threat from common foes: mortal, Fae, and/or Dimora, have brought many Ventala Centaurs and Elves together to defend this sacred forest.

Appearance: Ventala are large equine creatures with four legs, elf-like torsos, and heads featuring prominent horns. Their colors can range but are usually deep brownish hues often decorated with elaborate markings.

Society: Ventala live in small tightly-knit clans which travel around hunting and foraging. Each season the clans meet to closely coordinate territories ensuring no parts of the forest are over-hunted. Contrary to their elven allies, Ventala have short-lived lives. For them death is a natural process by which they regard all living things pass away bringing a sense of balance in nature. While at peace, the Ventala are humble, noble creatures living in harmony with their beloved Aymhelin; however, during a time of war, they fiercely defend their in the forest to the end.



- **Wounds Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + willpower
- **Starting Experience:** 95
- **Starting Skills:** Ventala Centaurs begin with one rank in Survival. They still cannot train Survival above rank 2 during character creation.
- **Silhouette 2:** require 1 more A from silhouette 1 or 0 creature to Knockdown. Armor and clothes cost 100% more of the standard price.
- **Flank Fire:** Ventala can perform a second maneuver to move without suffering strain. They still cannot exceed the limitation of two maneuvers in a turn.
- **On hooves:** A Ventala Centaur adds ■ to all Coordination checks and Stealth checks made indoors or in urban environments.



NEW TALENTS

TIER 1

ARCANE SAVANT

Tier: 1
Activation: Passive
Ranked: No

Arcane is now a career skill for your character. They can only cast one spell using this skill per encounter.

PRIMAL LEGACY

Tier: 1
Activation: Passive
Ranked: No

Primal is now a career skill for your character. They can only cast one spell using this skill per encounter.

TALONS:

Tier: 1
Activation: Passive
Ranked: No

Your character must be of the Dragon Hybrid species to benefit from this talent.

Your character has tapped into the power of his Draconic ancestors growing fierce talons to fight with. Add +1 to base damage of unarmed brawl checks and gain a critical rating of 3.

TIER 2

BLESSING OF THE JATOK TEMPLE

Tier: 2
Activation: Passive
Ranked: No

Your character must be of the Lizardman or Makhim species to benefit from this talent.

Your character can breathe underwater without penalty and never suffers movement penalties for traveling through water.

ENCHANTED STRIKE

Tier: 2
Activation: Active (Incidental)
Ranked: Yes

Your character must have a rank in a magic skill to benefit from this talent.

Once per round, your character may suffer 2 strain on a melee combat check. Your character may choose to add modifiers from the Attack spell, and increase the difficulty of the check by the listed amounts up to +♦ per rank of Enchanted strike. The GM can use ♠ and ⊗ results for magical skill checks (see Table III.2-4: Spending ♠ and ⊗ on magic skill checks, on page

211 of the Genesys Core Rulebook). Your character cannot choose to add the Range modifier or close combat effect to a melee combat check. You may not add an effect if it would increase the difficulty beyond Formidable (♦♦♦♦♦)

(Note this does not count towards the once per encounter use of the Arcane Savant or Templar talent)

ENCHANTED HORNS

Tier: 2
Activation: Passive
Ranked: yes

Your character must be of the Minotaur species to benefit from this talent

Add one Hard Point to your Battle Horns per rank in Enchanted Horns. Your GM has the final say in which attachments can be added to Battle Horns.

FIERY BREATH

Tier: 2
Activation: Active (Action)
Ranked: No

Your character must be of the Dragon Hybrid species

Your character may suffer 3 strain and make a ranged attack with the following profile: Resilience: Damage 6; Critical 3; Range [Short]; Blast 6, Burn 1, Prepare 1, Slow-Firing 2),

GLIDER

Tier: 2
Activation: Active (Incidental)
Ranked: No

Your character must be of the Dragon Hybrid species

Your character can fall safely from any height and can glide over small gaps or distance while falling. Your GM as the final say in how long your character can glide.

HEAD BUT

Tier: 2
Activation: Active (Incidental)
Ranked: No

Your character must be of the Minotaur species to benefit from this talent.

Your character may use their battle horns in a combined combat check. (See GENESYS Core Rulebook page 108). They may use heavy weapons as part of this combined check.

MECHANIC ANIMATION

Tier: 2
Activation: Active (Action)
Ranked: No

Your character must be of the Lizardman species to benefit from this talent.

Your character may suffer 2 strain to animate a tool or mechanical object from up to short distance away with a maximum size of silhouette 0. Your character could do anything with the tool that they could normally do with their hands at short range (including attacking). The animated object must not be engaged with another character or secured in any other way. This power last until the end of the encounter. Your character can use and action to direct and use the item anywhere within short range. Your character can only have one item animated at time. Your GM has the final say in what is a mechanic item, could be a lock, tool, mechanism or weapon. ■ and ■ can be used to reflect the nature of the item.

TREASURE HUNTER

Tier: 2

Activation: Passive

Ranked: No

Knowledge (Lore), Resilience, and Stealth are now career skills for your character.

TIER 3

DRAGON WINGS

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Your character must be of the Dragon Hybrid species and possess the Glider talent.

Your character can fly; see page 100 of the GENESYS Core Rulebook.

RAGE OF THE CLUTCH

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Your character must be of the Makhim species to benefit from this talent

While your character is armed with a Brawl weapon (or using their fist) they may suffer 2 strain to use this talent. During the next Brawl combat check your character makes this turn, the attack gains the Linked quality with a value equal to their ranks in the Brawl skill.

SPIRIT BONDS

Tier: 3

Activation: Active (Action)

Ranked: No

Your character must be of the Beastman species to benefit from this talent and have purchased the animal companion talent

Your character may choose to bond with a spirit animal (see [adversaries and allies page 16](#)) or your animal companion gains the *Spirit Animal Template*. As an action your Character may see and hear through the Spirit animals senses up to long distance. Your character has a telepathic link to your bonded animal that works over any distance. While your Character is experiencing the world through their bonded animal they become Staggered and immobilized oblivious to the outside world.

TRAMPLE

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Your character must be of the Ventala Centaur species

Your character may use this talent to makes a Brawl vs. Resilience check targeting one engaged opponent. If the check succeeds, the target is knocked prone and immobilized.

TIER 4

POISON WEAVER

Tier: 4

Activation: Active(incidental)

Ranked: No

As an incidental, your character may apply poison to a weapon. The first successful hit that deals at least one wound causes the target to suffer the effects of the poison. Once the poison has affected one target, it is depleted and another dose must be applied as per ROT p 102.



GEAR

This section describes gear which may be found in the hands of exotic species adventurers traversing the lands of Mennara.

ANCIENT MECHANICS MANUAL

These ancient manuals have been taken from the Lizardman Empire and can be found in many forms: from hand-written tomes, to a series of ancient tablets or drawings. When using these ancient texts to construct a new item, you may add **A** to the results.

CAMOUFLAGE CLOAKS

These cloaks are usually crafted to replicate a specific environment like a dense jungle or forest. When making a Stealth check in that environment associated with cloak add **A** to the results.

SURVIVAL GEAR

This kit contains minor medical supplies, herbs, a dry pouch for flint and steel, basic sewing utensils, and skinning and fishing tools. Some kits will even have written guides on flora and fauna in a particular area. The kit grants **1** on Survival checks as well as Resilience checks made to overcome long exposure to environment or natural occurring poisons or diseases in nature.

GEAR

ITEM	ENCLUM	PRICE	RARITY
Ancient mechanics manual	2	500	9
Camouflage Cloaks	1	90	6
Survival gear	2	100	4
Talisman Wards	0	1000	10

TALISMAN WARDS

Both Minotaurs and Beastmen are known for crafting wards against the undead and supernatural. Whether using secrets of the underworld or consulting spirits of the plains for favors, small spirits are bound inside jewelry or bones to ward off evil spirits. While wearing a Talisman Ward your character increases their defense by one against undead opponents.

NEW WEAPONS

RIMCHAKH (ARCANE LAUNCHER)

Called an arcane launcher by scholars, these ancient devices are found being used by Lizardman who by some miracle still understand their ancient workings. A limited few of these weapons have been brought back from ancient temples and tombs by explorers. Very similar in design to a hand crossbow, the Rimchakh consists of a disc-like device mounted on a base which is strapped to an arm. Turning a handle with the off hand in precise rhythmic turns and patterns, the wielder charges the disc with ancient energies eventually firing off the disc with high power and resounding coil whine to inflict great damage upon its intended target. Should the disc fail to hit its mark, your character may spend **AA** on the roll to have it return to its mount. Rumor has it that more elaborate devices of similar construction and fire-power exist from the ancient era of lizardman civilization..

DOLOCH

This dagger-like weapon is used by Makhim warriors and is usually worn on the forearms mounted on a strong scaled leathery-gauntlet. Some Makhim warrior wears Doloch on 2 arms while using slings with the other. Some tribes have developed a complex signaling technique coloring Doloch in different hues.

SAP

Most commonly found in shady civilized parts of Mennara, many members of the exotic races can find a Sap handy for slipping past guards without leaving a trail of bodies behind. Made from wood and hard leather these small weapons are best against unaware foes. When used right they can knockout foes with great efficiency. When used against an unaware target the attacker may add ranks in Skulduggery to damage and add the Concussive 1 quality.

BLOWPIPE

Whether used by Beastman tribes on the plains, or Makhim and Lizardmen in the jungles, the Blowpipe shoots a small, sharp dart with high velocity towards its target. While the damage itself from the weapon is negligible, adding a poison to it prior to shooting it will either stun, maim, or kill its intended victim.

GREAT CLUB

Big wooden or stone clubs are often used by primitive and ancient cultures. Many tribes adorn the heads with carvings of spirits or skulls of their enemies.

SUNSTAFF

These ancient devices are remnants of the Lizardman empire technology. They can take many forms but usually appear as huge two-handed melee weapons with technological features. While used outdoors in daylight you can fire them with the following profile. *Ranged; Damage 4; Critical 1; Range[Medium]; Breach 1, Disorient 2, Slow-fire 3*. If used by night or taken in doors it gains the Limited ammo 1 quality until recharged by sunlight again.

BOLO NETS

A favorite weapon of the Ventala Centaurs these small nets are fitted with round rocks or metal balls at the corners. They can be hurled at a target in order to catch them. Even if an attack roll results in failure, the user may trigger Ensnare by spending **AAA** or **☉** on the attack therefore tripping the opponent.

WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENCUM	HP	PRICE	RARITY	SPECIAL
Arcane Launcher	Mechanics	4	2	Medium	4	2	1500	9	Limited Ammo 1, Pierce 2, Vicious 1, Guided, Prepare 1
Bolo Nets	Ranged	3	5	Short	1	0	50	6	Ensnare 3, Knockdown, Limited Ammo 1
Blowpipe	Ranged	1	5	Short	1	0	15	4	Pierce 3, Accurate 1, Prepare 1
Doloch	Brawl	+2	3	Engaged	2	1	100	7	Accurate 1
Sap	Melee(light)	+1	4	Engaged	1	0	25	4	Knockdown, Stun damage
Great Club	Melee(heavy)	+4	4	Engaged	4	2	25	3	Disorient 2, Inaccurate, Knockdown, Cumbersome 3
Sunstaff	Melee(heavy)	+3	3	Engaged	5	3	1000	8	Defensive 1, Disorient 1, Cumbersome 3

NEW IMPLEMENTS

CENSERS

Deep in the underground of the Everdark Minotaur sorcerers perform strange rituals and magic drawing upon the very essence of darkness. This power has devastating effects to mortals spreading disease and draining both body and soul. To harness and carry with them this power of the Everdark Minotaur sorcerers have constructed magical Censers that can burn and release this putrid essence with magic attacks.

Censers are usually carried or hung from long staffs consisting of bowl or disc in which burns a magical fire slowly releasing the essence of the Everdark. But they can also be carried by hand on a chain. When your Character casts the Attack spell, they may add the Poisonous effect without increasing the difficulty (See GENESYS Core Rulebook page 215). Attack spells cast by your character increase their base damage by three.

EFFIGY DOLLS

An effigy is a doll-like representation of real creatures. These dolls can take many forms from simple wooden statues to idols made of bones bound with sinew. Most effigies are used to mark territories or religious meaning. Some Beastman Shamans however can bind powerful spirits in these animating them to do their bidding.

When the user casts the Conjure spell to summon a Effigy, adding the Summon Ally effect does not increase its difficulty. In addition, the creature remains summoned until the end of the encounter without your character having to use the Concentrate maneuver.

If the Effigy is destroyed a new one has to be purchased or made before it can be summoned again.

MECHANICAL CONTROL DEVICE

These odd mechanical devices come in many shapes and sizes. To outsiders they appear merely as pretty trinkets, but in the hands of one who understands the power locked within they can be used to summon and control powerful mechanical beasts from the glory days of the Lizardman Empire.

When the user casts the Conjure spell to summon a Mechanical Creature, adding the Summon Ally effect does not increase its difficulty. In addition, the creature remains summoned until the end of the encounter without your character having to use the Concentrate maneuver.

The Mechanical Control Device can only summon a specific creature (determined by the GM and player when item is first acquired) If the mechanical beast takes damage it is necessary to summon and repair it substituting a Mechanics check for Medicine. Otherwise the creature will heal one wound per day.

If the Mechanical Creature is destroyed a new one has to be purchased or made before it can be summoned again.

MAGIC IMPLEMENTS

ITEM	DAMAGE	ENCUM	PRICE	RARITY
Censers	+3	1	700	7
Effigy Dolls	+0	0	250	7
Mechanical Control Device	+0	1	300	9

NEW CRAFTMANSHIP

This section details special craftsmanship which can be found in the hands of exotic species. These attributes can be applied to weapons, armors, and implements.

DRACONIC

Draconic armor is made from the scales of ancient dragons. Only the most brave smiths dare temper and carve these scales for fear of the dragons is still very much close to the heart of many who dwell in Mennara. Scales from dragons can be molded into many types of armor. Draconic armor is fearsome to behold and impervious to fire. Draconic weapons can be made from tooth, horns, or bones of dragons. As light as they are fast, these weapons retain sharpness as if the deceased dragon thirsts for blood beyond the grave.

Armor: Increase the armor's soak and defense by 1. The wearer of the armor removes 3 points of damage from any source of fire.

Weapon: Reduce the weapons Critical rating by 1. The weapon gains the Pierce 1 quality. (If it already has Pierce it adds 1 rank) Reduce the weapon's hard points by 1 (to a minimum of 0).

Price: Cost x 20

Rarity: 10.

Implement: Implements crafted from bone, blood, or tooth from a Dragon carry ancient power which enhances spell casting. Draconic magic is not for the faint of heart. Controlling the ancient flames of dragon magic is only for the most skilled wizards of Greyhaven.

When your character successfully casts an Attack spell they may add the fire effect without increasing the difficulty. Any implement increases their base damage by +1.

When rolling a ☼ while casting a spell with an implement made with Draconic material the casters is always hit by their own spell in addition to spending the ☼ normal.

Price: Cost x 2.

Rarity: +3.



YNFERNAL

On the plains of Ru the remains of the Ynferral can be seen in the Urthak tribe and many structures jutting out of the landscape. Adventures in these lands have been lucky or cursed to find Ynferral crafted armor and weapons left over from the darkness which passed through in times past.

Many of these items are also found among the Beastmen of the borderlands adding to horrid tales of demonic Beastmen prowling the borderlands looking for human prey. Ynferral weapons take many forms and sometimes their vile origin can easily be seen in the design of the weapon; however, sometimes the weapon may appear mundane revealing its sinister nature later.

Armor: Increase defense by 1, add ■ to Coercion checks they make while wearing this armor.

Weapon: Reduce the weapons Critical rating by 1 and the Vicious quality (If it already has Vicious quality it adds 1 rank)

Price: cost x 10

Rarity: 8.

Implement: Implements crafted from Ynferral material comes with high risk and great rewards. The demons ever eager to to corrupt the soul of mortal wizards.

Upgrade the difficulty of all magic checks once, you can add one additional effect with no higher cost then ♦, reduce strain to cast a spell by 1.

Price: Cost x 3.

Rarity: +3.

AN UNUSUAL SIGHT

Items no matter the origin whether Draconic, Ynferral or Everdark sometimes come with a curse or drawback to its usage. Maybe ancient spirits guard it or its previous owner comes back to haunt the would current possessor.

A cursed item should have a chance to be cleansed either from powerful magic or a quest perhaps fulfilling its purpose. The cursed item should for function as normal but the GM is encouraged to spend ☼ and ☼ for effects which come from the item itself.

The world of Mennara might also openly react to anyone wearing armors of Darkness or brandishing Ynferral weapons. Such powerful items often come with drawbacks until heroes have gained a reputation or perhaps the very item has become part of the legend that is told about them.

EVERDARK

Deep in the Everdark the darkness is sometimes so thick that it can hardly be traversed. Its essence fuses with the surrounding rock and metals. Shards of these metals are rare on the surface since exposure to sunlight corrodes the metal and weakens its effectiveness.

Armor made from Everdark appears as if solid darkness has taken corporeal form. Indeed some master craftsmen can make this armor seem to shape itself around the wearer making donning and removing it quick and simple.

Everdark weapons can be made from solid darkness or have its core replaced with essence of the Everdark giving off a pulsing gloom which confuses enemies. The power of the Everdark makes the weapon light and swift to wield.

The effects of the Everdark only work in darkness or at night time. Daylight renders the item completely useless and will take one damage per round of exposure to direct sunlight.

Armor: Increase the armor's defense by 1. In addition the Armor grants ■ on any stealth check. The wearer of the armor can remove and don the armor as a maneuver. When not worn the ar-

mor retains its encumbrance but can be carried in a small prepared case usually worn around the belt.

Weapon: Increase the weapon's damage by 1. The weapon gains the Disorient 2 and Accurate quality. (If it already has Disorient or/and Accurate it adds 1 rank) Reduce the weapon's hard points by 1 (to a minimum of 0).

Price: Cost x 3

Rarity: 10.

Implement: Implements crafted from Everdark carry the cold of darkness with them. When your character successfully casts an Attack spell they may add the Ice effect without increasing the difficulty this in addition to any other effect the implement has. If you succeed in slaying a living being with an implement made from Everdark the victim will rise as a shade (see **REALMS OF TERRINOTH** page 229) under your character's control. The shade remains until the following sunrise. Should the character fall unconscious or die they loose control of any shades they are currently controlling.

Price: Cost x 3.

Rarity: +4.



POTION, ELIXIR AND POISONS

Since exotic races often come from far away places, are known to travel the fringes of the world, they bring with them rare ingredients, dangerous plants, and extracts. To some apothecaries these reagents represent a treasure trove but to others it's best to watch what they serve you.

PHEROMONE EXTRACT ELIXIR

These Elixirs are used to enhance social interactions. Sometimes used for spies or envoys seeking the favor of another race. They take the form of either a drink to be taken orally, or a poultice to be applied to the body.

When your character uses a Pheromone Extract Elixir they upgrade any social checks they make once. This effect lasts until the end of the encounter or scene. When the potion wears off, your character suffers 4 strain.

DREAM MESSAGE ELIXIR

In Everdark, darkness is a friend and ally. In these lands the Minotaurs live solitary lives rarely invading the homes of others unless provoked into a fit of all-out aggression.

When the wish is to communicate peacefully with each other, they sometimes wander the mazes of others leaving behind a Dream Message Elixir to convey their thoughts. This inky black Elixir can transmit a dreamlike message for the recipient. The interpretation of the message is always up to the one who receives it. The nature of the induced dreams can fluctuate as the power of the Everdark is ever mysterious sometimes turning them into nightmares.

Once this elixir is consumed, the following evening of sleep results in the imbiber receiving a dream. The creator of the Dream Message Elixir makes an opposed *Discipline vs. Discipline* check. Success means the intended message was delivered ✨, ▲ and ☼ can be spend as a social check see chapter 7 in GCRB. ✖, ☹ and ☠ can cause physical or mental harm to the victim as nightmares mixes with reality leaving wounds and scars when the victim awakens.

POTION OF BEASTMAN ASPECT

First developed by scholars in Greyhaven in order to study the mysterious and violent Beastman tribes of the Broken Plains, this very dangerous but powerful potion is only to be used in extreme circumstances. Some scholars are rumored to have lost themselves and are still roaming with the tribes they went to study.

When your character drinks this potions their body undergoes violent changes. Warping both body and mind, they sprout fur, sharp teeth, and claws.

- Brawn and Agility increases by one to a maximum of 5
- Intellect and Willpower are reduced by one to a minimum of 1.
- When dealing damage, they deal +1 damage when making unarmed attacks and their unarmed attacks have a Critical rating of 3.

These effects lasts for 8 hours or until they become incapacitated.

While under the effect of this potion upgrade the difficulty on social checks twice unless you are interacting with a Beastman.

When they revert back to their normal form make a Hard (◆◆◆) resilience check upgraded once for each critical your character currently has. If successful your character reverts back to their normal form and suffers 6 Strain.

If you fail your character loses the benefits of the potion and take 6 strain but does not revert completely back to their normalform. Continue to upgrade the difficulty of social checks twice. ☹ and ☠ may extend the duration further.

DRAGON BREATH

This potion is distilled from the glands of Dragon Hybrids and mimics their unique, fiery breath. Your character may suffer 3 strain and make a ranged attack with the following profile: Resilience: Damage 6; Critical 3; Range[Short]; Blast 6, Burn 1, Prepare 1, Slow-Firing 2), this effect lasts until the end of the encounter or scene.

BLESSING OF THE JATOK TEMPLE

Before the Nagas invaded the ancient Lizardman temple of Jatok, Makhim warriors secured the ancient formula to a potion allowing underwater breathing and enhanced swimming capabilities.

This secret of the Lizardman empire makes them able to reach hidden and sunken temples widely considered lost being overtaken by the jungle. Over the centuries, the Makhim have found it a very popular trade good among the Foreign visitors to Herman's Gulch. When your character uses this potion they can breathe underwater without penalty and do not suffer movement penalties for traveling through water since they grow webbing between fingers and toes.

This effect lasts until the end of the encounter or scene.

POISONS

Poisons follow the rules in REALMS OF TERRINOTH p.102 and GENESYS Core Rulebook p. 156.

STING OF THE TWIKKI TREE

This poison is extracted from the flower of the Twik-Twikki tree. Characters affected by this poison or within a poison cloud of it must make a Hard (◆◆◆) Resilience check as an Out-of-Turn Incidental or lose their free Maneuver for the next three rounds.

The target also suffers 1 Strain per ☹, and your GM can spend ☠ to make them test against the poison again at the start of their next turn, as it remains in their system.

NIGHTWORM EXTRACT

Deep in the Everdark the feared Nightworm is kept as pets and sometimes mounts for the solitaire Minotaurs. They hunt on the surface by spraying ink-like smoke and darkness blinding their victims.

POTIONS AND POISONS

ITEM	ENCLUM	PRICE	RARITY
Beastman aspect	1	200	5
Blessing of the Jatok Temple	1	150	5
Dragon Breath	1	200	6
Dream Message Elixir	1	200	7
Nightworm extract	1	500	8
Pain of the White Death	1	300	6
Pheromone extract Elixir	0	200	5
Sting of the Twikki Tree	0	300	6
The deep sleep of Aymhelin	1	300	6
The gift of Arachne	0	400	8

Characters affected by this poison or within a poison cloud of it must make a Hard (◆◆◆) Resilience check as an Out-of-Turn Incidental or become Blinded for 3 rounds. Upgrade the difficulty of all checks twice, and upgrade the difficulty of Perception and Vigilance checks three times. The target also suffers 1 Strain per ☹, and your GM can spend ☹ to make them test against the poison again at the start of their next turn, as it remains in their system.

THE GIFT OF ARACHNE

The agents of the spider goddess use this potent poison to lower the mental defenses of would-be victims. Characters affected by this poison or within a poison cloud of it must make a Hard (◆◆◆) Resilience check as an Out-of-Turn Incidental or the character removes all ■ from skill checks and upgrades the Difficulty of all Presence and Willpower checks by one for 3 rounds. (If used in unstructured encounters the effects last until the end of the encounter.)

The target also suffers 1 Strain per ☹, and your GM can spend ☹ to make them test against the poison again at the start of their next turn, as it remains in their system.

PAIN OF THE WHITE DEATH

On the Broken Plains, Beastmen discovered a mysterious white-capped fungus eventually learning how to harvest its painful, deadly poison.

Scholars in Greyhaven debate its origin or even what to call it, but its known by the nickname "White Death." Only the most skilled combatants even dare apply white death to their claws.

Characters affected by this poison or within a poison cloud of it must make a Hard (◆◆◆) Resilience check as an Out-of-Turn Incidental or increase the difficulty of all Brawn and Agility checks by one for 3 rounds. The target also suffers 3 Wounds plus 1 Strain per ☹, and your GM can spend ☹ to make them test against the poison again at the start of their next turn, as it remains in their system.

TWIKI-TWIKKI TREE

Found in many places along rivers and waterways within the Zanga jungle, this tree blooms beautiful pink man-sized flowers which are quite deadly and known for paralyzing its victims.

The delicate flower lures its victims in with a sweet smell and promise of shade. A burst of deadly spores soon overcomes the victim. However the flowers and tree are solely dependent on symbiosis with a small race of carnivorous monkeys called the Twikki by locals.

Twikki nest high up in the branches, immune to the deadly flowers. Once a victim is paralyzed by the tree, these primates descend on the unfortunate victim feasting on their still-living bodies. Once they eat their fill, Twikki feed small parts of meat to the tree through the delicate flowers.

THE DEEP SLEEP OF AYMHELIN

Many herbs and spices found in the Aymhelin forest are harmless by themselves, but when brewed with the nectar of the purple Tarrafi flower, a sweet-scented wine is produced.

Upon consumption, it leaves victims drowsy and confused. Many Ventala Centaurs tasked with patrolling the vast woodland borders carry this sweet-scented poison along with them to subdue unsuspecting visitors to the forest.

Characters affected by this poison or within a poison cloud of it must make a Hard (◆◆◆) Resilience check as an Out-of-Turn Incidental or become disoriented (■ to all checks) until the end of the encounter.

The target also 1 Strain per ☹, and your GM can spend ☹ to make them test against the poison again at the start of their next turn, as it remains in their system. For each failed check add one ■ to all checks.

ADVERSARIES AND ALLIES

In the lands of Mennara, many strange heroes walk the world-seeking and fighting darkness wherever it thrives, but oftentimes do not adventure alone. This section details the mounts, pets, and fighting companions used or summoned by exotic races.

CAVE SPIDER (MINION)

Usually large, aggressive, and frequently found hunting in packs, Cave Spiders are known for a venomous bite but their webs can be most dangerous. A Cave Spider spins its web with sharp needle like hooks. As long as they are fed regularly and are kept in a small pack, these creatures make great companions to Minotaurs in the Everdark.



Skills (group only): Brawl, Ranged, Stealth

Talents: None

Abilities:

- **Venomous Bite:** Enemies who are wounded by the Cave Spider's mandibles must make a Hard (◆◆◆) Resilience check as an out-of-turn incidental or suffer 4 additional Wounds, and must check again on their next turn if the check generates ☒.
- **Silhouette:** 0

Equipment:

- **Mandibles:** (Brawl ◆◆ Damage 4; Critical 3; Range[Engaged] Range[engaged])
- **Spinnerets:** (Ranged ◆◆◆; Damage 1; Critical 6; Range [Short]; Pierce 2, Ensnare 3.
- **Thick Carapace:** +1 soak

DROONTELE (RIVAL)

The Droontele is a small, draconic-looking creature originally native to Zanaga. These creatures have been brought to Lorimar and the Torue Albes by merchants to sell as pets to nobles. When domesticated and properly fed, Droonteles are generally lazy animals, but when encountered in the wild, they are known as fierce beasts.

A Droontele is a small lizard with a dragon-like snout. From their small arms and across their back they feature small wings. Their powerful hind legs are capable of jumping to great heights. While on the ground they stand on two legs while using their tail for balance. Their feet and hands have small claws with opposable thumbs capable of grasping small items, or escaping unlocked cages.



Skills: Athletics 1 ◆, Brawl 2 ◆◆, Coordination 2 ◆◆◆, Stealth 2 ◆◆◆, Skulduggery 1 ◆◆

Talents: None

Abilities:

- **Flyer:** Can fly; see the Flying sidebar on page 100 of the GENESYS Core Rulebook
- **Silhouette:** 0

Equipment:

- **Toothy Jaws:** Brawl ◆◆ Damage 3; Critical 3; Pierce 1. Scales +1 soak.

PONAUG FLYING SQUIRREL (MINION)

These large flying squirrels are frequently found in the Ay-hemelin forest jumping and flying from tree to tree, chittering and shrieking within the canopies.

On certain occasions, they have been known to befriend a Vental tribe serving as pets and warning when predators are nearby. While most intelligent races would consider these cute furballs as lovable, they can be quite viscous and distracting while in combat.



Skills (group only): Athletics, Coordination, Vigilance

Talents: None.

Abilities:

- **Glider:** A ponaug flying squirrel can fall safely from any height and can glide over small gaps of distance while falling.
- **Shriek:** Once per round as a maneuver select a target in short range must make a hard (◆◆◆) Resilience, if the check fails the target suffers 3 strain and become Disoriented for 3 rounds.
- **Silhouette:** 0

Equipment:

- **Bite and scratch:** (Brawl; Damage 2; Critical 4; Range [Engaged]).

LIVING EFFIGY

These figures are either summoned or animated through the binding of powerful spirits. Tasked with protecting the land, these creatures are neither ever truly sentient, nor are they truly flesh. Bound in physical form as makeshift statues, they can take many forms from simple wooden idols to dolls made from bones bound with sinew. Most effigies are used to mark territories or decorate religious sites, and require some form of sacrifice to bring them to life.



Skills: Brawl 2 ♦♦♦, Discipline 2 ♦♦♦, Survival 2 ♦♦♦, Vigilance 1 ♦♦♦.

Talents: None.

Abilities:

- **Animated:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.
- **Spirit Aspect:** Each Living Effigy can be animated with dirrents spirits depending on what land or tribe it protects.
 - **Burning Effigy:** Appearing as ever-burning, these effigies become Immune to Fire; gains the Burn 3 quality.
 - **Storm Effigy:** Living dust storms infused within ritually carved branches or stones. Gains the **Auto-fire** quality and **Dust Choke** - All targets within Short range suffer from Suffocation (see GENESYS Core Rule Book page 112), suffocating characters suffer 3 Strain each round at the beginning of their turn, until they are no longer suffocating.
 - **Wood Effigy:** Once per round the Wood Effigy may perform an Out-of-Turn Incidental to Immobilize a target within medium range for 3 rounds of the encounter. As an action an immobilized character can attempt a Hard (♦♦♦) Athletics check on their turn to no longer be immobilized.
- **Silhouette:** 2

Equipment:

- **Limb:** Brawl; Damage 7; Critical 3; Range (Engaged); Viscous 1, knockdown.

MECHANICAL GUARDIAN (RIVAL)

These automated sentinels can be found in or around the ancient Lizardman temples. Some appear as simple, inert statues until awakened to life by some ancient order or condition.

They may take many shapes but are usually in the form of lizardmen or animals native to the jungle. Standing much taller than the average lizardman, they appear to be stone-like on the surface with visible crevices in geometric shapes all over their bodies.

Some have tools or other items made from stone in each hand. When they animate, a bright glow comes from within shining

out through their dark, stone skin. Their eyes burn with the light of the sun as the last defense of the Lizardman Empire activates, destined to protect ancient secrets.

Some Lizardman sorcerers learn the ability to control and summon these creatures briefly, but should be careful not to become the next target of these defenders.



Skills: Athletics 1 ♦♦♦♦, Brawl 2 ♦♦♦♦, Cool 2 ♦♦♦♦, Melee (heavy) ♦♦♦♦, Perception 1 ♦♦♦, Discipline 3 ♦♦♦♦.

Talents:

- **Adversary 1:** Upgrade the difficulty of checks targeting this enemy once.

Abilities:

- **Mechanical:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.
- **Temple Aspect:** Each Mechanical Guardian takes on different Aspect depending on the temple it protects. Select one Aspect for each individual Mechanical Guardian.
 - **Time:** May take a free maneuver as an Out-of-Turn Incidental at the start of an encounter. Once per encounter the guardian may change the initiative order.
 - **Entropy:** As an action select one target in Short range and make a Discipline vs. Discipline check if successful, the target is immobilized for 1 round per ★, and the Guardian may spend ☉ to stagger the target for 1 round.
 - **Memory:** The Guardian shows enemies random scenes of doom and destruction of the Lizardman Empire. At the start of their first turn in the encounter, all opponents must make a Hard (♦♦♦) Discipline check as an Out-of-Turn Incidental. If they fail, they are immobilized until the start of their next turn. If they fail with ☉, they are Staggered until the start of their next turn instead. If you're using the fear rules (see GENESYS Core Rulebook page 243), this counts as a fear check.
 - **Crystal:** The guardians Soak decreases to 6 but their Defense increases by 1. If hit by Critical the Crystal Guardian causes Blast 8, Pierce 1 in damage to Engaged opponents.

Other Aspect can be used at the GM's discretion.

- **Regeneration:** At the beginning of its turn, this creature automatically heals 3 wounds.
- **Silhouette:** 2

Equipment:

- **Macuahuitl:** Melee (heavy); Damage 8; Critical 2; Range (Engaged); Defensive 1, Viscous 1
- **Solar eye beams:** Range; Damage 6; Critical 4; Range (Medium); Breach 1, Disorient 3, Linked 1, slow-fire 3.

NIGHTWORM (RIVAL)

The Nightworm is a predator native to the Everdark. Their name is derived from their behavior of avoiding the surface in daytime, and because of their ink-like spray used to blind and confuse enemies. Minotaurs sometimes find and capture nightworm larvae which they raise for food. As a side effect of domestication, nightworm larvae fluoresce a purple light which is most excellent for reading in the dark. Nightworms matured to full-grown can be used as mounts.



Skills: Athletics 2, Brawl 2 Ranged 1 Survival 2, Vigilance 2

Talents: Swift: A Nightworm does not spend additional maneuvers to move through difficult terrain.

Ability:

- **Ichor spray:** If the target suffers wounds from the Night Worm's Ichor attack, the target must make a Hard () Resilience check. If the check fails the target immediately suffers from the Blinded Critical for 3 rounds, plus suffer 1 strain per . On a the target must check against the poison again at the start of their next turn.
- **Silhouette:** 2

Equipment:

- **Mandibles:** (Brawl Damage 6; Critical 4; Range[Engaged]; Peirce 2.)
- **Ichor spray:** (Ranged; Damage 6; Critical 4; Range [Medium]; Blast 6, Slow-firing 3)

NIGHTWORM LARVAE (MINION)



Skills (group only): Brawl, Survival, Ranged

Ability:

- **Minor Ichor Spray:** If the target suffers wounds from the Nightworm Larvae Ichor attack, the target must make a Average () Resilience check. If the check fails the target adds to all checks involving sight until the end of the Nightworm Larvae's next turn plus they suffer 1 strain per . On a the target must check against the poison again at the start of their next turn.
- **Silhouette:** 0

Equipment:

- **Small Maw:** (Brawl: Damage 3, Crit 4; Range[Engaged];
- **Ichor Spray:** (Ranged ; Damage 3, Crit 4, Range[Short], Blast 3, Slow-firing 3)

SPIRIT ANIMAL TEMPLATE

Ghostly animals protect the Beastmen tribes. Sometimes these are actual spirits of animal sacrifices, bonded, or otherwise loyal companions blessed by the spirits to follow their masters beyond death.

This template can be applied to different animals to create a variety of spirit animals.

Reduce: Brawn by 1

Abilities:

- **Ghostly:** May move over, or through terrain (including doors and walls) without penalty. Halve the damage dealt to this character before applying Soak, unless the attack came from a magical source such as a spell or magical weapon.
- **Spectral Attack:** Brawl; Damage 2; Critical 2; Range (Engaged); Breach 1, Stun Damage
- **Undead:** Does not need to breathe, eat, or drink, and can survive underwater; immune to poisons and toxins.

EXAMPLE SPIRIT WOLF (MINION)



Skills (group only): Athletics, Brawl, Cool, Stealth

Abilities:

- **Dark Vision:** When making skill checks, this adversary remove up to imposed due to darkness.
- **Pack tactics:** Add to all checks this adversary makes if part of a group of three or more minions
- **Ghostly:** May move over or through terrain (including doors and walls) without penalty. Halve the damage dealt to this character before applying soak, unless the attack came from a magical source such as a spell or magical weapon.
- **Undead:** Does not need to breathe, eat, or drink, and can survive underwater; immune to poisons and toxins.

Equipment:

- **Spectral Teeth and Claws:** Brawl; damage 2; Crit 2, Range[Engaged]; breach 1, Stun Damage, Knockdown

THOXOL (RIVAL)

Named after the temple ruins and surrounding swamplands from where these great beasts dwell. Thoxol are large 4 legged lizards with long tails and thick scales. They are equally adept in swimming and climbing trees. Incredible fast they can jump large distances. Usually feasting on a diet of water plants and small fish these creatures are often used as mounts by Lizardmen.



Skills: Athletics 2 , Coordination 2 Brawl 2 , Survival 1 , Vigilance 1 .

Talents:

- **Swift:** A Tholox does not perform extra maneuvers to move through difficult terrain.

Ability:

- **Extraordinary climber:** May make a maneuver to move normally up and down vertical surfaces, across ropes, and over otherwise impassable structures.
- **Silhouette:** 2

Equipment:

- **Bite:** Brawl; Damage 6; Critical 3; Range (Engaged);

WURACK (RIVAL)

This large winged reptile is native to Zanaga. It has a long tail and feathers adorn their arms although more decorative than of any real use. Their high shrieks can be heard echoing throughout the jungle. Sometimes travellers to Zanaga will mistake these for small dragons until they see them up close. Brave, or rather foolish, Lizardmen and Makhim have been known to tame and ride these beasts in the skies above the Zanagan jungle.



Skills: Athletics 2 , Coordination 3 , Discipline 2 , Survival 2 .

Talents:

- **Dodge:** 2.

Abilities:

- **Flyer:** (can fly; see page 100 of the GENESYS Core Rulebook),
- **Shriek:** Once per round as a maneuver select a target in short range must make a hard () Resilience, if the check fails the target suffers 3 strain and become disoriented for 3 rounds.
- **Silhouette:** 2.

- **Encumbrance Capacity:** 14.

Equipment:

- **Claws and beak:** (Brawl; Damage 6; Critical 4; Range [Engaged]; Knockdown).

ZANAGA CROCODILE (RIVAL)

This unique crocodile is viewed as a blessing of the Makhim god Ravin. They often serve as mounts and hunting companions.



Skills: Athletics 2 , Brawl 2 , Perception 1 , Resilience 1 , Survival 2 , Stealth 2 .

Talents:

- **Adversary 1:** Upgrade the difficulty of checks targeting this enemy once.

Abilities:

- **Amphibious:** May breathe underwater and never suffers movement penalties for traveling through water.
- **Camouflaged Scales:** This adversary adds to Stealth checks in (water) surroundings.
- **Death Roll:** on a successful Brawl combat check against an immobilized target, it may inflict a Critical Injury without spending or ; it may still spend or to add +10 to the results)
- **Drag:** Can use a maneuver to move a target affected by its Ensnare quality.
- **Silhouette:** 2

Equipment:

- **Toothy Jaws:** Brawl ; Damage 7; Critical 3; Range [Engaged]; Ensnare 2, Vicious 2, Knockdown,

ZANAGA CROCODILE JUVENILE (MINION)



Skills (group only): Athletics, Brawl, Stealth

Abilities:

- **Amphibious:** May breathe underwater and never suffers movement penalties for traveling through water.
- **Camouflaged Scales:** This adversary adds to Stealth checks in (water) surroundings.
- **Silhouette:** 0

Equipment:

- **Baby Jaws:** Brawl ; Damage 3; Critical 3; Range [Engaged]; Ensnare 1

PLAYING AS AN EXOTIC SPECIES

Trodding along on 4 hooves or feeling your wings flex on your back as you soar against the wind certainly has its appeal, but no matter where your character goes, the civilized races will eye them with constant suspicion as standing out among other Mennaran races. The choice not to live among your own kind will be a driving factor for your character which must be defined either at creation or during gameplay.

As a member of an exotic species, no matter how accustomed you become to another society you will always feel like an outsider. Some things to consider: why does the society you live in accept you; and why do you, or your fellow companions, care for the society you live in.

GROUP PLAY

Role-playing is a group experience and when developing a group with which to play consider the impact your species selection may have on the group cohesion and ask yourself and the other players: Why are we together? Why are we here? Perhaps your character grew up in civilized society? Maybe you were rescued or you owe a life debt to another character within the group.

Within a group of mixed species, exotic choices should be the minority. Otherwise the unique flavor of that character will not stand out. GM's should never forget the fact that the world will constantly remind the character that they do not belong there.

While for some species that has a very mechanical effect it should always be present in the narrative both for good and bad.

Always ask your GM if and when an exotic species choice will be appropriate for the story they want to tell. If the main part of the story takes places in civilized lands take some time to develop a good narrative reason as to why your character is accepted. Perhaps they are local heroes with a good reputation in the lands. Maybe they have pledged service to a baron or other important entity or organization.

Seeing and experiencing the world through the eyes of an exotic species can lead to some fun role-playing moments as your character questions the obvious in society and holds common conceit to your perhaps more primitive or alien ideals. While this is a great opportunity for role-play, excessive focus on your character may take away much of the attention due to the other player characters at the table. Ignoring this will likely make the species choice uninteresting from a role-playing perspective. As a player, it is strongly recommended to seek balance and make sure all efforts at the table are towards having fun.

THE ALL EXOTIC SPECIES GROUP

For some players and GM's you might want to explore the world of Mennara completely as a group of one exotic species or perhaps band of outcasts. This can lead to some fun and unusual stories which really should incorporate the themes of living on the fringe of society, or in an alien environment or setting.

Perhaps the players are the champions of a Beastman tribe trying to prevent a disaster of which the tribal shaman received a bad omen. Traveling on the Broken Plain they must fight ancient forces and avoid unnecessary contact with the many Orcish tribes.

Maybe the PC's are a band of Dragon Hybrid mercenaries fighting for a cruel overlord and looking for a way to leave his evil service. But who will accept them, and for what ideal will they fight?

While the occasional odd member of a species stands out in a society, a group of Minotaurs walking down the streets of Nerekhall will certainly draw attention if not outright fear or violence. Some townsfolk may instantly associate a group as a threat and most civilized society will treat a group as such.

EXPLORING EXOTIC SOCIETY

Another option could be to reverse the roles of the exotic. Perhaps the majority of the players are members of an exotic species and it's the normal civilized races that takes the role of the outsider.

Maybe a Gnomish explorer is taken deep into the jungle of Zanga to meet a tribe of Makhim warriors to explore the ancient Lizardman temples. In order to gain access he must first befriend the tribes who protect the area from the growing threat of Naga in the area.

Perhaps an elf has been cast out of society and is now living among the Ventala Centaurs until he can prove his innocence. As with the standard races, all exotic groups playing these options offer a unique opportunity to set the story in very different environments and tell fantastic stories.



THE DAWNSMOOR GROOVE

The volcanic city of Vrede called the City of Frost and Flame in the most northern part of Mennara is known as a trading nexus for those in the north as well as a city where many different races from all over Mennara can be found wandering the streets.


































One such strange creature is Mullara Darkhorn the Minotaur. She left the Everdark long ago seeking the company of other races. When she first emerged from the gloom of the Everdark, she brought rare metals and wonder of the worlds below with her. As a master craftsman, Mullara uses her knowledge of the Everdark to forge items from rare metals with strange properties in her new home called Darkhorn Forge.

Over the years this place has grown beyond a mere workshop and is now known to races above and below as a meeting place and safe house for those seeking passage to and from the Everdark. Mullara has been known to welcome her kin and share knowledge about the world above.

Knowing the dangers of the world below she sometimes seeks the aid of adventures to bring her more rare materials or to act as couriers. Rich nobles from the southern lands will pay a hefty price to commission an item made by Darkhorn Forge.









MULLARA DARKHORN



Skills: Alchemy 2  , Brawl 2   , Charm 1 , Discipline 2  , Knowledge (adventuring) 3   , Knowledge(lore) 2  , Mechanics 4    , Melee(heavy) 3   , Negotiation 3   , Perception 1  , Resilience 2,  , Streetwise 2  , Survival 2,  , Vigilance 2  

Talents: Adversary 1: Upgrade the difficulty of combat checks targeting this character once.

Abilities: Dark Vision: Mullara has excellent night vision. When making skill checks, she removes up to ■■ imposed due to darkness

Equipment: Everdark Hammer, Melee(heavy)    ; Damage 9; Critical 4; Range[engaged]; Concussive 1, Cumbersome 4, Inaccurate 1, Knockdown; Fiery Horns, Brawl    ; Damage 5; Critical 3; Range[engaged]; Burn 1; Half plate +2 soak defense 1

Mullara can be a contact or source of information to PC's seeking knowledge of the Everdark. She knows of a passageway into the Everdark underneath the volcanoes of Vrede.

While technically more a place than an organization the Dawnsmoor Groove is located within the free city of Dawnsmoor. Here some tribes of Ventala Centaurs come to trade with the rest of Mennara. For much the time, the Groove does not appear to be protected or occupied. Often a Ventala hunter or messenger will use the place to spend the night before riding on.

Sometimes the Ventala act as messengers bringing news from Aymhelin to the elves who dwell in Dawnsmoor. The Groove lies on the outskirts of Dawnsmoor or at least it once did. Dawnsmoor lacks a proper city wall grew around the Groove and now the small patch of trees and circle of stone sits within a busy market district. The locals know well enough not to tear it down respecting the ancient agreements and must be kindly reminded by the elves of the city from time to time.

More often than not travelers to the Dawnsmoor Groove will hear a cheerful song or the pleasing sound of a solitary violin. This is the voice and sound of Iazantos, a Ventala Centaur from the Autumn leaf tribe deep in the Bloodwoods. After being gripped by wanderlust, feeling responsible for continuing tribal traditions, and desiring to choose a mate with which to settle down, he left his tribe a few years ago.

lazantos is a cheerful fellow with a good sense of humor and a broad, hearty smile. He either does not notice or don't care for some of the strange looks he gets from his rather unusual appearance to most who have never seen a Centaur before. He claims to have won his unusual music instrument in a bet with a runemaster and is more than happy to perform a tune or two in exchange for some news and knowledge from far away lands.







IAZANTOS



Skills: Athletics 2 🟡🟡, Charm 3 🟢🟡🟡, Cool 2 🟢🟢, Knowledge (geography) 2 🟡🟡, Knowledge(lore) 3 🟢🟢🟡, Perception 1 🟢🟡, Ranged 3 🟢🟡🟡, Streetwise 3 🟡🟡🟡, Survival 2, 🟢🟡🟡, Verse 3 🟢🟢🟡

Talents: Adversary 1: Upgrade the difficulty of combat checks targeting this character once.

Abilities: Flank Fire: perform a second maneuver to move without suffering strain. Iazantos still cannot exceed the limitation of two Maneuvers in a turn.

Equipment: Longbow, Ranged   ; Damage 8; Critical 3; Range[Long]; Ensnare 1, Linked 1, Unwieldy 3) Bolo net, (Ranged   ; Damage 2; Critical -; Range[Short]; Ensnare 3, Knockdown, Limited Ammo 1,leathers +1 soak, The Rune Viol

THE RUNE VIOL

This magical Viol was created by a Runemaster embedding a Rune shard within the body of the Viol. This rune resonates with the violin enhancing its magic while being played.

As an Action make an opposed Charm vs. Discipline check if successful, the target is staggered. This effect ends as soon as the target takes any damage from any source or otherwise brought in danger.

While under the effects of the Rune Viol a target must spend their Maneuver dancing and moving towards the sound. The next round the character playing this viol may attempt to affect a new target but the difficulty upgrades for each target affected.

When your character casts a spell using the Verse skill while using the Rune Viol, add Δ to the check, adding the Additional Target effect does not increase its difficulty.

Ianzantos can be used to establish contact for PC's seeking knowledge, social connections, or passage into Ayhemelin. He can help young Ventala who first venture out from the forest with his many fey-connected friends.

MIST-CHILDREN

The keeper of the mist is the high priest of the Makhim. Hailing from the sacred Nochaim swamp, the Nochaim Guardians guard clutches of eggs brought there from all over Makhim society to hatch among the mist. The milky-green orbs widely considered costly in Mennara for their healing properties eventually hatch into what are referred to as Mist-Children.

These children are trained to fight the agents of Tarakhe, the Plague God (REALMS OF TERRINOTH page 257), and to contain the spread of his influence and disease. Mist-children spend their lives guarding the lands around the Noxious Glade and watching for signs of the plague god's influence in other lands. But the corruption of Tarakhe spreads far and wide and thus Mist-Children are encouraged to seek out other races in search for signs of this evil entity.

In the City of Herman's Gulch near the Weeping Scar River travelers can find one such Mist-child named Ahuhn. A proud Makhim warrior, Ahuhn has befriended strangers in Herman's Gulch. While he is genuinely curious about their society, his ultimate mission there is watching for the corruption of Terakhe.

Ahuhn is blessed by Ravin the Crocodile God of the Makhim. There have been stories of a large crocodile roaming the streets of Herman's Gulch eating unfortunate souls told in many taverns as far away as the docks of Orris. Ahuhn knows to keep a low profile and hides his crocodile symbols while searching the filthy city for more signs of Terakhe's influence present on these foreigners.

AHUHN



Skills: Athletics 2 $\diamond\diamond\diamond$, Brawl 3 $\diamond\diamond\diamond$, Cool 2 $\diamond\diamond$, Discipline 2 $\diamond\diamond$, Knowledge (geography) 2 $\diamond\diamond$, Perception 2 $\diamond\diamond$, Ranged 2 $\diamond\diamond$, Resilience 2 $\diamond\diamond\diamond$, Stealth 3 $\diamond\diamond\diamond$, Streetwise 1 $\diamond\diamond$, Survival 2, $\diamond\diamond$, Vigilance 2 $\diamond\diamond$

Talents: Adversary 1: Upgrade the difficulty of combat checks targeting this character once.

Abilities: 4 armed: Ahuhn gain an additional free Maneuver per turn. Though he may still not perform more than two Maneuvers per turn.

Crocodile form: Ahuhn may shift into a huge crocodile (see below)

Equipment: Doloch, Brawl $\diamond\diamond\diamond$; Damage 6; Critical 3; Range[Engaged]; Accurate 1, Linked 3; Blowpipe (Ranged $\diamond\diamond$; Damage 2; Critical 5; Range[Short]; Pierce 3, Accurate 1, Prepare 1, leathers +1 soak, 3 vials of poison.

AHUHN DIRE CROCODILE FORM



Skills: Athletics 2 $\diamond\diamond\diamond$, Brawl 3 $\diamond\diamond\diamond$, Cool 2 $\diamond\diamond$, Discipline 2 $\diamond\diamond$, Knowledge (geography) 2 $\diamond\diamond$, Perception 2 $\diamond\diamond$, Ranged 2 $\diamond\diamond$, Resilience 2 $\diamond\diamond\diamond$, Stealth 3 $\diamond\diamond\diamond$, Streetwise 1 $\diamond\diamond$, Survival 2, $\diamond\diamond$, Vigilance 2 $\diamond\diamond$

Talents: Adversary 1: Upgrade the difficulty of combat checks targeting this character once.

Abilities: Swallow (may make an opposed Brawl check to swallow an engaged target. If the check is successful, swallowed characters are Immobilized and suffer 6 damage at the start of each round but can escape if Ahuhn is killed or by making a successful Hard [$\diamond\diamond\diamond$] Athletics check).

Silhouette: 2

Equipment: Bite, Brawl $\diamond\diamond\diamond$; Damage 8; Critical 3; Range[Engaged]; Ensnare 2, Vicious 2, thick scales +2 soak

Ahuhn will happily help a PC if they openly seek to destroy Tarakhe's corruption. Or can be a source of knowledge about the tribes deeper in the jungle.

THE DRUNDUKK TRIBE

In the Ugluk Badlands near the passage to the Ru Steppes to the north lives a tribe of beastmen known as the Drundukk. For years a collaboration of scholars from Greyhaven and the Dunwarr explorers guild have worked hard to study and get closer to these fierce beastmen gaining their trust and learning their language.

While appearing warrior-like to most outsiders, the scholars found that this tribe had inner workings of a much deeper and spiritual nature. The explorers and scholars were able to befriend a few individuals who told them fantastic tales of the lands around them. The interest of the Dunwarr explorers guild was piqued when the Beastmen showed them ruins and markings that could indicate that the lost Dwarven kingdom known as the Hollow Kingdom actually has signs of this ancient empire this far south.

Kohana is a young shaman like her mother. Despite being young in years, she has survived on these rough plains. She has been through a battle with the orks as well as other tribes of Beastmen. Kohana was the one who befriended the foreign explorers pleading to the elders not to eat them. She knows the foreigners should be kept a secret so that other tribes will not hear of them and think the Drundukk weak.

She pleaded to the tribe leader to spare them so they can help against the mysterious hunters from the north. Recently raiders from the Uthuk tribes have been using the ancient secret passageway to kidnap members of the tribe. And it is getting worse with each passing season. The Dunwarr tribe is small in number and they cannot move further south for fear of orks or a more savage tribe of Beastman.

KOHANA



Skills: Alchemy 2 (●●), Athletics 2 (◆●●), Brawl 3 (●●●), Cool 2 (●●), Knowledge(geography) 2 (●●), Knowledge(lore) 3 (◆●●), Perception 2 (◆◆●●), Primal 3 (◆●●●), Resilience 1 (◆●●), Stealth 3 (◆●●), Survival 3 (◆●●●), Vigilance 2 (◆●●)

Talents: Adversary 1: Upgrade the Difficulty of combat checks targeting this character once.

Abilities: Effigy Summoner: Kohana can summon and control Effigies without the need for new dolls (see page x). When summoning Effigies adding the Summon Ally effect does not increase its difficulty. In addition, the creature remains summoned until the end of the encounter without Kohana having to use the concentrate maneuver

Superstition: When Kohana is being targeted by an enemy's spell, the caster adds ■ to the check.

Equipment: Claws, Brawl (◆●●); Damage 5; Critical 3; Range[Engaged]; thick hide +2 soak

Kohana seeks help protecting her tribe. Either to strike back at the Uthuk or perhaps seal the secret tunnels and entrances they use for their raids. She is willing to help outsiders but will caution them to not mingle too much with her kin. Kohana has a deep knowledge of the plains, the spirits and secrets within.

SEEKING A BETTER LIFE

A select few of the Drundukk tribe has agreed to travel back to Greyhaven with the scholars and explorers seeking a new life in strange foreign lands. These strange creatures are studied and giving clothes. But there have been many incidents in the University of Greyhaven were eventually the customs and instincts takes control.

It has been rumored that the first beastman child brought up in Greyhaven lived a happy and peaceful life the first few

years only to suddenly eat his surrogate father upon reaching adolescence.

The knowledge of these strange creatures also attracted a more shady trade. Circus and freak shows would pay adventures a hefty price for a live specimen of beastman to perform for coin and shock and horror. Some of these sad fates end their days in circus cages or fighting pits in lands far away.

THE SEEKERS OF TENOTEK

The ancient living Ziggurat of Teno'tek changes location with each season. The Lizardmen do not know why an ancient order still stands guard at the Ziggurat following ancient rituals no one remembers anymore. One such great ritual is the rite of seeking. With each change of the Teno'tek Ziggurat, the Seekers move out into the Zanaga jungle to locate the great Ziggurat again. It sometimes takes an entire season to find the location and gather all the seekers again. Some years the Ziggurat is lost entirely.

While the seekers do not know the purpose of the Ziggurat anymore they are far from defenseless and remain the Lizardmen's most organized fighting force. Their members have traveled far and wide in the Zanaga jungle and know many of its secrets.

The power of the crystal seers (See REALMS OF TERRINOTH page 257) is lost to the Lizardmen but many of the seekers still have a small amount of the arcane arts or perhaps broken pieces of the puzzle that always seems slightly out of reach. These Arcane Savants as they are called within the seekers wield strange mechanical tools and can channel arcane energy to defend themselves.

Thrakaxl is an old and wise seeker of Teno'tek having been among the blessed to have found the sacred Ziggurat several times. He has a jesting sense of humor but he has a tendency to forget things. Being around him for a long time means you'll hear the same joke more than twice. In his hut are strange artifacts collected from his travels. Many of them are laid out in a giant puzzle he can never seem to finish.


























Over the years as part of the Arcane Savants, he has learned fragments of arcane knowledge. As he grows older, he is becoming more concerned about frequent expeditions into the jungle. Year after year he watches Strangers with distinctive triple-skull emblems searching for something in the jungle.

Without understanding why Thrakaxl knows he needs to protect his people's ancient secrets from them. So a long game has begun for him setting out false clues. Even asking young Lizardman or Makhim to act as a guide for them sending them far and deep into the jungle on false leads.

He knows this game of cat and mouse cannot last forever and is determined to find out the motivations of these strangers and stop them from finding...if only he could remember what *it* was.

THRAKAXL






Skills: Arcana 2    , Cool 2  , Deception 2  , Knowledge (geography) 2  , Knowledge (lore) 2  , Mechanics 3   , Melee(heavy) 2  , Perception 2  , Ranged 2  , Stealth 2  , Survival 2  .

Talents: Adversary 1: Upgrade the Difficulty of combat checks targeting this character once.

Enchanted strike: Thrakaxl may suffer 2 Strain on a Melee combat check he is making. And may choose to add modifiers from the Attack spell, and increase the Difficulty of the check by the listed amounts. Thrakaxl cannot choose to add the Range modifier or Close Combat effect to a Melee combat check.

Abilities: Protector of the empire; As an action Thrakaxl can summon a mechanical guardian to protect the Empire's secrets. He does not need to cast a spell or use a Mechanical control device to do this.

Equipment: Sunstaff, Melee(heavy)   ; Damage 5; Critical 3; Range[Engaged]; Defensive 1, Disorient 1; Sunstaff beam Ranged; Damage 4; Critical 1; Range [Medium]; Breach 1, Disorient 2, Slow-fire 3; Leathers +1 soak.

Thrakaxl is getting old and he desperately seeks help in stopping the expeditions to find the secrets of the old Empire. If convinced that a PC will not disturb the ancient wards set by the Crystal Seers, he might be inclined to share his knowledge with them.



TERRINOTH EXOTIC SPECIES



A DIFFERENT KIND OF HERO

This book takes six Adversaries found in the Realms of Terrinoth setting and expands them into playable Species while exploring their rules and facets. While this supplement expands the lore of the Realms of Terrinoth setting these species can be used in any Genesys Fantasy Game.

This supplement includes:

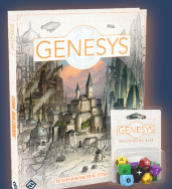
- 6 new species
- New racial talents
- New gear
- New weapons, implements and craftsmanship
- Species specific potions, elixirs and poisons
- 12 new adversaries and allies focusing on mounts and companions for your exotic species
- Role playing tips on how to use exotic species in your campaign
- 6 organizations and NPC's to introduce exotic species in your game



ARCHELLUS



Dice App
available where
apps are sold.



GENESYS Core Rulebook and either the GENESYS Dice or Dice App are required to use this supplement.