

Omnificent Role-playing System

ENTITY ENCYCLOPEDIA

Entity Encyclopedia

Designers:
Kent Krumvieda

Editor: Kent Krumvieda

Original Material: Kent Krumvieda

Project Specific Contributions:

Art Direction:
Page Making:
Cover Graphics:
Artists: Luis Guaragna

Dreamborn Staff:

Sales Manager:
Managing Editor: Kent Krumvieda
President: Kent Krumvieda
CEO: Kent Krumvieda
Editing, Development, & Production Staff:
Print Buying and Rights Director:
Sales, Customer Service, & Operations Staff:
Shipping Staff:

Play Testers: Reina Krumvieda, John Linzy, Court Krumvieda, Arie M'Ginnis, Rhiannon Streit, David Vasserman, Paul Wolfe, Junichi Okano

Acknowledgements:

We provide authorship information whenever possible as well as links to original material if it exists on the web. Some excerpts, quotes, and text are used under the fair use doctrine. If you know the author or artist of an unreferenced writing or .jpg in this rule set, or if we are using writings or art of yours without permission, please let us know and we'll add credits or remove the piece as you choose.

Newton once wrote, "If I have seen further, it is by standing on the shoulders of Giants". *ORS*TM was inspired by a great many authors, movies and 27 years of role-playing. The *ORS*TM design team would like to give credit to those whose shoulders we stand upon, those gaming systems that have provided thousands of hours of enjoyment and comradeship. These include but are not limited to: *D&D*TM, *AD&D*TM, *RMSS*TM, *Ars Magica*TM, *Boot Hill*TM, *Deadlands*TM, *Shadowrun*TM, *StarWars*TM, *GURPS*TM, *Amber*TM, and *MERP*TM. Although many of the terms and conventions may seem familiar, they are not identical, be sure to read the entire rule set carefully.

Credits:

Kent Krumvieda: Plants, Animals, Humans, Supernatural and Extraplanar creatures.

Produced and distributed by Dreamborn, Westminster, CO 80031
First Edition 2006

Version: 16 September 2023

Table of Contents

| | | | | |
|---|--|------|---------------------------|----|
| Table of Contents..... | 3 | 5.13 | Cinchona Bark..... | 24 |
| | | 5.14 | Colocynth..... | 24 |
| Section I: Introduction..... | 17 | 5.15 | Corn Cockle..... | 24 |
| 1 | Philosophy of ORS™..... | 5.16 | Cort..... | 24 |
| | | 5.17 | Croton Oil..... | 24 |
| 2 | Terms & Conventions..... | 5.18 | Curare..... | 24 |
| | | 5.19 | Daphne..... | 24 |
| 2.1 | ORS™ Core Products..... | 5.20 | Death Camas..... | 25 |
| | | 5.21 | Death Cap..... | 25 |
| 2.1.1 | ORS Standard Rules™..... | 5.22 | Elderberry..... | 25 |
| 2.1.2 | ORS Codex™..... | 5.23 | Ergot..... | 25 |
| 2.1.3 | ORS Game Master's Guide™..... | 5.24 | Fool's Parsley..... | 25 |
| 2.1.4 | ORS Entity Encyclopedia™..... | 5.25 | Foxglove..... | 25 |
| 2.1.5 | ORS™ Design Document..... | 5.26 | Galerinas..... | 25 |
| 2.2 | Definitions..... | 5.27 | Hemlock..... | 25 |
| | | 5.28 | Henbane..... | 25 |
| Section II: Plants..... | 19 | 5.29 | Horse Chestnut..... | 25 |
| | | 5.30 | Indian Tobacco..... | 25 |
| 3 | Carnivorous Plants..... | 5.31 | Inocybe..... | 25 |
| | | 5.32 | Ipecac..... | 25 |
| 3.1 | Bladderwort..... | 5.33 | Jimsonweed..... | 26 |
| | | 5.34 | Larkspur..... | 26 |
| | <i>Giant Bladderwort.....</i> | 5.35 | Lily of the Valley..... | 26 |
| 3.2 | Flytraps..... | 5.36 | Mandrake..... | 26 |
| | | 5.37 | Meadow Saffron..... | 26 |
| | <i>Venus Flytrap.....</i> | 5.38 | Mistletoe..... | 26 |
| | <i>Waterwheel Plant.....</i> | 5.39 | Moonseed..... | 26 |
| | <i>Giant Flytrap.....</i> | 5.40 | Monkshood..... | 26 |
| 3.3 | Pitcher Plants..... | 5.41 | Mountain Laurel..... | 26 |
| | | 5.42 | Oleander..... | 26 |
| | <i>Albany Pitcher Plant.....</i> | 5.43 | Panther Mushroom..... | 26 |
| | <i>Cobra Lily.....</i> | 5.44 | Paternoster Pea..... | 26 |
| | <i>Monkey Cup.....</i> | 5.45 | Poinsettia..... | 27 |
| | <i>Sun Pitchers.....</i> | 5.46 | Poison Ivy & Oak..... | 27 |
| | <i>Trumpet-Leaf.....</i> | 5.47 | Pokeweed..... | 27 |
| | <i>Giant Pitcher Plant.....</i> | 5.48 | Privet..... | 27 |
| 3.4 | Sundews..... | 5.49 | Rhododendron..... | 27 |
| | | 5.50 | Rhubarb..... | 27 |
| | <i>Cape Sundew.....</i> | 5.51 | Savin..... | 27 |
| | <i>Portuguese Slobbering Pine.....</i> | 5.52 | Spindle Tree..... | 27 |
| | <i>Rainbow Plant.....</i> | 5.53 | Star of Bethlehem..... | 27 |
| | <i>Giant Sundews.....</i> | 5.54 | Tanghin..... | 27 |
| Medicinal Herb & Plants..... | 20 | 5.55 | Tansy..... | 27 |
| | | 5.56 | Turbantop..... | 27 |
| 3.5 | Mandrake..... | 5.57 | Water Hemlock..... | 28 |
| | | 5.58 | White Snakeroot..... | 28 |
| 4 | Narcotic Plants & Fungi..... | 5.59 | Yellow Jasmine..... | 28 |
| | | 5.60 | Yew..... | 28 |
| 4.1 | Cannabis..... | 6 | Spores..... | 28 |
| 4.2 | Coca..... | 6.1 | Aspergillus..... | 28 |
| 4.3 | Coffee..... | 6.2 | Black Mold..... | 28 |
| 4.4 | Datura & Brugmansia..... | 6.3 | Cephalosporium..... | 28 |
| 4.5 | Kola Nuts..... | 6.4 | Penicillium..... | 28 |
| 4.6 | Mushrooms, Red Fly..... | 6.5 | Puffball..... | 28 |
| 4.7 | Mushrooms, Hallucinogenic..... | 6.6 | Hissing Fungi..... | 29 |
| 4.8 | Peyote..... | 7 | Thorny Plants..... | 29 |
| 4.9 | Poppy, Opium..... | 7.1 | Argentine mesquite..... | 29 |
| 4.10 | Tea..... | 7.2 | Cactus, Prickly Pear..... | 29 |
| 4.11 | Tobacco..... | 7.3 | Catclaw..... | 29 |
| 5 | Poisonous Plants & Fungi..... | 7.4 | Devil's Thorn..... | 29 |
| | | 7.5 | Firethorn..... | 29 |
| 5.1 | Akee..... | 7.6 | Honey Locust..... | 29 |
| 5.2 | Baneberry..... | 7.7 | Jumping Cholla..... | 29 |
| 5.3 | Barbados Nut..... | 8 | Vines..... | 29 |
| 5.4 | Belladonna..... | 8.1 | Bittersweet..... | 29 |
| 5.5 | Betel Nut seed..... | 8.2 | Devil's Tail..... | 30 |
| 5.6 | Black hellebore..... | | | |
| 5.7 | Black Locust..... | | | |
| 5.8 | Blood root..... | | | |
| 5.9 | Bryony..... | | | |
| 5.10 | Cassava..... | | | |
| 5.11 | Castor Bean..... | | | |
| 5.12 | Celandine..... | | | |

ORS

| | | | | | | |
|-----------------------------------|---------------------------------|----|------|---------------------------------|------------------------|----|
| 8.3 | Kudzu | 30 | 14.5 | Mouse Spider | 41 | |
| 8.4 | Lianas | 30 | | <i>Habitat</i> | 41 | |
| 8.5 | Poison Ivy | 30 | | <i>Ecology/Psychology</i> | 41 | |
| 8.6 | Wisteria | 30 | | <i>Society/Culture</i> | 41 | |
| Section III: Animals | | | 31 | 14.6 | Tarantula | 41 |
| 9 | Aeshnoidae | 31 | | <i>Habitat</i> | 42 | |
| 9.1 | Dragonfly | 31 | | <i>Ecology/Psychology</i> | 42 | |
| 9.2 | Giant Dragonfly | 31 | | <i>Society/Culture</i> | 42 | |
| 10 | Agamidae | 31 | 14.7 | Trapdoor Spider | 42 | |
| 10.1 | Flying Lizard | 31 | | <i>Habitat</i> | 42 | |
| | <i>Habitat</i> | 32 | | <i>Ecology/Psychology</i> | 42 | |
| | <i>Ecology/Psychology</i> | 32 | | <i>Society/Culture</i> | 43 | |
| | <i>Society/Culture</i> | 32 | 15 | Batoidea | 43 | |
| 11 | Anguillonae | 32 | 15.1 | Devil Ray | 43 | |
| 11.1 | Electric Eel | 32 | | <i>Habitat</i> | 43 | |
| | <i>Habitat</i> | 33 | | <i>Ecology/Psychology</i> | 43 | |
| | <i>Ecology/Psychology</i> | 33 | | <i>Society/Culture</i> | 43 | |
| | <i>Society/Culture</i> | 33 | 15.2 | Electric Rays | 43 | |
| 11.2 | Freshwater Eel | 33 | | <i>Habitat</i> | 44 | |
| | <i>Habitat</i> | 33 | | <i>Ecology/Psychology</i> | 44 | |
| | <i>Ecology/Psychology</i> | 33 | | <i>Society/Culture</i> | 44 | |
| | <i>Society/Culture</i> | 34 | 15.3 | Stingrays | 44 | |
| 11.3 | Moray Eel | 34 | | <i>Habitat</i> | 45 | |
| | <i>Habitat</i> | 34 | | <i>Ecology/Psychology</i> | 45 | |
| | <i>Ecology/Psychology</i> | 34 | | <i>Society/Culture</i> | 45 | |
| | <i>Society/Culture</i> | 34 | 16 | Bivalvia | 45 | |
| 12 | Anura | 34 | 16.1 | Giant Clam | 45 | |
| 12.1 | Dart Frog | 35 | 17 | Bovidae | 45 | |
| | <i>Habitat</i> | 35 | 17.1 | Antelopini | 45 | |
| | <i>Ecology/Psychology</i> | 35 | | <i>Habitat</i> | 46 | |
| | <i>Society/Culture</i> | 35 | | <i>Ecology/Psychology</i> | 46 | |
| 12.2 | Frog | 35 | | <i>Society/Culture</i> | 46 | |
| | <i>Habitat</i> | 36 | 17.2 | Bovini | 46 | |
| | <i>Ecology/Psychology</i> | 36 | | <i>Habitat</i> | 46 | |
| | <i>Society/Culture</i> | 36 | | <i>Ecology/Psychology</i> | 46 | |
| 13 | Apocrita | 36 | | <i>Society/Culture</i> | 47 | |
| 13.1 | Ant | 36 | 17.3 | Caprini | 47 | |
| | <i>Habitat</i> | 37 | | <i>Habitat</i> | 47 | |
| | <i>Ecology/Psychology</i> | 37 | | <i>Ecology/Psychology</i> | 47 | |
| | <i>Society/Culture</i> | 37 | | <i>Society/Culture</i> | 47 | |
| 13.2 | Bee | 37 | 18 | Camelidae | 47 | |
| | <i>Habitat</i> | 37 | 18.1 | Camel | 48 | |
| | <i>Ecology/Psychology</i> | 37 | | <i>Habitat</i> | 48 | |
| | <i>Society/Culture</i> | 37 | | <i>Ecology/Psychology</i> | 48 | |
| 13.3 | Wasp | 37 | | <i>Society/Culture</i> | 48 | |
| | <i>Habitat</i> | 38 | 18.2 | Lama | 48 | |
| | <i>Ecology/Psychology</i> | 38 | | <i>Habitat</i> | 49 | |
| | <i>Society/Culture</i> | 38 | | <i>Ecology/Psychology</i> | 49 | |
| 14 | Araneae | 38 | | <i>Society/Culture</i> | 49 | |
| 14.1 | Black Widow | 38 | 19 | Canidae | 49 | |
| | <i>Habitat</i> | 39 | 19.1 | Coyote | 49 | |
| | <i>Ecology/Psychology</i> | 39 | | <i>Habitat</i> | 49 | |
| | <i>Society/Culture</i> | 39 | | <i>Ecology/Psychology</i> | 49 | |
| 14.2 | Brown Recluse | 39 | | <i>Society/Culture</i> | 50 | |
| | <i>Habitat</i> | 39 | 19.2 | Dingo | 50 | |
| | <i>Ecology/Psychology</i> | 39 | | <i>Habitat</i> | 50 | |
| | <i>Society/Culture</i> | 40 | | <i>Ecology/Psychology</i> | 50 | |
| 14.3 | Funnel-web Spider | 40 | | <i>Society/Culture</i> | 50 | |
| | <i>Habitat</i> | 40 | 19.3 | Dire Wolf | 50 | |
| | <i>Ecology/Psychology</i> | 40 | | <i>Habitat</i> | 51 | |
| | <i>Society/Culture</i> | 41 | | <i>Ecology/Psychology</i> | 51 | |
| 14.4 | Giant Spider | 40 | | <i>Society/Culture</i> | 51 | |
| | <i>Habitat</i> | 41 | 19.4 | Dog | 51 | |
| | <i>Ecology/Psychology</i> | 41 | | <i>Habitat</i> | 51 | |
| | <i>Society/Culture</i> | 41 | | <i>Ecology/Psychology</i> | 51 | |
| | | | | <i>Society/Culture</i> | 51 | |
| | | | 19.5 | Fox | 51 | |

| | | | | | |
|-------------|---------------------------------|-----------|-------------|---------------------------------|-----------|
| | <i>Habitat</i> | 52 | | <i>Ecology/Psychology</i> | 63 |
| | <i>Ecology/Psychology</i> | 52 | | <i>Society/Culture</i> | 63 |
| | <i>Society/Culture</i> | 52 | 24.3 | Vampire Bats | 63 |
| 19.6 | Jackal | 52 | | <i>Habitat</i> | 64 |
| | <i>Habitat</i> | 52 | | <i>Ecology/Psychology</i> | 64 |
| | <i>Ecology/Psychology</i> | 52 | | <i>Society/Culture</i> | 64 |
| | <i>Society/Culture</i> | 53 | 25 | Cingulata | 64 |
| 19.7 | Lycaons | 53 | | | |
| | <i>Habitat</i> | 53 | 25.1 | Armadillo | 64 |
| | <i>Ecology/Psychology</i> | 53 | | <i>Habitat</i> | 65 |
| | <i>Society/Culture</i> | 53 | | <i>Ecology/Psychology</i> | 65 |
| 19.8 | Wolf | 53 | | <i>Society/Culture</i> | 65 |
| | <i>Habitat</i> | 54 | 25.2 | Glyptodon | 65 |
| | <i>Ecology/Psychology</i> | 54 | | <i>Habitat</i> | 65 |
| | <i>Society/Culture</i> | 54 | | <i>Ecology/Psychology</i> | 65 |
| 20 | Castoridae | 54 | | <i>Society/Culture</i> | 65 |
| 20.1 | Beaver | 54 | 26 | Coleoptera | 66 |
| | <i>Habitat</i> | 55 | | | |
| | <i>Ecology/Psychology</i> | 55 | 26.1 | Blister Beetles | 66 |
| | <i>Society/Culture</i> | 55 | | <i>Habitat</i> | 66 |
| 20.2 | Giant Beaver | 55 | | <i>Ecology/Psychology</i> | 66 |
| 21 | Cercopithecidae | 55 | | <i>Society/Culture</i> | 67 |
| 21.1 | Baboon | 55 | 26.2 | Bombardier Beetle | 67 |
| | <i>Habitat</i> | 56 | | <i>Habitat</i> | 67 |
| | <i>Ecology/Psychology</i> | 56 | | <i>Ecology/Psychology</i> | 67 |
| | <i>Society/Culture</i> | 56 | | <i>Society/Culture</i> | 67 |
| 21.2 | Macaque | 56 | 26.3 | Firefly | 67 |
| | <i>Habitat</i> | 57 | | <i>Habitat</i> | 68 |
| | <i>Ecology/Psychology</i> | 57 | | <i>Ecology/Psychology</i> | 68 |
| | <i>Society/Culture</i> | 57 | | <i>Society/Culture</i> | 68 |
| 22 | Cervidae | 57 | 26.4 | Scarab Beetles | 68 |
| 22.1 | Caribou | 57 | | <i>Habitat</i> | 68 |
| | <i>Habitat</i> | 57 | | <i>Ecology/Psychology</i> | 69 |
| | <i>Ecology/Psychology</i> | 57 | | <i>Society/Culture</i> | 69 |
| | <i>Society/Culture</i> | 58 | 26.5 | Stink Bug | 69 |
| 22.2 | Deer | 58 | | <i>Habitat</i> | 69 |
| | <i>Habitat</i> | 58 | | <i>Ecology/Psychology</i> | 69 |
| | <i>Ecology/Psychology</i> | 58 | | <i>Society/Culture</i> | 69 |
| | <i>Society/Culture</i> | 58 | 26.6 | Water Beetles | 69 |
| 22.3 | Giant Deer | 58 | | <i>Habitat</i> | 70 |
| | <i>Habitat</i> | 59 | | <i>Ecology/Psychology</i> | 70 |
| | <i>Ecology/Psychology</i> | 59 | | <i>Society/Culture</i> | 70 |
| | <i>Society/Culture</i> | 59 | 27 | Columbidae | 70 |
| 22.4 | Moose | 59 | 27.1 | Doves | 70 |
| | <i>Habitat</i> | 59 | | <i>Habitat</i> | 71 |
| | <i>Ecology/Psychology</i> | 59 | | <i>Ecology/Psychology</i> | 71 |
| | <i>Society/Culture</i> | 59 | | <i>Society/Culture</i> | 71 |
| 22.5 | Wapiti | 59 | 27.2 | Pigeon | 71 |
| | <i>Habitat</i> | 60 | | <i>Habitat</i> | 72 |
| | <i>Ecology/Psychology</i> | 60 | | <i>Ecology/Psychology</i> | 72 |
| | <i>Society/Culture</i> | 60 | | <i>Society/Culture</i> | 72 |
| 23 | Chilopoda | 60 | 28 | Corvidae | 72 |
| 23.1 | Centipede | 60 | 28.1 | Crow | 72 |
| | <i>Habitat</i> | 61 | | <i>Habitat</i> | 72 |
| | <i>Ecology/Psychology</i> | 61 | | <i>Ecology/Psychology</i> | 72 |
| | <i>Society/Culture</i> | 61 | | <i>Society/Culture</i> | 73 |
| 23.2 | Giant Centipede | 61 | 29 | Crocodylia | 73 |
| | <i>Habitat</i> | 61 | 29.1 | Crocodile | 73 |
| | <i>Ecology/Psychology</i> | 61 | | <i>Habitat</i> | 74 |
| | <i>Society/Culture</i> | 62 | | <i>Ecology/Psychology</i> | 74 |
| 24 | Chiroptera | 62 | | <i>Society/Culture</i> | 74 |
| 24.1 | Carnivorous Bats | 62 | 29.2 | Giant Crocodile | 74 |
| | <i>Habitat</i> | 62 | | | |
| | <i>Ecology/Psychology</i> | 62 | 30 | Dasyuromorphia | 74 |
| | <i>Society/Culture</i> | 63 | 30.1 | Tasmanian Devil | 74 |
| 24.2 | Fruit Bats | 63 | | <i>Habitat</i> | 75 |
| | <i>Habitat</i> | 63 | | <i>Ecology/Psychology</i> | 75 |
| | | | | <i>Society/Culture</i> | 75 |

ORS

| | | | | |
|-------------|--------------------------------|-----------|--------------------------------|--------------------------------|
| 30.2 | Thylacine..... | 75 | <i>Ecology/Psychology.....</i> | <i>86</i> |
| | <i>Habitat.....</i> | <i>75</i> | <i>Society/Culture.....</i> | <i>86</i> |
| | <i>Ecology/Psychology.....</i> | <i>76</i> | 37.7 | Lion..... |
| | <i>Society/Culture.....</i> | <i>76</i> | | <i>Habitat.....</i> |
| 31 | Decapoda..... | 76 | | <i>Ecology/Psychology.....</i> |
| 31.1 | Coconut Crab..... | 76 | | <i>Society/Culture.....</i> |
| | <i>Habitat.....</i> | <i>76</i> | 37.8 | Lynx..... |
| | <i>Ecology/Psychology.....</i> | <i>77</i> | | <i>Habitat.....</i> |
| | <i>Society/Culture.....</i> | <i>77</i> | | <i>Ecology/Psychology.....</i> |
| 31.2 | Giant Crab..... | 77 | | <i>Society/Culture.....</i> |
| | <i>Habitat.....</i> | <i>77</i> | 37.9 | Smilodon..... |
| | <i>Ecology/Psychology.....</i> | <i>77</i> | | <i>Habitat.....</i> |
| | <i>Society/Culture.....</i> | <i>77</i> | | <i>Ecology/Psychology.....</i> |
| 32 | Echeneidae..... | 77 | | <i>Society/Culture.....</i> |
| 32.1 | Remora..... | 78 | 37.10 | Snow Leopards..... |
| | <i>Habitat.....</i> | <i>78</i> | | <i>Habitat.....</i> |
| | <i>Ecology/Psychology.....</i> | <i>78</i> | | <i>Ecology/Psychology.....</i> |
| | <i>Society/Culture.....</i> | <i>78</i> | | <i>Society/Culture.....</i> |
| 33 | Echinoidea..... | 78 | 37.11 | Tiger..... |
| 33.1 | Sand Dollar..... | 78 | | <i>Habitat.....</i> |
| 33.2 | Sea Urchin..... | 78 | | <i>Ecology/Psychology.....</i> |
| 34 | Elephantidae..... | 79 | | <i>Society/Culture.....</i> |
| 34.1 | Elephant..... | 79 | 38 | Gastropoda..... |
| | <i>Habitat.....</i> | <i>79</i> | | 38.1 |
| | <i>Ecology/Psychology.....</i> | <i>80</i> | | Slug..... |
| | <i>Society/Culture.....</i> | <i>80</i> | | 38.2 |
| 35 | Equidae..... | 80 | | Snail..... |
| 35.1 | Donkey..... | 80 | 39 | Giraffidae..... |
| | <i>Habitat.....</i> | <i>80</i> | | 39.1 |
| | <i>Ecology/Psychology.....</i> | <i>80</i> | | Giraffe..... |
| | <i>Society/Culture.....</i> | <i>81</i> | | <i>Habitat.....</i> |
| 35.2 | Horse..... | 81 | | <i>Ecology/Psychology.....</i> |
| | <i>Habitat.....</i> | <i>81</i> | | <i>Society/Culture.....</i> |
| | <i>Ecology/Psychology.....</i> | <i>81</i> | 40 | Helodermatidae..... |
| | <i>Society/Culture.....</i> | <i>81</i> | | 40.1 |
| 35.3 | Zebra..... | 81 | | Gila Monster..... |
| | <i>Habitat.....</i> | <i>82</i> | | <i>Habitat.....</i> |
| | <i>Ecology/Psychology.....</i> | <i>82</i> | | <i>Ecology/Psychology.....</i> |
| | <i>Society/Culture.....</i> | <i>82</i> | | <i>Society/Culture.....</i> |
| 36 | Esocidae..... | 82 | 41 | Hippopotamidae..... |
| 36.1 | Pike..... | 82 | | 41.1 |
| 37 | Felidae..... | 82 | | Giant Hippopotamus..... |
| 37.1 | American Lion..... | 82 | | 41.2 |
| | <i>Habitat.....</i> | <i>83</i> | | Hippopotamus..... |
| | <i>Ecology/Psychology.....</i> | <i>83</i> | | <i>Habitat.....</i> |
| | <i>Society/Culture.....</i> | <i>83</i> | | <i>Ecology/Psychology.....</i> |
| 37.2 | Cat..... | 83 | | <i>Society/Culture.....</i> |
| | <i>Habitat.....</i> | <i>83</i> | 42 | Hirundinea..... |
| | <i>Ecology/Psychology.....</i> | <i>83</i> | | 42.1 |
| | <i>Society/Culture.....</i> | <i>84</i> | | Giant Leech..... |
| 37.3 | Cheetah..... | 84 | | <i>Habitat.....</i> |
| | <i>Habitat.....</i> | <i>84</i> | | <i>Ecology/Psychology.....</i> |
| | <i>Ecology/Psychology.....</i> | <i>84</i> | | <i>Society/Culture.....</i> |
| | <i>Society/Culture.....</i> | <i>84</i> | 42.2 | Leech..... |
| 37.4 | Cougar..... | 84 | | <i>Habitat.....</i> |
| | <i>Habitat.....</i> | <i>85</i> | | <i>Ecology/Psychology.....</i> |
| | <i>Ecology/Psychology.....</i> | <i>85</i> | | <i>Society/Culture.....</i> |
| | <i>Society/Culture.....</i> | <i>85</i> | 43 | Hominoidea..... |
| 37.5 | Jaguar..... | 85 | | 43.1 |
| | <i>Habitat.....</i> | <i>85</i> | | Chimpanzee..... |
| | <i>Ecology/Psychology.....</i> | <i>85</i> | | <i>Habitat.....</i> |
| | <i>Society/Culture.....</i> | <i>85</i> | | <i>Ecology/Psychology.....</i> |
| 37.6 | Leopard..... | 85 | | <i>Society/Culture.....</i> |
| | <i>Habitat.....</i> | <i>86</i> | 43.2 | Giant Ape..... |
| | | | | <i>Habitat.....</i> |
| | | | | <i>Ecology/Psychology.....</i> |
| | | | | <i>Society/Culture.....</i> |
| | | | 43.3 | Gibbon..... |
| | | | | <i>Habitat.....</i> |
| | | | | <i>Ecology/Psychology.....</i> |
| | | | | <i>Society/Culture.....</i> |
| | | | 43.4 | Gorilla..... |
| | | | | <i>Habitat.....</i> |

| | | | | |
|--------------------------------------|------------|-------------|---------------------------------|------------|
| Ecology/Psychology..... | 96 | 49.5 | Moon Jellyfish..... | 106 |
| Society/Culture | 96 | | Habitat | 106 |
| 43.5 Orngutan..... | 96 | | Ecology/Psychology | 106 |
| Habitat..... | 96 | | Society/Culture..... | 106 |
| Ecology/Psychology..... | 96 | 49.6 | Nettle Jellyfish..... | 106 |
| Society/Culture | 96 | | Habitat | 107 |
| 44 Hyaenidae | 96 | | Ecology/Psychology | 107 |
| | | | Society/Culture..... | 107 |
| 44.1 Giant Hyena..... | 97 | 50 | Mephitidae | 107 |
| Habitat..... | 97 | | | |
| Ecology/Psychology..... | 97 | 50.1 | Skunk..... | 107 |
| Society/Culture | 97 | | Habitat | 107 |
| 44.2 Hyena | 97 | | Ecology/Psychology | 108 |
| Habitat..... | 98 | | Society/Culture..... | 108 |
| Ecology/Psychology..... | 98 | 51 | Muridae..... | 108 |
| Society/Culture | 98 | | | |
| 45 Ixodida | 98 | 51.1 | Giant Rat..... | 108 |
| | | | Habitat | 108 |
| 45.1 Hard Tick..... | 98 | | Ecology/Psychology | 108 |
| | | | Society/Culture..... | 108 |
| 46 Lamnidae | 98 | 51.2 | Rat | 108 |
| | | | Habitat | 109 |
| 46.1 Blue Shark | 99 | | Ecology/Psychology | 109 |
| Habitat..... | 99 | | Society/Culture..... | 109 |
| Ecology/Psychology..... | 99 | 52 | Mustelidae..... | 109 |
| Society/Culture | 99 | | | |
| 46.2 Great White Shark | 99 | 52.1 | Badger | 109 |
| Habitat..... | 100 | | Habitat | 110 |
| Ecology/Psychology..... | 100 | | Ecology/Psychology | 110 |
| Society/Culture | 100 | | Society/Culture..... | 110 |
| 46.3 Megalodon..... | 100 | 52.2 | Otter | 110 |
| Habitat..... | 100 | | Habitat | 110 |
| Ecology/Psychology..... | 100 | | Ecology/Psychology | 110 |
| Society/Culture | 101 | | Society/Culture..... | 110 |
| 46.4 Tiger Shark | 101 | 52.3 | Weasel | 111 |
| Habitat..... | 101 | | Habitat | 111 |
| Ecology/Psychology..... | 101 | | Ecology/Psychology | 111 |
| Society/Culture | 101 | | Society/Culture..... | 111 |
| 46.5 Whale Shark | 101 | 52.4 | Wolverine..... | 111 |
| Habitat..... | 101 | | Habitat | 112 |
| Ecology/Psychology..... | 102 | | Ecology/Psychology | 112 |
| Society/Culture | 102 | | Society/Culture..... | 112 |
| 47 Lepisosteidae | 102 | 53 | Mysticeti..... | 112 |
| | | | | |
| 48 Leporidae..... | 102 | 53.1 | Humpback Whale..... | 112 |
| | | | Habitat | 112 |
| 48.1 Hare..... | 102 | | Ecology/Psychology | 113 |
| Habitat..... | 102 | | Society/Culture..... | 113 |
| Ecology/Psychology..... | 103 | 54 | Octopoda | 113 |
| Society/Culture | 103 | | | |
| 48.2 Rabbit..... | 103 | 54.1 | Blue-ringed Octopus..... | 113 |
| Habitat..... | 103 | | Habitat | 114 |
| Ecology/Psychology..... | 103 | | Ecology/Psychology | 114 |
| Society/Culture | 103 | | Society/Culture..... | 114 |
| 49 Medusozoa | 103 | 54.2 | Giant Octopus..... | 114 |
| | | | Habitat | 114 |
| 49.1 Box Jellyfish..... | 104 | | Ecology/Psychology | 114 |
| Habitat..... | 104 | | Society/Culture..... | 114 |
| Ecology/Psychology..... | 104 | 54.3 | Octopus..... | 114 |
| Society/Culture | 104 | | Habitat | 115 |
| 49.2 Hair Jellyfish..... | 104 | | Ecology/Psychology | 115 |
| Habitat..... | 104 | | Society/Culture..... | 115 |
| Ecology/Psychology..... | 105 | 55 | Odontoceti..... | 115 |
| Society/Culture | 105 | | | |
| 49.3 Irukandji Jellyfish..... | 105 | 55.1 | Dolphin..... | 115 |
| Habitat..... | 105 | | Habitat | 116 |
| Ecology/Psychology..... | 105 | | Ecology/Psychology | 116 |
| Society/Culture | 105 | | Society/Culture..... | 116 |
| 49.4 Man Of War..... | 105 | 55.2 | Orca..... | 116 |
| Habitat..... | 106 | | Habitat | 117 |
| Ecology/Psychology..... | 106 | | Ecology/Psychology | 117 |
| Society/Culture | 106 | | | |

| | | | | | |
|------|---------------------------------|-----|------|---------------------------------|-----|
| | <i>Society/Culture</i> | 117 | | <i>Habitat</i> | 128 |
| 55.3 | Sperm Whales | 117 | | <i>Ecology/Psychology</i> | 128 |
| | <i>Habitat</i> | 117 | | <i>Society/Culture</i> | 129 |
| | <i>Ecology/Psychology</i> | 118 | 61.2 | Salamander | 129 |
| | <i>Society/Culture</i> | 118 | | <i>Habitat</i> | 129 |
| 56 | Petromyzonidae | 118 | | <i>Ecology/Psychology</i> | 129 |
| | | | | <i>Society/Culture</i> | 129 |
| 56.1 | Lamprey | 118 | 62 | Scorpaenidae | 130 |
| | <i>Habitat</i> | 118 | | | |
| | <i>Ecology/Psychology</i> | 119 | 62.1 | Rockfish | 130 |
| | <i>Society/Culture</i> | 119 | | <i>Habitat</i> | 130 |
| 57 | Phasianidae | 119 | | <i>Ecology/Psychology</i> | 130 |
| | | | | <i>Society/Culture</i> | 130 |
| 57.1 | Chicken | 119 | 63 | Scorpiones | 130 |
| | <i>Habitat</i> | 119 | | | |
| | <i>Ecology/Psychology</i> | 119 | 63.1 | Deathstalker | 131 |
| | <i>Society/Culture</i> | 119 | | <i>Habitat</i> | 131 |
| 57.2 | Peafowl | 120 | | <i>Ecology/Psychology</i> | 131 |
| | <i>Habitat</i> | 120 | | <i>Society/Culture</i> | 131 |
| | <i>Ecology/Psychology</i> | 120 | 63.2 | Fattail Scorpion | 131 |
| | <i>Society/Culture</i> | 120 | | <i>Habitat</i> | 132 |
| 57.3 | Pheasant | 120 | | <i>Ecology/Psychology</i> | 132 |
| | <i>Habitat</i> | 121 | | <i>Society/Culture</i> | 132 |
| | <i>Ecology/Psychology</i> | 121 | 63.3 | Giant Scorpion | 132 |
| | <i>Society/Culture</i> | 121 | | <i>Habitat</i> | 132 |
| 57.4 | Quail | 121 | | <i>Ecology/Psychology</i> | 132 |
| | <i>Habitat</i> | 121 | | <i>Society/Culture</i> | 132 |
| | <i>Ecology/Psychology</i> | 121 | 64 | Serpentes | 132 |
| | <i>Society/Culture</i> | 122 | | | |
| 57.5 | Turkey | 122 | 64.1 | Adder | 133 |
| | <i>Habitat</i> | 122 | | <i>Habitat</i> | 133 |
| | <i>Ecology/Psychology</i> | 122 | | <i>Ecology/Psychology</i> | 133 |
| | <i>Society/Culture</i> | 122 | | <i>Society/Culture</i> | 133 |
| 58 | Pinniped | 122 | 64.2 | Boa | 133 |
| | | | | <i>Habitat</i> | 134 |
| 58.1 | Elephant Seal | 123 | | <i>Ecology/Psychology</i> | 134 |
| | <i>Habitat</i> | 123 | | <i>Society/Culture</i> | 134 |
| | <i>Ecology/Psychology</i> | 123 | 64.3 | Cobra | 134 |
| | <i>Society/Culture</i> | 123 | | <i>Habitat</i> | 135 |
| 58.2 | Grey Seal | 123 | | <i>Ecology/Psychology</i> | 135 |
| | <i>Habitat</i> | 123 | | <i>Society/Culture</i> | 135 |
| | <i>Ecology/Psychology</i> | 124 | 64.4 | Flying Snakes | 135 |
| | <i>Society/Culture</i> | 124 | | <i>Habitat</i> | 135 |
| 58.3 | Walrus | 124 | | <i>Ecology/Psychology</i> | 135 |
| | <i>Habitat</i> | 124 | | <i>Society/Culture</i> | 135 |
| | <i>Ecology/Psychology</i> | 124 | 64.5 | Pit Viper | 135 |
| | <i>Society/Culture</i> | 124 | | <i>Habitat</i> | 136 |
| 59 | Raptoridae | 124 | | <i>Ecology/Psychology</i> | 136 |
| | | | | <i>Society/Culture</i> | 136 |
| 59.1 | Eagle | 124 | 64.6 | Python | 136 |
| | <i>Habitat</i> | 125 | | <i>Habitat</i> | 137 |
| | <i>Ecology/Psychology</i> | 125 | | <i>Ecology/Psychology</i> | 137 |
| | <i>Society/Culture</i> | 125 | | <i>Society/Culture</i> | 137 |
| 59.2 | Giant Eagle | 125 | 64.7 | Sea Snake | 137 |
| | <i>Habitat</i> | 125 | | <i>Habitat</i> | 137 |
| | <i>Ecology/Psychology</i> | 126 | | <i>Ecology/Psychology</i> | 137 |
| | <i>Society/Culture</i> | 126 | | <i>Society/Culture</i> | 138 |
| 59.3 | Vulture | 126 | 65 | Solifugae | 138 |
| | <i>Habitat</i> | 126 | | | |
| | <i>Ecology/Psychology</i> | 126 | 65.1 | Camel Spider | 138 |
| | <i>Society/Culture</i> | 126 | | <i>Habitat</i> | 138 |
| 60 | Rhinocerotidae | 126 | | <i>Ecology/Psychology</i> | 138 |
| | | | | <i>Society/Culture</i> | 138 |
| 60.1 | Giant Rhinoceros | 127 | 66 | Sphyaenidae | 138 |
| 60.2 | Rhinoceros | 127 | | | |
| | <i>Habitat</i> | 127 | 66.1 | Barracuda | 139 |
| | <i>Ecology/Psychology</i> | 127 | | <i>Habitat</i> | 139 |
| | <i>Society/Culture</i> | 128 | | <i>Ecology/Psychology</i> | 139 |
| 61 | Salamandridae | 128 | | <i>Society/Culture</i> | 139 |
| | | | 67 | Strigidae | 139 |
| 61.1 | Giant Salamander | 128 | | | |

| | | | | | |
|-----------|---------------------------------|------------|-------------------------|---------------------------------|--------------------------------|
| 82 | Amphisbaena | 162 | 96 | Cerastes | 171 |
| | <i>Habitat</i> | 163 | | <i>Habitat</i> | 171 |
| | <i>Ecology/Psychology</i> | 163 | | <i>Ecology/Psychology</i> | 171 |
| | <i>Society/Culture</i> | 163 | | <i>Society/Culture</i> | 172 |
| 83 | Aqrabuamelu | 163 | 97 | Chimera | 172 |
| | <i>Habitat</i> | 163 | | <i>Habitat</i> | 172 |
| | <i>Ecology/Psychology</i> | 163 | | <i>Ecology/Psychology</i> | 172 |
| | <i>Society/Culture</i> | 164 | | <i>Society/Culture</i> | 172 |
| 84 | Bakeneko | 164 | 98 | Cockatrice | 172 |
| | <i>Habitat</i> | 164 | | <i>Habitat</i> | 173 |
| | <i>Ecology/Psychology</i> | 164 | | <i>Ecology/Psychology</i> | 173 |
| | <i>Society/Culture</i> | 164 | | <i>Society/Culture</i> | 173 |
| 85 | Baku | 164 | 99 | Couatl | 173 |
| | <i>Habitat</i> | 165 | | <i>Habitat</i> | 173 |
| | <i>Ecology/Psychology</i> | 165 | | <i>Ecology/Psychology</i> | 173 |
| | <i>Society/Culture</i> | 165 | | <i>Society/Culture</i> | 173 |
| 86 | Banshee | 165 | 100 | Doppelganger | 173 |
| | <i>Habitat</i> | 165 | | <i>Habitat</i> | 174 |
| | <i>Ecology/Psychology</i> | 165 | | <i>Ecology/Psychology</i> | 174 |
| | <i>Society/Culture</i> | 165 | | <i>Society/Culture</i> | 174 |
| 87 | Basilisk | 165 | 101 | Dragon | 174 |
| | <i>Habitat</i> | 166 | | 101.1 | Celestial Dragons |
| | <i>Ecology/Psychology</i> | 166 | | | 174 |
| | <i>Society/Culture</i> | 166 | | <i>Habitat</i> | 175 |
| 88 | Behemoth | 166 | | <i>Ecology/Psychology</i> | 175 |
| | <i>Habitat</i> | 167 | | <i>Society/Culture</i> | 175 |
| | <i>Ecology/Psychology</i> | 167 | 101.2 | Cloud Dragon | 175 |
| | <i>Society/Culture</i> | 167 | | <i>Habitat</i> | 175 |
| 89 | Beithir | 167 | | <i>Ecology/Psychology</i> | 175 |
| | <i>Habitat</i> | 167 | | <i>Society/Culture</i> | 175 |
| | <i>Ecology/Psychology</i> | 167 | 101.3 | European Dragons | 175 |
| | <i>Society/Culture</i> | 167 | | <i>Habitat</i> | 176 |
| 90 | Boggart | 167 | | <i>Ecology/Psychology</i> | 176 |
| | <i>Habitat</i> | 168 | | <i>Society/Culture</i> | 176 |
| | <i>Ecology/Psychology</i> | 168 | 101.4 | Gold Dragon | 176 |
| | <i>Society/Culture</i> | 168 | | <i>Habitat</i> | 176 |
| 91 | Bonnacon | 168 | | <i>Ecology/Psychology</i> | 176 |
| | <i>Habitat</i> | 168 | | <i>Society/Culture</i> | 176 |
| | <i>Ecology/Psychology</i> | 168 | 101.5 | River Dragon | 177 |
| | <i>Society/Culture</i> | 168 | | <i>Habitat</i> | 177 |
| 92 | Brownie | 169 | | <i>Ecology/Psychology</i> | 177 |
| | <i>Habitat</i> | 169 | | <i>Society/Culture</i> | 177 |
| | <i>Ecology/Psychology</i> | 169 | 101.6 | Spirit Dragon | 177 |
| | <i>Society/Culture</i> | 169 | | <i>Habitat</i> | 178 |
| 93 | Caladrius | 169 | | <i>Ecology/Psychology</i> | 178 |
| | <i>Habitat</i> | 169 | | <i>Society/Culture</i> | 178 |
| | <i>Ecology/Psychology</i> | 170 | 102 | Echeneis | 178 |
| | <i>Society/Culture</i> | 170 | | <i>Habitat</i> | 178 |
| 94 | Catoblepas | 170 | | <i>Ecology/Psychology</i> | 178 |
| | <i>Habitat</i> | 170 | | <i>Society/Culture</i> | 178 |
| | <i>Ecology/Psychology</i> | 170 | 103 | Eurytion Dog | 178 |
| | <i>Society/Culture</i> | 170 | | 103.1 | Cerberus |
| 95 | Centaur | 170 | | | 178 |
| | <i>Habitat</i> | 171 | | <i>Habitat</i> | 179 |
| | <i>Ecology/Psychology</i> | 171 | | <i>Ecology/Psychology</i> | 179 |
| | <i>Society/Culture</i> | 171 | | <i>Society/Culture</i> | 179 |
| | | | 103.2 | Orthrus | 179 |
| | | | | <i>Habitat</i> | 179 |
| | | | | <i>Ecology/Psychology</i> | 179 |
| | | | | <i>Society/Culture</i> | 180 |
| | | | Fairy Dragon 180 | | |
| | | | | <i>Habitat</i> | 180 |
| | | | | <i>Ecology/Psychology</i> | 180 |
| | | | | <i>Society/Culture</i> | 180 |

| | | | | | | | | |
|--------------|-----------------------------|------------|----------------------|-----|---------------------------------|-----|------------------------------|-----|
| 104 | Futakuchi-onna | 180 | <i>Habitat</i> | 181 | <i>Ecology/Psychology</i> | 181 | <i>Society/Culture</i> | 181 |
| 105 | Giants | 181 | | | | | | |
| 105.1 | Air Giants | 181 | <i>Habitat</i> | 181 | <i>Ecology/Psychology</i> | 181 | <i>Society/Culture</i> | 181 |
| 105.2 | Earth Giants | 181 | <i>Habitat</i> | 182 | <i>Ecology/Psychology</i> | 182 | <i>Society/Culture</i> | 182 |
| 105.3 | Ether Giants | 182 | <i>Habitat</i> | 182 | <i>Ecology/Psychology</i> | 182 | <i>Society/Culture</i> | 182 |
| 105.4 | Fire Giants | 182 | <i>Habitat</i> | 183 | <i>Ecology/Psychology</i> | 183 | <i>Society/Culture</i> | 183 |
| 105.5 | Water Giants | 183 | <i>Habitat</i> | 183 | <i>Ecology/Psychology</i> | 183 | <i>Society/Culture</i> | 183 |
| 106 | Gnome | 183 | <i>Habitat</i> | 184 | <i>Ecology/Psychology</i> | 184 | <i>Society/Culture</i> | 184 |
| 107 | Golem | 184 | | | | | | |
| 107.1 | Clay Golem | 184 | <i>Habitat</i> | 184 | <i>Ecology/Psychology</i> | 185 | <i>Society/Culture</i> | 185 |
| 107.2 | Flesh Golem | 185 | <i>Habitat</i> | 185 | <i>Ecology/Psychology</i> | 185 | <i>Society/Culture</i> | 185 |
| 107.3 | Iron Golem | 185 | <i>Habitat</i> | 185 | <i>Ecology/Psychology</i> | 186 | <i>Society/Culture</i> | 186 |
| 107.4 | Stone Golem | 186 | <i>Habitat</i> | 186 | <i>Ecology/Psychology</i> | 186 | <i>Society/Culture</i> | 186 |
| 108 | Gorgon | 186 | <i>Habitat</i> | 186 | <i>Ecology/Psychology</i> | 186 | <i>Society/Culture</i> | 186 |
| 109 | Griffin | 186 | <i>Habitat</i> | 187 | <i>Ecology/Psychology</i> | 187 | <i>Society/Culture</i> | 187 |
| 110 | Gyūki | 187 | <i>Habitat</i> | 188 | <i>Ecology/Psychology</i> | 188 | <i>Society/Culture</i> | 188 |
| 111 | Hag | 188 | <i>Habitat</i> | 188 | <i>Ecology/Psychology</i> | 188 | <i>Society/Culture</i> | 188 |
| 112 | Hakutaku | 188 | | | | | | |
| | | | <i>Habitat</i> | 189 | <i>Ecology/Psychology</i> | 189 | <i>Society/Culture</i> | 189 |
| 113 | Harionago | 189 | <i>Habitat</i> | 189 | <i>Ecology/Psychology</i> | 190 | <i>Society/Culture</i> | 190 |
| 114 | Harpy | 190 | <i>Habitat</i> | 190 | <i>Ecology/Psychology</i> | 190 | <i>Society/Culture</i> | 190 |
| 115 | Hippocampus | 190 | <i>Habitat</i> | 191 | <i>Ecology/Psychology</i> | 191 | <i>Society/Culture</i> | 191 |
| 116 | Hippogriff | 191 | <i>Habitat</i> | 191 | <i>Ecology/Psychology</i> | 191 | <i>Society/Culture</i> | 191 |
| 117 | Homunculus | 191 | <i>Habitat</i> | 192 | <i>Ecology/Psychology</i> | 192 | <i>Society/Culture</i> | 192 |
| 118 | Hydra | 192 | <i>Habitat</i> | 192 | <i>Ecology/Psychology</i> | 192 | <i>Society/Culture</i> | 192 |
| 119 | Isumade | 193 | <i>Habitat</i> | 193 | <i>Ecology/Psychology</i> | 193 | <i>Society/Culture</i> | 193 |
| 120 | Jormungandr | 193 | <i>Habitat</i> | 194 | <i>Ecology/Psychology</i> | 194 | <i>Society/Culture</i> | 194 |
| 121 | Jorōgumo | 194 | <i>Habitat</i> | 194 | <i>Ecology/Psychology</i> | 194 | <i>Society/Culture</i> | 195 |
| 122 | Jubokko | 195 | <i>Habitat</i> | 195 | <i>Ecology/Psychology</i> | 195 | <i>Society/Culture</i> | 195 |
| 123 | Kamaitachi | 195 | <i>Habitat</i> | 196 | <i>Ecology/Psychology</i> | 196 | <i>Society/Culture</i> | 196 |
| 124 | Kappa | 196 | <i>Habitat</i> | 196 | <i>Ecology/Psychology</i> | 196 | <i>Society/Culture</i> | 197 |
| 125 | Kelpie | 197 | <i>Habitat</i> | 197 | <i>Ecology/Psychology</i> | 197 | <i>Society/Culture</i> | 197 |
| 126 | Kijimunā | 197 | | | | | | |

| | | | | | |
|------------|---------------------------------|------------|--------------|---------------------------------|------------|
| | <i>Habitat</i> | 198 | | <i>Habitat</i> | 206 |
| | <i>Ecology/Psychology</i> | 198 | | <i>Ecology/Psychology</i> | 206 |
| | <i>Society/Culture</i> | 198 | | <i>Society/Culture</i> | 206 |
| 127 | Kraken | 198 | 141 | Nue | 206 |
| | <i>Habitat</i> | 198 | | <i>Habitat</i> | 206 |
| | <i>Ecology/Psychology</i> | 199 | | <i>Ecology/Psychology</i> | 206 |
| | <i>Society/Culture</i> | 199 | | <i>Society/Culture</i> | 207 |
| 128 | Kirin | 199 | 142 | Nukekubi | 207 |
| | <i>Habitat</i> | 199 | | <i>Habitat</i> | 207 |
| | <i>Ecology/Psychology</i> | 199 | | <i>Ecology/Psychology</i> | 207 |
| | <i>Society/Culture</i> | 199 | | <i>Society/Culture</i> | 207 |
| 129 | Kitsune | 199 | 143 | Nymph | 207 |
| | <i>Habitat</i> | 200 | 143.1 | Air Nymph | 207 |
| | <i>Ecology/Psychology</i> | 200 | | <i>Habitat</i> | 208 |
| | <i>Society/Culture</i> | 200 | | <i>Ecology/Psychology</i> | 208 |
| 130 | Kodama | 200 | | <i>Society/Culture</i> | 208 |
| | <i>Habitat</i> | 200 | 143.2 | Earth Nymph | 208 |
| | <i>Ecology/Psychology</i> | 200 | | <i>Habitat</i> | 208 |
| | <i>Society/Culture</i> | 200 | | <i>Ecology/Psychology</i> | 208 |
| 131 | Lamia | 201 | | <i>Society/Culture</i> | 208 |
| | <i>Habitat</i> | 201 | 143.3 | Flora Nymph | 208 |
| | <i>Ecology/Psychology</i> | 201 | | <i>Habitat</i> | 208 |
| | <i>Society/Culture</i> | 201 | | <i>Ecology/Psychology</i> | 208 |
| 132 | Leprechaun | 201 | | <i>Society/Culture</i> | 208 |
| | <i>Habitat</i> | 201 | 143.4 | Water Nymph | 208 |
| | <i>Ecology/Psychology</i> | 201 | | <i>Habitat</i> | 209 |
| | <i>Society/Culture</i> | 202 | | <i>Ecology/Psychology</i> | 209 |
| 133 | Leucrocotta | 202 | | <i>Society/Culture</i> | 209 |
| | <i>Habitat</i> | 202 | 144 | Ogre | 209 |
| | <i>Ecology/Psychology</i> | 202 | | <i>Habitat</i> | 209 |
| | <i>Society/Culture</i> | 202 | | <i>Ecology/Psychology</i> | 209 |
| 134 | Leviathan | 202 | | <i>Society/Culture</i> | 209 |
| | <i>Habitat</i> | 203 | 145 | Pegasus | 209 |
| | <i>Ecology/Psychology</i> | 203 | | <i>Habitat</i> | 210 |
| | <i>Society/Culture</i> | 203 | | <i>Ecology/Psychology</i> | 210 |
| 135 | Manticore | 203 | | <i>Society/Culture</i> | 210 |
| | <i>Habitat</i> | 203 | 146 | Peryton | 210 |
| | <i>Ecology/Psychology</i> | 203 | | <i>Habitat</i> | 210 |
| | <i>Society/Culture</i> | 203 | | <i>Ecology/Psychology</i> | 210 |
| 136 | Mind Moth | 203 | | <i>Society/Culture</i> | 211 |
| | <i>Habitat</i> | 204 | 147 | Phoenix | 211 |
| | <i>Ecology/Psychology</i> | 204 | | <i>Habitat</i> | 211 |
| | <i>Society/Culture</i> | 204 | | <i>Ecology/Psychology</i> | 211 |
| 137 | Minotaur | 204 | | <i>Society/Culture</i> | 211 |
| | <i>Habitat</i> | 204 | 148 | Pixie | 211 |
| | <i>Ecology/Psychology</i> | 204 | | <i>Habitat</i> | 212 |
| | <i>Society/Culture</i> | 204 | | <i>Ecology/Psychology</i> | 212 |
| 138 | Naga | 204 | | <i>Society/Culture</i> | 212 |
| | <i>Habitat</i> | 205 | 149 | Roc | 212 |
| | <i>Ecology/Psychology</i> | 205 | | <i>Habitat</i> | 212 |
| | <i>Society/Culture</i> | 205 | | <i>Ecology/Psychology</i> | 212 |
| 139 | Nephilim | 205 | | <i>Society/Culture</i> | 212 |
| | <i>Habitat</i> | 205 | 150 | Rokurokubi | 213 |
| | <i>Ecology/Psychology</i> | 205 | | <i>Habitat</i> | 213 |
| | <i>Society/Culture</i> | 205 | | <i>Ecology/Psychology</i> | 213 |
| 140 | Nixie | 205 | | <i>Society/Culture</i> | 213 |
| | <i>Habitat</i> | 205 | 151 | Satyr | 213 |
| | <i>Ecology/Psychology</i> | 205 | | <i>Habitat</i> | 213 |
| | <i>Society/Culture</i> | 205 | | <i>Ecology/Psychology</i> | 213 |

| | | | | | |
|---------------|---------------------------------|------------|---------------|---------------------------------|------------|
| | <i>Society/Culture</i> | 213 | | <i>Ecology/Psychology</i> | 220 |
| 152 | Selkie | 213 | | <i>Society/Culture</i> | 221 |
| | <i>Habitat</i> | 214 | 159 | Troll | 221 |
| | <i>Ecology/Psychology</i> | 214 | | <i>Habitat</i> | 221 |
| | <i>Society/Culture</i> | 214 | | <i>Ecology/Psychology</i> | 221 |
| 153 | Siren | 214 | | <i>Society/Culture</i> | 221 |
| | <i>Habitat</i> | 214 | 160 | Tsukumogami | 221 |
| | <i>Ecology/Psychology</i> | 214 | | | |
| | <i>Society/Culture</i> | 215 | 161 | Undead | 222 |
| 154 | Sphinx | 215 | 161.1 | Ghost | 222 |
| | <i>Habitat</i> | 215 | | <i>Habitat</i> | 222 |
| | <i>Ecology/Psychology</i> | 215 | | <i>Ecology/Psychology</i> | 222 |
| | <i>Society/Culture</i> | 215 | | <i>Society/Culture</i> | 222 |
| 155 | Tanuki | 215 | 161.2 | Ghoul | 222 |
| | <i>Habitat</i> | 216 | | <i>Habitat</i> | 223 |
| | <i>Ecology/Psychology</i> | 216 | | <i>Ecology/Psychology</i> | 223 |
| | <i>Society/Culture</i> | 216 | | <i>Society/Culture</i> | 223 |
| 156 | Tarasque | 216 | 161.3 | Mummy | 223 |
| | <i>Habitat</i> | 217 | | <i>Habitat</i> | 223 |
| | <i>Ecology/Psychology</i> | 217 | | <i>Ecology/Psychology</i> | 223 |
| | <i>Society/Culture</i> | 217 | | <i>Society/Culture</i> | 223 |
| 157 | Tengu | 217 | 161.4 | Poltergeist | 223 |
| | <i>Habitat</i> | 217 | | <i>Habitat</i> | 224 |
| | <i>Ecology/Psychology</i> | 217 | | <i>Ecology/Psychology</i> | 224 |
| | <i>Society/Culture</i> | 217 | | <i>Society/Culture</i> | 224 |
| 158 | Therianthrope | 217 | 161.5 | Shadow | 224 |
| 158.1 | Were-bear | 218 | | <i>Habitat</i> | 224 |
| | <i>Habitat</i> | 218 | | <i>Ecology/Psychology</i> | 224 |
| | <i>Ecology/Psychology</i> | 218 | | <i>Society/Culture</i> | 224 |
| | <i>Society/Culture</i> | 218 | 161.6 | Skeleton | 224 |
| 158.2 | Werewolf | 218 | | <i>Habitat</i> | 225 |
| | <i>Habitat</i> | 218 | | <i>Ecology/Psychology</i> | 225 |
| | <i>Ecology/Psychology</i> | 218 | | <i>Society/Culture</i> | 225 |
| | <i>Society/Culture</i> | 218 | 161.7 | Spectre | 225 |
| 158.3 | Were-hyena | 218 | | <i>Habitat</i> | 225 |
| | <i>Habitat</i> | 219 | | <i>Ecology/Psychology</i> | 225 |
| | <i>Ecology/Psychology</i> | 219 | | <i>Society/Culture</i> | 225 |
| | <i>Society/Culture</i> | 219 | 161.8 | Vampire | 225 |
| 158.4 | Were-jaguar | 219 | | <i>Habitat</i> | 225 |
| | <i>Habitat</i> | 219 | | <i>Ecology/Psychology</i> | 226 |
| | <i>Ecology/Psychology</i> | 219 | | <i>Society/Culture</i> | 226 |
| | <i>Society/Culture</i> | 219 | 161.9 | Wight | 226 |
| 158.5 | Were-leopard | 219 | | <i>Habitat</i> | 226 |
| | <i>Habitat</i> | 219 | | <i>Ecology/Psychology</i> | 226 |
| | <i>Ecology/Psychology</i> | 219 | | <i>Society/Culture</i> | 226 |
| | <i>Society/Culture</i> | 219 | 161.10 | Wraith | 226 |
| 158.6 | Were-lion | 219 | | <i>Habitat</i> | 226 |
| | <i>Habitat</i> | 219 | | <i>Ecology/Psychology</i> | 226 |
| | <i>Ecology/Psychology</i> | 219 | | <i>Society/Culture</i> | 226 |
| | <i>Society/Culture</i> | 219 | 161.11 | Zombie | 227 |
| 158.7 | Wereshark | 220 | | <i>Habitat</i> | 227 |
| | <i>Habitat</i> | 220 | | <i>Ecology/Psychology</i> | 227 |
| | <i>Ecology/Psychology</i> | 220 | | <i>Society/Culture</i> | 227 |
| | <i>Society/Culture</i> | 220 | 162 | Unicorn | 227 |
| 158.8 | Wererat | 220 | | <i>Habitat</i> | 227 |
| | <i>Habitat</i> | 220 | | <i>Ecology/Psychology</i> | 228 |
| | <i>Ecology/Psychology</i> | 220 | | <i>Society/Culture</i> | 228 |
| | <i>Society/Culture</i> | 220 | 163 | Vorpal Bunny | 228 |
| 158.9 | Weretiger | 220 | | <i>Habitat</i> | 228 |
| | <i>Habitat</i> | 220 | | <i>Ecology/Psychology</i> | 228 |
| | <i>Ecology/Psychology</i> | 220 | | <i>Society/Culture</i> | 228 |
| | <i>Society/Culture</i> | 220 | 164 | Will-o-Wisp | 228 |
| 158.10 | Werewolf | 220 | | <i>Habitat</i> | 229 |
| | <i>Habitat</i> | 220 | | <i>Ecology/Psychology</i> | 229 |
| | | | | <i>Society/Culture</i> | 229 |
| | | | 165 | Wyvern | 229 |

ORS

| | | | | | |
|--------------------------------------|---------------------------------|------------|--------|-----------------------------|-----|
| | <i>Habitat</i> | 229 | 174.4 | Agiel | 237 |
| | <i>Ecology/Psychology</i> | 229 | 174.5 | Aim | 237 |
| | <i>Society/Culture</i> | 230 | 174.6 | Alloccer | 237 |
| 166 | Yacuruna | 230 | 174.7 | Amdusias | 238 |
| | <i>Habitat</i> | 230 | 174.8 | Ammit | 238 |
| | <i>Ecology/Psychology</i> | 230 | 174.9 | Amy | 238 |
| | <i>Society/Culture</i> | 230 | 174.10 | Andras | 238 |
| 167 | Yamainu | 230 | 174.11 | Andrealphus | 238 |
| | <i>Habitat</i> | 231 | 174.12 | Andromalius | 238 |
| | <i>Ecology/Psychology</i> | 231 | 174.13 | Acheron Demons | 238 |
| | <i>Society/Culture</i> | 231 | 174.14 | Asmodeus | 238 |
| 168 | Yuki-onna | 231 | 174.15 | Astaroth | 238 |
| | <i>Habitat</i> | 231 | 174.16 | Baal | 238 |
| | <i>Ecology/Psychology</i> | 231 | 174.17 | Balam | 238 |
| | <i>Society/Culture</i> | 231 | 174.18 | Baphomet | 238 |
| 169 | Ziz | 231 | 174.19 | Barbas | 239 |
| | <i>Habitat</i> | 232 | 174.20 | Barbatos | 239 |
| | <i>Ecology/Psychology</i> | 232 | 174.21 | Bathin | 239 |
| | <i>Society/Culture</i> | 232 | 174.22 | Beelzebub | 239 |
| Section VI: Extraplanar | 233 | | 174.23 | Beleth | 239 |
| | | | 174.24 | Belial | 239 |
| 170 | Angels | 233 | 174.25 | Belphegor | 239 |
| | <i>Habitat</i> | 233 | 174.26 | Berith | 239 |
| | <i>Ecology/Psychology</i> | 233 | 174.27 | Bifron | 239 |
| | <i>Society/Culture</i> | 234 | 174.28 | Botis | 239 |
| 170.1 | Abdiel | 234 | 174.29 | Buer | 239 |
| 170.2 | Barachiel | 234 | 174.30 | Buné | 239 |
| 170.3 | Cassiel | 234 | 174.31 | Byleth | 239 |
| 170.4 | Haniel | 234 | 174.32 | Cacus | 240 |
| 170.5 | Jegudiel | 234 | 174.33 | Camio | 240 |
| 170.6 | Khamael | 234 | 174.34 | Charon | 240 |
| 170.7 | Metatron | 234 | 174.35 | Cocytus Demons | 240 |
| 170.8 | Raguel | 234 | 174.36 | Crocell | 240 |
| 170.9 | Raziel | 234 | 174.37 | Dantalion | 240 |
| 170.10 | Saraqael | 234 | 174.38 | Decarabia | 240 |
| 170.11 | Selaphiel | 234 | 174.39 | Demogorgon | 240 |
| 170.12 | Shamsiel | 234 | 174.40 | Eligos | 240 |
| 170.13 | Zidkiel | 234 | 174.41 | Flauros | 240 |
| 171 | Archangels | 234 | 174.42 | Focalor | 240 |
| | <i>Habitat</i> | 234 | 174.43 | Foras | 240 |
| | <i>Ecology/Psychology</i> | 235 | 174.44 | Forneus | 241 |
| | <i>Society/Culture</i> | 235 | 174.45 | Furcas | 241 |
| 171.1 | Azrael | 235 | 174.46 | Furfur | 241 |
| 171.2 | Gabriel | 235 | 174.47 | Gaap | 241 |
| 171.3 | Jophiel | 235 | 174.48 | Gamigin | 241 |
| 171.4 | Michael | 235 | 174.49 | Geryon | 241 |
| 171.5 | Rapheal | 235 | 174.50 | Glacies Demons | 241 |
| 171.6 | Sandalphon | 235 | 174.51 | Glasya-Labolos | 241 |
| 171.7 | Uriel | 235 | 174.52 | Gremory | 241 |
| 172 | Avatar | 235 | 174.53 | Gusion | 241 |
| | | | 174.54 | Haagenti | 242 |
| 173 | Cerberus | 235 | 174.55 | Ipos | 242 |
| | | | 174.56 | Imp | 242 |
| 174 | Demons | 235 | 174.57 | Incubi | 242 |
| | <i>Habitat</i> | 236 | 174.58 | Kimaris | 242 |
| | <i>Ecology/Psychology</i> | 236 | 174.59 | Leraje | 242 |
| | <i>Society/Culture</i> | 237 | 174.60 | Leonard | 242 |
| 174.1 | Aamon | 237 | 174.61 | Lilith | 242 |
| 174.2 | Abbadon | 237 | 174.62 | Malphas | 242 |
| 174.3 | Abraxas | 237 | 174.63 | Malthus | 242 |
| 174.1 | Aeacus | 237 | 174.64 | Mammon | 242 |
| 174.2 | Agaliarept | 237 | 174.65 | Marchosias | 242 |
| 174.3 | Agares | 237 | 174.66 | Mephistopheles | 242 |
| | | | 174.67 | Minos | 243 |
| | | | 174.68 | Morax | 243 |
| | | | 174.69 | Murmur | 243 |
| | | | 174.70 | Naberius | 243 |
| | | | 174.71 | Orcus | 243 |
| | | | 174.72 | Orias | 243 |
| | | | 174.73 | Orobas | 243 |
| | | | 174.74 | Ose | 243 |
| | | | 174.75 | Paimon | 243 |
| | | | 174.76 | Pazuzu | 243 |

ORS

| | | | | |
|---------------------------------|---------------------------------|-----------------------------------|---------------------------------|-----|
| 174.77 | Phenex | 243 | <i>Ecology/Psychology</i> | 250 |
| 174.78 | Phlegethon Demons | 243 | <i>Society/Culture</i> | 250 |
| 174.79 | Phlegyas | 244 | | |
| 174.80 | Plutus | 244 | 177 Erinyes | 251 |
| 174.81 | Prufas | 244 | <i>Habitat</i> | 251 |
| 174.82 | Pursan | 244 | <i>Ecology/Psychology</i> | 251 |
| 174.83 | Raum | 244 | <i>Society/Culture</i> | 251 |
| 174.84 | Rhadymanthus | 244 | | |
| 174.85 | Ronové | 244 | 178 Faerie | 251 |
| 174.86 | Sabnock | 244 | <i>Habitat</i> | 251 |
| 174.87 | Saleos | 244 | <i>Ecology/Psychology</i> | 252 |
| 174.88 | Seir | 244 | <i>Society/Culture</i> | 252 |
| 174.89 | Shax | 245 | | |
| 174.90 | Sitri | 245 | 179 Faerie Steed | 253 |
| 174.91 | Stolas | 245 | <i>Habitat</i> | 253 |
| 174.92 | Styx Demons | 245 | <i>Ecology/Psychology</i> | 253 |
| 174.93 | Succubi | 245 | <i>Society/Culture</i> | 253 |
| 174.94 | Urobach | 245 | | |
| 174.95 | Valac | 245 | 180 Gargoyle | 253 |
| 174.96 | Valefar | 245 | <i>Habitat</i> | 254 |
| 174.97 | Vapula | 245 | <i>Ecology/Psychology</i> | 254 |
| 174.98 | Vassago | 245 | <i>Society/Culture</i> | 254 |
| 174.99 | Vepar | 245 | | |
| 174.100 | Vine | 245 | 181 Hellhorse | 254 |
| 174.101 | Vual | 245 | <i>Habitat</i> | 254 |
| 174.102 | Zagan | 245 | <i>Ecology/Psychology</i> | 254 |
| 174.103 | Zepar | 246 | <i>Society/Culture</i> | 254 |
| 175 Devils | 246 | | | |
| | <i>Habitat</i> | 246 | | |
| | <i>Ecology/Psychology</i> | 246 | | |
| | <i>Society/Culture</i> | 246 | | |
| 175.1 Adreal | 247 | 182 Hellhound | 255 | |
| 175.2 Akibeel | 247 | <i>Habitat</i> | 255 | |
| 175.3 Amazarak | 247 | <i>Ecology/Psychology</i> | 255 | |
| 175.4 Araziel | 247 | <i>Society/Culture</i> | 255 | |
| 175.5 Armaros | 247 | | | |
| 175.6 Asaradel | 247 | 183 Jinn | 255 | |
| 175.7 Asbeel | 247 | | | |
| 175.8 Azazel | 247 | 183.1 Djinn | 256 | |
| 175.9 Baraqiel | 247 | <i>Habitat</i> | 256 | |
| 175.10 Belial | 247 | <i>Ecology/Psychology</i> | 256 | |
| 175.11 Chazaqiel | 247 | <i>Society/Culture</i> | 256 | |
| 175.12 Dis Pater | 247 | 183.2 Ifrit | 256 | |
| 175.13 Ezeqeel | 247 | <i>Habitat</i> | 257 | |
| 175.14 Gadreel | 247 | <i>Ecology/Psychology</i> | 257 | |
| 175.15 Kasdaye | 247 | <i>Society/Culture</i> | 257 | |
| 175.16 Kokabel | 248 | 183.3 Marid | 257 | |
| 175.17 Penemue | 248 | <i>Habitat</i> | 257 | |
| 175.18 Ramiel | 248 | <i>Ecology/Psychology</i> | 257 | |
| 175.19 Satan | 248 | <i>Society/Culture</i> | 257 | |
| 175.20 Sammael | 248 | | | |
| 175.21 Samyaza | 248 | 184 Malk | 258 | |
| 175.22 Sariel | 248 | <i>Habitat</i> | 258 | |
| 175.23 Tarmiel | 248 | <i>Ecology/Psychology</i> | 258 | |
| 175.24 Urakabameel | 248 | <i>Society/Culture</i> | 258 | |
| 175.25 Yeqon | 248 | | | |
| 176 Elementals | 248 | 185 Mbwun | 258 | |
| | | <i>Habitat</i> | 259 | |
| 176.1 Earth | 249 | <i>Ecology/Psychology</i> | 259 | |
| <i>Habitat</i> | 249 | <i>Society/Culture</i> | 259 | |
| <i>Ecology/Psychology</i> | 249 | | | |
| <i>Society/Culture</i> | 249 | 186 Minotaur | 259 | |
| 176.2 Air | 249 | | | |
| <i>Habitat</i> | 249 | 187 Ousia | 259 | |
| <i>Ecology/Psychology</i> | 249 | <i>Habitat</i> | 259 | |
| <i>Society/Culture</i> | 249 | <i>Ecology/Psychology</i> | 259 | |
| 176.3 Fire | 250 | <i>Society/Culture</i> | 259 | |
| <i>Habitat</i> | 250 | | | |
| <i>Ecology/Psychology</i> | 250 | 188 Rakshasa | 259 | |
| <i>Society/Culture</i> | 250 | <i>Habitat</i> | 260 | |
| 176.4 Water | 250 | <i>Ecology/Psychology</i> | 260 | |
| <i>Habitat</i> | 250 | <i>Society/Culture</i> | 260 | |
| | | | | |
| | | 189 Salamander, Fire | 260 | |

ORS

| | |
|---------------------------------|-----|
| <i>Habitat</i> | 260 |
| <i>Ecology/Psychology</i> | 260 |
| <i>Society/Culture</i> | 260 |

Bibliography 261

| | |
|--------------|------------|
| Index | 262 |
|--------------|------------|

Section I: Introduction

This edition of the *ORS Entity Encyclopedia*TM contains detailed descriptions of various entities from Earth's history, fiction, folklore and mythology from the beginning of time to around 400 years ago. Depending on the encounter, the entities can be advantageous, ambivalent, beneficial, detrimental, harmful, helpful, supportive, etc..

If you find your favorite monster or creature is missing let us know and we will include it, but remember the guidelines stipulated from above. Better yet detail out your entity and submit it, and if we use it your name will appear on the credits page.

Future version of the *ORS Entity Encyclopedia*TM will contain entities from modern fiction and wholly original entities. Gods, and Goddesses from Earth's historical mythologies will not be found in this book. They will appear in a separate, future work.

All entries in the *ORS Entity Encyclopedia*TM have been created using the same process. This process is described and a detailed example is given in the *ORS Game Master's Guide*TM.

The organization of this book is broken up into sections that fall under the magical categories of the *ORS Codex*TM. Specifically, these categories are plants, animals, humans, supernatural entities and extraplanar entities. This categorization will help resolve what type of magic can affect certain entities.

Detailed entries include a short paragraph describing origin, physical description, abilities, skills, and traits. Their habitat describing the predominant area/region where a particular entity lives. A section on *Ecology/Psychology* which contains generic information on the entity's: active periods, prey, natural predators, lifespan and mental and behavioral characteristics. Finally, a section containing information on the entity's society and culture, specifically: architecture, art, crafts, food, history, language, law, philosophy, politics, religion, rituals, social structure and technology level.

1 Philosophy of ORSTM

As the name implies, the underlying philosophy of *ORS*TM is a role-playing system that is unlimited in creative power. To accomplish this *ORS*TM was designed with realism and playability as the two main guiding principles. *ORS*TM has no predefined classes/professions, artificial level definitions or rigid magic systems. It is a level-less system that is skill based with character advancement based on skill usage, abilities and traits. All elements of *ORS*TM have been designed for high fidelity play using a real-time event driven engine that is fully customizable, consistent and intuitive. Furthermore, *ORS*TM has no racial limitations whatsoever. Character generation is balanced, fair and contains no random elements. Magic and spells have been seamlessly integrated within *ORS*TM and is based solely on the character's abilities, traits and skills. These features allow the GM and players to immerse themselves in role-playing the adventure and not learning and adjudicating the rules.

In *ORS*TM all player characters, non-player characters and monsters are created using the same procedure. This helps to ensure that all starting player characters are balanced with respect to each other and every other entity in the world.

To fully experience *ORS*TM requires the GM and players to use computer aids to facilitate the gaming experience. The implementation of *ORS*TM is tightly coupled with statistics and probability theory. These computer aids are available for personal computers, Pocket PCs, PDAs, smart phones, etc. The aids have been carefully designed to speed up game play, increase realism and playing experience. *ORS*TM can be played face-to-face or remotely over the Internet. The *ORS*TM engine can easily be adapted to all the major genres, e.g., fantasy, medieval, gothic, espionage, science fiction, historical simulation, mystery, etc.

*ORS*TM utilizing the *ORS*TM engine was designed to handle situations at a Tactical level (individual). A pleasant surprise was how gracefully the *ORS*TM engine scaled to the Operational and even the Strategic level. For those inclined, *ORS*TM can be used to simulate battles or even wars, while simultaneously integrating the player characters actions.

2 Terms & Conventions

This section provides an overview of the *ORS*TM product line, key concepts and definitions of frequently used terms in this rule set.

2.1 *ORS*TM Core Products

*ORS*TM core products consist of the *ORS*TM Standard Rules, *ORS Codex*TM, *ORS Game Master's Guide*TM, *ORS Entity Encyclopedia*TM and the *ORS*TM Design Document.

2.1.1 *ORS Standard Rules*TM

This product provides all the guidelines and rules needed to play *ORS*TM, sans magic and monsters, which are covered in their own texts.

2.1.2 *ORS Codex*TM

This product integrates spells and magic into *ORS*TM.

2.1.3 *ORS Game Master's Guide*TM

This product is an aid for the experienced and novice Game Master (GM). This tome begins by expanding on the philosophy of *ORS*TM, providing intuition for the GM into why *ORS*TM functions the way it does. Next it provides guidelines for creating additional races and entities using *ORS*TM. This document also provides rules on how to create magical items, relics and artifacts to be used in an *ORS*TM campaign. Other sections provide techniques and advice on running adventures using *ORS*TM. In addition, the GM's Guide walks the reader through the complex task of creating a campaign setting and includes examples from *Terra 1592*, *ORS*TM's first campaign setting. Finally, the Appendix details out numerous magical items, relics and artifacts usable in any *ORS*TM campaign.

2.1.4 *ORS Entity Encyclopedia*TM

You are currently reading/perusing this document. It contains facts and statistics for a plethora of creatures and monsters. The entities are currently limited, with a few exceptions, to those found in mythology and folklore that predate 1592 AD.

2.1.5 *ORS*TM Design Document

*ORS*TM Design document details the engine under the *ORS*TM hood. It contains specifics on the architecture, data structures, interfaces, theory and algorithms of the *ORS*TM software. It is intended for *ORS*TM partners who are actively assisting in the creation products for the *ORS*TM game line.

2.2 Definitions

The following terms are frequently used in the text and are key to the Game Master's (GMs) comprehension of *ORS*. Additional unique terms will be defined when they are first used in the text.

Ability: One of 18 categories that describe the body, mind and soul of a character. A complete list of abilities can be found in Section 5.

Action: An action is an activity a character may perform usually involving one or more skills.

ORS

Affiliations are guilds, groups, social, political and religious organizations to which the player character may be associated with.

Alignment: An entity's current placement in the world with regards to law and ethical scales. This attribute dynamically changes based on the entity's actions.

AOE -- Area of Effect

Animal: A living creature capable of feeling and voluntary motion. An animal may or may not be self aware.

Attack Roll: A 'dice roll' is used to determine the results of a melee, missile attack, or magical attack.

Attributes are traits that are not z-score based, *e.g.*, red hair, eye color, alignment, etc.

Being: Any entity that is self aware is a being.

Body: refers to the physical part of an entity separate from the mind and soul.

Campaign: An ongoing role playing game that consists of a series of connected adventures.

Descriptors: are a type of trait that provides additional information that defines a character, *e.g.*, Affiliations and Knighthood.

Development Points (DP): are used in creating a character. The value of a DP is defined in the Talent/Flaw cost table and the Descriptor/Background cost table.

Entity: An entity is something living or not, that can be encountered in the game, *e.g.*, animals, plants, beings, player characters, non-player characters and monsters.

FOV – Field of View

fps -- feet per second

ft³ -- cubic feet

Game Master (GM): The judge, referee, dungeon master, etc. This person is responsible for everything in the game except for the player character's actions.

hr – hour

Interactions: are simply actions that can be influenced, countered, or opposed by another entity's action.

LOS – Line of Sight

Mana – the power of the magical forces of nature/supernatural embodied in an object or person.

Maturity: The age at which a being is considered to be an adult.

Melee: A hand-to-hand combat where each opponent is physically engaged.

This includes: a fistfight, a sword fight, wrestling, but excludes projectiles and spells.

mi -- mile(s)

min -- minute(s)

Mind: refers to the part of an entity that knows and thinks.

Missile Attack: A projectile attack directed at a target. This includes but is not limited to: arrows, bolts, sling bullets, rocks, rifle bullets, etc.

mo -- month

mph -- miles per hour

Natural Weapons: Natural weapons are physically part of an entity. For example, a Shaolin Priest has his fists, elbows, knees and feet where a dragon would have claws, tail, breath weapon and bite at a minimum. They are considered weapons and can be used in melee. Natural weapons include Ablative, Bite, Claw, Gaze, Grappling, Impaling, Olfactory, Sonic, Striking, Sweep, Visual attacks as well as Breath Weapon and Wing Buffet.

Non-Player Character (NPC): A being in a role playing game whose actions are controlled by the GM.

P – permanent

Player Character (PC): A character whose actions and activities are controlled by a player (as opposed to the GM).

rad – radius

Resistance: refers to various traits that provide stressors to an interaction, see *Interaction*. The various resistance traits are not saving throws, see *ORSTM GM Guide* for more information.

Skills: craft, trade, or activity in which an entity has competence and experience. Skills improve with use and conversely decay with non-use. A complete list of skills can be found in the appendices of the *ORS Standard RulesTM*.

Social Standing: of or pertaining to a particular society, *e.g.*, as a body divided into classes according to worldly status, *i.e.*, social rank.

Society/Culture: an enduring and cooperating social group whose members have developed organized patterns of relationships through interaction with one another. A society/culture is any community with established traditions, institutions, art, technology, activities and interests.

Soul: refers to the spiritual part of an entity as distinct from the physical.

Spells: Spells refer to magical affects against/on a target.

Stressors is a term that refers to all things that could modify an action, *e.g.*, weather (environmental conditions), movement, mana, traits, skills, drugs & alcohol, cover and concealment just to name a few.

Traits are flaws, talents, descriptors and affiliations that do not improve with use, but they can change with age. A complete list of traits can be found in the appendix of *ORS Standard RulesTM*.

Target: A target(s) refers to entities and/or other things which a melee attack, missile attack or spell attempts to affect.

Terra 1592: The original *ORS* campaign setting.

VOE: Volume of Effect

yd -- yard(s)

yr -- year

z-score: A *z-score* represents the number of standard deviations away from the mean. For example an Agility *z-score* of 1 would mean that an entity is 84% better than the rest of the population and a *z-score* of 2 would mean it is 98% better than the population.

Section II: Plants

The plant section actually incorporates the current kingdoms Monera, Protistia, Plantae, and Fungi. It is equally applicable whether the plant is alive or dead. The Monera kingdom includes bacteria, and blue-green algae. The Protista kingdom includes the plantlike protist and the animal-like protist. The plant-like protists include: euglenoids, dinoflagellates, diatoms, yellow-green algae, and golden-brown algae. The animal-like protists include protozoans. The Plant kingdom includes brown, red and green algae, mosses, liverworts, and vascular plants. The vascular plants include ferns, the conifers (gymnosperms) and the flowering plants (angiosperms). The Fungi kingdom includes yeast, molds, mushrooms, toadstools and fungi.

There are almost 400,000 different plant species in the world. To list them all here is beyond the scope of this tome. *ORS™* attempts to list a few of the more interesting ones that PCs and NPCs could encounter and potentially use during the course of a game. With but a few exceptions normal plants pose little danger to adventurers. They can neither attack of their own volition nor defend themselves from attack.

Enchanted forests and plants are by definition charmed, bewitched or ensorcelled. This enchantment can be accomplished temporary using spells like *Plant Wall*, *Growth*, *Possession*, *Animate Plants*, *Domination* and *Entangle* or it can be made *Permanent* using the spell of the same name. Permanent enchantments can be inherited by the plant's seedlings and eventually change the nature of a forest. For example, in Norse mythology, Myrkviðr (Mirkwood) was a dark and dangerous forest that heroes and even gods had difficulty traversing.

Plants are neutral with respect to their alignment. Plants have no *Soul* and minimal *Mind* abilities. As such they are immune to all *Soul* spells and *Mind* spells that do damage. Therefore, any plant-like entity that does have a *Soul* or significant *Mind* abilities is a Supernatural Entity, *e.g.*, Ents (Tolkien, 1965). Because of their limited abilities, plants are not suitable as player characters. Only those skills that are foreseen to impact an encounter are indicated. For purposes of game mechanics all of a plant's Body abilities are -1.0z, and the Mind abilities are all -3.0z. For example, a plant's mental *Quickness* makes all conversations painfully slow.

3 Carnivorous Plants

A carnivorous plant is defined to be a plant that attracts, captures, and kills animal life forms. It must also digest and absorb the nutrients from the prey to qualify as a carnivorous plant. Like all carnivorous plants, they all grow in locations where the soil is too poor in minerals and/or too acidic for most plants to survive. Carnivorous plants supplement available nutrients and minerals (which plants normally obtain through their roots) with the constituents of their insect prey. The normal varieties of carnivorous plants are harmless to humanoids but the giant-enchanted variety can be dangerous to animals, humanoid size and smaller. It is said all the giant variety of plants are due to irresponsible casters meddling in matters they do not fully comprehend.

3.1 Bladderwort

A bladderwort (*Utricularia*) is characterized by dozens of small hollow sacs floating just below the surface that suck (*Grappling +0.1z*) prey inside and digest (*Bodily Fluids +0.1z*) tiny animals such as insect larvae, aquatic worms, and water fleas over a few days. The door opens and closes in about 1/35 of a second. The individual traps are only around 3/4" in diameter. The flowers rise 12" above the water and have 1"- 4" blooms of yellow or blue. The bladders and roots can spread horizontally and vertically below the water 12"- 18". Bladderworts can be found in lakes, streams, and waterlogged soils around the world, except for Antarctica.

Giant Bladderwort have traps up to 16 inches in diameter and can capture (*Grappling +1z*) fish, amphibians and luckless mammals. Their digestive enzymes (*Bodily Fluids +1z*) slowly digest the meal over the course of a few days.

3.2 Flytraps

Flytrap plants catch (*Grappling +0.5z*) their prey with a trapping structure formed by the terminal part of the plant's leaves. The trap is triggered by tiny hairs on their inner surface closing in 1/10 of a second. Once trapped they are digested (*Bodily Fluids +0z*) in 5-7 days. They are native to subtropical wetlands on the east coast of the United States.

Venus Flytrap (Dionaea) is a light-green flowering plant that has a hinged trap made of large leaves edged with green bristles. The inside of the trap is usually red to purple in color. The bristles interlock when the trap is closed to ensure the prey can't escape. The plant can grow to about 5" in diameter, with 4 to 8 traps of about 1.5". The flowers rise 12" above the ground and have 1" blooms of white.

Waterwheel Plant (Aldrovanda) is a flowering plant that captures small aquatic invertebrates using traps similar to the Venus fly trap. The traps are arranged in whorls are a central free-floating step. Waterwheel plants are found across Europe, Africa, Asia, and Australia preferring clean, shallow, warm, standing water with bright light, low nutrient levels, and a slightly acidic pH (around 6). It can be found floating amongst *Juncus*, reeds, and even rice. The flowers are solitary white.

Giant Flytrap have traps up to 6 foot in diameter and can capture (*Grappling +2z*) large terrestrial or aquatic prey of a size comparable to their traps. Giant flytraps have strong digestive enzymes (*Bodily Fluids +1z*) dissolves organic matter within a day.

3.3 Pitcher Plants

Pitcher plants cover several different types of carnivorous plants which have modified leaves known as pitfall traps. Foraging, crawling or flying insects are visually or aromatically attracted to their trap formed by the cupped leaves. The rim of the pitcher's rim is slippery by either secreted fluids or atmospheric moisture causing the prey to slip and fall into the trap. Inside the pitcher are inward and downward pointing hairs/spikes (*Impaling +0.5z*) that ensure the prey cannot climb out. The base of the pitcher contains acidic/enzymatic liquids that drowns, dissolves and then digests (*Bodily Fluids -0.1z*) the prey in about a week.

Albany Pitcher Plant (Cephalotus) have small leaves that have the appearance of moccasins, forming the 'pitcher' of the common name. The pitchers develop a dark red color in high light levels but stay green in shadier conditions. The leaves give the main form of the species a height around 8 inches. The lid over the entrance prevents rainwater entering the pitcher and thus diluting the digestive enzymes inside. The plant occurs in southern coastal districts of the Southwest botanical province in Australia; recorded in the Warren, southern Jarrah Forest, and the Esperance Plains. Its habitat is on moist peaty sands found in swamps or along creeks and streams, but it is tolerant of less damp situations.

Cobra Lily (Darlingtonia) plant has hooded pitcher-like leaves resemble striking cobras and bear purple-red appendages that look similar to a snake's forked tongue or a set of fangs. The traps are 20+" in height and green with red streaks. It is native to Northern California and Oregon growing in bogs and seeps with cold running water.

ORS

Monkey Cup (Nepenthes) is a vine native to South East Asia, India, Madagascar and Australia. It is the largest pitcher plants, reaching 5 feet tall and the pitchers hanging from the vines can be up to 6" in diameter and 18" long and can digest rodents and other small animals.

Sun Pitchers (Heliamphora) are native to South America. The pitchers are uniformly light green with a contrasting smooth vibrant red strip running down the back of the interior. The mouth of the vase is 4 inches in diameter and 10-30" deep.

Trumpet-Leaf (Sarracenia leucophylla) has nodding, brownish-red flowers and clusters of erect, hollow, pitcher-like leaves. Each leaf is colored at top with reddish-purple veins on a white background and topped by an erect, roundish, wavy-edged hood. It is highly variable with respect to its height ranging from 12-36 inches.

Giant Pitcher Plant has traps up to 6 foot in diameter and can capture (*Impaling +1z*) large terrestrial or aquatic prey of a size comparable to their traps. Giant pitcher plants have strong digestive enzymes (*Bodily Fluids +1.0z*) dissolves organic matter within an hour.

3.4 Sundews

Sundews are "flypaper" plants that trap prey in sticky hairs on their leaves. Long tentacles protrude from their leaves, each with a sticky gland at the tip. These droplets look like dew glistening in the sun, thus their name. The glands produce nectar to attract prey, powerful adhesive (*Grappling +0.74z*) to trap it, and enzymes to digest it (*Bodily Fluids +0.8z*). Once an insect becomes stuck, nearby tentacles coil around the insect and smother it. Sundews can kill a trapped insect in about 15 minutes, but may digest it over a few weeks. Except as noted below they are found in bog, marshes and fens in North America, northern Europe, Korea and Japan.

Cape Sundew (Drosera capensis) has a 10" long yellowing green stem-like leaves growing in a circular arrangement. The terminal end is covered with dozens of 2" in long red hair-like petioles that have a glistening red sticky dew-drop at the end. They may have a lifespan of 50 years and are native to South Africa.

Portuguese Slobbering Pine (Drosophyllum) has 8-16" thin green leaves which uncoil from a central rosette. The entire length of the leaf is covered with hundreds of small reddish sticky drops. It is native to the western Mediterranean region (Portugal, Spain and Morocco) and grows in dry soils. It bears bright-yellow flows in the center of the plant in February - May.

Rainbow Plant (Byblis) has long grass-like hairs covered with fine hairs on their terminal half. The hairs each have a clear dew-drop at their tip. They are native to Northern Australia. In the spring pale five-petal flower spring from the end of the leaves.

Giant Sundews have traps up to 6-foot-long leaves with 1-foot-long sticky dew (*Grappling +2z*) drenched hairs. Giant Sundews have strong digestive enzymes (*Bodily Fluids +1.5z*) dissolves organic matter within a few hours.

Medicinal Herb & Plants

There are literally thousands of herbs and plants that have been used over the millennia for medicinal purposes. The medicinal efficacy varies based on preparation, concentration and/or mixture with other herbs. PCs and NPCs can use them during the course of a game. A successful outcome using their *Herbology -Identify* skill is needed to identify the plants. To prepare the plants for use they must use their *Herbology-Prepare* skill and finally to successfully use the plant they must successfully use their *Herbology-Use* skill

Details about the Herbology, both East and West, will be found in the *ORS GM's Guide*TM. Plants, herbs and fungi that potentially have a dual use as a

poison will be found in the section on *Poisonous Plants & Fungi*. Unless enchanted, most medicinal herbs and plants will neither attack nor defend themselves from attack.

3.5 Mandrake

Mandrake (Mandragera), see also entry under *Poisonous Plant & Fungi*, has medicinal uses as well. Mandrake plants can grow up to 16 inches long and a height of 2 to 6 inches. The five petal flowers are a light shade of purple. The roots can grow up to 50" long and sometimes bear a resemblance to a humanoid figure. These rare mandrake roots shriek (*Sonic +2z*) when torn from the ground. It is of great use in medicine, but anyone who hears the plant's cry dies or goes mad. It was therefore a custom to tie a hungry dog to the plant by a cord and place a piece of meat beyond its reach. To get at the meat the dog tugged at the cord and dragged up the plant, while its master remained safely out of hearing.

4 Narcotic Plants & Fungi

Unless enchanted, narcotic plants and fungi will neither attack nor defend themselves from attack. They can be used by characters and non-player characters during the course of a game. PCs and NPCs must obtain a successful outcome using either their *Flora* or *Herbology -Identification* skills to identify the plants. To prepare the plants for use they must use their *Herbology-Prepare* skill and finally to successfully use the plant they must successfully use their *Herbology-Use* skill. This section presents a short description, graphic, history and identifies the narcotic substance for each entity listing.

Narcotics are any drug that in moderate doses dulls the senses, relieves pain, modifies sensual awareness, modifies abilities and induces sleep. In excessive doses narcotics can cause stupor, coma, convulsions and even death. Narcotics tend to be addictive; the addictiveness is dependent on the narcotic, concentration and the race of the being. The effects of any drug depend on several factors: the amount taken at one time; the user's past drug experience; the manner in which the drug is taken; the circumstances under which the drug is taken (the place, the user's psychological and emotional stability, the presence of other people, the concurrent use of other drugs, etc.). Specific information will be found in the *ORS GM's Guide*TM. (Erowid, 2005-2006) have been an excellent source and is quoted in many entries.

4.1 Cannabis

Cannabis is a leafy plant which grows wild in many of the tropic and temperate areas of the world. It can reach heights up to 15 feet, but in colder climates it can be as short as 1 foot in height. The plant is long-stalked, divided into 3-7 toothed leaflets; flowers small and green, crowded on auxiliary clusters. The leaflets are 1.5 to 5" long. The female plant has flowering branches that bears seeds. The male plant is not considered a narcotic plant. Beyond its narcotic qualities cannabis is an excellent source of hemp.

The cannabis plant first grew somewhere in the Himalayas. Evidence of the smoking of cannabis can be found as far back as the Neolithic age, where charred hemp seeds were found in a ritual brazier at a burial site in present day Romania. Cannabis seeds were used for food in China around 6000BC. The first recorded use of cannabis as medicine in Chinese pharmacopoeia was 2727 BC. In every part of the world humankind has used cannabis for a wide variety of health problems. Cannabis was cultivated in China for food and fiber routinely by 1500BC. The Scythians cultivated cannabis and use it to weave fine hemp cloth at this time as well. In the period 1200 - 800 BC Bhang (dried cannabis leaves, seeds and stems) is mentioned in the Hindu sacred text Atharva Veda (Science of Charms) as "Sacred Grass", one of the five sacred plants of India. It is used medicinally and ritually as an offering to Shiva. The Zoroastrian Zend-Avesta, an ancient Persian religious text of several hundred volumes, said to have been written by Zarathustra (Zoroaster) around 650 BC, refers to bhang as Zoroaster's "good narcotic" (Vendidad or The Law against Demons). In approximately 500 B.C, hemp was introduced into Northern Europe by the Scythians. An urn containing leaves and seeds of the Cannabis plant, unearthed near Berlin, is dated to about this time. By 100 BC hemp has

spread throughout Europe. Herodotus reports in 430 BC on both the ritual and recreation use of Cannabis by the Scythians. The psychotropic properties of Cannabis are mentioned in the compiled herbal *Pen Ts'ao Ching* in around 50 BC. A Samaritan gold and glass paste stash box for storing hashish, coriander, or salt, was buried in Siberian tomb around 50 AD. Dioscorides mentions the use of Cannabis as a Roman medicament in 70 AD. Galen (Roman) alludes to the psychoactivity of Cannabis seed confections in 170 AD. The Jewish Talmud mentions the euphoric properties of Cannabis circa 550 AD. Scholars debate the pros and cons of eating hashish in the period 900-1000AD. During this period use spreads throughout Arabia.

In Khorasan, Persia, (1090-1256 AD) Hasan ibn al-Sabbah, the Old Man of the Mountain, recruits followers to commit assassinations. Legends develop around their supposed use of hashish. These legends are some of the earliest written tales of the discovery of the inebriating powers of Cannabis and the supposed use of Hashish. By the early 12th Century hashish smoking is very popular throughout the Middle East. Also, at this time cannabis is introduced in Egypt during the reign of the Ayyubid dynasty on the occasion of the flooding of Egypt by mystic devotees coming from Syria. During 1155 - 1221 Persian legend states the Sufi master Sheik Haidar's of Khorasan's personal discovery of Cannabis and its subsequent spread to Iraq, Bahrain, Egypt and Syria. In the 13th Century the oldest monograph on hashish, *Zahr al-'arish fi tahrim al-hashish*, was written, Ibn al-Baytar of Spain provides a description of psychoactive Cannabis and Arab traders bring Cannabis to the Mozambique coast of Africa. In 1231 Hashish is introduced to Iraq in the reign of Caliph Mustansir. During the Journeys of Marco Polo (1271 – 1295) he gives second-hand reports of the story of Hasan ibn al-Sabbah and his "assassins" using hashish. His writings bring cannabis to the attention of Europe. In 1378 Ottoman Emir Soudoun Scheikhouni issues one of the first edicts against the eating of hashish. In 1526 Babur Nama, first emperor and founder of Mughal Empire learned of hashish in Afghanistan. In 1549 Angolan slaves brought cannabis with them to the sugar plantations of northeastern Brazil. They were permitted to plant their cannabis between rows of cane and to smoke it between harvests. By the mid-16th Century The epic poem, *Benk u Bode*, by the poet Mohammed Ebn Soleiman Foruli of Baghdad, deals allegorically with a dialectical battle between wine and hashish.

The narcotic within cannabis is THC (delta-9-tetrahydrocannabinol) a cannabinoid. The cured flowers and gathered trichomes of the female plant can produce the psychoactive drug marijuana or hashish. The most commonly used form of cannabis are the leaves and flowering tops (buds) which may be either smoked or eaten. It can also be prepared in a more concentrated resinous form called hashish and has a sticky black liquid called hash oil.

4.2 Coca

The coca plant is a member of the order Geraniales and the family Erythroxylaceae. Coca plants are indigenous to the South American Montana zone of the eastern Andes below 6500 ft. Bolivian coca grows in the moist tropical forests of the eastern Andes of Peru and Bolivia. This variety is the only one of four found growing wild. The plants resemble a blackthorn bush, and grow to a height of 6-9 feet. The branches are straight, and the leaves, which have a green tint, are thin, opaque, oval, more or less tapering at the extremities. A marked characteristic of the leaf is an areolated portion bounded by two longitudinal curved lines once on each side of the midrib, and more conspicuous on the under face of the leaf. The flowers are small, and disposed in little clusters on short stalks; the corolla is composed of five yellowish-white petals, the anthers are heart-shaped, and the pistil consists of three carpels united to form a three-chambered ovary. The flowers mature into red berries.

Coca may be one of the oldest domesticated plants dating back 2000-3000 years, and the four current varieties were domesticated in pre-Columbian times. In pre-Columbian times, the coca leaf was officially reserved for Inca royalty. The natives used coca for mystical, religious, social, nutritional and medicinal purposes. Coqueros exploited its stimulant properties to ward off fatigue and hunger, enhance endurance and to promote a benign sense of well-being. Coca was initially banned by the Spanish. In 1551 the Bishop of Cuzco outlawed coca use on pain of death because it was "an evil agent of the Devil". The noted 16th century orthodox Catholic artist Don Diego De Robles declared that "coca is a plant that the devil invented for the total destruction of the natives." But the invaders discovered that without the Incan "gift of the gods", the natives could

barely work the fields - or mine gold. So it came to be cultivated even by the Catholic Church. Coca leaves were distributed three or four times a day to the workers during brief rest-breaks. Returning Spanish conquistadors introduced coca to Europe. Even Shakespeare may have smoked it. The coca plant is perishable and travels poorly.

The cocaine content of the leaves range from 0.1% to 0.9%. Coca plants grown at higher altitudes contain a higher percentage of the cocaine alkaloid than those grown at lower altitudes and are consequently more potent. The most common ancient and modern native use of coca is chewing the leaves. The leaves are placed in the cheek. The Andeans then adds to the leaves alkaline from an ash ball or *llipta*. This ball is sometimes placed in a gourd and a stick is used to withdraw the ash and place it in the wad of leaves. The alkaline releases the cocaine contained in the leaves. The amount of cocaine found in the two ounces of dried leaves that an Indian consumes in a day is very small about 0.7 grains. Chewing coca leaves counters the symptoms of 'mountain sickness' and oxygen-deprivation.

4.3 Coffee

The coffee tree is a woody perennial evergreen dicotyledon that belongs to the Rubiaceae family. Two main species of coffee are cultivated today, *coffea arabica* (Arabica), indigenous to Ethiopia and *coffea canephora* (Robusta). Robusta coffee, is more robust than the Arabica plants, but produces an inferior tasting beverage with a higher caffeine content, 40-50% more caffeine. Robusta can be cultivated in environments where Arabica will not thrive and probably originated in Uganda. Coffee trees grow to a height of 21 to 24 feet. The leaves of the coffee are 4-6-inch-long ellipsoids, lustrous dark green with lighter underside. The flowers emerge from the branches together with the leaves. The white coffee flower has five petals and a scent resembling that of jasmine. The flowers last only 2-3 days. The coffee berries are cherry-sized and green at first, turning dark red later on. The ripening takes eight months. The narcotic ingredient in coffee is caffeine. A brewed cup of coffee has between 80 – 150 mg of caffeine. Coffee beans have a caffeine content of about 1.35% by weight.

Homer makes reference to a mysterious black and bitter beverage with the power to ward off sleep around 900 BC. A similar reference is repeated in several Arabian legends from the same period. Legendary discovery of coffee by an Ethiopian goat herder named Kaldi is dated around 850 AD. First coffee trees are cultivated on the Arabian Peninsula around 1100 AD. Coffee cultivation and drinking spread rapidly in Yemen circa 1450 AD, at first for medicinal or religious purposes, such as promoting alertness during long nights of devotional exercises. The world's first coffee shop, Kiva Han, opens in Constantinople in 1475. Turkish law makes it legal for a woman to divorce her husband if he fails to provide her with her daily quota of coffee. Dervishes spread the use of coffee to Medina and Mecca by 1500 AD. Secular use becomes more prominent, in part because wine is forbidden by the Koran. Coffee houses are established and coffee becomes a much-desired luxury. Many holy men begin to attack coffee as also contrary to the Koran. Khair Bey, the governor of Mecca, tries to ban coffee for fear that its influence might foster opposition to his rule in 1511. Coffee merchants are temporarily shut down in Constantinople. After a weeklong "reign of terror", the sultan sends word that coffee is sacred and has the governor executed. In 1529 the Turkish army, fleeing Vienna after being defeated, leave behind bags of coffee. Franz Georg Kolshitzky, the man responsible for Vienna's victory, claims the coffee as his reward and establishes central Europe's first coffee house. The coffee controversy spreads throughout the Ottoman Empire, as coffee, the "Wine of Islam", becomes a regular article of diet in all classes. Sultan Suleiman the Great bans coffee in 1542, but coffee houses multiply in Constantinople.

4.4 Datura & Brugmansia

All the species of Datura are leafy green plants with bright pink to white flowers. Datura comes from the family Solanaceae, which includes the potato and nightshade family. It is one of a group of plants known as "belladonnas," thought to be named from their use by Italian women to dilate their pupils, which was considered beautiful. The flowers are all fragrant, with D. *Innoxia* having a very distinct aroma, very hard to mistake with any other plant. Datura grows all over the world. The seeds are found in small fruit which are completely covered with short, sharp, spines (hence the name "Thornapple").

ORS

The stalks are bristly, and somewhat thin in comparison to the rest of the plant. The leaves are flat, mostly featureless, and can either be multi-edged (with between 4 and 15 points) or basically ovoid.

A 5th century BC legend has it that when the Buddha preaches, dew or raindrops fall from the heaven onto Datura plants. In the 11th-12th centuries Datura is associated with the worship of Shiva, the Indian god associated with the creative and destructive aspects of the universe. Also in the 11th Century an Arabian doctor Avicenna reported on Datura metel under then name 'Jouzmatal ('metel nut'). This report was later repeated in Dioscorides's writings. In 1543 Leonard Fuchs includes a drawing of Datura stramonium in his herbal. In 1578 Datura is used as an aphrodisiac in the East Indies. All species of Datura and Brugmansia contain powerful alkaloids which in sufficient quantities have the power to kill. The main alkaloids represented are Scopolamine, Hyoscyamine and Atropine. Of all psychoactive drugs, only alcohol has been in use for so long over such a large part of the world. For thousands of years on all inhabited continents the belladonna alkaloids have been a tool of shamans and sorcerers, who take advantage of the sensations they evoke to leave their bodies, soar through the air, or change into an animal in their imagination. The leaves can be steeped into a tea or the seeds or roots chewed and eaten.

4.5 Kola Nuts

There are around 125 species of Kola nut trees native to the tropical rainforests of Africa, classified in the family Malvaceae. In Western Africa these trees are usually found growing near the sea-coast. They are evergreen trees, growing to 60 feet tall, with glossy ovoid leaves up to 11 inches long. The leaf axils produce small, cup-shaped yellow flowers that grow in clusters and fruits in star shaped pods. The trees fruit annually after about 12 years and will continue throughout the lifespan of the tree which can be over 100 years. The kola nut has a bitter flavor and caffeine content, and is chewed in many West African cultures, individually or in a group setting. It has been traded to other countries since at least the fourteenth century and it is used particularly by Islamic people, who, according to their religion, cannot drink alcohol. The narcotic ingredient in Kola nuts is caffeine, and has a caffeine content of about 1.35% by weight.

4.6 Mushrooms, Red Fly

Red Fly Agaric Mushroom (*Amanita muscaria*), *a.k.a.*, the red Fly Agaric mushroom grows on the ground, under pine, spruce, fir, birch, live oak and madrone. They are named the Fly Agaric because of its use, when mixed with milk, as a method of killing houseflies. They grow solitary, scattered, densely, or in large rings in forests and at their edges. Often found in coastal pine forests and along roadways where pines have been planted. They are common in western North America, Europe, and Asia. The cap is 2-10" in diameter and is bright to blood red with a white universal veil. This universal veil will entirely cover the youngest mushrooms, will form whitish spots or warts on mature mushrooms, and may eventually wash or wear off with age. These spots often form concentric circles, although they can also appear randomly. The Stalk is 2-7" long, has a ring and a bulbous base with rows of cottony patches. The stalk is 1/4 - 1 1/4" in diameter at the base, narrowing slightly towards the cap. The stalk is white to cream colored; smooth to somewhat scaly.

The earliest evidence of *Amanita muscaria* use as an intoxicant is based on linguistic analysis of languages from northern Asia. In some of these languages the root "pang" signifies both 'intoxicated' and the *A. muscaria* mushroom. These linguistic similarities suggest that *A. muscaria* was known to be intoxicating before the languages split around 4000 BC. Petroglyphs dated to 1500 BC, along the Pegtymel River which drains into the Arctic Ocean in north eastern Siberia "depict anthropomorphic figures with mushrooms appended to their heads." The Pegtymel river area is currently inhabited by the modern Chukchi culture that is known to have used *A. muscaria* as a traditional inebriant. Rg Veda hymns, a set of sacred stories from India, written around 500 BC, include mentions of a magical intoxicant called Soma. A 3-inch-high miniature statue of an *Amanita muscaria* dated to 100 AD found in Nayarit, Mexico, suggests *A. muscaria* may have been in use in coastal Mexico. Many other sculptures from Central and South America depict the ritual use of other psychoactive plants and mushrooms. Some Scandinavian historians believe that Viking 'Berserker Warriors' ingested *Amanita muscaria* before going into battle.

Reactions include: euphoria, hysteria, laughter, ataxia and sensory alterations are characteristic, particularly alterations of hearing and taste.

4.7 Mushrooms, Hallucinogenic

Hallucinogenic mushrooms are from the genera: Stropharia, Conocybe and Panaeolus. They contain the hallucinogen psilocybin. The word "psilocybin" comes from the Greek words "psilo" meaning "bald" and "cybe" meaning "head." Some specific mushrooms containing psilocybin and/or psilocin include *Psilocybe mexicana*, *Stropharia cubensis*, *Psilocybe semilanceata*, *Psilocybe pelliculosa*, *Panaeolus subbaletatus*, *Psilocybe cyanescens*, *Psilocybe baecocystis*. *Psilocybe cubensis* is thought to have originated in Southeast Asia. The cap is 1-2½" in diameter and is white or tan. The Stalk is 2-7" long and ¼- ½" in diameter at the base, narrowing slightly towards the cap. The stalk is white to cream colored to tan.

Hallucinogenic mushrooms have been part of human culture as far back as the earliest recorded history. Central American cultures (1000 – 500 BC) built temples to mushroom gods and carved "mushroom stones". In 13th - 15th Century 'Vienna Codex' depicts the ritual use of mushrooms by the Mixtec gods, showing Piltzintecuhtli and seven other gods holding mushrooms in their hands. In the 16th century 'The Wondrous Mushroom', Xochipilli, statue is carved. An Aztec statue depicts the Prince of Flowers decorated with six psychoactive plants: mushrooms, tobacco, morning glory, sinicuichi, and cacahuaxochitl. On Jun 15, 1521 the use of mushrooms and peyote are driven underground as use of "non-alcohol" intoxicants is forbidden by Europeans in Mexico. During this time catholic priests punish the use of entheogens by native people. In 1560, Spanish priest Bernardino de Sahagún writes in his Florentine Codex about the use of peyote and hallucinogenic mushrooms by the Aztecs.

4.8 Peyote

Peyote (*Lophophora williamsii*) is a small, spineless cactus whose native region extends from the southwestern United States (including the states of Texas and New Mexico) through central Mexico. It is about the 1-2.0" in diameter (button), often taking up to thirty years to reach flowering age.

Peyote was used ceremonially by indigenous cultures in Texas and Mexico in as early as 1000 BC. On Jun 15, 1521 the use of mushrooms and peyote were driven underground as use of "non-alcohol" intoxicants is forbidden by Europeans in Mexico. During this time catholic priests punished the use of entheogens by native people. In 1560, Spanish priest Bernardino de Sahagún writes in his Florentine Codex about the use of peyote and hallucinogenic mushrooms by the Aztecs. He estimates peyote has been in use since at least 300 B.C. During the period 1550 - 1750 a determined effort by Spaniards to stamp out peyote practices amongst native Mexicans was undertaken. Peyote use is denounced by European Catholics as an act of witchcraft and superstition because it was for "purposes of detecting thefts, of divining other happenings and foretelling future events." Its use was equated with cannibalism in some catholic texts. The hallucinogen in peyote is mescaline. The effective dose for mescaline is about 300 to 500 mg (equivalent to roughly 5 grams of dried peyote). These buttons are generally chewed, or boiled in water to produce a psychoactive tea. Mescaline's action stimulates the visual and visual-psychic areas of the brain. Visual perception is altered to such a degree that even the mundane becomes miraculous.

4.9 Poppy, Opium

Poppy, (*Papaver somniferum*), is a herbaceous annual or bi-annual herb native to Southeastern Europe and western Asia. The species is cultivated extensively in many countries, including Iran, Turkey, Holland, Poland, Romania, Czechoslovakia, Yugoslavia, India, Canada, and many Asian and Central and South American countries. Reaching a height of 18" – 45" inches, the erect plant can have white, pink, red, or purple flowers. Seeds range in color from white to a slate shade. The reported life zone of poppy is 45 to 73 degrees Fahrenheit with an annual precipitation of 12 to 70 inches and a soil pH of 4.5 to 8.3. The plants grow best in rich, moist soil and tend to be frost sensitive.

ORS

Early Egyptians (1500 B.C.) used opium for pain relief and to soothe the crying of babies. Homer's *Odyssey* (circa 100 BC) relates how Ulysses, mourning over the loss and death of friends was given a drink containing opium, by Zeus' daughter. Galen, last of the great Greek physicians described opium as a "Cure-all". Cakes and candies containing opium were sold throughout Greece for recreation use. Knowledge of the uses of opium seem to have been lost during the "Dark Ages". In the Arabic world the Koran forbade the consumption of alcohol, as a result opium and hashish became the primary social drugs. Opium was used as a trade product, *i.e.*, seeds were sold to the Chinese as indicated in circa 900 A.D. Chinese Medical writings. Arabic physicians make substantial contributions to medicine and develop insights about opium, citing addictive properties around 1000 A.D. In early 1500, European doctor Paracelsus creates Laudanum and calls it the "stone of immortality". Opium, Heroin, Morphine and others are all derived from the Opium poppy.

4.10 Tea

The tea plant is an evergreen of the *Camellia* family that is native to China, Tibet and northern India. There are two main varieties of the tea plant. The small leaf variety, known as *Camellia sinensis*, thrives in the cool, high mountain regions of central China and Japan. The broad leaf variety, known as *Camellia assamica*, grows best in the moist, tropical climates found in Northeast India and the Szechuan and Yunnan provinces of China. The plant produces dark green, shiny leaves and small, white blossoms. Tea plants are evergreen, medium sized shrub (4-6 ft.). The leaves are 1½–6 inches long and ¾–2 inches broad.

The narcotic ingredient in tea is caffeine. Fresh leaves contain about 4% caffeine. The young, light green leaves are preferably harvested for tea production; they have short white hairs on the underside. Older leaves are darker green. The dried leaves are used to produce tea. There are four main types of tea: green tea, black tea, oolong tea and white tea. All tea comes from the same plant. The specific variety of tea plant and the way the leaves are processed after harvesting determine the type of tea that is created.

4.11 Tobacco

Tobacco is a tall leafy annual plant that belongs to the *solanaceae* or nightshade family which consists of crop plants, perennial flowering plants, poisonous weeds, various herbs, shrubs and trees. Tobacco includes numerous species which are grown throughout the world. The large-leaf varieties can grow to reach 4 to 6 feet in height. Each plant produces approximately 20 leaves measuring from 24-30 inches long and 15-18 inches wide. The colors vary from yellow to green including all shades in between. Most are covered with hairs that secrete a thick and sticky liquid. As the plant matures, an irregularly branched flower cluster develops at its top. These flowers are either white or pink.

Scriptures in India describe smoking in 2000 BC. Mayan Indians of Mexico smoked in 500 AD. In 1586 Sir Walter Raleigh brought Tobacco to England. Portuguese were the first to cultivate it. By 1600 tobacco on sale in grocers and chandlers and public houses in Europe. At this time tobacco was only smoked in pipes. Boys at Eton College were required to smoke tobacco each morning to keep them healthy! King James levees a 4000% rise on import duty for tobacco. Alkaloids, organic acids and nicotine exist naturally in tobacco plants.

5 Poisonous Plants & Fungi

Unless enchanted, poisonous plants and fungi will neither attack nor defend themselves from attack. Various plants and fungi are toxic. Often, they look innocent and have other valuable uses, *e.g.*, Yew for making bows. Many herbal toxins have medicinal applications in lesser concentrations and in compounds with other herbs. Details about the dose, reaction time and method of delivery can be found in the *ORS GM's Guide™*.

PCs and NPCs can use them during the course of a game. A successful outcome using their *Toxicology -Identification* skill is needed to identify the plants. To prepare the plants for use they must use their *Toxicology-Prepare* skill and

finally to successfully use the plant they must successfully use their *Toxicology-Administration* skill. This section presents the common name, (Latin name), pseudonyms, a short description, and finally the symptoms of a lethal dose.

5.1 Akee

Akee (*Blighia sapida*) *a.k.a.*, Aki, ackee, arbee, fricassee and vegetal is a stiff-branched tree native to western Africa. The Akee tree grows to 60 feet, densely branched and symmetrical, with smooth gray bark. Leaves 9-15 inches in length, alternate, compound, with 3-5 pairs of glossy leaflets. Flowers greenish, small, staminate and hermaphroditic, in auxiliary racemes. Fruit a red, yellow or orange capsule, 2-4 inches long, opening at maturity, with 3 cream-colored arils, each tipped with a black seed. Properly prepared and utilized the fruit and cotyledons of this plant will cause convulsions, coma and death.

5.2 Baneberry

Baneberry (*Actaea alba*) *a.k.a.*, Cohos, doll's eyes, herb-Christopher, necklacedweed, snakeberry is native to the woods of eastern North America and Europe. Baneberry is a perennial herb, having an erect stem about 2 feet high, bearing two large tri-ternate leaves, the leaflets of which are nearly oval, acute, serrate, and somewhat lobed. The flowers, which are handsome, showy, and white, are borne on a short, compact, oblong raceme with pedicles as large as the general peduncle. The petals are truncate at the apex, equaling the stamens. The fruit is a berry about the size of a cherry-pit, of an ivory white color, with an occasional tinge of red at the apex. These berries range from about 10 to 20 in number. Properly prepared and utilized the berries and root of this plant will cause nausea, vomiting, bloody diarrhea, convulsion, shock and eventually death.

5.3 Barbados Nut

Barbados nut (*Jatropha curcas*) *a.k.a.*, physic nut, purge nut, curcas bean, kukui haole is found in Africa, Mexico, Central America, Asia and South America. The barbados nut is a drought resistant shrub that grows up to 20 feet tall with spreading branches. The yellow sap from the tree is sticky and the flowers are small, greenish-yellow and hairy. Properly prepared and utilized the seeds will cause breathing difficulties, sore throat, bloating, dizziness, vomiting, diarrhea, drowsiness, leg cramps followed by death.

5.4 Belladonna

Belladonna (*Atropa belladonna*) *a.k.a.*, nightshade, banewort, dwale, belladonna lily, Barbados lily, lirio, naked lady lily is a found from central and southern Eurasia and Europe. A perennial branching herb growing to 5 feet tall, with 8-inch-long ovate leaves. The flowers are bell-shaped, blue-purple or dull red, followed by a shiny, black or purple 0.5-inch berry. Properly prepared and utilized the roots, leaves and berries will dilate the pupils, blur vision, increase heart rate, cause hallucinations, aggressive behavior, rapid respiration, fever, convulsions, coma and death.

5.5 Betel Nut seed

Betel Nut seed (*Areca catechu*) is found in Central and Southwest Asia and South America. The Betal nut is from a species of medium-sized palm tree growing to 60 feet tall, with a trunk 10 inches in diameter. The leaves are 4.5-6 feet long, pinnate, with numerous, crowded leaflets. Properly prepared and utilized the seed will cause vomiting, diarrhea, difficulty breathing, impaired vision, convulsions and death.

5.6 Black hellebore

Black hellebore (*Helleborus niger*) *a.k.a.*, Christmas Rose is found in North America. Black hellebore is an evergreen perennial herb that grows to 2 feet with oval leaves. The flower is 2 to 3 inches across with white or pinkish petals.

ORS

The fruit is a small capsule with many glossy black seeds. Properly prepared and utilized the plant will cause blistering on the mouth, diarrhea, vomiting and death.

5.7 Black Locust

Black Locust (*Robinia pseudoacacia*) *a.k.a.*, bastard acacia, black acacia, false acacia, pea flower locust is native to North America. Black Locust is a medium-sized deciduous tree. It is upright with a somewhat narrow crown that is widest near the top. Branching is upright to irregular. The trunk is long and straight typically 40 to 50 feet tall. Properly prepared and utilized the bark, seeds and leaves will cause diarrhea, stupor, weakened pulse, shock, convulsions and death.

5.8 Blood root

Blood root (*Sanguinaria Canadensis*) is found in North America. It has a perennial rootstock, which sends up a few roundish lobed leaves and solitary white blossoms in early spring. The plant has a red root and red sap. Properly prepared and utilized the plant restricts the heart, causes vomiting, burning and soreness in the stomach, labored breathing, dilated pupils and eventually death.

5.9 Bryony

Bryony (*Bryonia dioica*) *a.k.a.*, Devil's turnip, British mandrake is found in England, Wales and Northern Europe. Bryony is a perennial climber growing to 10 foot in diameter at a fast rate. From May to June, it flowers greenish-yellow. Properly prepared and utilized the berries and roots will burn the mouth, cause nausea, vomiting, violent diarrhea, labored breathing, paralysis, coma and death.

5.10 Cassava

Cassava (*Manihot esculenta*) *a.k.a.*, Bitter cassava, tapioca yucca, juca, sweet potato plant, manioc tapioca, mandioc is native of Brazil and grows in southern United States. Cassava is a tropical perennial shrub of approximately 6 feet tall. It has palmate leaves, sometimes green flowers and a brittle stem. The fruit is round or oblong and winged; each fruit contain 3 seeds. Properly prepared and utilized the roots will cause nausea, vomiting, respiratory distress, twitching, staggering convulsions, coma and death.

5.11 Castor Bean

Castor Bean (*Ricinus communis*) *a.k.a.*, gourd, African coffee tree, castor-oil plant palma Christi, koli is found in Africa and India. Castor bean is an evergreen herbaceous or semi-woody large shrub or small tree that gets up to 40 feet. The huge leaves are palmate, with 5-11 deeply incised lobes. They are glossy purplish or reddish-green and 12-30 inches across, with long petioles (leaf stems). Properly prepared and utilized the beans will cause nausea, vomiting, cramps, drowsiness, circulatory collapse, bloody urine, convulsions, coma, and death.

5.12 Celandine

Celandine (*Chelidonium majus*) *a.k.a.*, feonwart, rock poppy, swallow wort, wort weed is native to Europe and the Mediterranean basin. Greater celandine plants may reach 30 inches high, with deeply divided, 12-inch-long leaves. The flowers comprise four yellow petals, each about ½ inch long, and are produced from May to July. The seeds are small and black. Properly prepared and utilized the plant will cause nausea, vomiting, coma and death.

5.13 Cinchona Bark

Cinchona Bark (*Cinchona legeriana*) *a.k.a.*, Quinine bark, quina, quinine, kinakina, China bark, Peruvian bark, Jesuit's bark, quina-quina, calisaya bark,

fever tree is native to South America but is also found in Java, India, East Africa and Australia. This Peruvian shrub/ small tree has large glossy leaves and flowers in 3-4 years. The flowers form small fragrant yellow, white or pink clusters at the end of branches, and are similar to lilacs. The fruits are 1-3 cm oblong capsules with numerous small, flat, winged seeds. Properly prepared and utilized the bark can cause nausea, vomiting, hemorrhage, collapse, visual disturbances, coma and death.

5.14 Colocynth

Colocynth (*Citrullus colocynthis*) *a.k.a.*, bitter apple, bitter cucumber is native to the Mediterranean. Colocynth is an annual plant resembling the common watermelon. The stems are herbaceous and beset with rough hairs; the leaves stand alternately on long petioles. They are triangular, many-cleft, variously sinuated, obtuse, hairy, a fine green on upper surface, rough and pale under. Flowers yellow, appearing singly at axils of leaves; fruit globular, size of an orange, yellow and smooth, when ripe contains within a hard coriaceous rind, a white spongy pulp enclosing numerous ovate compressed white or brownish seeds. Properly prepared and utilized the fruit will cause bloody diarrhea, cramps, headache kidney failure and death.

5.15 Corn Cockle

Corn Cockle (*Agrostemma githago*) *a.k.a.*, purple cockle is native to Europe. Corn Cockle is an erect, annual herb with silky-haired, slender stems; leaves opposite, narrow, simple; flowers single with 5 pink or purplish petals; fruit a capsule with numerous black, pitted seeds. Properly prepared and utilized the plant and seeds will cause raw throat, nausea, fever, giddiness, headache, delirium, severe stomach pains, weakness, slow breathing, pin in the spine and death.

5.16 Cort

Cort (*Cortinarius orellanus*) *a.k.a.*, cortinarius, fool's webcap, deadly webcap is found in Central Europe. The cap of this mushroom is 1 to 3 inches in diameter and is rusty brown to orange in color. Young specimens contain a pale web between the cap and the stem. Properly prepared and utilized the mushroom will cause nausea, vomiting, dizziness, rapid heart-beat, jaundice, bloody urine, weakness convulsions, coma and death.

5.17 Croton Oil

Croton Oil (*Croton tiglium*) *a.k.a.*, Mayapple, gamboges, purging croton is native to Southeast Asia. Croton Oil is obtained from a green tropical shrub. Properly prepared and utilized the oil causes digestive pain, bloody diarrhea, violent purging, coma and death.

5.18 Curare

Curare (*Strychnos toxifera*) *a.k.a.*, pavulon, moonseed is found in Central and Southern America. This plant is a 36-foot-long tropical liana with simple, oval leaves, small green blossoms and red spherical bitter fruit. Properly prepared and utilized the sap and plant will cause paralysis and death due to respiratory failure.

5.19 Daphne

Daphne (*Daphne mezereum*) *a.k.a.*, spurge olive, dwarf bay, lebruary daphne, flax olive, spurge flax, wild pepper, spurge laurel, wood laurel, cosp laurel is native to Eurasia, British Isles, and North America. Daphne is a sweet fragrance, shade-loving woodland plant which can grow to around 4.5 feet. The flowers are cream white flowers that are densely clustered all along the bare stems and begin to fade as the young foliage appears. The yellow berries appear during autumn. Properly prepared and utilized the berries will cause burning

ORS

around mouth and lips, abdominal pain, vomiting, bloody diarrhea, weakness, convulsions, kidney damage, coma and death.

5.20 Death Camas

Death camas (*Zygadenus venenosus*) *a.k.a.*, Alkali grass, black snake root, soap plant, poison sego, water lily, wild onion, squirrel food, hog's potato is found in North America. Death camas is an erect perennial herb that grows to a height of 5 to 15 inches. The roots arise from a coated, onion-like bulb. Leaf blades are basal, smooth, V-shaped in cross-section, grass-like, 2-8 inches long and 2/10 inch wide. Properly prepared and utilized the leaves, stems, bulbs, berries and flowers will cause increased salivation, weakness, staggering, labored breathing, coma and death.

5.21 Death Cap

Death cap (*Amanita phalloides*) *a.k.a.*, fool's mushroom, destroying angel, death angel is native to Europe and the Americas. This mushroom has a large and distinctive fungal fruiting body from 2 to 6 inches across, initially rounded and hemispherical but flattening with age. Properly prepared and utilized the symptoms are slow to develop, but eventually turn into stomach pains, violent vomiting, thirst, yellowing of the eyes, brief unconsciousness and death.

5.22 Elderberry

Elderberry (*Sambucus Canadensis*) *a.k.a.*, black elder, red-berried elder is found in North America. Elderberry is a bushy, multi-stemmed, wide spreading shrub with deciduous compound leaves. It gets 10-15 ft tall with a similar spread. The leaves are up to a foot long, have 5, 7 or 9 saw toothed leaflets, each about 2-6 in long. Properly prepared and utilized the berries cause dizziness, headache, nausea, vomiting, cramps, labored breathing, convulsions and death.

5.23 Ergot

Ergot (*Claviceps purpurea*) *a.k.a.*, Ergot of rye, sansert, St. Anthony's fire is native to Europe. Ergot is a fungus that infects grains of rye and related grasses. Properly prepared and utilized the fungus will cause nausea, vomiting, severe headaches, numbness, coma, respiratory or cardiac arrest and death.

5.24 Fool's Parsley

Fool's Parsley (*Aethusa cynapium*) *a.k.a.*, dog parsley, wild parsley, fool's cicely is native to Europe. Fool's Parsley is an annual plant that has white, spindle-shaped root produces a round, slender, glabrous, blue-flecked, branched stem, 1 to 3 feet high, with alternate, tripinnate leaves. The leaflets are incised, dark green above and shiny yellow-green beneath. White flowers appear from June to September. Properly prepared and utilized the plant will cause nausea, vomiting, convulsions, respiratory arrest, and death.

5.25 Foxglove

Foxglove (*Digitalis purpurea*) *a.k.a.*, Fairy cap, fairy bells, fairy glove, fairy finger, fairy thimbles is found in Europe and North America. Foxglove is a biennial herb with alternate, simple, toothed leaves; flowers in a showy, terminal, elongated cluster, each tubular, pendent, purple, pink, rose, yellow, or white and spotted inside bottom of the tube; fruit a capsule. Properly prepared and utilized the leaves will cause headache, nausea, vomiting, diarrhea, blurred vision, delirium, irregular pulse, aberrant color vision and eventually death.

5.26 Galerinas

Galerinas (*Cortinarius speciosissimus*) *a.k.a.*, deadly cort, deadly galerina, deadly lawn galerina is found mainly in Europe and Northwest United States. The colors of this fungus are brick orange to rusty orange in every part; the cap

is usually conical or distinctly umbonate; the gills are rusty and the stipe shows some typical yellowish veil bands. Properly prepared and utilized the mushroom causes kidney failure, with symptoms of headaches, pains in back and joints and eventually death.

5.27 Hemlock

Hemlock (*Conium maculatum*) *a.k.a.*, poison hemlock, lesser hemlock, deadly hemlock, poison parsley, muskrat weed is found in Europe and Asia. Hemlock can grow to be about 6 to 10 ft. tall. It has leaves and white flower heads resembling those of parsnips, carrots, and water hemlock. It has a fleshy, white taproot, a main stem with characteristic light red spots and a disagreeable smell. Properly prepared and utilized the fruit and leaves will cause weakness, irregular heartbeat, muscle pain, labored breathing and death.

5.28 Henbane

Henbane (*Hyoscyamus niger*) *a.k.a.*, insane root, fetid nightshade, poison tobacco, stinking nightshade is found from Egypt to India. Henbane is a biennial grayish-green sticky plant with an unpleasant smell. It produces a huge number of seeds—from 10,000 to half a million per plant. Properly prepared and utilized the roots, seeds and leaves will cause insanity, violence, seizures, trembling limbs and death.

5.29 Horse Chestnut

Horse Chestnut (*Aesculus hippocastanum*) *a.k.a.*, buckeye is native to Greece and Albania is also common in England and North America. Horse chestnut is a large, deciduous flowering tree which can grow 50' to 75' tall, but 100' specimens are possible. It has an upright-oval to rounded form. It flowers very showy, reaching a peak in mid-May having a white color with a blotch of yellow and red at the base. The fruit is 2" to 2.5" diameter capsules with 1 or 2 seeds has a dehiscent, spiny husk, light brown in color and matures in September and October. Properly prepared and utilized the fruit causes restlessness, severe vomiting, diarrhea, mydriasis, delirium and death.

5.30 Indian Tobacco

Indian Tobacco (*Lobelia inflata*) *a.k.a.*, eyebright, bladderpod, asthma weed, lobelia is found in North America. This plant is a summer annual about 1/2–2 1/2' tall and more or less erect, with bristly branches. It has blue, red or white flowers. The leaves are up to 2 1/2" long and 1" across, becoming smaller as they ascend the stems. Properly prepared and utilized the juice causes nausea, vomiting, exhaustion, dilation of the pupils, stupor, coma, convulsions and death.

5.31 Inocybe

Inocybe (*Inocybe nappies*) *a.k.a.*, Caesar's fiber head, torn fiber head, scaly fiber head is a mushroom found in the Europe and North America. Inocybe comes in various shades of brown, although some lilac or purplish species exist. Caps are small and conical, though flattening somewhat in age, generally with a pronounced raised central knob. The cap often appears fibrous or frayed. Properly prepared and utilized Inocybe causes sweating, salivation, stupor, discoloring of face and lips, loss of consciousness, and eventually death by cardiac arrest.

5.32 Ipecac

Ipecac (*Cephaelis ipecacuanha*) *a.k.a.*, emetine is native to Brazil but quickly spread throughout Europe and the Americas. Ipecac is a low shrubby plant with distinctive, knobby, dark-brown roots. Properly prepared and utilized the berries and juice of the plant causes nausea, vomiting, fatigue, low blood pressure, collapse, loss of consciousness and death.

5.33 Jimsonweed

Jimsonweed (*Datura stramonium*) *a.k.a.*, Devil's trumpet, stinkweed, thorn apple, mad apple, *Zombie's Cucumber* is found in most warm climates. Jimsonweed is, on average, 12 to 60 inches tall with erect, forking and purple stems. The leaves are large, 3 to 8 inches long and have irregular teeth similar to those of oak leaves. The flowers are trumpet-shaped, white to purple, and 2-5 inches long. The flowers open and close at irregular intervals during the evening, earning the plant the nickname Moonflower. The fruit are walnut-sized, egg-shaped, and covered in prickles, they split into four chambers, each with a few kidney-shaped seeds. All parts of the plant emit a foul odor when crushed or bruised. Properly prepared and utilized the juices and leaves will cause headache, vertigo, extreme thirst, dry skin, dilated pupils, blurred vision, loss of sight, mania, delirium, frowziness, convulsions, coma and death.

5.34 Larkspur

Larkspur (*Delphinium consolida*) *a.k.a.*, delphinium, stagger weed is native to North America and Southern Europe. Larkspur plant has slender, erect stems, bearing in summer racemes of graceful, bright blue flowers, 1-2 feet tall. Properly prepared and utilized the young leaves and mature seeds cause burning in the mouth, nausea, vomiting, labored breathing, itching, cyanosis and death.

5.35 Lily of the Valley

Lily of the Valley (*Convallaria majalis*) *a.k.a.*, Our Lady's tears is native to Northern hemisphere. Lily of the Valley is a herbaceous perennial plant. The stems grow to 15-30 cm tall, with two leaves 6-10 inches long, and a raceme of 5-15 flowers on the stem apex. The flowers are white (rarely pink), bell-shaped, 2/10 – 4/10 inch in diameter, and sweetly scented; flowering is in late spring. The fruit is a small red berry 2/10 to 3/10 of an inch diameter. Properly prepared and utilized the leaves cause hot flushes, irritability, headache, hallucination, red skin, cold clammy skin, dilated pupils, vomiting, nausea, coma and death.

5.36 Mandrake

Mandrake (*Mandragora officinarum*) *a.k.a.*, Devil's apple, loveapple, mayapple is a native of Southern Europe and the Levant. It was cultivated in England by 1562. It has a large, brown root, somewhat like a parsnip, running 3 or 4 feet deep into the ground, sometimes single and sometimes divided into two or three branches. Immediately from the crown of the root arise several large, dark-green leaves which when grown are a foot or more in length and 4 or 5 inches in width. They are sharp pointed at the apex and of a fetid odor. From among these leaves spring the flowers, each on a separate foot-stalk, 3 or 4 inches high. They are somewhat of the shape and size of a primrose, the corolla bell-shaped, cut into five spreading segments, of a whitish color, somewhat tinged with purple. They are succeeded by a smooth, round fruit, about as large as a small apple, of a deep yellow color when ripe, full of pulp and with a strong, apple-like scent. Properly prepared and utilized the stem, flower, leaves and unripe fruit will cause diarrhea, vomiting, sedation, coma and death.

5.37 Meadow Saffron

Meadow Saffron (*Colchicum autumnale*) *a.k.a.*, autumn crocus, fall crocus, naked ladies is found through Eurasia as well as the England, Wales and Scotland. Meadow saffron is a perennial herb with basal, slender leaves; flowers long- tubular, 6-parted, purple-pink to white, flowering in autumn. Properly prepared and utilized the bulb will cause burning in the throat, intense thirst, vomiting, bloody diarrhea, reduced urine output, heart failure, delirium, sensory disturbances, convulsions, respiratory failure and death.

5.38 Mistletoe

Mistletoe (*Phoradendron flavescens*) are found in the Western Hemisphere, Mistletoes are green, flowering plants that require a living host. Some are rather

specific and grow on only a single genus of tree; others occur on a wide range of hardwood species. It usually produces a tangled mass of narrow, branching stems - sometimes green but usually tawny brown, with small, scale-like leaves. It is an evergreen plant. It eventually attains such a size that it kills the major branches of its host - or even the whole tree. Properly prepared and utilized the berries cause vomiting, slowed pulse, diarrhea and paralysis but rarely death.

5.39 Moonseed

Moonseed (*Menispermum canadense*) *a.k.a.*, yellow parilla is found in North America. Moonseed is a climbing woody vine with thin stems. The leaves are broadly ovate, 3-7 lobed, 4-8 inches long and about as wide, dark green above and pale green below. The flowers are small, numerous, greenish, blooming in late spring. The fruits drupes, black and about 0.4 inch in diameter when mature in late summer. The single seed somewhat resembles a quarter moon. Properly prepared and utilized the fruit and leaves will cause bloody diarrhea, convulsions, shock and eventually death.

5.40 Monkshood

Monkshood (*Aconitum napellus*) *a.k.a.*, Wolfbane, aconite, blue rocket. Friar's Cap. Auld Wife's Huid is found in the Northern Hemisphere's Temperate zone. Monkshood is a hardy perennial, with a fleshy, spindle-shaped root, pale colored when young, but subsequently acquiring a dark brown skin. The stem is about 3 feet high, with dark green, glossy leaves, deeply divided in palmate manner and flowers in erect clusters of a dark blue color. Properly prepared and utilized the leaves and root will cause burning and tingling, nausea, vomiting, blurred vision, paralysis, dim vision, chest pain, giddiness, sweating convulsions and death.

5.41 Mountain Laurel

Mountain Laurel (*Kalmia latifolia*) *a.k.a.*, calico bush, poison laurel, ivy bush, mountain ivy, sheep laurel, lambkill, calkill is found throughout North America. Mountain Laurel is a bushy native shrub, which is grown for its showy flowers. The leaves are oval, dark green, glossy, to 5 inches long. Pink cup-shaped flowers are held in large corymbs 3 to 4 inches across open from May to June. Properly prepared and utilized the leaves, flowers and pollen causes digestive distress, labored breathing, slowed heartbeat, kidney failure, depression, convulsions, paralysis, coma and death.

5.42 Oleander

Oleander (*Nerium oleander*) *a.k.a.*, Jericho rose, dogbane is native to Asia and North Africa. Oleander is a fast-growing evergreen shrub can reach up to 20 feet tall. It forms a rounded mound to about 10 feet wide. It is a tough, versatile plant with showy summertime flowers in white, red, pink, salmon and light yellow. Leathery, lance shaped leaves range from about 4-10 inches long. Properly prepared and utilized the plant causes sweating, vomiting, bloody diarrhea, unconsciousness, respiratory failure and death.

5.43 Panther Mushroom

Panther Mushroom (*Amanita pantherina*) *a.k.a.*, fly agaric is found in Europe and the Pacific Northwest and North America. *Amanita pantherina* is an impressive mushroom species with a brownish or yellowish-brown cap that is covered with white warts. Properly prepared and utilized the mushroom lowers blood pressure, slows heart rate, nausea, and diarrhea, dizziness, convulsion, delusion, violent headache, blurred vision, convulsions and coma. Death only occurs in large doses.

5.44 Paternoster Pea

Paternoster Pea (*Abrus precatorius*) *a.k.a.*, jequirity bean, lucky bean, prayer bean, love bean, rosary pea, precatory bean, cab's eyes, bead vine, mienie-mienie Indian bean, black-eyed Susan, wild licorice, Seminole bean, weather

ORS

plant, Indian licorice is common in Africa and Asia, parts of Central America, North America, Southern Europe and India. Paternoster pea is a deciduous vine, it climbs to 11 feet. The stem is slender and twining; the leaves are fern-like, pinnate and 5 inches long and comprise many small leaflets each 1 inch long; the flowers are purplish and pea shaped, occurring in dense clusters up to 4 inches long, containing bright red seeds with a black spot. Properly prepared and utilized the seed causes diarrhea, nausea, vomiting, convulsion, hemorrhages, coma and death.

5.45 Poinsettia

Poinsettia (*Euphoria pulcherrima*) *a.k.a.*, Cuetzlaxochitl, Christmas plant, prayer plant is native to Mexico and Central America. Poinsettia is a sub-tropical shrub, typically reaching a height of 2 to 16 feet. The plant bears dark green dentate leaves that measure 3 to 6 inches in length. The top leaves, known as bracts, are flaming red, pink, or white and are often mistaken as flowers. Properly prepared and utilized milky sap will cause headache, lassitude, vomiting, stomach pain, cerebral edema, stupor, coma, convulsion and death.

5.46 Poison Ivy & Oak

Poison ivy (*Toxicodendron radicans*) is native to North America. Poison Ivy is a woody vine which can grow to about 4 feet tall, as a groundcover 4-10 inches high, or as a climbing vine on various supports. Poison ivy (and oak) rarely grow at altitudes above 5,000 feet. Properly prepared and utilized the oil from these plants will cause a rash, itching and blistering for a period of two weeks but is never fatal. 500 people could itch from the amount covering the head of a pin. Upwards of 90% of people are allergic to urushiol oil, it's a matter of time and exposure.

Poison Oak (*Toxicodendron diversilobum*) grows in moist, warm places in North America. Poison Oak by its trademarked a three-leaf pattern, bright green with whitish green flowers clustered on the stems in the spring, yellow-green, pink, or reddish colors on some of the leaves, with small white or tan berries in the summer, fruit becomes darker, the leaves turn bright red or russet brown in the fall. Properly prepared and utilized the oil from these plants will cause a rash, itching and blistering for a period of two weeks but is never fatal.

5.47 Pokeweed

Pokeweed (*Phytolacca Americana*) *a.k.a.*, Poke, inkberry, pokeberry, pigeon berry, American nightshade is native to North America, Europe and Southern Africa. Pokeweed is a large, smooth, branching herb from a large, perennial rootstock, and with green, red, or purple stems; leaves alternate and simple; flowers white, on a long stem, more or less erect; fruit a dark purple berry composed of 5-12 segments fused in a ring, the stem drooping. Properly prepared and utilized the roots and leaves will cause cramps, nausea, vomiting, diarrhea, labored breathing, weakness, spasms, convulsions and death.

5.48 Privet

Privet (*Ligustrum vulgare*) *a.k.a.*, Prim, lovage, hedge plant is native to northern Europe and Africa. Privet is an evergreen shrub with medium sized leaves and clusters of creamy-white flowers in July which flowers in July and has long bunches of shining black fruits in winter. It can grow up to 15 feet high. Properly prepared and utilized the berries will cause vomiting, watery stools, colic, kidney damage, lowered blood pressure and death.

5.49 Rhododendron

Rhododendron (*Rhododendron ponticum*) *a.k.a.*, Azalea are found virtually everywhere in the Northern hemisphere. Rhododendron forms a compact shrub to 15 feet in open areas, leggy in the shade. The bark is rough brown to dark brown. The leaves are elliptic to oblong, a good dark green, above and paler beneath. The flowers are 1- 2 inches long with color ranging from lilac pink to pinkish purple in shades from pale to deep, and occasionally white. Properly

prepared and utilized the plant will cause nausea, irritation drooling, vomiting, paralysis, lowered blood pressure, diarrhea, seizure, coma and death.

5.50 Rhubarb

Rhubarb (*Rheum raphaniticum*) *a.k.a.*, pie plant is found in northern climates and is originally from Asia. The leaves are large and somewhat heart-shaped and the plant may grow to a height of several feet. It is a perennial and the young, tender petioles are pink when ripe. Properly prepared and utilized the leaves cause burning of the mouth, nausea, vomiting, hemorrhage, weakness, labored breathing, kidney irritation, depressed heart rate and death.

5.51 Savin

Savin (*Juniperus Sabina*) *a.k.a.*, Savin oil is native to the mountains of central and southern Europe and western and central Asia. Savin is a narrow-leaved evergreen shrub growing to a height of about 5 feet. It is in leaf all year and flowers in April. The seeds ripen in October. Properly prepared and utilized the plant causes convulsions, bloody urine, kidney failure and death.

5.52 Spindle Tree

Spindle Tree (*Euonymus europaeus*) is found in Europe and America. Spindle is a green-stemmed deciduous small tree with inconspicuous flowers in May. It can be very showy in autumn with red leaves. Properly prepared and utilized the bark will cause the watery and bloody diarrhea, colic, vomiting, fever, convulsions, liver damage and death.

5.53 Star of Bethlehem

Star of Bethlehem (*Ornithogalum umbellatum*) *a.k.a.*, dove's dung, summer snowflake, nap at noon native to the Middle East and other warm climates. Star of Bethlehem is a perennial from a bulb that is often misidentified as a grass or as wild garlic or wild onion. The bulbs are oval-shaped. The leaves are shiny, dark green, and have a distinct white midrib. Leaves are approximately 4 to 12 inches long, and are hollow in cross section. Properly prepared and utilized the bulb causes labored breathing and death.

5.54 Tanghin

Tanghin (*Tanghinia venenifera*) *a.k.a.*, Ordeal bean of Madagascar is found in Madagascar and Hawaii. Tanghin is a small evergreen tree that can grow to 20 feet. The flower is star-shaped and the fruit is purplish, tinged with green. Properly prepared and utilized the seeds will cause headache, nausea, vomiting, diarrhea, blurred vision, delirium, irregular pulse, aberrant color vision and eventually death.

5.55 Tansy

Tansy (*Tanacetum vulgare*) is native to Europe and Asia. Tansy is a perennial herbaceous flowering plant. Tansy has finely divided compound leaves and yellow, buttonlike flowers. It has a stout, somewhat reddish, erect stem, usually smooth, 18 to 50 inches tall, and branching near the top. The scent is similar to that of camphor with hints of rosemary. Properly prepared and utilized the leaves and flowers will cause convulsions, frothing at the mouth, spasms, dilated pupils, erratic pulse, kidney damage and death.

5.56 Turbantop

Turbantop (*Gyromitra esculenta*) *a.k.a.*, false morel is found in Central Europe, England, Scandinavia and North America. Turbantop is a springtime mushroom. It has a brain like, reddish brown, irregular cap, and the stem is not massive in proportion to its cap. Properly prepared and utilized the fungi causes vomiting, diarrhea, convulsions, kidney damage, coma and death.

5.57 Water Hemlock

Water Hemlock (*Cicuta maculata*) *a.k.a.*, beaver poison, cowbane, musquash root, locoweed is found in North America in wet or swampy ground. Water hemlock is a perennial herb with short tuberous roots and purple-striped or mottled, hollow stems with cross-partitions at the nodes. The leaves alternate, clasping the stem, 2-3 pinnately divided, the leaflets with the veins ending in the notch between the teeth; flowers small, white, in umbrella-like clusters. Properly prepared and utilized the root will cause nausea, vomiting, diarrhea, dilated pupils, labored breathing, frothing at the mouth, irregular pulse, convulsions and death.

5.58 White Snakeroot

White Snakeroot (*Eupatorium rugosum*) *a.k.a.*, white sanicle is native to Eastern North America. White snakeroot is an erect, branched herb usually about 3 feet tall but varying from 1 to 5 feet. It has slender, round stems and branches bearing pointed, oval, oppositely placed leaves. These leaves, 3 to 5 inches long and petioled, are sharply toothed on the margins. The roots are fibrous, coarse, and shallow. In late summer, numerous small heads of minute white flowers appear at the top of the stem and the ends of the branches. Later the flowers are replaced in the heads by small black seeds each with a crown of soft white hairs. Properly prepared and utilized the snakeroot will cause weakness, nausea, vomiting, constipation, tremors, delirium and death.

5.59 Yellow Jasmine

Yellow Jasmine (*Gelsemium sempervirens*) *a.k.a.*, evening trumpet flower, wild woodbine is found everywhere but North America and Antarctica. Yellow Jasmine is a woody vine, trailing or high climbing evergreen. The glossy rich green leaves are narrow oblongs with pointed tips and are 2-3 inches long by 0.5 inches wide. The flowers are yellow, highly aromatic, funnel-shaped with 5 lobes. The fruit is a thin, flattened capsule. Properly prepared and utilized the plant causes weakness, headache, tremors, dryness of the skin and mouth, paralysis of the tongue, labored breathing, anxiety, convulsions and death.

5.60 Yew

Yew (*Taxus baccata*) *a.k.a.*, *ground hemlock is found through the Northern hemisphere*. Yew trees are conifers that grow very slowly and live for many hundreds of years, with a terminal height of 30 to 60 feet. Some old yew trees are believed to be over 2000 years old. Longbows are made from yew, and this durable wood has been used in turning wooden bowls. It has thin scaly brown bark. Yew has a naked ovoid seed 1/4 inch long, surrounded by a bright red, fleshy aril, maturing in late summer, persistent through fall. Properly prepared and utilized the plant causes nausea, vomiting, diarrhea, giddiness, stomach pain, dilated pupils, weakness, convulsion, shock, coma and death.

6 Spores

A spore is a reproductive structure that is adapted for dispersion and surviving for extended periods of time in unfavorable conditions. Spores form part of the life cycles of many plants, algae, fungi and some protozoans. All known varieties are not immediately fatal, even the mummy's curse (*Aspergillus* or *Cephalosporium*) took many days to affect their victims. It is always possible that a rare variety of one of the below could be highly toxic and virulent.

6.1 Aspergillus

Aspergillus is a genus of fungi containing approximately 150 recognized species. Members of this genus have been recovered from a variety of habitats, but are especially common as saprophytes on decaying vegetation, soils, stored food, feed products in tropical and subtropical regions. Some species are parasitic on insects, plants and animals, including man. All of the species contained in this genus should be considered allergenic. Various *Aspergillus*

species are a common cause of extrinsic asthma. Acute symptoms include edema and bronchospasms. Chronic cases may develop pulmonary emphysema. Members of this genus are reported to cause a variety of opportunistic infections of the ears and eyes. Severe pulmonary infections may also occur. Many species produce mycotoxins that are associated with disease in humans and other animals. Toxin production is dependent on the species or a strain within a species and on the food source for the fungus. Some of these toxins have been found to be carcinogenic in animal species. Several toxins are considered potential human carcinogens.

6.2 Black Mold

Black Mold (*Stachybotrys chartarum*) produce a trichothecene mycotoxin-Satratoxin H - which is poisonous by inhalation. The toxins are present on the fungal spores. This is a slow growing fungus on media. It does not compete well with other rapidly growing fungi. The dark colored fungi grows on building material with a high cellulose content and a low nitrogen content. Areas with relative humidity above 55% and are subject to temperature fluctuations are ideal for toxin production. Individuals with chronic exposure to the toxin produced by this fungus reported cold and flu symptoms, sore throats, diarrhea, headaches, fatigue, dermatitis, intermittent local hair loss, and generalized malaise. The toxins produced by this fungus will suppress the immune system affecting the lymphoid tissue and the bone marrow. Animals injected with the toxin from this fungus exhibited the following symptoms: necrosis and hemorrhage within the brain, thymus, spleen, intestine, lung, heart, lymph node, liver, and kidney. The mycotoxin is also reported to be a liver and kidney carcinogen. Affects by absorption of the toxin in the human lung are known as pneumomycosis. This organism is rarely found in outdoor samples. It is usually difficult to find in indoor air samples unless it is physically disturbed. The spores are in a gelatinous mass. Appropriate media for the growth of this organism will have a high cellulose content and a low nitrogen content. The spores will die readily after release. The dead spores are still allergenic and toxicogenic. Percutaneous absorption has caused mild symptoms.

6.3 Cephalosporium

Cephalosporium, also known as *Acremonium*, is allergenic. It can produce a trichothecene toxin which is toxic if ingested. Symptoms include nausea, vomiting, and diarrhea. It can produce mycetomas, infections of the nails, onychomycosis, corneal ulcers, eumycotic mycetoma, endophthalmitis, meningitis, and endocarditis.

6.4 Penicillium

Penicillium is often found in aerosol samples. Commonly found in soil, food, cellulose, and grains. It is also found in paint and compost piles. It may cause hypersensitivity pneumonitis and allergic alveolitis in susceptible individuals. It is reported to be allergenic. It is commonly found in carpet, wallpaper, and in interior fiberglass duct insulation. Some species can produce mycotoxins. Common cause of extrinsic asthma. Acute symptoms include edema and bronchospasms, chronic cases may develop pulmonary emphysema.

6.5 Puffball

Puffball (*Lycoperdon*) its genus name translates "Wolf" (*Lycos*) & "burst of wind" (*perdon*), "Wind of the Wolf" or "wolf-farts." These start out as edible dense flattened mushrooms with no stem visible above ground. When they are ripe, the outer skin becomes papery, the interior dries out so that the whole round fungus is lighter than paper, and it lets go of its rooting so that it can blow about releasing spores from the hole that bursts open at the top and secondarily at the bottom where it was formerly attached to the ground.

Puffballs will spew a cloud of spores if trampled by animals or picked up & squeezed. A children's myth holds that if you breathe the spores of a puffball, you'll turn into one, or mushrooms will grow inside you. The spores in the lungs can cause respiratory distress & even germinate as far as the hypae stage. If they are eaten once they begin to reach the spore stage, they can be very mildly poisonous.

6.6 Hissing Fungi

Hissing Fungi (*Urnula craterium*) *a.k.a.*, Devil's Urn, or Black Tulip Fungi, grows on moist dead wood. The goblet shaped body is 1-2" in diameter and 2-3" deep, black on the outside and dark brown on the inside. The exterior of the mature plant is like smooth leather. They grow in a colony numbering between 10-50. They grow slowly in the winter but rapidly in the spring. Initially, it is a closed oblate spheroid but as it matures it opens with a ragged or smooth opening somewhat like a tulip. They open with an explosive hiss, releasing spores in late spring that is easily audible. The spores are harmless. The devil's urn is edible but is a little chewy and has a bland to slightly tart flavor. Some gift these black tulips to an elderly person as a cruel joke. Some say that each mushroom holds a dead soul that has come back to haunt the world of the living. They claim that sometimes you can even see the soul rise out of the Devil's Urn and disappear into the air.

The supernatural variety is twice as large and opens when it senses ground vibration, hisses (releasing spores) very loudly and closes five seconds later. The hiss is (>100dB) and is treated as a +1.5z Sonic Attack, causing hearing loss and mental damage. Damage is temporary and heals normally, hearing loss will linearly improve over 10 minutes. They will repeat this every 60 seconds until they no longer detect ground vibrations. A colony's hissing is not synchronized and the noise can both scare and attack curious entities.

7 Thorny Plants

Unless enchanted, thorny plants will neither attack nor defend themselves from attack. Thorny plants can cause painful injuries and include roses, black locust stinging nettles and even blackberry bushes. In the course of play PCs and NPCs encounter with them. The thorns and spines can cut skin and cause red bumps or patches, swelling, pain and itching.

7.1 Argentine mesquite

The Argentine mesquite (*Prosopis alba*) is a fast-growing, semi-evergreen tree that grows 20-40' high and has little, attractive, green leaflets. It produces yellow- or cream-colored flowers that bloom in spring or early summer and edible fruit pods. It has dark brown bark with 3" thorns. It is native to south and central America and can even be found in Arizona.

7.2 Cactus, Prickly Pear

The Prickly Pear Cactus (*Opuntia*) is one of over 1750 known species of cactus. This cactus can grow to over 20 feet with a trunk of 3 feet. Prickly pears typically grow with flat, rounded pads containing large, smooth, fixed spines. The pads have yellow or magenta flowers in the spring which turn into red seed pods. The prickly pear is edible, although it must be peeled carefully to remove the spines on the outer skin before consumption. They are found in all of the deserts of the American Southwest, with different species having adapted to different locale and elevation ranges. Most require coarse, well-drained soil in dry, rocky flats or slopes.

7.3 Catclaw

The Catclaw (*Acacia greggii*) is a large shrub or small tree growing 33-49 ft tall with a trunk up to 7.9-11.8 in diameter. The grey-green leaves that have 10-18 small leaflets (1/4") comprising a leaf. The cream-colored blooms have 5 petals of around 0.12 inches. Thorns are usually hidden under the leaves and blossoms. The catclaw is also called the 'wait-a-minute-bush'. When the thorns catch your skin or clothing, you must back up to get away from them. These plants are native to southwestern United States and Mexico.

7.4 Devil's Thorn

The Devil's Thorn (*Solanum pyracanthos*) is an evergreen shrub native to tropical Madagascar and the islands of the western Indian Ocean. The height of the plant ranges from 1 to 5 feet tall, the lobed leaves are 3-8 inches in length. The plant blooms year-round with clusters of small, star-shaped violet flowers, followed by marble-sized greenish-yellow fruit. The plant contains toxic tropane alkaloids in its leaves, stem and fruit and therefore should be considered dangerous to humans. Devil's Thorn is perhaps most distinguished by a profusion of strong, straight fluorescent orange thorns which occupy the stems and leaves of the plant, giving it a forbidding appearance.

7.5 Firethorn

Firethorn (*Pyracantha*) is a large, thorny evergreen that is native to Southwest Europe to Southeast Asia. The plants reach up to 15 ft tall. Leaves are small and oval. They have small white flowers and have either red, orange, or yellow berries. The flowers are produced during late spring and early summer; the berries develop from late summer, and mature in late autumn. The thorns can be over 1.5 inches and are distributed evenly throughout.

7.6 Honey Locust

The honey locust (*Gleditsia triacanthos*), also known as the thorny locust or thorny honey locust, is a deciduous tree native to central North America where it is mostly found in the moist soil of river valleys. The honey locust can reach a height of 66 feet. They exhibit fast growth, but live a medium-long life span of about 120 years. The leaves are bright green consisting of about 20, 1" leaflets and turn yellow in autumn. Honey locusts commonly have thorns 1.25-4 in long growing out of the branches, some reaching lengths over 8 inches; these may be single, or branched into several points, and commonly form dense clusters.

7.7 Jumping Cholla

Jumping Cholla (*Cylindropuntia fulgida*) is a cactus native to Sonora and the Southwestern United States. This tree-like plant has one low-branching trunk. It often grows to heights of 13 ft, with drooping branches of chained fruit. The stems are light green and are strongly tuberculate, with small, wart-like projections on the stems measuring up to an inch. It blooms in mid-summer with flowers of white and pink. The name comes from the ease with which the stems detach when brushed. Often the merest touch will leave a humanoid with bits of cactus hanging on their clothes to be discovered later when either sitting or leaning on them. The thorns are up to an inch in length.

8 Vines

Tales are told that some vines can grow so fast that they can ensnare animals and creatures. Vines grow at alarming rates, but there are no carnivorous vines and none can normally grow faster than a few inches a day. Unless enchanted, vines will neither attack nor defend themselves from attack. Vines can be either climbers or creepers. The climbers are plants that can get off the ground on their own, provided that there is some kind of support in place, whether natural (such as a tree) or artificial. The following vines are representative and ideally suited for casters using the *Animate* or *Entangle* spell.

8.1 Bittersweet

Oriental Bittersweet (*Celastrus orbiculatus*) is a deciduous, twining vine that can grow to five inches in diameter and up to 98 feet long. It climbs by coiling around trees, shrubs and any other available support. The rounded leaves are glossy green and range from 2 to 5 inches in size. It has a deep, extensive root system. In the fall it bears yellow and red fruit all along the stems. It is native to China, Japan and Korea.

ORS

American Bittersweet (*Celastrus scandens*) has elliptical rather than rounded leaves. The flowers and fruit of the female plants occur in a single clump at the tips of the stems rather than spread along the stems.

8.2 Devil's Tail

Devil's Tail (*Polygonum perfoliatum*) is a rapidly growing annual vine with triangular leaves, barbed stems, and turquoise berries in August which are spread by birds. It quickly covers and shades out herbaceous plants and can grow up to six inches per day. It is native to most of temperate and tropical eastern Asia, occurring from eastern Russia and Japan in the north, and the range extending to the Philippines and India in the south.

8.3 Kudzu

Kudzu (*Pueraria lobata*) *a.k.a.*, Japanese arrowroot or Chinese arrowroot is a group of climbing, coiling, and trailing perennial vines native to much of East Asia, Southeast Asia, and some Pacific islands. It has large lobed leaves in groups of three, thick stems, flowers that resemble wisteria, and hairy, bean-like seedpods in fall. It grows extremely rapidly both above and below ground, and can pull down trees.

8.4 Lianas

Lianas is a woody climbing vine found throughout tropical rainforests. They range from small, indiscrete vines that grow against the tree to giant lianas thick as trees that seemingly hang in the middle of the forest independent of trees. Some of the larger woody lianas may exceed 3,000 feet in length, and have varying shapes. They begin life on the forest floor but depend on trees for support as they climb upwards towards the sunlight they need for survival.

8.5 Poison Ivy

Poison Ivy (*Toxicodendron radicans*) is a vine that climbs trees, a ground cover, or an upright shrub. The vines are 1/8 to 1/2 inch in diameter and can have an upright form of 7 feet tall. Although its leaves are somewhat variable, they normally appear as three leaflets 1-4" long. This plant produces small, off-white flowers and later yellow-white berries that are usually hidden by the foliage. In fall, leaves turn a brilliant red. Poison Ivy is well-known for causing contact dermatitis, an itchy, irritating, and sometimes a painful rash or blisters, in most people who touch it. The rash is caused by urushiol, a clear liquid compound in the plant's sap. Poison Ivy is native throughout much of North America and the mountainous regions of Mexico.

8.6 Wisteria

Wisteria (*Wisteria sinensis*) is a heavy woody deciduous vine native to China. The shiny green leaves that are 4-12" long with 9-13 oblong leaflets 1-3" long. It flowers in the spring and are white, violet or blue. It can grow 60-98 feet tall, and is known to pull down large trees. All parts of the plant contain a glycoside called wisterin which is toxic if ingested and may cause nausea, vomiting, stomach pains, and diarrhea.

Section III: Animals

Animals include the higher life forms we are all familiar with, but it also includes some which GMs and player alike might wonder where they belong. Specifically, animals include coelenterates flatworms, mollusks, annelids, arthropods, echinoderms, and chordates. Coelenterates are primitive aquatic animals, *e.g.*, jellyfish, sea anemones, and coral. Flatworms have bilateral symmetry and include flukes, tapeworms, and planarians. Mollusks tend to have a shell and include snails, clams, oysters, scallops, octopus, and squids. Annelids are segmented worms and include earthworms, and various marine worms. Arthropods have jointed legs and hard exoskeletons, *e.g.*, Spiders, scorpions, crabs, lobsters, crayfish, centipedes, millipedes, and insects. Echinoderms are strictly marine and includes sea stars, sand dollars, sea urchins, sea cucumbers and a variety of other forms. Chordates are vertebrates, animals that have a skeleton, particularly a backbone. This also includes most of the animals people think of, *e.g.*, fish, frogs, salamander, snakes, lizards, turtle, alligator, birds, and mammals. Many animals due to their nature and environment may have resistances to Curses, Disorders and Disease. In general, an animal's alignment is neutral. ORS™ specifically excludes humans from this group for playability reasons.

The skills selected during adolescent should be reasonable for an animal, *e.g.*, animals don't study physics. Most entries have skills that a particular animal should focus in. Additional skills might include: *Acrobatics*-as appropriate, *Awareness*-all, *Balance*, *Climbing*-as appropriate, *Contortions*, *Control Frenzy*, *Destroying*, *Diving*-as appropriate, *Fauna Lore*-as appropriate, *Fishing*, *Flora Lore*-as appropriate, *Flying/Gliding*, *Hiding*, *Hunting*, *Jumping & Landing*-as appropriate, *Language-S*(animal), *Manipulation*-direct, *Mining*-as appropriate, *Movement*, *Music-Singing*, *Navigation*, *Signaling*-as appropriate, *Stalking*, *Survival*-as appropriate, *Swimming*, *Tracking*, *Two Weapon Combat*, *Weather Watching*, and Natural Weapon attacks. Natural weapon attacks include *Ablative*, *Bite*, *Claw*, *Grappling*, *Impaling Attack*, *Olfactory*, *Sonic*, and *Striking/Blocking* attacks.

ORS uses the practice and science of classification/grouping of animals via Taxonomy, (Phylum, Class, Order, Suborder, Family, Genus, and Species). The taxonomy level at which groups of animals have been grouped is based on the ORS Standard Rules. Some GMs may find [using the index as an easier](#) method of finding a particular animal.

Many animals are not dangerous to humanoids and encounters are generally not hazardous. The Entity Encyclopedia's goal is only detail those entities that when encountered can be hazardous or otherwise could provide an interesting encounter. A few entries, for nonhazardous animals, will be summary in nature to enable the GM to provide color, *e.g.*, Dragonflies, Clams, Snails, etc.. They may be detailed out if a supernatural creature is based upon them, *e.g.*, Flying Lizard was used to create the Fairy Dragon.

9 Aeshnoidae

The Aeshnoidae, *a.k.a.*, hawkers, and darners is the family which includes all dragonflies some of which are thought to be extinct. Aeshnoidae are characterized by large, multifaceted eyes, two pairs of strong, transparent wings, sometimes with colored patches, and an elongated body. Their compound eyes have nearly 24,000 ommatidia each. They have an extremely good sight, and are voracious insect predators, using their sharp, biting mouthparts.

9.1 Dragonfly

A dragonfly is a flying insect having about 3,000 known species. Adult dragonflies are characterized by a pair of large, multifaceted, compound eyes, two pairs of strong, transparent wings, sometimes with colored patches, and an elongated body. Many dragonflies have brilliant iridescent or metallic colors produced by structural coloration, making them conspicuous in flight. They are

fast, 35 miles per hour, agile fliers capable of highly accurate aerial ambush, sometimes migrating across oceans, and often live near water.

Dragonflies are predatory insects, both in their aquatic nymphal stage and as adults. Dragonflies capture their food by biting and have sharp, pointed jaws, which they use to eat small insects. They're not dangerous to humanoids and never do more than a single point of damage. In some species, the nymphal stage lasts up to five years, and the adult stage may be as long as 10 weeks, but most species have an adult lifespan in the order of five weeks or less, and some survive for only a few days.

Dragonflies are represented in human culture on artefacts such as pottery, rock paintings, statues, and jewelry. They are used in traditional medicine in Japan and China and caught for food in Indonesia. They are symbols of courage, strength, and happiness in Japan, but seen as sinister in European folklore. Besides humanoids, predators include the kestrels, merlin, the hobby, nighthawks, swifts, flycatchers, swallows and some species of wasps.

9.2 Giant Dragonfly

Giant Dragonfly, *a.k.a.*, Meganeura are known to have lived 300 million years ago in the Carboniferous period. They have a wingspan ranging 25 - 28 inches. Meganeura are predatory with a diet small vertebrates and insects. In ORS™ they may not be extinct, are identical to dragonflies except for size and their bite will never do more than 4 points of damage.

10 Agamidae

The Agamidae family contains over 300 species of iguanian lizards. Agamids typically have scaly bodies, well-developed legs, and a moderately long tail; average body size ranges from 10 to 15 cm (4 to 6 inches), and the tail is 20 to 30 cm (8 to 12 inches) long, though the family varies widely. There are both ground-dwelling and arboreal species. Many species are capable of changing their colors, and the male tends to be more brightly colored than female. One of the key distinguishing features of the agamids is their teeth, which are borne on the outer rim of their mouths (acrodonts), rather than on the inner side of their jaws (pleurodonts). Agamid lizards are generally diurnal, with good vision, and include a number of arboreal species, in addition to ground- and rock-dwellers. They generally feed on insects and other arthropods (such as spiders), although some larger species may include small reptiles or mammals, nestling birds, flowers or other vegetable matter in their diets.

10.1 Flying Lizard

The Flying Lizard (*Draco Volans*) *a.k.a.*, the Flying Dragon Lizard is a species of lizard that has the ability to glide using wing-like lateral extensions of skin called patagia supported by elongated ribs. They also have a gular flap called a dewlap, which is located under the head. They average 8 inches long with their tail measuring 4 inches at maturity. Females are larger than males.

The species is distinguished from other *Dracos* by the rows of rectangular brown spots on the top of the wing membranes, and black spots on the bottom of the wing. The male *Draco* has a long-pointed dewlap, which is bright yellow. They also have bluish color on the ventral side of the wings, and brown on the dorsal side. Females are slightly different in that the dewlap is smaller and bluish gray. Also, the ventral side of the wings is yellow.

Flying Lizards have 150 development points to define their potential. During adolescence they should focus on *Awareness*-all, *Balance*, *Climbing*-all, *Fauna Lore*, *Flying/Gliding*, *Hiding*, *Hunting*, *Jumping & Landing*, *Movement*, *Navigation*, *Signaling*, *Stalking*, *Survival*, *Bite*, and *Grappling* attacks.

| FlyingLizard | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Comeliness | 0.66 | z | 0 |
| Speed | 1.50 | z | 0 |
| Agility | 2.50 | z | 0 |
| Strength | -1.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -65.00 | yrs | -2.6 |
| Body Density | -1.00 | z | -44 |
| Camouflage | 1.00 | z | 44 |
| Curse Resistance | 2.19 | z | 184.6 |
| Disease Resistance | 1.00 | z | 60.9 |
| Disorder Resistance | 1.37 | z | 92.3 |
| Gestation Period | -31.00 | wks | -31 |
| Gigantism | -2.88 | z | -185 |
| Mana | -1.99 | z | -295.9 |
| Maturity | -0.14 | yrs | -2.7 |
| Natural Weapons | 0.50 | z | 20 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 30.00 | deg | 1.5 |
| Vision FOV 3D | -30.00 | deg | -1.5 |
| Flying/Gliding | 1.00 | z | 52 |

Habitat

The Flying Lizard is found in rain forests and tropical areas that can provide adequate number of trees for the lizard to jump from. They are found in southern India and Southeast Asia, including the Philippine Islands as well as Borneo.

Ecology/Psychology

Baring accident or disease they are considered mature at 1 year of age and have a lifespan of 8 to 10 years. They mate in Late December or early January. The female Draco will build a nest for the eggs by forcing her head into the soil to create a small hole. She will then lay five eggs into the hole and cover them with dirt, packing the soil on top of them with a patting motion of her head. For approximately twenty-four hours, the female will guard the eggs fiercely. After this period, no further guarding occurs. Incubation of the eggs take approximately 32 days.

The Flying Lizard is a diurnal species. They are an insectivore feeding primarily on ants and termites. While jumping, the lizard will spread its wings and glide to the ground. They can generally glide for 26 feet on average. It is easy to recognize when the lizards are going to fly. Gliding is only used as a means of locomotion and not for predator escape. The lizard will also never glide when it is raining or windy. Predators include birds of prey, larger lizards, and tree snakes. To escape danger, the lizard will always climb.

Society/Culture

Flying Lizards are aggressive. Males will fight to defend their territory by grappling and biting one another and often glide from tree to tree in an attempt to scare off their foes.

11 Anguillonae

Anguillonae, is a fictious order of fish that contain true eels, electric eels, spiny eels, swamp eels, and deep-sea spiny eels that contain over 800 species. Eels are snake-like, elongated fish that do not have scales, pelvic fins and either small or non-existent pectoral fins. But they do have very long dorsal and anal fins. Anguillonae range in length from 2 inches for the one-jawed eel to 13 feet for the slender giant moray. The heaviest true eel is the European conger with a

length of 10 feet and a weight of 240 pounds. Anguillonae swim by generating waves that travel the length of their bodies. They can swim backward by reversing the direction of the wave.

Anguillonae live both in salt and fresh water, and some species are catadromous. Most Anguillonae live in the shallow waters of the ocean and burrow into sand, mud, or amongst rocks. Most eel species are nocturnal, and thus are rarely seen. Sometimes, they are seen living together in holes or "eel pits." Some eels also live in deeper water on the continental shelves and over the slopes deep as 13,000 feet.

11.1 Electric Eel

An Electric Eel is an Anguillone with a slender, snake-like body and a flattened head. Its thick, scaleless skin is generally dark gray to brown, and its underside is a yellow-orange color. Electric eels grow to lengths of 6 to 8 feet. They are known for their ability to stun their prey by generating electricity, delivering shocks at up to 860 volts. They also use this ability for defense. Electric eels use a clever strategy to handle large or challenging prey. They curl around it, holding the prey near their tails which are essentially two electric poles. At a minimum, this strategy doubles the electricity and thus the amount of shock the prey receives. Electric eels grow for as long as they live, adding more vertebrae to their spinal column. Toothless, electric fish eat their prey by opening their mouths to create a suction and then swallowing the meal whole. Electric eels can jump out of the water and electrify prey on the shoreline. Males are larger than females.

Electric eels are mouth breathers, and their gills are used to expel CO₂. Electric eels have poor vision and hearing and use their excellent smell and use minor electrical pulses to detect prey and navigate. Electric eels don't hunt humanoids, but they will definitely shock you if they think you're a threat. Their shock is equivalent to an Destroy-Air-Ball (+1z Lightning) within 1 foot of their body. Note: armor, swords, daggers, etc. are all good conductors. This causes body damage, spasms and possibly cardiac arrest, leaving burns and possibly scars.

Electric eels have 144 development points to define their potential. During Adolescence they should further develop the *Acrobatics-sea*, *Awareness-all*, *Balance*, *Control Frenzy*, *Diving-free*, *Fauna Lore*, *Flora Lore*, *Hiding*, *Hunting*, *Jumping & Landing*, *Movement*, *Signaling*, *Stalking*, *Survival*, and *Swimming*.

| ElectricEel | Δ | Units | DPs |
|--------------------|---------|-------|--------|
| Comeliness | -1.50 | z | 0 |
| Speed | -0.50 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | -0.40 | z | 0 |
| Strength | -1.80 | z | 0 |
| Endurance | -2.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -124.00 | lbs | -62 |
| Age Span | -65.00 | yrs | -2.6 |
| Gestation Period | -34.00 | wks | -34 |
| Gigantism | 0.24 | z | 9 |
| Hearing, Standard | -1.00 | z | -34 |
| Magic Resistance | -2.11 | z | -331.4 |
| Mana | 1.00 | z | 100 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sense, Life | 3.24 | z | 159 |
| Smell, Standard | 1.73 | z | 66 |
| Air-Destroy-Ball | 3.00 | z | 99 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 20.00 | deg | 1 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Underwater | 0.51 | z | 16 |
| Visual Acuity | -1.49 | z | -55 |

| | | | |
|----------|------|---|----|
| Swimming | 2.00 | z | 58 |
|----------|------|---|----|

Habitat

The three species of electric eels have distributions in the northern part of South America. Its range spans across Brazil, the Guianas, Suriname, Venezuela, Colombia, Ecuador and Peru. Electric eels inhabit the quiet, slow-moving waters of ox-bow lakes, streams, pools and flooded forests of the Amazon and Orinoco Rivers, preferring side channels but also living further inland. All live on muddy river bottoms or sometimes swamps, favoring areas in deep shade. They can tolerate water low in oxygen as they swim to the surface to breathe air.

Ecology/Psychology

Baring accident or disease it is mature at 2.4 years of age and has an average lifespan of 10 years with a maximum of 15 years. Electric eels reproduce during the dry season, from September to December. Female electric eels lay between 1,200 and 1,700 eggs during the dry season. Males construct nests made of saliva and guard the larvae until the rainy season begins. This parental care may be the result of increased food competition and potential for predation during the dry season.

They are nocturnal, obligate air-breathing animals, with poor vision complemented by electrolocation; they mainly eat fish, crustaceans, insects and small vertebrates, such as amphibians, reptiles and mammals. Juveniles feed primarily on invertebrates, and newly hatched electric eels will eat remaining, including unhatched eggs.

Society/Culture

Electric eels communicate using low electric organ discharges. This electricity is produced in pulses, and the duration of a pulse is much shorter than the time that lapses between each pulse. The frequency at which weaker electric pulses are produced varies between males and females, as well as across individuals. Electric eels can detect these signals and interpret information about other individuals in the water. They can even convey information about their sex and sexual receptivity, which is important during the breeding season.

11.2 Freshwater Eel

Freshwater eels have long, snake-shaped bodies. This entry is based heavily on the European Eel but should be applicable to most freshwater eels. They are normally around 2.6 feet in length and rarely reach more than 3 feet 3 inches. Their scales are small and embedded in the skin, making them appear scaleless. Unlike lamprey, they have well-developed jaws. Freshwater eels have small gill openings and no spines or pelvic fins. The dorsal and anal fins are fused with the caudal fin, forming a single ribbon running along much of the length of the animal. Freshwater eels possess small, granular teeth arranged in bands on the jaws. They vary in color, but normally are brown, olive or olive-yellow, and can be mottled. Coloration matches the floor of rivers and lakes which prevents the eels from being seen by predators while in clear or shallow water. Freshwater eels do not exhibit size-dependent sexual dimorphism.

Freshwater eels can sense the magnetic field of the Earth. Since their mouths are not very large, they use their swimming capabilities to aid in feeding where they will bite onto their food and twist/spin rapidly tearing off a piece perfectly sized for them. Eels are a popular food source especially in Asia and Europe. The blood of the European eel is poisonous, but the poison is destroyed by cooking. In Sweden, they might be smoked, braised in beer, or fried in butter; in Italy, boiled in tomato sauce; in England, jellied in stock, or fried with eggs into an elver cake.

In 1592 AD their origin is mysterious. The ancient Egyptians believed that eels were produced by the sun warming the Nile; Aristotle decided that eels emerged spontaneously from mud and rainwater. Pliny the Elder thought that new eels developed when old eels rubbed away parts of their bodies on rocks. In the English countryside, where eel fishing is popular, most people adhered to the theory that eels were born when hairs from horses' tails fell into the water.

Freshwater eels have 170 development points to define their potential. During Adolescence they should further develop the *Acrobatics*-sea, *Awareness*-all, *Balance*, *Control Frenzy*, *Diving-free*, *Fauna Lore*, *Flora Lore*, *Hiding*, *Hunting*, *Movement*, *Signaling*, *Stalking*, *Survival*, *Swimming*, and *Bite* attacks.

| FreshwaterEel | Δ | Units | DPs |
|---------------------|---------|-------|------|
| Comeliness | -1.50 | z | 0 |
| Speed | -0.50 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | -2.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -120.00 | lbs | -60 |
| Age Span | -25.00 | yrs | -1 |
| Camouflage | 1.00 | z | 44 |
| Disorder Resistance | 1.45 | z | 100 |
| Gestation Period | -34.00 | wks | -34 |
| Gigantism | -1.19 | z | -54 |
| Hearing, Standard | -1.00 | z | -34 |
| Luck | -1.00 | z | -100 |
| Mana | -1.41 | z | -166 |
| Maturity | -0.10 | yrs | -2 |
| Reproductive Rate | 22.00 | wks | 22 |
| Sense, Direction | 1.00 | z | 44 |
| Sense, Life | 3.24 | z | 159 |
| Smell, Standard | 1.73 | z | 66 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 20.00 | deg | 1 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Underwater | 1.00 | z | 34 |
| Visual Acuity | -1.24 | z | -44 |
| Swimming | 2.00 | z | 58 |

Habitat

Freshwater eels have a global distribution and inhabit the waters of more than 150 countries. They are mainly found in tropical and temperate waters, except in the Eastern Pacific and South Atlantic. They live in various habitats, including freshwater, estuaries, and saltwater/marine habitats.

Ecology/Psychology

Baring accident of disease European eel are considered mature starting at 7 years of age and have an average lifespan of 50 years with a maximum of 85 years. They live their entire adult lives in freshwater estuaries, streams and lakes. Freshwater eels only reproduce once and this time is thought to be based on fat content, water quality or temperature, prey availability, river height and water flow rate, etc. When conditions are met the eel will begin its spawning migration from freshwater to saltwater. The European eel has one of the longest migrations of all freshwater eels, migrating over 3700 miles in a single migration loop. Spawning takes place in the ocean where the female will lay thousands of eggs which will be fertilized by the male. The American and European eel spawn in the Sargasso Sea. The eggs will hatch in less than two weeks, the young will grow in the ocean and will return to a promising estuary when they are around 5-6 inches long and proceed upstream and complete the loop. These juveniles are call Glass Eels.

They occupy the roles of both predator and prey. They are nocturnal and prey on crustaceans, fishes, and other aquatic fauna. Paired frontal bones of skull make for a stronger cranium which aids in their variable burrowing tendencies with mud as well as maneuvering through terrestrial obstacles when hiding under rocks and logs that they encounter at the waters bottom where they spend most of their time during the day. Freshwater eels have several natural predators such as large fish and piscivorous birds.

Society/Culture

Freshwater eels are known to be primarily solitary in nature; they are not known to communicate socially or actively school, however large masses of eelers can be found as a result of synchronicity in response to environmental conditions.

11.3 Moray Eel

Moray Eels are marine eels whose members are found worldwide. There are 202 known species of moray. Moray eels are usually vividly marked or colored. They generally do not exceed a length of about 8 feet, but one species in the Pacific, is known to grow about 11.5 feet long. They differ from other eels in having small, rounded gill openings and in generally lacking pectoral fins. Their skin is thick, smooth, and scaleless, while the mouth is wide and the jaws are equipped with strong, sharp teeth, which enable them to seize and hold their prey and inflict serious wounds. They have two sets of jaws and teeth, one that you can see and one that is in their throat. Their skin secretes a thin, clear mucus, which forms a protective layer. Females are larger than males.

They will attack humanoids and can be quite vicious when disturbed. Morays are eaten in some areas of the world, but their flesh is sometimes toxic and can cause illness or death. The toxin is characterized by neurological, gastrointestinal, and cardiovascular problems that may persist for days after eating tainted fish. In morays, the toxins are most concentrated in the liver. One species of moray found in the Mediterranean, was a great delicacy of the ancient Romans and was cultivated by them in seaside ponds.

Moray Eels have 115.6 development points to define their potential. During Adolescence they should further develop the *Acrobatics-sea, Awareness-all, Balance, Control Frenzy, Diving-free, Fauna Lore, Flora Lore, Hiding, Hunting, Movement, Signaling, Stalking, Survival, Swimming, and Bite attacks.*

| MorayEel | Δ | Units | DPs |
|---------------------|---------|-------|--------|
| Comeliness | -1.50 | z | 0 |
| Speed | -0.50 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | -0.30 | z | 0 |
| Strength | -1.70 | z | 0 |
| Endurance | -2.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -124.00 | lbs | -62 |
| Age Span | -55.00 | yrs | -2.2 |
| Disorder Resistance | 1.45 | z | 100 |
| Gestation Period | -29.00 | wks | -29 |
| Gigantism | 0.41 | z | 16 |
| Hearing, Standard | -1.00 | z | -34 |
| Mana | -2.29 | z | -390.2 |
| Maturity | -0.12 | yrs | -2.4 |
| Poison Resistance | 1.45 | z | 100 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sense, Life | 3.24 | z | 159 |
| Smell, Standard | 1.73 | z | 66 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 20.00 | deg | 1 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Underwater | 1.00 | z | 34 |
| Visual Acuity | -0.89 | z | -30 |
| Swimming | 2.00 | z | 58 |

Habitat

Moray eels occur in all tropical and subtropical seas, where they live in shallow water among reefs and rocks and hide in crevices. Morays are found in shallow water nearshore areas, continental slopes, continental shelves, deep benthic

habitats, and mesopelagic zones of the ocean, and in both tropical and temperate environments.

Ecology/Psychology

Baring accident or disease they are considered mature at 5 years of age and have a lifespan of 20 years with a maximum of 40 years. Moray’s breeding season is from July to September. The thousands of eggs are fertilized externally. The fertilized eggs float on top of the water until they hatch, approximately 7 weeks later, into transparent ribbon-like larvae. The larvae float around with the plankton for 8 months while they develop into a young adult eel. Many moray eels are hermaphroditic, starting their mature life as males and later changing their sex to female, but a few are synchronous hermaphrodites, female and male at the same time.

Morays are nocturnal opportunistic, carnivorous predators and feed primarily on smaller fish, crabs, and octopuses. Spotted moray eels have been observed eating a red lionfish without harm. Groupers, barracudas and sea snakes are among their few known predators.

Society/Culture

Moray eels live by themselves and are very protective of their territory. They are generally shy, preferring the reclusiveness of their caves.

12 Anura

Anura is taxonomic order of short-bodied, tailless amphibians that includes frogs and toads. More than 5,000 species are described in the order. The order literally means ‘without tail’ in Greek. They split from other amphibians 265 million years ago. Anura account for around 88% of all living amphibian species. Warty frog species tend to be called toads, but the distinction between frogs and toads is informal. Frogs are leaner, have a pointier nose and more colorful than toads. Frogs have a slimier/wetter skin and are more aquatic than toads but they both breed in the water. They range in size from the Papua New Guinean frog at 0.3 inches to the Goliath frog which can be 12 inches long and weigh 7 pounds. The structure of the feet and legs varies greatly among frog species, depending in part on whether they live primarily on the ground, in water, in trees, or in burrows. Most frogs are proficient at jumping, with much of the musculoskeletal morphology modified for this purpose. The have teeth used for restraining prey and will rarely draw blood although a few of the largest species can. Only Greening’s and Bruno’s casque-headed frog are venomous out of all 5000 species.

Anura are widely distributed, ranging from the tropics to subarctic regions, but the greatest concentration of species diversity is in tropical rainforest. They produce a wide range of vocalizations, particularly in their breeding season, and exhibit many kinds of complex behaviors to attract mates, to fend off predators and to generally survive. During extreme conditions, some frogs enter a state of torpor and remain inactive for months. In colder regions, many species of frog hibernate in winter. Those that live on land such as the American toad dig a burrow and make a hibernaculum in which to lie dormant.

Anura typically lay their eggs in water. The eggs hatch into aquatic larvae called tadpoles that have tails and internal gills. They have highly specialized rasping mouth parts suitable for herbivorous, omnivorous, or planktivorous diets. The life cycle is completed when they metamorphose into adults during which their tail disappears. Frog legs are eaten by humans in many parts of the world. Anura are valued as food by humans and have many cultural roles in literature, symbolism, and religion.

In traditional Chinese myths, the world rests on a giant frog, who would try to swallow the moon, causing the lunar eclipse. Frogs have been featured in religion, folklore, and popular culture. The ancient Egyptians depicted the god Heqet, protector of newborns, with the head of a frog. For the Mayans, frogs represented water, crops, fertility, and birth and were associated with the god Chaac. In the Bible, Moses unleashes a plague of frogs on the Egyptians. Medieval Europeans associated frogs and toads with evil and witchcraft. The

ORS

Brothers Grimm fairy tale *The Frog Prince* features a princess kissing a frog which caused it to turn into a handsome prince.

12.1 Dart Frog

Dart Frogs, *a.k.a.*, Poison Dart Frog, are poisonous to touch or eat. Although this entry is the family of frogs from Central and South America they can be used with modification for any poisonous frog. Dart Frogs have brightly colored bodies which is correlated to the toxicity of the over 170 different species. They can be yellow, red, blue, orange, magenta, and mixtures of the above with black blotches. They are called "dart frogs" due to the Native Americans' use of their toxic secretions to poison the tips of blowdarts. Most species of poison dart frogs are small, sometimes less than 0.6 inches in length, although a few grow up to 2.4 inches in length. They weigh about one ounce on average. Dart frogs can jump about 3 feet high and 5 feet long and can move around 10 miles per hour.

The golden poison frog contains enough poison to kill 20,000 mice or 10 people (+2.5z). It is one of the most poisonous animals on Earth; it is so toxic that even touching it can be dangerous. It is argued that dart frogs do not synthesize their poisons but sequester the chemicals from arthropod prey items. When a predator consumes one of these frogs, the secreted batrachotoxin goes to work, attacking the nervous system and causing convulsions, muscle contractions, salivation, and even death.

Dart Frogs have 53.5 development points to define their potential. During Adolescence they should further develop the *Acrobatics-air, Awareness-all, Balance, Climbing-free, Control Frenzy, Fauna Lore, Fishing, Flora Lore, Hiding, Hunting, Language(Anura), Jumping&Landing, Meditation, Movement, Navigation, Signaling, Stalking, Survival, Swimming, Bite, Claw and Striking/Blocking* attacks.

| DartFrog | Δ | Units | DPs |
|--------------------|--------|-----------|--------|
| Comeliness | -1.50 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | -1.00 | z | 0 |
| Strength | -2.10 | z | 0 |
| Endurance | -1.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Creativity | -2.00 | z | 0 |
| Age Span | -65.00 | yrs | -2.6 |
| Bodily Fluids | 5.50 | z | 403 |
| Gestation Period | -34.00 | wks | -34 |
| Gigantism | -3.77 | z | -294 |
| Hearing, Standard | -0.51 | z | -16 |
| Mana | -1.87 | z | -264.9 |
| Maturity | 0.05 | yrs | 1 |
| Poison Resistance | 1.45 | z | 100 |
| Polyorgani -1 | 1.00 | skinLungs | 10 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 90.00 | deg | 4.5 |
| Vision FOV 3D | -20.00 | deg | -1 |
| Vision, Underwater | 2.00 | z | 80 |

Habitat

They can be found in Madagascar, Australia, East Asia and parts of Africa. The deadliest frogs in the world, dart frogs, are primarily from in Central and South America. These frogs have made the rainforest their home because they have porous skin, making them reliant on moisture so they can maintain their slimy skin texture. Natural habitats include moist, lowland forests (subtropical and tropical), high-altitude shrubland (subtropical and tropical), moist montanes and rivers (subtropical and tropical), freshwater marshes, intermittent freshwater marshes, lakes, and swamps. Other species can be found in seasonally wet or

flooded lowland grassland, arable land, pastureland, rural gardens, plantations, moist savanna, and heavily degraded former forest.

Ecology/Psychology

Baring accident or disease it is mature at 1 year of age and has an average lifespan of 10 years with a maximum of 15 years. In general, females have a choice of mate. The female lays a cluster of eggs, and a male fertilizes them afterward. Females lay their eggs in moist places, including on leaves, in plants, among exposed roots, and elsewhere. Tadpoles hatch 14-18 days after the eggs are laid. It takes tadpoles 10-12 weeks to undergo metamorphosis and become adult frogs.

These amphibians usually sequester toxins from animals and plants on which they feed, commonly from poisonous insects or poisonous plants, *e.g.*, ants, mites, and termites. Their bright coloration advertises unpalatability to potential predators. Predators of poison dart frogs are humans and the fire-bellied snake, which has developed a resistance to the frogs' poison.

Society/Culture

Many species of poison dart frogs are dedicated parents. Once the eggs hatch, the adult piggybacks the tadpoles, one at a time, to suitable water: either a pool, or the water gathered in the throat of bromeliads or other plants. The tadpoles remain there until they metamorphose, in some species fed by unfertilized eggs laid at regular intervals by the mother. Poison frogs can often be observed clutching in territorial wrestling matches. Both males and females frequently engage in disputes over territory. A male will fight for the most prominent roosts from which to broadcast his mating call; females fight over desirable nests, and even invade the nests of other females to devour competitor's eggs.

12.2 Frog

Frog, *a.k.a.*, Grass Frog, European Common frog is a semi-aquatic amphibian found throughout much of Europe. Except for the Dart Frog this entry should be applicable to most Frogs and Toads with minor modifications, this includes the *Beelzebufo ampinga, a.k.a.*, the Devil Frog the largest frog to have ever lived with a 6-inch-wide head and a length of 16 inches and a weight of 10 pounds. The adult common frog has a body length of 2.4 to 3.5 inches and weighs around an ounce. Its back and flanks vary in color from olive green to grey-brown, brown, olive brown, grey, yellowish, and reddish-brown. During the mating season the male common frog tends to turn greyish blue. The eyes are brown with transparent horizontal pupils, and they have transparent inner eyelids to protect the eyes while underwater, as well as a 'mask' which covers the eyes and eardrums. The common frog is very reliant on temperature as it directly influences their metabolism, development, reproduction, muscle ability, and respiration. Most frogs can jump from 60 inches horizontally and half that vertically.

When the frog feels threatened, it will contract the muscles in its feet, causing the bones to break and push through the skin, forming sharp claws. These claws are made of bone and keratin, the same material that makes up human hair and nails. Common frogs have an important place in human ecology by controlling the insect populations. Toads and frogs have appeared in myths, folklore, proverbs, and fairytales across cultures for many centuries. In medieval Europe Heket, the water goddess, was depicted as a woman with the head of a frog and presides over conception and birth. In some societies swallowing live frogs is believed to cure tuberculosis and whooping cough. According to an old British legend, carrying a dried frog in a pouch around your neck prevents epileptic seizures. Some cultures believe that a frog coming in your home might be carrying a curse, while others claim it brings good luck. Some African tribes believe that the death of a frog will cause drought, while the Maori people say that killing a frog can lead to heavy rains and floods.

Frogs have 67 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Climbing-free, Control Frenzy, Fauna Lore, Fishing, Flora Lore, Flying, Hiding, Hunting, Language(Anura), Jumping&Landing, Meditation, Movement, Navigation,*

Signaling, Stalking, Survival, Swimming, Bite, Claw and Striking/Blocking attacks.

| Frog | Δ | Units | DPs |
|---------------------|--------|-----------|---------|
| Comeliness | -1.50 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | -1.00 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | -1.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Creativity | -2.00 | z | 0 |
| Age Span | -67.00 | yrs | -2.68 |
| Camouflage | 1.62 | z | 80 |
| Curse Resistance | 2.43 | z | 218.6 |
| Disease Resistance | 1.11 | z | 70.1 |
| Disorder Resistance | 1.55 | z | 109.3 |
| Gestation Period | -33.00 | wks | -33 |
| Gigantism | -3.61 | z | -272 |
| Hearing, Standard | -0.51 | z | -16 |
| Hibernation | 1.00 | NA | 10 |
| Mana | -1.90 | z | -274.32 |
| Maturity | 0.12 | yrs | 2.5 |
| Polyorgani -1 | 1.00 | skinLungs | 10 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 90.00 | deg | 4.5 |
| Vision FOV 3D | -20.00 | deg | -1 |
| Vision, Underwater | 2.00 | z | 80 |

Habitat

Common frogs are found throughout much of Europe as far north as northern Scandinavia inside the Arctic Circle and as far east as the Urals, except for most of Iberia, Southern Italy, and the southern Balkans. They prefer damp places near ponds or marshes or in long grass. They are normally active for much of the year, only hibernating in the coldest months.

Ecology/Psychology

Baring accident or disease that are considered mature at 3 years of age and have an average lifespan of 8 years. During the mating season a male's throat turns white, and their overall color is generally light and greyish, whereas the female is browner, or even red. Common frogs breed in shallow, still, fresh water such as ponds, with spawning usually in April or May. Female common frog's clutch sizes range from a few hundred up to 5,000 eggs. After an incubation period of 3 weeks the frogs hatch into tadpoles and group up into schools where they help each other feed on algae and larger plants, as well as avoid predators. By June and July, most tadpoles will have metamorphosized, and the remaining time until winter is used to feed and grow larger.

The common frog is opportunistic feeder wherever it is located. In the summer, the common frog's diet mostly consists of adult crane flies and the larvae of butterflies and moths. To a slightly lesser extent, common frogs will feed on woodlice, arachnids, beetles, slugs, snails, and earthworms. Predators include storks, birds of prey, crows, gulls, ducks, terns, herons, pine martens, stoats, turtles, fish, weasels, polecats, badgers, otters, and snakes.

Society/Culture

Outside the breeding season, common frogs live a solitary life in damp places near ponds or marshes or in long grass. They are normally active for much of the year, only hibernating in the coldest months. The common frog does not exhibit territoriality which leads to lack of physical fighting among males.

13 Apocrita

Apocrita is a large sub-order of insects, comprising wasps, bees, and ants containing over 115,000 species. Their body has three main segments: head, thorax and abdomen. They have a pair of elbowed antennae, six legs and a narrow 'waist' formed between the abdomen and the thorax. They have compound eyes that can see into the near ultraviolet spectrum. The ovipositor terminates the abdomen and is a hollow tube. Parasitic species use the ovipositor to insert eggs into a host eventually killing them as the eggs develop and hatch. Wasps and bees use the ovipositor to inject a toxin into a victim.

The young develop through complete metamorphosis, that is, they have a larval stage and an inactive pupal stage before they mature. They may feed as parasites on other arthropods or within plant structures, or they may be fed by adults within a nest. They have a short lifespan but are prolific.

Adult Apocrita are plant feeders or parasites depending on species. Most are beneficial to humanoids. Bees are important pollinators of economically important plants. Honeybees produce honey. Many species are parasites of insect pests. However, some species are destructive to crops. They are abundant in most habitats except for the polar regions. The entries below are for the most common types, e.g., workers. Although the descriptions below are for a specifically named species, they should be applicable to a wide range of Apocrita with size modifications done in character development.

13.1 Ant

Ants are social insects with an estimated 22,000 different species. Ants have elbowed antenna, head with mandibles, thorax and abdomen with stinger. The range in size for 0.1 to 1 inch depending on species and are red or black in color. This entry is for the Fire Ant which is red in color and averages 0.5 inches long. They have an exoskeleton providing natural armor. Their compound eyes detect movement but not fine details. Their antenna detects odors, currents and vibrations. Their mandibles are used to carry food, manipulate objects, construct nests and help in defense. Only queens and drones have wings and after her nuptial flight she sheds them, while the drone will die within a week.

Ants communicate with pheromones, sounds and touch. Ants attack and defend themselves by biting and, in many species, by stinging often injecting or spraying chemicals. Fire ants are aggressive, venomous insects that sting. They cause painful, intensely itchy welts that turn into blisters. Fire ants usually sting all at once but can sting repeatedly. Though rare, fire ant venom (+0.5z) can cause a life-threatening reaction. All successful attacks, regardless of roll will be a minor success.

Ants have 95.3 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Climbing-all, Fauna Lore, Flying/Gliding, Hiding, Hunting, Jumping & Landing, Mining, Movement, Navigation, Signaling, Stalking, Survival, Bite, and Impaling attacks.*

| Ant | Δ | Units | DPs |
|-------------------|--------|-------|---------|
| Comeliness | -1.50 | z | 0 |
| Speed | -2.00 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | -2.00 | z | 0 |
| Strength | -2.50 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -4.00 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Height | -91.00 | in | -10 |
| Age Span | -73.50 | yrs | -2.94 |
| Bodily Fluids | 3.50 | z | 180 |
| Gestation Period | -33.00 | wks | -33 |
| Gigantism | -2.56 | z | -154 |
| Hearing, Standard | -2.00 | z | -80 |
| Mana | -1.96 | z | -289.26 |

ORS

| | | | |
|---------------------|--------|------|------|
| Maturity | -0.14 | yrs | -2.7 |
| Natural Armor | 0.50 | z | 20 |
| Polyorgani - 2 | 2.00 | Legs | 20 |
| Reproductive Rate | -3.00 | wks | -3 |
| Smell, Standard | 2.00 | z | 80 |
| Touch, Standard | 1.25 | z | 44.5 |
| Vision FOV 2D | 90.00 | deg | 4.5 |
| Vision FOV 3D | -30.00 | deg | -1.5 |
| Vision, Ultraviolet | 4.26 | z | 250 |
| Visual Acuity | -1.00 | z | -34 |

Habitat

Ants have colonized almost every landmass on Earth except for Antarctica. Ants thrive in moist tropical ecosystems and may exceed the combined biomass of wild birds and mammals.

Ecology/Psychology

The average lifespan of a worker or soldier ant is a year with a maximum of two. The queen averages around seven years with a maximum of 14; and a drone will survive only a few weeks after becoming an adult. After establishing her nest a queen lays hundreds of eggs a day. After the egg is hatched it will metamorphose from larva to an adult and are considered mature after 8 weeks.

Ants are omnivorous – they eat everything. In nature, they feed on the milk of aphids and other small Hemiptera, insects and small living or dead invertebrates, as well as the sap of plants and various fruits.

Society/Culture

Ants form colonies that range in size from a few dozen predatory individuals living in small natural cavities to highly organized colonies that may occupy large territories and consist of millions of individuals. Larger colonies consist of various castes of sterile, wingless females, most of which are workers as well as soldiers and other specialized groups. Nearly all ant colonies also have some fertile males called "drones" and one or more fertile females called "queens". Ants in a colony consist of workers, soldiers, drones, and queens. The workers and soldiers cannot reproduce.

13.2 Bee

Bees are winged social insects with an estimated 20,000 species with only 11 species labeled as honeybees. Bees range in size from tiny stingless bee species, whose workers are less than 0.1 inch long to a species of leafcutter bee, whose females can attain a length of 1.54 inches. This entry is for the honeybee which is about 0.6 inches long. They have hairs on their head, thorax and forelimbs, the latter are used to clean their antenna. They are yellowish tan in color with black stripes on their abdomen. Their compound eyes covering much of their head detect movement in normal light but not fine detail.

Bees communicate with dances, odor, and taste. Workers sting intruders as a form of defense, and alarmed bees release a pheromone that stimulates the group attack response in other bees. Only the female honeybee, primarily workers, have stingers which are barbed and are left in the victim along with the venom sack, which continues to pump. They will stop moving and die within minutes after stinging. The venom (+0.5z) will cause burning pain, swelling and inflammation at the sting site. Honeybees can only sting once. Though rare, bee venom can cause a life-threatening reaction. All successful attacks, regardless of roll will be a minor success. Humanoids and other entities consume the honey, and humanoids use the wax for candle making, waterproofing, and more.

Bees have 33.99 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Climbing-all, Fauna Lore, Flora Lore, Flying/Gliding, Hiding, Hunting, Jumping & Landing, Movement, Signaling, Stalking, Survival, Bite and Impaling attacks.*

| Bee | Δ | Units | DPs |
|------------|-------|-------|-----|
| Comeliness | -1.50 | z | 0 |

| | | | |
|---------------------|--------|------------|---------|
| Speed | 0.90 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | -2.00 | z | 0 |
| Strength | -2.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -4.00 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Height | -91.00 | in | -10 |
| Age Span | -74.80 | yrs | -2,992 |
| Bodily Fluids | 3.50 | z | 180 |
| Gestation Period | -32.00 | wks | -32 |
| Gigantism | -2.54 | z | -151.5 |
| Hearing, Standard | -2.00 | z | -80 |
| Mana | -2.24 | z | -372.02 |
| Maturity | -0.13 | yrs | -2.5 |
| Natural Armor | 0.25 | z | 9,508 |
| Polyorgani – 2,2 | 4.00 | Legs,Wings | 40 |
| Reproductive Rate | -3.00 | wks | -3 |
| Smell, Standard | 2.00 | z | 80 |
| Touch, Standard | 1.25 | z | 44.5 |
| Vision FOV 2D | 90.00 | deg | 4.5 |
| Vision FOV 3D | -30.00 | deg | -1.5 |
| Vision, Ultraviolet | 4.26 | z | 250 |
| Visual Acuity | -0.51 | z | -16 |
| Flying/Gliding | 1.00 | z | 52 |

Habitat

Bees are found on every continent except Antarctica, in every habitat on the planet that contains insect-pollinated flowering plants.

Ecology/Psychology

The life expectancy for a bee is around 60 days with a maximum of 200. Queens live on average 1-2 years with a maximum of five. Bumblebees, drones, live only around 28 days. Workers are considered mature 20 days after finishing their metamorphosis. After mating, a female stores the sperm, and determines which sex is required at the time each individual egg is laid, fertilized eggs producing female offspring and unfertilized eggs, males. Eggs are laid singly in a cell in a wax honeycomb, produced and shaped by the worker bees. The eggs metamorphose from larva, to pupal to winged adult.

Bees feed on nectar and pollen, the former primarily as an energy source and the latter primarily for protein and other nutrients. Most pollen is used as food for their larvae.

Society/Culture

Bees may be solitary or may live in various types of communities. Honeybees are social and are known for their construction of perennial colonial nests from wax, the large size of their colonies, and surplus production and storage of honey. Their colonies are established by swarms, consisting of a queen and several thousand workers. In cold climates, honeybees stop flying when the temperature drops below about 50°F and crowd into the central area of the hive to form a "winter cluster". During winter, they consume their stored honey to produce body heat.

13.3 Wasp

The wasp, *a.k.a.*, yellowjacket, hornet, and killer hornet comprises over 100,000 species. They range in size from a fraction of an inch to the giant wasp (*Vespa mandarinia*) which is over 2 inches long and it has a three-inch wingspan. This entry is for the yellowjacket which is about 0.75 inches long and has six yellow legs, distinct yellow markings on the head, black eyes, a black thorax, yellow bands around the abdomen and long dark brown dark wings.

ORS

Yellowjackets are normally very slow to sting, but they are also very territorial. Yellowjackets have lance-like stingers with small barbs, and typically sting repeatedly injecting a potent venom. They will mark aggressors and pursue them. Yellowjackets can kill humanoids in two ways: by sheer numbers of stings causing toxic effects and by the allergic reactions in sensitive individuals. It generally takes about 1,500 stings to kill an adult man by the toxic effects of the venom alone. All successful attacks, regardless of roll will be a minor success. The sting (+0.5z) causes burning pain, swelling and redness around the injection site. Anaphylaxis will experience wheezing, problems breathing or swallowing, hives, dizziness, vomiting and diarrhea.

Wasps have 31.99 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Climbing-all, Fauna Lore, Flora Lore, Flying/Gliding, Hiding, Hunting, Jumping & Landing, Movement, Signaling, Stalking, Survival, Bite* and *Impaling* attacks.

| Wasp | Δ | Units | DPs |
|---------------------|--------|------------|---------|
| Comeliness | -1.75 | z | 0 |
| Speed | 1.00 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | -2.00 | z | 0 |
| Strength | -2.50 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -4.00 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Height | -91.00 | in | -10 |
| Age Span | -74.67 | yrs | -2.987 |
| Bodily Fluids | 3.50 | z | 180 |
| Gestation Period | -32.00 | wks | -32 |
| Gigantism | -2.54 | z | -151.5 |
| Hearing, Standard | -2.00 | z | -80 |
| Mana | -2.25 | z | -354.02 |
| Maturity | -0.14 | yrs | -2.7 |
| Natural Armor | 0.75 | z | 31.307 |
| Polyorgani – 2.2 | 4.00 | Legs,Wings | 40 |
| Reproductive Rate | -3.00 | wks | -3 |
| Smell, Standard | 2.00 | z | 80 |
| Touch, Standard | 1.25 | z | 44.5 |
| Vision FOV 2D | 90.00 | deg | 4.5 |
| Vision FOV 3D | -30.00 | deg | -1.5 |
| Vision, Ultraviolet | 4.06 | z | 230 |
| Visual Accuity | -0.51 | z | -16 |
| Flying/Gliding | 1.00 | z | 52 |

Habitat

Yellowjackets are found worldwide, and there are about 16 species that reside in North America. They prefer meadows, orchards, woodlands, cemeteries, and urban and suburban settings. All wasps build a paper-like nest made from wood fibers that have been chewed into a pulp.

Ecology/Psychology

Yellowjacket workers live an average of 120 days, the queen usually lives a year, and the male yellowjacket dies within a few days after mating. Queens emerge during the warm days of late spring or early summer, select a nest site, and build a small paper nest in which they lay eggs. After eggs hatch from the 30 to 50 brood cells, the queen feeds the young larvae for about 20 days. Workers in the colony take over caring for the larvae, feeding them with chewed-up meat or fruit. By midsummer, the first adult workers emerge and assume the tasks of nest expansion, foraging for food, care of the queen and larvae, and colony defense. A nest can be 1 foot in diameter at the end of autumn. Before her death in late autumn the queen will lay thousands of eggs.

Yellowjacket's diet consists primarily of sugars and carbohydrates, such as fruits, flower nectar, and tree sap. Larvae feed on proteins derived from insects, meats, and fish. Workers collect, chew, and condition such foods before feeding them to the larvae.

Society/Culture

Yellowjackets are social hunters living in colonies containing workers, queens, and males (drones). Colonies are annual with only inseminated queens overwintering. All species of social wasps construct their nests using some form of plant fiber (wood pulp) and secretions from the wasps themselves; multiple fibrous brood cells are constructed, arranged in a honeycombed pattern, and often surrounded by a larger protective envelope. The placement of nests varies from group to group; yellow jackets tend to nest in trees and shrubs.

14 Araneae

This order contains over 45,000 species of spiders. They first appeared in the fossil record around 300 million years ago. Out of all the spider species only 30 can be considered dangerous to humanoids. Spiders are predatory invertebrate animals with two body segments, eight legs, no chewing mouth, no wings, and no antennae. It is estimated that they kill 400 million tons of insects, spiders, birds and lizards a year. Spiders can only ingest liquid food and most pump digestive enzymes from their midgut into their prey and then suck the liquified result, eventually leaving only a husk.

All spiders produce silk, a thin, strong protein strand extruded by the spider from spinnerets most commonly found on the end of the abdomen. Many species use it to trap insects in webs, although there are many species that hunt freely. Silk can be used to aid in climbing, form smooth walls for burrows, build egg sacs, wrap prey, and temporarily hold sperm. Spiders use internal hydraulic pressure to extend their legs. Their brain is distributed in the anterior body segment that contains the eyes. Spiders are ectotherms, so environmental temperatures affect their activity. Spiders keep at least four legs on the surface while walking or running.

Spiders have three or four pairs of eyes on the top-front area of their head, arranged in patterns that vary from one family to another. The principal pair is on the front and secondary immobile eyes are on the sides and top. This vision provides virtually 360 degrees field of view. All spiders have fangs and can use them to bite. Females tend to be larger than males. All spiders have many hairs that allow them to sense vibrations. Spiders have a wide variety of colors, e.g., green, brown, tan, black, silver, orange, and white. In general, their coloration is the most common color in their environment. Spiders range in sizes and can have a **body** from 0.015 inches to over 3.5 inches. Their legs can make them appear 2-4 times larger.

14.1 Black Widow

Black widow spiders encompass 34 different species. This entry is for the North American black widow spider but is equally applicable, except for size (60%), to the Red-Back Spider of Australia. These spiders are glossy black or dark brown with the female sporting a red hourglass marking on her abdomen. They have four pairs of eyes arranged in two rows of four. Her body is about 1/2 inch long, 1.5 inches when the legs are spread. Adult males are harmless to humans, and are about half the female's size, with smaller bodies, and longer legs and usually have yellow and red bands and spots over the back.

Their hollow fangs are around 1/16 of an inch long. The female's venom (+2.0z) is 15 times more potent than a rattle snakes. In humanoids the venom (latrotoxin) causes flu-like symptoms that can last for several days, i.e., chills, sweating, nausea, vomiting, and death from cardiac failure.

Black widow spiders have 82.6 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Climbing-all, Fauna Lore, Hiding, Hunting, Jumping & Landing, Language-S (Araneae), Movement, Stalking, Survival, Ablative, Bite, and Grappling* attacks.

| BlackWidowSpider | Δ | Units | DPs |
|------------------|-------|-------|-----|
| Comeliness | -1.50 | z | 0 |
| Speed | -0.75 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | -2.00 | z | 0 |

ORS

| | | | |
|---------------------|--------|------|---------|
| Strength | -2.50 | z | 0 |
| Endurance | -2.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -4.00 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Age Span | -72.00 | yrs | -2.88 |
| Bodily Fluids | 5.00 | z | 335 |
| Gestation Period | -33.00 | wks | -33 |
| Gigantism | -3.77 | z | -294 |
| Hearing, Standard | -2.00 | z | -80 |
| Mana | -1.45 | z | -173.52 |
| Maturity | -0.10 | yrs | -1.9 |
| Natural Weapons | 1.00 | z | 44 |
| Polyorgani - 6 | 6.00 | eyes | 60 |
| Reproductive Rate | 22.00 | wks | 22 |
| Taste, Standard | -1.00 | z | -34 |
| Touch, Standard | 1.00 | z | 34 |
| Vision FOV 3D | 240.00 | deg | 12 |
| Vision, Ultraviolet | 2.50 | z | 108.5 |

Habitat

Black Widow spiders live between ± 45 degrees latitude, virtually anywhere on the planet. Black Widow spiders prefer to nest near the ground, in dark, undisturbed areas. Nest sites are often near holes produced by small animals, or around construction openings and wood piles. Low shrubs also are common sites for black widow spiders to occur. Indoors, black widow spiders similarly occur in dark relatively undisturbed areas.

Ecology/Psychology

The female can live around 3 years with a maximum of 5, while a male's lifespan is much shorter. They are considered mature around 7 months of age. During mating the male spins a sperm web, deposits semen on it and charges his palpi with the sperm. Black widow spiders reproduce sexually when the male inserts his palpus into the female's spermathecal openings. The female deposits her eggs in a globular silken container in which they remain camouflaged and guarded. A female black widow spider can produce 4 to 9 egg sacs in one summer, each containing about 100 – 400 eggs. Usually, eggs incubate for 3 weeks. The female black widow is infamous for eating the male after sex. On average, thirty will survive through the first molting due to cannibalism, lack of food, and/or lack of proper shelter.

Black Widow spiders are shy, nocturnal, and stay hidden during daylight hours. Black widows eat mostly flies and moths. Black widow spiders spin irregular webs, which they build at night near ground level. Once complete, these spiders hang upside-down in their webs, which are usually less than 1 foot in diameter. They use their webs to ensnare prey.

Society/Culture

Black widows are primarily solitary. Social behavior can be described as precarious toleration. Spiders have complex courtship rituals, primarily to prevent the females from eating the males before fertilization. Males of most species survive a few matings.

14.2 Brown Recluse

Brown recluse spider *a.k.a.*, violin spider, fiddle-back spider, is a venomous spider found in North America. Although this entry is specifically for the brown recluse it is equally applicable for all recluse spiders, *e.g.*, the Chilean recluse, Mediterranean recluse. They have three pairs of eyes arranged in two lateral and one median. Their body lengths ranging from 0.25-0.75 inch and 1-3 inches when the legs are extended. It is brown and usually has markings on the dorsal side of its cephalothorax, with a black line coming from it that looks like a violin with the neck of the violin pointing to the rear of the spider resulting in the

nickname "fiddle back spider" or "violin spider". They have three pairs of eyes arranged on the top, sides and front. The strands of the brown recluse web are off-white in color. The web of the brown recluse spider is not used to trap prey, as brown recluses actively hunt for food. The purpose of the recluse's web is to serve as retreat.

Coloring varies from light tan to brown and the violin marking may not be visible. Their venom is dangerous to humanoids (+1.0z hemotoxin) and causes pain, blisters, swelling, bleeding and ulceration at the injection site. The initial bite is often painless taking hours until noticed. Additional symptoms include fever, chills, joint pain, skin rash, nausea, vomiting, delirium. Death is extremely rare.

Brown recluse spiders have 200.5 development points to define their potential. During adolescence they should focus on *Awareness-all*, *Balance*, *Climbing-all*, *Fauna Lore*, *Hiding*, *Hunting*, *Jumping & Landing*, *Language-S (Araneae)*, *Movement*, *Stalking*, *Survival*, *Ablative*, *Bite*, and *Grappling* attacks.

| BrownRecluseSpider | Δ | Units | DPs |
|---------------------|----------|-------|-------|
| Comeliness | -1.50 | z | 0 |
| Speed | -0.75 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | -2.00 | z | 0 |
| Strength | -2.50 | z | 0 |
| Endurance | -2.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -4.00 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Age Span | -73.00 | yrs | -2.92 |
| Bodily Fluids | 4.00 | z | 224 |
| Gestation Period | -32.00 | wks | -32 |
| Gigantism | -3.77 | z | -294 |
| Hearing, Standard | -2.00 | z | -80 |
| Mana | -0.65 | z | -56.8 |
| Polyorgani - 4 | 4.00 | eyes | 40 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | -1.00 | z | -34 |
| Touch, Standard | 1.00 | z | 34 |
| Vision FOV 3D | 240.00 | deg | 12 |
| Vision, Ultraviolet | 3.00 | z | 141.5 |

Habitat

The brown recluse is found in Midwest United States, and the recluse is distributed nearly worldwide in the warmer regions. They are often found living outdoors in debris and woodpiles, and hundreds or even thousands can be found in a single area. When indoors, brown recluses favor areas that mimic rotting tree bark, *e.g.*, boxes, clothing, shoes, tires, bedding, furniture, and storage areas. They use their webs to build their lair.

Ecology/Psychology

Brown recluse spiders live about one to two years. Each female produces several egg sacs over a period of two to three months, from May to July, with approximately fifty eggs in each sac. The eggs hatch in about one month. The spiderlings take about one year to grow to adulthood. The brown recluse spider is resilient and can tolerate up to six months of extreme drought and scarcity or absence of food. When threatened it usually flees, seemingly to avoid a conflict, and if detained may further avoid contact with quick horizontal rotating movements or even resort to assuming a lifeless pose (playing dead). Brown recluse spiders build asymmetrical (irregular) webs that frequently include a shelter consisting of disorderly threads.

Brown recluse spiders are nocturnal and leave their lairs to hunt. They eat small insects and other spiders. Brown recluse spiders cannot eat solids, so they liquefy their food by flooding it with digestive enzymes.

Society/Culture

As the name would suggest, they are generally shy, reclusive spiders, but do tend to live in groups or clusters.

14.3 Funnel-web Spider

Funnel-web spiders are venomous spiders and have over 40 different species. Although this entry is specifically for the Sydney Funnel-web spider (*Atrax robustus*) it is equally applicable for all funnel-web spiders. They have body lengths ranging from 0.75-1.5 inch and 2.25-4.5 inches when the legs are extended. They have a glossy black hairless carapace covering the front part of the body. They have four pairs of eyes arranged in two rows of four. They have relatively long spinnerets. Males have a large mating spur projecting from the middle of their second pair of legs. These spiders have fangs that point straight down the body and do not point towards each other. They have ample venom glands that lie entirely within their chelicerae. Their ¼ inch long fangs are large and powerful, capable of penetrating fingernails and soft shoes.

Its bite can cause serious illness and death in humanoids, +2.12z. Early symptoms of envenomation (altracotoxin) include goose bumps, sweating, tingling around the mouth and tongue, twitching (initially facial and intercostal), salivation, watery eyes, elevated heart rate, and elevated blood pressure. As systemic envenomation progresses, symptoms include nausea, vomiting, shortness of breath (caused by airway obstruction), agitation, confusion, writhing, grimacing, muscle spasms, pulmonary oedema (of neurogenic or hypertensive origin), metabolic acidosis, and extreme hypertension. The final stages of severe envenomation include dilation of the pupils (often fixed), uncontrolled generalized muscle twitching, unconsciousness, elevated intracranial pressure, and death. Death can occur as soon as 15 minutes or as late as 3 days.

Funnel-Web spiders have 4 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Climbing-all, Fauna Lore, Hiding, Hunting, Jumping & Landing, Language-S (Araneae), Movement, Stalking, Survival, Ablative, Bite, and Grappling* attacks.

| FunnelwebSpider | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Comeliness | -1.50 | z | 0 |
| Speed | -0.75 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -4.00 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Age Span | -70.00 | yrs | -2.8 |
| Bodily Fluids | 5.12 | z | 350 |
| Gestation Period | -32.00 | wks | -32 |
| Gigantism | -3.61 | z | -272 |
| Hearing, Standard | -2.00 | z | -80 |
| Mana | -1.91 | z | -275.2 |
| Natural Weapons | 1.50 | z | 72.5 |
| Polyorgani - 6 | 6.00 | eyes | 60 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | -1.00 | z | -34 |
| Touch, Standard | 1.26 | z | 45 |
| Vision FOV 3D | 240.00 | deg | 12 |
| Vision, Ultraviolet | 2.50 | z | 108.5 |

Habitat

The Sydney funnel web spider is native to Australia. They make their burrows in moist, cool, sheltered habitats – under rocks, in and under rotting logs, some in rough-barked trees (occasionally meters above ground). They are commonly found in suburban rockeries and shrubberies, rarely in lawns or other open terrain.

Ecology/Psychology

They build silk-lined tubular burrow retreats with irregular trip-lines radiating over the ground. In the rainy season the burrow can become flooded. The spiders can survive such immersion for up to twenty-four hours, trapping air bubbles on hairs around their abdomen. Males tend to wander during the warmer months of the year, looking for receptive females to mate. Sperm is discharged onto a small silk mat that the spiders weave. Sperm is then discharged into the female's genital opening where it is either used or stored by the female. Their average lifespan is five years with a maximum of seven. Reproduction usually occurs towards the end of summer or early fall. Males reach sexual maturity at about four years of age and the females take just a little bit longer. Females lay from 90 to 120 yellow-green eggs which hatch 4 weeks later.

Funnel-web spiders are nocturnal, as the sun would dehydrate them. The long-lived female funnel-web spend most of the time in their silk-lined tubular burrow retreats. When potential prey, which includes insects, lizards or frogs, walks across the trip-lines, they rush out, subduing their prey by injecting their venom. When threatened or provoked, funnel-web spiders will display aggressive behavior, rearing up on their hind legs and displaying their fangs. When biting, the funnel-web spider maintains a tight grip on its victim, often biting repeatedly.

Society/Culture

Females rarely leave their burrows and only hunt prey that come near. Males on the other hand are more active and wander further afield in search of females. Females have been found to live in colonies of up to and over 100 spiders! These spiders have communal web-building, cooperative prey capture, and communal rearing of young.

14.4 Giant Spider

The giant spider, *a.k.a.*, Cave Spider, J'ba Fofi, are animals inspired by the modern folklore of J.R.R. Tolkien and the folklore of Africa. They have body lengths ranging from 1-2 feet, 4-8 feet when the legs are extended, and weigh over 80 pounds. They have a glossy black hairless or dark brown carapace covering the front part of the body. They have four pairs of yellow eyes arranged in two rows of four. They have relatively long spinnerets. They have claws on their forelegs to help in hunting. Except for size males are indistinguishable from females.

They have ample venom glands that lie entirely within their chelicerae. Their 4-inch-long stiletto fangs are powerful, capable of penetrating leather and chain mail. Their venom is both necrotic and toxic, +2.5z. It will destroy tissue at the rate of a cubic inch per minute spreading out from the injection site(s). The toxicity will incapacitate a human in one minute and death will follow after 10 minutes.

Giant spiders have 0 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Climbing-all, Fauna Lore, Hiding, Hunting, Jumping & Landing, Language-S (Araneae), Movement, Stalking, Survival, Ablative, Bite, Claw, and Grappling* attacks.

| GiantSpider | Δ | Units | DPs |
|-------------------|--------|-------|------|
| Comeliness | -2.00 | z | 0 |
| Agility | 1.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.25 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -4.00 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Weight | -66 | Lbs | -33 |
| Age Span | -60.00 | yrs | -2.4 |
| Bodily Fluids | 5.50 | z | 403 |
| Gestation Period | -30.00 | wks | -30 |
| Hearing, Standard | -2.00 | z | -80 |

| | | | |
|---------------------|--------|------|---------|
| Mana | -2.63 | z | -520.60 |
| Natural Weapons | 1.75 | z | 89 |
| Polyorgani - 6 | 6.00 | eyes | 60 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | -1.00 | z | -34 |
| Touch, Standard | 1.00 | z | 34 |
| Vision FOV 3D | 240.00 | deg | 12 |
| Vision, Ultraviolet | 1.47 | z | 54 |

Habitat

Giant spiders live in old growth forests, caves, dungeons, and caverns that are relatively dry. They build their nests suspended from height enabling them to drop on their prey.

Ecology/Psychology

Baring accident or disease Giant spiders live 15 years with a maximum of 25. They mate only once a year in the spring and the female weaves silk egg-cases, each of which may contain dozens of eggs. The eggs are cream colored with brown spots. The eggs hatch after six weeks and are hungry. Females care for their young, by carrying them around or by sharing food with them. Giant spiders have to molt to grow as their cuticle 'skin' cannot stretch.

Giant spiders are nocturnal and will prey on anything less than 10 times their weight, e.g., insects, birds, animals and humanoids. Their hunting strategy is to drop on their prey from height delivering a bite and retreating until their prey stops moving. The prey is then cocooned in webs and hoisted into their lairer to be devoured as needed. They sense their prey by sight. Giant spiders cannot eat solids, so they liquefy their food by flooding it with digestive enzymes. They also grind food with the bases of their pedipalps, as arachnids do not have the mandibles that crustaceans and insects have.

Society/Culture

Giant spiders are social with dozens of females forming a cluster. Except for mating, males live solitary lives. The male will endeavor to bind the female with his silk before mating, primarily to prevent the females from eating them after fertilization. Males usually survive a few matings before being eaten.

14.5 Mouse Spider

Mouse spiders (Missulena) are venomous spiders with over 11 known species. Although this entry is specifically for the red-headed mouse spider (Missulena occatoria) it is equally applicable for all mouse spiders. They get their name from the mistaken belief that they dig burrows like mice do. Their bodies range in length from 0.4 to 1.4 inches in size, and if you include their legs they are 1.5" to 4.5" in length. These spiders look very similar to the Australian funnel web spiders. Their carapace is glossy, and they have high, broad heads, with eyes spread out across the front of the head. They have four pairs of eyes arranged in two rows of four. They have short spinnerets, located in the rear of the abdomen. Mouse spiders exhibit sexual dimorphism, with female spiders being all-black; and male spiders having a blue body, red head and black legs.

Although normally not aggressive, the mouse spider will bite if provoked, and should be considered dangerous to humans, +0.5z. This spider has been known to cause severe illness, especially to young children. It has large hard fangs which can cause a painful bite with a deep gash.

Mouse spiders have 152 development points to define their potential. During adolescence they should focus on *Awareness*-all, *Balance*, *Climbing*-all, *Fauna Lore*, *Hiding*, *Hunting*, *Jumping & Landing*, *Language-S (Araneae)*, *Movement*, *Stalking*, *Survival*, *Ablative*, *Bite*, and *Grappling* attacks.

| MouseSpider | Δ | Units | DPs |
|-------------|-------|-------|-----|
| Comeliness | -1.50 | z | 0 |
| Speed | -0.75 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | -0.50 | z | 0 |

| | | | |
|---------------------|--------|------|---------|
| Strength | -2.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -4.00 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Age Span | -69.00 | yrs | -2.76 |
| Bodily Fluids | 3.50 | z | 180 |
| Gestation Period | -33.00 | wks | -33 |
| Gigantism | -3.61 | z | -272 |
| Hearing, Standard | -2.00 | z | -80 |
| Mana | -1.18 | z | -126.24 |
| Natural Weapons | 1.50 | z | 72.5 |
| Polyorgani - 6 | 6.00 | eyes | 60 |
| Reproductive Rate | 48.00 | wks | 28 |
| Taste, Standard | -1.00 | z | -34 |
| Touch, Standard | 1.00 | z | 34 |
| Vision FOV 3D | 240.00 | deg | 12 |
| Vision, Ultraviolet | 3.00 | z | 141.5 |

Habitat

Mouse spiders are found in South America and Australia. They can be found in both coastal and drier habitats; however, they do not occur in tropical rainforests. Mouse spiders live in burrows in soil covered with a hinged top known as the trapdoor. Mouse spider burrows can extend to the depth of 12 inches. The burrow provides a refuge from predators, parasites, low humidity, and high temperatures.

Ecology/Psychology

Barring accident of disease female Mouse spiders live 6 years and reach sexual maturity at four years of age whereas the male only lives around 2 years. Female mouse spiders generally remain in their burrows; the males wander in search of mates. Mating usually takes place within the female's burrow. The female Mouse spider lays 60 or more eggs within an egg sac that she places into a brood chamber off the main shaft of her burrow. The spiderlings hatch from the egg sac over summer and remain with the mother into autumn when dispersal occurs. The spiderlings of the Mouse Spider disperse by ballooning.

Mouse spiders are active during the day and night and prey mainly on insects, though they may consume other small animals as opportunity presents. Mouse spiders feed by lunging at prey passing the burrow entrance. The primary predators of the mouse spider include wasps, centipedes, and scorpions.

Society/Culture

Except for the mating season the mouse spider is solitary. The mother will keep and raise her spiderlings until they disperse.

14.6 Tarantula

Tarantulas comprise a group of large and often "hairy" spiders having over 1000 known species. Tarantula sizes can range from as small as the size of a BB pellet to as large as a dinner plate when the legs are fully extended. Although this entry is specifically for the baboon spider (Harpactirinae) it is equally applicable for all tarantulas. Their common name is from the fact that their legs resemble a baboon's fingers. The body length is about 2.7 inches long and spans 8 inches when the legs are included. They typically weigh around 4.5 ounces. They have four pairs of eyes arranged in six in front and two on the sides. Their color varies from various shades of brown, cobalt blue, black with white stripes, yellow legs, metallic blue legs and orange abdomen and green body. Tarantulas do not use webs to catch their prey. They do, however, spin silk.

Tarantula fangs face downwards, as opposed to those of most other spiders, which face each other. They have massive, powerful chelicerae tipped with long, chitinous fangs. All tarantulas are venomous, +0.25z, and some bites cause serious discomfort that might persist for several days. Symptoms include

ORS

spasms for multiple days, hallucinations, muscle cramps. Tarantulas have urticating bristles that can be thrown, Ablative attack in defense. These bristles can irritate sensitive areas, e.g., eyes and nose, lips, etc..

Tarantula spiders have 72 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Climbing-all, Fauna Lore, Hiding, Hunting, Jumping & Landing, Language-S (Araneae), Movement, Stalking, Survival, Ablative, Bite, Claw, and Grappling* attacks.

| Tarantula | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Comeliness | -1.50 | z | 0 |
| Speed | -0.50 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -4.00 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Weight | -96 | lbs | -48 |
| Age Span | -65.00 | yrs | -2.6 |
| Bodily Fluids | 3.25 | z | 160 |
| Curse Resistance | 1.45 | z | 100 |
| Gestation Period | -28.00 | wks | -28 |
| Gigantism | -2.88 | z | -185 |
| Hearing, Standard | -2.00 | z | -80 |
| Mana | -1.81 | z | -250.4 |
| Natural Weapons | 1.50 | z | 72.5 |
| Polyorgani - 6 | 6.00 | eyes | 60 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | -1.00 | z | -34 |
| Touch, Standard | 1.00 | z | 34 |
| Vision FOV 3D | 240.00 | deg | 12 |
| Vision, Ultraviolet | 3.00 | z | 141.5 |

Habitat

The King Baboon's natural habitat is Africa, but tarantulas are native United States, Mexico, in Central America, and South America, Africa, much of Asia and Australia. In Europe, some species occur in Spain, Portugal, Turkey, southern Italy, and Cyprus. Their natural habitats include savanna, grassland such as in the pampas, rainforest, desert, scrubland, mountains, and cloud forest. They are burrowers that live in the ground. If a tarantula lives in a place with dry soil, it will burrow into the ground and line the walls of the hole with silk to help keep sand and dirt out.

Ecology/Psychology

Baring accident or disease tarantulas live for 12 years with a maximum of 25. Most species take two to five years to reach adulthood, but some species may take up to 10 years to reach full maturity. Upon reaching adulthood, males typically have but a 1.0- to 1.5-year period left to live and immediately go in search of a female with which to mate. Male tarantulas rarely molt again once they reach adulthood, but females continue to molt and grow.

Tarantulas are nocturnal but they stay close to their burrows. They hunt prey on the ground and in the trees and they prey primarily includes, large insects, e.g., centipedes, millipedes, other spiders, but occasionally lizards, mice, bats, birds, and small snakes.

Society/Culture

Tarantulas are solitary animals; there is only one spider in this burrow. To alert the female of his presence, the male taps one of his legs against the ground until the female emerges. Females will care for their young until their first molting after which they tend to disperse.

14.7 Trapdoor Spider

Trapdoor spider is a common name that is used to refer to various spiders from several different groups that create burrows with a silk-hinged trapdoor to help them ambush prey. They are often mistaken for funnel-web spiders and even tarantulas.

The ctenizids, the best-known trap-door spiders, have a special row of teeth adapted for digging. The body is about one inch in length and three inches including the legs, is usually dull brown in color. The legs are relatively short. The tunnel of a ctenizid, is almost 6 inches long, may consist of a single tube or may be branched. The door, often camouflaged, usually exceeds 1 inch in width. Tunnels off the main tube may also have doors. The spiders remain in the tube except when hunting. They are timid and quickly retreat into the tube if frightened. Although painful their bite is not venomous, -3.0z for a humanoid.

Trap-door spiders have 78 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Climbing-all, Fauna Lore, Hiding, Hunting, Jumping & Landing, Language-S (Araneae), Movement, Stalking, Survival, Ablative, Bite, and Grappling* attacks.

| TrapdoorSpider | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Comeliness | -1.50 | z | 0 |
| Speed | -0.75 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -4.00 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Age Span | -70.00 | yrs | -2.8 |
| Curse Resistance | 1.55 | z | 109.4 |
| Disease Resistance | 0.65 | z | 36.1 |
| Disorder Resistance | 0.91 | z | 54.7 |
| Gestation Period | -33.00 | wks | -33 |
| Gigantism | -3.61 | z | -272 |
| Hearing, Standard | -2.00 | z | -80 |
| Mana | -1.59 | z | -200.2 |
| Natural Weapons | 1.00 | z | 44 |
| Polyorgani - 6 | 6.00 | eyes | 60 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | -1.00 | z | -34 |
| Touch, Standard | 1.26 | z | 45 |
| Vision FOV 3D | 240.00 | deg | 12 |
| Vision, Lowlight | 1.97 | z | 108.5 |
| Vision, Ultraviolet | 2.50 | z | 104.3 |

Habitat

Except for the Arctic and Antarctic, a species of trapdoor spiders should exist virtually everywhere. Trap-door spiders construct burrows in the ground; at the entrance they build a silken-hinged door. The spider feeds by quickly opening the trap door and grabbing an insect that is passing close by. Ctenizids are common in the southwestern United States and in tropical and subtropical regions.

Ecology/Psychology

Trapdoor Spiders have a long-life span averaging 5 to a maximum 20 years and take several years to reach maturity. Mature male Trapdoor Spiders wander during humid weather in search of a mate. Mating takes place within the female's burrow. The male usually escapes being eaten in order to mate with several females, before dying. The female Trapdoor spider will lay her eggs several months after mating and protects them within her burrow. When the spiderlings have hatched, they remain for several months before dispersing on the ground. During this time, the female will capture food and regurgitate it to feed her spiderlings. They will then make their own miniature burrows.

ORS

Spiders tend to be nocturnal. Trapdoor spiders eat all types of insects even frogs, baby birds, baby snakes, mice and small fish. They detect prey mainly by sensing vibrations. Spiders cannot eat solids, so they liquefy their food by flooding it with digestive enzymes. They also grind food with the bases of their pedipalps, as arachnids do not have the mandibles that crustaceans and insects have.

Society/Culture

Trap door spiders are solitary in nature and the female and young will coexist to their first molt as which point they begin to disperse.

Meditation, Movement, Navigation, Signaling, Stalking, Survival, Impaling and Striking/Blocking attacks.

| DevilRay | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Comeliness | -1.50 | z | 0 |
| Agility | 1.00 | z | 0 |
| Strength | -1.50 | z | 0 |
| Endurance | 0.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.00 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -55.00 | yrs | -2.2 |
| Body Density | -1.00 | z | -44 |
| Curse Resistance | 2.04 | z | 165 |
| Disease Resistance | 0.91 | z | 54.5 |
| Disorder Resistance | 1.27 | z | 83 |
| Gestation Period | 16.00 | wks | 16 |
| Gigantism | 0.89 | z | 38 |
| Mana | -2.80 | z | -593.8 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sense, Life | 1.75 | z | 67 |
| Vision FOV 2D | 60.00 | deg | 3 |
| Vision FOV 3D | -80.00 | deg | -4 |
| Vision, Underwater | 1.50 | z | 55.5 |
| Swimming | 1.00 | z | 26 |

15 Batoidea

Batoidea is the superorder of cartilaginous fish, which include rays, skates, guitarfish, and sawfish which has over 600 species. Batoids first appeared in the fossil record 100 million years ago. They range in size from the short-nose electric ray which is 4 inches across and weighs a pound to the Giant manta rays which have a wingspan of 29 feet. Rays are distinguished by their flattened bodies, enlarged pectoral fins that are fused to the head, and gill slits that are placed on their ventral surfaces. Most batoids have five ventral slot-like gill slits that lie under the pectoral fins on the underside. Batoid have developed their pectoral fins into broad flat wing-like appendages and the anal fin is absent. The eyes and spiracles are located on top of the head. Batoids have a ventrally located mouth and can protrude their upper jaw away from the cranium to capture prey.

Most species live on the sea floor, in a variety of geographical regions, mainly in coastal waters, although some live in deep waters to at least 9,800 feet. Most batoids prefer tropical and subtropical marine environments, although there are temperate and cold-water species. Only a few species, like manta rays, live in the open sea, and only a few live in freshwater, while some batoids can live in brackish bays and estuaries.

Batoids undergo internal fertilization. All skates and some rays are oviparous, lay eggs, while other rays give birth to young which develop in a womb. The eggs of oviparous skates are laid in leathery egg cases that are commonly known as mermaid's purses and which often wash up empty on beaches in areas where skates are common. Most batoids have developed heavy, rounded teeth for crushing the shells of bottom dwelling species such as snails, clams, oysters, crustaceans, and some fish, depending on the species. Manta rays feed on plankton.

15.1 Devil Ray

Devil Ray, *a.k.a.*, devil fish, giant devil ray is a large ray. They range in size from the Munk's devil ray with a wingspan of 3.6 feet to the giant devil ray which grows to a length of 11 feet long with a wingspan of 17 feet. This entry is for Spinetail Devil Ray which has an average wingspan of 7.5 feet and a spiny tail. They are black on top and white underneath with cephalic flaps that look like horns, giving the animal a "devil-like" silhouette. Devil rays all have a black "crescent" shaped stripe that extends shoulder to shoulder, differentiating them from the similarly looking, manta ray. They appear to fly through the water approaching 13 miles per hour in a sprint. Devil rays also deep dive at random times, instances not correlated to the time of day. The rays can dive to a depth of 1960–2300 feet but mostly spend their time between 0 and 165 feet. It's not uncommon for devil rays to perform incredible surface acrobatics. High jumps, twists, turns, and belly flops up to 10 feet in the air.

Despite they fearsome appearance they are relatively peaceful, but *the Spinetail devil ray has a small functional spine at the end of its tail used for defensive purposes. It is the only species of devil ray that has a spiny tail, and they are not venomous.*

Devil Rays have 100 development points to define their potential. During Adolescence they should further develop the *Acrobatics-sea, Acrobatics-sea, Awareness-all, Balance, Control Frenzy, Diving-free, Fauna Lore, Fishing, Flora Lore, Flying, Hiding, Language(Batoidea), Jumping&Landing,*

Habitat

The Devil ray is most common in the Mediterranean Sea. It is also found in the Eastern Atlantic Ocean, off the southwest coast of Ireland and south of Portugal, as well as in the central and western Pacific Ocean. Devil rays are usually seen in deep coastal waters but are occasionally seen in shallow waters. They prefer warmer waters with a temperature between 68 and 84 degrees Fahrenheit.

Ecology/Psychology

Baring accident or disease it is mature at 5 years of age and has an average lifespan of 20 years with a maximum of 25 years. They aggregate and mate in late spring. It is thought the breaching behavior is part of the mating ritual. After reaching maturity the female gives birth every two to three years. One large egg at a time is developed inside a female's body for 12 months before giving birth to a live "pup". Most litters consist of one large pup, but in some cases, there can be two.

Giant devil rays are filter feeders, catching food on their branchial filter plates as they swim. Giant devil rays eat tiny marine organisms including microscopic plankton, small fish, shrimp, and other crustaceans. Predators include Sharks, and Killer whales.

Society/Culture

The Devil Ray is often found alone but may gather in large numbers to feed or reproduce. Giant devil rays migrate together in relatively small groups.

15.2 Electric Rays

Electric Rays, *a.k.a.*, numbfish are a group of flattened cartilaginous rays with enlarged pectoral fins and are known for being capable of producing an electric discharge, ranging from 8 to 220 volts, depending on species, used to stun prey and for defense. They range in size from the lesser electric ray with a wingspan of 2 feet to the Atlantic Torpedo Ray with a wingspan of 6 feet and weighing 200 pounds. There are 69 species of electric rays, and this entry is based on the Pacific Electric ray. The Pacific electric ray has a soft, flabby body devoid of dermal denticles. They are dark gray, slate, or brown above, sometimes with small darker spots that increase in number with age; the underside is white. It

ORS

averages 4 feet in length and has an oval pectoral fin disc about 1.2 times as wide as long, with a nearly straight front margin and a pair of kidney-shaped electric organs visible beneath the skin. Females are larger than males. There are 25–28 upper tooth rows and 19–26 lower tooth rows; each tooth is tiny and smooth, with a single sharp cusp. Pacific electric rays are able to swim to a depth of 3,500 feet but are usually found no deeper than 984 feet. Propulsive power is provided by the muscular tail, while the disc is held rigid going around 5 miles per hour.

Their slimy skin conducts bodily generated electricity. When attacking prey, the ray normally produces pulses at a rate of 150–200 per second, slowing down over time. Over a thousand pulses may be produced in all, depending on how long it takes for the prey to be subdued. Electric rays don't hunt humanoids, but they will shock you if you touch them. Their alien skin is electrified and is equivalent to an Destroy-Air-Ball (-0.5z Lightning) within 0.24 inches of their body. Note: armor, swords, daggers, etc. are all good conductors. The Electric ray appears in natural histories as a magical creature, and its ability to numb fishermen without seeming to touch them. Romans and Greeks called these rays "numbfish." They believed numbfish had therapeutic value and applied the rays to their bodies for treatment of gout, chronic headaches, and other maladies.

Electric rays have 100 development points to define their potential. During Adolescence they should further develop the *Acrobatics-sea, Awareness-all, Balance, Control Frenzy, Diving-free, Fauna Lore, Fishing, Flora Lore, Flying, Hiding, Hunting, Language(Batoidea), Meditation, Movement, Navigation, Signaling, Stalking, Survival, Swimming, Bite attacks.*

| ElectricRay | Δ | Units | DPs |
|---------------------------|--------|-------|---------|
| Comeliness | -1.50 | z | 0 |
| Agility | 1.00 | z | 0 |
| Strength | -1.60 | z | 0 |
| Endurance | 0.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.00 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | 34.00 | lbs | 17 |
| Age Span | -59.00 | yrs | -2.36 |
| Bodily Fluids - Lightning | 2.50 | z | 108.5 |
| Curse Resistance | 1.84 | z | 141 |
| Disease Resistance | 0.80 | z | 46.5 |
| Disorder Resistance | 1.12 | z | 70.5 |
| Gestation Period | 4.00 | wks | 4 |
| Gigantism | -0.50 | z | -20 |
| Mana | -2.75 | z | -573.64 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sense, Life | 2.00 | z | 80 |
| Vision FOV 2D | 60.00 | deg | 3 |
| Vision FOV 3D | -80.00 | deg | -4 |
| Vision, Underwater | 1.50 | z | 55.5 |
| Swimming | 1.00 | z | 26 |

Habitat

Pacific electric rays are found in Japan, south Kuril Islands, and Kinmei Seamount; Wiah Point, Graham Island, northern British Columbia to Todos Santos, southern Baja California, including Isla Guadalupe, central Baja California, and Peru. They spend most of the day in nearby open areas buried in sediment.

Ecology/Psychology

Baring accident or disease that are considered mature at 3 years of age and have an average lifespan of 16 years with a maximum of 24 years. Reproduction occurs year-round, with males apparently capable of mating every year and females every other year. They give birth to live young after a gestation period of 10 months. They are around 8 inches long at birth.

They are primarily nocturnal predators when it enters reefs to hunt. They feed on invertebrates and small fish. They lie in wait for prey below the sand or other substrate, using their electricity to stun and capture it. This ray has few natural predators due to its formidable electric capabilities and large size but occasionally sharks and other large carnivorous fish attack.

Society/Culture

It is nomadic and solitary, though several individuals may rest within the same area.

15.3 Stingrays

Stingrays are cartilaginous fish having over 220 known species. They range in size from the teacup stingray with a 15-inch wingspan to the giant freshwater stingray which has a 13 foot long wingspan and weighs 700 pounds. This entry is for the short-tail stingray. One of the largest stingrays in the world, this heavy-bodied species can grow upwards of 6.9 feet across and 770 pounds in weight. The body tends to be dark grey or black with rows of white spots along each wing. Its tail is usually shorter than the disc and thick at the base armed with large spine. The tail is usually shorter than the disc and has one, sometimes two, serrated stinging spines on the upper surface, about halfway along its length. Short Tailed Stingrays have between 45-55 densely arranged teeth, which are small, blunt, and conical. They are known to occasionally jump out of the water and can swim up to 30 miles per hour. The short-tail stingray is demersal and lives in brackish and marine waters to depths of 1,562 feet.

The short-tail stingray is not aggressive but is capable of inflicting a lethal wound with its long, venomous sting, e.g., Steve Irwin, *a.k.a., The Crocodile Hunter*. Not only does the puncture itself cause injury and pain, but the stinger also releases a complex venom (-0.5z), which leads to intense pain at the puncture site. Uncommon effects of the venom include headaches, nausea and vomiting, fainting, low blood pressure, arrhythmias of the heart, and even seizures.

Stingrays have 100 development points to define their potential. During Adolescence they should further develop the *Acrobatics-sea, Awareness-all, Balance, Control Frenzy, Diving-free, Fauna Lore, Fishing, Flora Lore, Flying, Hiding, Hunting, Jumping&Landing, Language(Batoidea), Meditation, Movement, Signaling, Stalking, Survival, Bite and Impaling attacks.*

| Stingray | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Comeliness | -1.50 | z | 0 |
| Speed | 1.00 | z | 0 |
| Agility | 1.00 | z | 0 |
| Strength | -1.40 | z | 0 |
| Endurance | 0.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.00 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | 200.00 | lbs | 100 |
| Age Span | -55.00 | yrs | -2.2 |
| Bodily Fluids | 2.50 | z | 108.5 |
| Curse Resistance | 1.36 | z | 91.25 |
| Disease Resistance | 0.55 | z | 30.15 |
| Disorder Resistance | 0.79 | z | 45.6 |
| Gestation Period | 4.00 | wks | 4 |
| Gigantism | 0.21 | z | 8 |
| Mana | -2.80 | z | -593.8 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sense, Life | 2.00 | z | 80 |
| Vision FOV 2D | 60.00 | deg | 3 |
| Vision FOV 3D | -80.00 | deg | -4 |
| Vision, Underwater | 1.50 | z | 55.5 |
| Swimming | 1.00 | z | 26 |

Habitat

Stingrays are common in coastal tropical and subtropical marine waters throughout the world. Some species, such as the Thorntail stingray, are found in warmer temperate oceans and others, such as the Deepwater stingray, are found in the deep ocean. It tends to remain within a relatively limited area throughout the year, preferring deeper waters during the winter, and is not known to perform long migrations. The short-tail stingray is common and widely distributed in the temperate waters of the Southern Hemisphere.

Ecology/Psychology

Baring accident or disease that are considered mature at 5 years of age and have an average lifespan of 20 years with a maximum of 25 years. Large aggregations of rays form seasonally at certain locations, such as in the summer at the Poor Knight Islands off New Zealand. Both birthing and mating have been documented within the aggregations at Poor Knights. The female gives birth to 6-10 pups after a gestation period of 10 months.

The diet of the short-tail stingray consists of invertebrates and bony fishes, including burrowing and midwater species. Predators include sharks, seals, sea lions and other large fish.

Society/Culture

Many stingrays like to live by themselves and only come together for breeding and migration.

16 Bivalvia

The Bivalvia class of marine and freshwater mollusks have a laterally compressed body and a shell consisting of two valves, or movable pieces, hinged by an elastic ligament. Bivalves include clams, cockles, mussels, oysters, and scallops, in total there are over 15,000 species of Bivalves. Bivalves use their single foot to move themselves. Shells range in size from the tiny 1/16-inch seed shells characteristic of members of the freshwater family Sphaeriidae to the giant clam (*Tridacna gigas*), which can weigh over 500 pounds and attain a length of over 4 ft. Most bivalves are filter feeders, but some are scavengers or even predators.

Bivalve shellfish can become poisonous (-3.0z) during the warm months of the year when they feed on certain dinoflagellates. After ingestion the victim will experience numbness, tingling of the lips, tongue and face, nausea, vomiting, convulsion and death due to respiratory paralysis.

16.1 Giant Clam

The giant clam (*Tridacna giga*), *a.k.a.*, Killer Clam is the largest two-shelled animal that has ever existed. They can be up to 54 in across weigh up to 550 pounds and live over 100 years. They are characterized by having 4 to 5 large, inward facing triangular projections of the shell aperture, thick, heavy shells without scutes and an inhalant siphon with no tentacles. The mantle is usually golden brown, yellow, or green, with many iridescent blue, purple, or green spots, especially around the mantle edges. Larger individuals may have so many of these spots that the mantle appears solid blue or purple. Giant clams also have many pale or clear spots on the mantle, referred to as 'windows'. The folklore surrounding this creature is mostly false. The giant clam is considered neither aggressive nor particularly dangerous. It is capable of gripping an entity, but its closing action is defensive and slow to pose a serious threat.

This species is native to the shallow coral reefs of the South Pacific and Indian oceans including offshore of the Philippines and in the South China Sea. The giant clam lives in flat coral sand or broken coral and can be found at depths of as much as 66 feet. The giant clam is considered a delicacy in Japan, France, Southeast Asia, many Pacific Islands and the Chinese people believe the flesh has aphrodisiac powers.

17 Bovidae

The Bovidae family are cloven-hoofed, ruminant mammals that includes bison, African buffalo, water buffalo, antelopes, wildebeest, impala, gazelles, sheep, goats, muskoxen, and domestic cattle. Bovidae show a great variation in size, horns, and coloration. Their size can range from 9.8 inches tall and weighing 6.6 pounds for the royal antelope to the Gaur which stands 7.25 feet at the shoulder and weigh more than 3,300 pounds. All bovids have the similar basic form: a snout with a blunt end, a pair of horns (generally present on males) immediately after the oval or pointed ears, a distinct neck and limbs, and a tail varying in length and bushiness among the species. Most bovids exhibit sexual dimorphism, with males usually larger as well as heavier than females. All bovids have four toes on each foot – they walk on the central two (the hooves), while the outer two (the dewclaws) are much smaller and rarely touch the ground.

All bovids are diurnal. Social activity and feeding usually peak during dawn and dusk. Bovids typically rest before dawn, during midday, and after dark. They have various methods of social organization and social behavior, which are classified into solitary and gregarious behavior. Bovids use different forms of vocal, olfactory, and tangible communication. Most bovids are polygynous. Mature bovids mate at least once a year and smaller species may even mate twice.

Cattle, sheep and goats have been domesticated since ancient times. Dairy products, such as milk, butter, and cheese, are manufactured largely from domestic cattle. Bovids are also raised for their leather, meat, and wool. Bovidae have featured in stories since at least the time of Aesop's fables from Ancient Greece around 600 BC.

17.1 Antelopini

ORS™ incorrectly assigns all Antelopes, Gazelles, Impalas, Kobs, Oryx, Pronghorns, Reedbuck, and Springboks, etc. to the taxonomic Antelopini tribe. Their size can range from 9.8 inches tall and weighing 6.6 pounds for the royal antelope to the cow-like eland standing 6 feet at the shoulder, 9 feet in length and weighing 1700 pounds. The entry below is for the *impala*, but with minor modifications to size, weight, fur length/coloration, and horn description should be applicable to all species all members of the Antelopini tribe. Males are known as rams, while females are referred to as ewes and have no horns. The average impala stands 3 feet at the shoulder, 5.25 feet nose to tail, and weigh 128 pounds. It has a glossy, reddish-brown coat. Males are larger than females and have slender 18-36-inch-long lyre-shaped horns. Male impalas produce a scent from a gland on their foreheads to advertise their status to rivals. Facial features include white rings around the eyes and a light chin and snout. Their ears average 6.7 inches long and are tipped with black. The impala is known for two characteristic leaps that constitute an anti-predator strategy. They can jump 10 feet vertically and 33 feet horizontally and run at 45-50 miles per hour.

Impala have 150 development points to define their potential. During adolescence that should develop *Acrobatics-land, Awareness-all, Balance, Fauna Lore, Flora Lore, Hiding, Jumping & Landing, Language (Antelopini), Movement, Signaling, Survival, Swimming, Weather Watching, Bite and Impaling attacks.*

| Impala | Δ | Units | DPs |
|---------------|--------|-------|-------|
| Speed | 1.50 | z | 0 |
| Agility | 1.25 | z | 0 |
| Vitality | 1.25 | z | 0 |
| Strength | 0.50 | z | 0 |
| Endurance | 1.50 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.80 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -62.00 | yrs | -2.48 |
| Bodily Fluids | 2.36 | z | 100 |

| | | | |
|------------------------------|--------|-----|---------|
| Curse Resistance | 1.29 | z | 84.9 |
| Disease Resistance | 0.52 | z | 28 |
| Disorder Resistance | 0.74 | z | 42.4 |
| Gestation Period | -10.00 | wks | -10 |
| Gigantism | -0.09 | z | -3.4 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.62 | z | -516.12 |
| Maturity | -0.14 | yrs | -2.7 |
| Natural Armor | 0.76 | z | 32 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 1.26 | z | 45 |
| Vision FOV 2D | 60.00 | deg | 3 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Lowlight | 0.50 | z | 20 |
| Visual Acuity | -0.48 | z | -15 |
| Jumping & Landing-Horizontal | 1.24 | z | 33 |
| Jumping & Landing-Vertical | 1.24 | z | 33 |

Habitat

Antelopini can be found in the prairies of North America and the savannahs of Africa, the Arabian Peninsula, India, Central Asia and Russia. The impala prefer woodlands and sometimes on the interface between woodlands and savannahs; it inhabits places near water.

Ecology/Psychology

Baring accident or disease an impala is mature at 6 months of age and has an average lifespan is 13 years with a maximum of 20. An annual, three-week-long rut takes place toward the end of the wet season, typically in May. Rutting males fight over dominance, and the victorious male courts the female in heat. Gestation lasts six to seven months, following which a single calf is born and immediately concealed in cover. Calves are suckled for four to six months. Soon after weening young males are forced out of the all-female groups and join bachelor herds, while females remain. Half of all newborns are killed by predators within the first few weeks of life.

The impala is diurnal with breaks during mid-day. They are browsers as well as grazers, impala feed on monocots, dicots, forbs, fruits, and acacia pods. The impala is an important prey species for Africa's large carnivores, such as cheetahs, leopards, wild dogs, lions, hyenas, crocodiles, and pythons. When a predator stalks a grazing herd, the outer circle of male impalas stand with their heads down and horns pointed directly outward like medieval swords to hold their ground. If this action doesn't deter the predator than they will run and jump very fast and high.

Society/Culture

The impala may be gregarious or territorial depending upon the climate and geography. Three distinct social groups can be observed: the territorial males, bachelor herds and female herds. The territorial males hold territories where they may form harems of females; territories are demarcated with urine and feces and defended against juvenile or male intruders. Bachelor herds tend to be small, with less than 30 members. Female herds vary in size from 6 to 100; herds occupy home ranges of; 0.31–0.69 square miles. The most prominent vocalization is the loud roar, delivered through one to three loud snorts with the mouth closed, followed by two to ten deep grunts with the mouth open and the chin and tail raised; a typical roar can be heard up to 1.2 miles away.

17.2 Bovini

ORS™ assigns all Cattle, Bison, Buffalos, Oxen, Yaks, Aurochs, etc., to the taxonomic Bovini tribe. Their size can range from 3 feet tall at the shoulder and weigh 286 pounds for the Vechur to the bison-like Gaur standing 7.25 feet at the shoulder, 9.5 feet in length and weighing over 3300 pounds. This entry below is for the Aurochs, but with minor modifications to size, weight, coloration, and horn description should be applicable to all species all members of the Bovini tribe. The average Aurochs is 6 feet tall at the shoulder, body length is 8 feet with the tail adding another 3 feet, and weighs over 2200 pounds and has broad

curved horns reaching 31 inches in length. The aurochs is the wild ancestor of modern domestic cattle. The male aurochs is pitch-black with a grey streak along the back, and the smaller female is reddish-brown with smaller horns, and both sexes have a light-colored muzzle. Their legs were considerably longer and more slender than modern cattle, resulting in a shoulder height that nearly equaled the trunk length.

The aurochs are depicted in Paleolithic cave paintings, Neolithic petroglyphs, Ancient Egyptian reliefs, and Bronze Age figurines. It symbolizes power, sexual potency, and prowess in religions of the ancient Near East. Its horns are used in votive offerings, trophies and drinking horns. *Habitat* limitation and hunting will seal the fate of this wild bovine as human civilization expands. Its extinction was the first disappearance of an animal to become documented by humans in 1627. Aurochs are swift and can be very aggressive and are not afraid of humanoids.

Aurochs have 150 development points to define their potential. During adolescence that should develop *Awareness-all, Balance, Fauna Lore, Flora Lore, Hiding, Language (Bovini), Movement, Signaling, Survival, Swimming, Weather Watching, Bite and Impaling* attacks.

| Auroch | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Comeliness | -0.20 | z | 0 |
| Speed | 1.00 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.25 | z | 0 |
| Strength | 2.10 | z | 0 |
| Endurance | 1.50 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.80 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | 160.00 | lbs | 80 |
| Age Span | -61.00 | yrs | -2.44 |
| Curse Resistance | 1.50 | z | 104.5 |
| Disease Resistance | 0.62 | z | 34.5 |
| Disorder Resistance | 0.88 | z | 52.3 |
| Gestation Period | -10.00 | wks | -10 |
| Gigantism | 0.89 | z | 38 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.63 | z | -519.56 |
| Maturity | -0.14 | yrs | -2.7 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 1.26 | z | 45 |
| Vision FOV 2D | 60.00 | deg | 3 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Lowlight | 0.50 | z | 20 |
| Visual Acuity | -0.48 | z | -15 |

Habitat

The aurochs is distributed in North Africa, Mesopotamia, and throughout Europe to the Pontic–Caspian steppe, Caucasus, and Western Siberia in the west and to the Gulf of Finland and Lake Ladoga in the north. The aurochs prefers everything from plains of Eurasia and northern Africa to riparian forests and wetlands along lakes.

Ecology/Psychology

Baring accident or disease an Aurochs is mature at 15 months of age and has an average lifespan is 14 years with a maximum of 20. Mating season is in September, when the bulls fight for the right to mate with cows who will give birth to calves in the spring. Calves are born with a chestnut color, and young bulls changed to black with a white eel stripe running down the spine, while cows retained a reddish-brown color. Calves stay with their mother until they are strong enough to join and keep up with the herd on the feeding grounds. In autumn, aurochs feed up for the winter, and get fatter and shinier than during the rest of the year.

ORS

The aurochs is a grazing herbivore, with a food selection very similar to domesticated cattle feeding on grass, twigs, and acorns. The young are vulnerable to predation by large predators, e.g., wolves, bears, and humans, while healthy adult aurochs probably did not have to fear predators.

Society/Culture

Aurochs form small herds mainly in winter and live singly or in smaller groups during the summer. Social status was gained through displays and fights, in which both cows and bulls engaged. They have a number of different vocalizations to communicate with other members of the species or give warnings to potential threats.

17.3 Caprini

ORS™ assigns all Goats, Ibex, Sheep, Mountain Goats, Muskox, etc., to the taxonomic Caprini tribe. Their size can range from 19 inches tall at the shoulder and weigh 50 pounds for the African Pygmy Goat to the Muskox standing 5 feet at the shoulder weighing over 800 pounds. This entry below is for the Iberian Ibex, but with minor modifications to size, weight, coloration, and horn description should be applicable to all species all members of the Caprini tribe. A male ibex is referred to as a buck, a female is a doe, and young juveniles are called kids. The average Iberian Ibex has a 4 foot body length with a 1.3 foot long tail, 3 feet tall at the shoulder and weighs around 135 pounds. The male is larger than the female. Their stout horns curve out and up and then back, inward, with horns of length 18 and 6 inches for males and females respectively. The surface of the horn is ridged, and the ridges develop progressively with age. The female is light brown, and the male is grey in color. During the summer, its hair is short, and in winter, the hair grows longer and thicker. The hair on the ibex's neck remains long through all seasons. The Iberian ibex is characterized by its large and flexible hooves and short legs. These physical adaptations allow it to run and leap on bare, rocky, rough, and steep slopes out of reach of potential predators. They can jump more than 6 feet vertically without a running start.

The ibex is widely present in the archaeological record, particularly in the Near East and Mediterranean regions. When firearms spread in the 16th century, the large population of ibex that spanned many of Europe's mountains will decrease as they are easy targets for hunters. The ibex is often hunted for its meat, with other body parts used for medicine. The ibex horns were highly sought-after as a remedy for impotence, while its blood was used for treating kidney stones.

Iberian Ibex have 150 development points to define their potential. During adolescence that should develop *Awareness-all*, *Balance*, *Climbing-free*, *Fauna Lore*, *Flying*, *Hiding*, *Jumping & Landing*, *Language (Caprini)*, *Movement*, *Signaling*, *Survival*, *Swimming*, *Bite* and *Striking/Blocking (Ram)* attacks.

| IberianIbex | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Speed | 1.42 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | 1.25 | z | 0 |
| Strength | 0.50 | z | 0 |
| Endurance | 1.50 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.80 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -64.50 | yrs | -2.58 |
| Bodily Fluids | 2.36 | z | 100 |
| Curse Resistance | 1.44 | z | 99.2 |
| Disease Resistance | 0.59 | z | 32.7 |
| Disorder Resistance | 0.84 | z | 49.6 |
| Gestation Period | -10.00 | wks | -10 |
| Gigantism | -0.06 | z | -2.2 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.63 | z | -517.22 |
| Maturity | -0.12 | yrs | -2.5 |
| Natural Armor | 0.76 | z | 32 |

| | | | |
|----------------------------|--------|-----|-----|
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 1.26 | z | 45 |
| Vision FOV 2D | 60.00 | deg | 3 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Lowlight | 0.50 | z | 20 |
| Visual Acuity | -0.48 | z | -15 |
| Jumping & Landing-Vertical | 1.47 | z | 40 |

Habitat

Ibex can be found all over Eurasia, North and East Africa. The Iberian Ibex can be found on the Iberian Peninsula, Spain and along the coast in Portugal, as well the French Pyrenees, Gibraltar and possibly Andorra. They tend to live in rocky habitats with cliffs and trees interspersed with scrub or pine trees. However, small patches of rocks in farmland or various areas along the Iberian coast also form a suitable habitat.

Ecology/Psychology

Baring accident or disease an Iberian Ibex is mature at one year of age and has an average lifespan is 10.5 years with a maximum of 15. The mating season is in mid-November. They are polygynous breeders, with the males competing to mate by head butting. Gestation period is 6 months and the female gives birth to 1 to 2 light brown kids. Shortly after birth, a kid is very alert and can jump around. After four weeks, it is ready to join the other kids in the group. At four to six months, a kid is weaned. It will remain with its mother for at least a year.

The Iberian ibex is diurnal and is both a browser and a grazer, depending on the plant availability in their home range. When a potential predator has been spotted, the ibex will first have an erect posture with its ears and head pointing in the direction of the potential predator. The caller will then signal the other ibexes in the group with one or more alarm calls. Once the group has heard the alarm calls, they will flee to another area that is usually an advantageous vantage point like a rocky slope where the predator cannot reach.

Society/Culture

Iberian ibex are social creatures and most of the year males and females live in separate groups. Kids usually travel in the center of adult females' groups for better protection. Mixed groups are common during the rutting season and the rest of the winter. It is during rutting season (November/December) that the males interact with the females in order to reproduce. Competition with domestic and wild ungulates is contributing to a steady decrease in numbers. Much of their range is shared with sheep, domestic goats, cattle, and horses, especially in summer when it was in the high mountain pastures.

18 Camelidae

Camelidae is the family of even toed ungulates that includes three types of camels, llamas, alpacas, vicunas and guanacos. They first appeared around 40 million years ago during the middle Eocene. Camelids are large, strictly herbivorous animals with slender necks, a big-lipped snout, and long legs. Camelids also have true canine teeth and tusk-like premolars. Because their leg attachments are on the top of the thigh, camelids must lie down by resting on their knees with their legs tucked underneath their bodies. They have three-chambered stomachs. Camelids do not have hooves; rather, they have two-toed feet with toenails and soft foot pad. The South American camelids have adapted to the steep and rocky terrain by adjusting the pads on their toes to maintain grip. While running, camelids engage a unique "running pace gait" in which limbs on the same side move in the same pattern they walk, with both left legs moving and then both right, this ensures that the fore and hind limb will not collide while in fast motion. The three Afro-Asian camel species have developed extensive adaptations to their lives in harsh, near-waterless environments. They range in size from the Vicuna averaging 100 pounds to the Bactrian Camel which can top 2000 pounds.

18.1 Camel

The Camel, *a.k.a.*, Bactrian Camel, Dromedary Camel, Arabian Camel, Wild Bactrian Camel are ungulates that have distinctive fatty deposits (humps) on their backs, broad, large feet, and tufted tails. The Bactrian camels have two humps, and the dromedary camels have a single hump. This entry is for the dromedary camel but with minor modifications can be used for all three species. An adult stands 6 feet 1 inch at the shoulder and 7 feet at the hump and is 11 feet long and weighs over 1500 pounds. Males are larger than females. They can sprint at 40 miles per hour and jog at 25 miles per hour. Males are larger than females and males have a large inflatable sack called a dulla that extrudes from its mouth during rut and attracts females. Their thick coat is tan in color. The camel has 22 milk teeth and 32 permanent teeth.

Camels may have first been domesticated by humans in Somalia or South Arabia sometime during the 3rd millennium BC and have been used as mounts and pack animals. Between 500 and 100 BC, Bactrian camels came into military use. Desert tribes and Mongolian nomads use camel hair for tents, yurts, clothing, bedding, and accessories. Camel milk is a staple food of desert nomad tribes and is sometimes considered a meal itself; a nomad can live on only camel milk for almost a month. Camels are also a good source of meat. According to Jewish tradition, camel meat and milk are not kosher. Camels can occasionally be very hostile to humanoids, inflicting serious injuries caused by camel bites, falls from their backs, and kicks. Although not harmful one of their most annoying and unpleasant actions is spitting which they will do when bothered or threatened. Their spit (-2z) is actually the contents of their stomach along with saliva.

Camels have 150 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Control Frenzy, Fauna Lore, Flora Lore, Hiding, Language (Camelidae), Movement, Signaling, Stalking, Survival, Swimming, Bite Attack, Breath Weapon, and Striking/Blocking attacks.*

| Camel | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Comeliness | -0.30 | z | 0 |
| Speed | 1.35 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.00 | z | 0 |
| Strength | 1.25 | z | 0 |
| Endurance | 1.50 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | 70.00 | lbs | 25 |
| Age Span | -35.00 | yrs | -1.4 |
| Bodily Fluids | 1.00 | z | 34 |
| Curse Resistance | 1.91 | z | 148.3 |
| Disease Resistance | 0.83 | z | 48.9 |
| Disorder Resistance | 1.16 | z | 74.1 |
| Gestation Period | 19.00 | wks | 19 |
| Gigantism | 0.89 | z | 38 |
| Mana | -2.7 | z | -548.6 |
| Maturity | -0.14 | yrs | -2.7 |
| Natural Armor | 1.00 | z | 44 |
| Survival-Desert | 2.00 | z | 116 |

Habitat

Like horses, camels originated in North America and eventually spread across Beringia to Asia. They survived in the Old World, and eventually humans domesticated them and spread them globally. Along with many other megafauna in North America, the original wild camels were wiped out during the spread of the first indigenous peoples of the Americas from Asia into North America, 12,000 years ago. Dromedaries mostly live in the Horn of Africa, the Sahel, Maghreb, Middle East and South Asia.

Ecology/Psychology

Baring accident or disease camels are considered mature at 4.2 years and have an average lifespan of 40 years with a maximum of 50 years. The rut, (musth) begins in late March and the mating happens in April. The male mates with the female when she is kneeling on all four legs. Mating (or mounting) takes 10 to 20 minutes. The gestation period is 55 weeks and on average, a calf weighs around 90 pounds at birth. The calf can stand after 30 minutes, will begin to eat grass after 6 weeks and is weaned after 4 months. The young have cream colored bellies and tan backs.

Camels have a series of physiological adaptations that allow them to withstand long periods of time without any external source of water. The dromedary camel can drink as seldom as once every 10 days even under very hot conditions and can lose up to 30% of its body mass due to dehydration. The humps do not store water they are fatty tissue that when metabolized yields water. A camel can drink 53 gallons of water in three minutes. When the camel exhales, water vapor becomes trapped in their nostrils and is reabsorbed into the body to conserve water. Camels eating green herbage can ingest sufficient moisture in milder conditions to maintain their bodies' hydrated state without the need for drinking. The camel's thick coat insulates it from the intense heat radiated from desert sand; a shorn camel must sweat 50% more to avoid overheating. During the summer the coat becomes lighter in color, reflecting light as well as helping avoid sunburn. The camel's long legs help to prevent dehydration by keeping its body farther from the ground.

Camels are herbivores eating grass, grains, wheat, and oats. They will spend their days searching for food and grazing. Camels have no known predators, although dingoes or wild dogs may take young camels. Humanoids have domesticated for a variety of purposes including milk and meat.

Society/Culture

Camels are social animals that live in groups, called herds. The herd consists of a dominant adult male, females, and their young. Other males that have been chased out of the group form bachelor herds.

18.2 Lama

The Lama, is the genus containing four South American camelids, the wild guanaco, vicuna, llama and alpaca. This entry is the llama but with minor modifications to size and coloration can be used for all the Lama species. A mature llama can reach a height of 5 feet 10 inches at the top of the head and weigh between 250 and 450 pounds. Females are larger than males. The llama is a long-necked mammal with thick fur and a stubby tail. Its face resembles that of a camel, with a rounded muzzle and a split upper lip. A llama's wool can come in a variety of colors including gray, beige, brown, and red, and can be patterned or a uniform color. Their ears are rather long and slightly curved inward, characteristically known as 'banana' shaped. There is no dorsal hump. Their feet are narrow, the toes being more separated than in the camels, each having a distinct plantar pad. The tail is short, and their fur is long, woolly, and soft.

The Inca deity Urcuchillay was depicted in the form of a multicolored llama. In the Inca Empire, llamas were the only beasts of burden. They are frequently used as pack animals. They are also used for their meat and wool. Like camels, llamas can bite, kick and spit (-2z) when annoyed or threatened.

Llamas have 265.8 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Control Frenzy, Fauna Lore, Flora Lore, Hiding, , Language (Camelidae), Movement, Signaling, Stalking, Survival, Swimming, Bite Attack, Breath Weapon, and Striking/Blocking attacks.*

| Llama | Δ | Units | DPs |
|------------|-------|-------|-----|
| Comeliness | -2.50 | z | 0 |
| Speed | 1.35 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 0.75 | z | 0 |

| | | | |
|-----------------------|--------|-----|--------|
| Endurance | 1.50 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | 120.00 | lbs | 60 |
| Age Span | -55.00 | yrs | -2.2 |
| Bodily Fluids | 1.00 | z | 34 |
| Curse Resistance | 1.93 | z | 151.3 |
| Disease Resistance | 0.85 | z | 49.9 |
| Disorder Resistance | 1.18 | z | 75.6 |
| Gestation Period | 14.00 | wks | 14 |
| Gigantism | 0.07 | z | 2.5 |
| Mana | -2.70 | z | -547.8 |
| Maturity | -0.14 | yrs | -2.7 |
| Natural Armor | 1.00 | z | 44 |
| Survival-High Plateau | 2.00 | z | 116 |

Habitat

Llamas appear to have originated from the central plains of North America about 40 million years ago. They migrated to South America about three million years ago during the Great American Interchange. By the end of the last ice age (10,000–12,000 years ago), camelids were extinct in North America. Today, Llamas living in herds are native to the bleak and elevated parts of mountain ranges bordering the region of perpetual snow, amidst rocks and precipices, occurring in various localities throughout Peru, in the southern part of Ecuador, and as far south as the middle of Bolivia.

Ecology/Psychology

Baring accident or disease they are considered mature at 2.1 years and have a lifespan of 15 years with a maximum of 25 years. Llamas are induced ovulators and can breed any time during the year. Males make a gargling sound when sexually aroused. Llamas mate in a kush (lying down) position, similar to big cats and canines. They mate for an extended time (20–45 minutes). The gestation period averages 50 weeks. At birth, a baby llama, cria, can weigh between 20 and 31 pounds. Crias are up and standing, walking and attempting to suckle within the first hour after birth.

Llamas graze on grass and, like cows, regurgitate their food and chew it as cud. They chomp on such wads for some time before swallowing them for complete digestion. Llamas can survive by eating many different kinds of plants, and they need little water. The most common predators of llamas are coyotes, mountain lions, and ocelots.

Society/Culture

Llamas are social animals and live with others as a herd. Dams (female llamas) will nuzzle and hum to their newborns. Llamas that are well-socialized and trained to halter and lead after weaning and are very friendly and pleasant to be around. The sound of the lama making groaning noises or going "mwa" is often a sign of fear or anger. Unhappy or agitated llamas will lay their ears back, while ears being perked upwards is a sign of happiness or curiosity.

19 Canidae

Members of canidae family are called canids and include coyotes, dingoes, dogs, foxes, jackals, lycaons, and wolves. Canids evolved from Tomarctus around 15-30 million years ago which evolved from Cynodictis 30 to 40 million years ago. Cynodictis "the dawn dog" was smaller than today's wolf and its long body resembled a weasel. Tomarctus was much more wolf like. The dire wolf branch is a parallel evolution alongside wolves. The Canidae family is divided into the "true dogs" (or canines) of the tribe Canini and the "foxes" of the tribe Vulpini. All canids are primarily carnivores although based on abundance of prey they may become opportunistic omnivores. Their primary weapon is their teeth which is used for killing prey, chewing, gnawing bones and fighting. Most

canids have long legs suited for running, and are termed "dentigrade", i.e., they walk on their toes. Most have five claws on the front feet and four on the hind.

Canids are susceptible to more than one hundred diseases and parasites, including roundworm, tape worm, flatworm, mange, mites, ticks, fleas, distemper, rabies, cataracts, oral papillomatosis, tularemia, bovine tuberculosis, arthritis, cancer, ricketts, pneumonia, Lyme disease, and many other ailments.

19.1 Coyote

The coyote, also known as the prairie wolf, is a carnivorous mammal. A coyote's pelt varies from grayish brown to a yellowish gray on the upper parts, while the throat and belly are white. The forelegs, sides of head, muzzle and feet are reddish brown. The back has tawny colored underfur and long, black-tipped guard hairs that form a black dorsal stripe and a dark cross on the shoulder area. Coyotes typically grow from 29 -40 inches in length (not including tail) and weigh 16-47 pounds, the small numbers being the female. A coyote may reach speeds up to 40 mph and can jump over 12 feet.

Coyotes have 150 development points to define their potential. During adolescence they should focus on *Awareness-all*, *Balance*, *Fauna Lore*, *Flora Lore*, *Hiding*, *Hunting*, *Jumping & Landing*, *Language-S (Coyote)*, *Movement*, *Stalking*, *Survival*, *Bite*, and *Grappling* attacks.

| Coyote | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Speed | 1.50 | z | 0 |
| Agility | 2.00 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | -0.45 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -65.00 | yrs | -2.6 |
| Camouflage | 0.50 | z | 20 |
| Curse Resistance | 1.73 | z | 128.4 |
| Disease Resistance | 0.74 | z | 42.4 |
| Disorder Resistance | 1.04 | z | 64.2 |
| Gestation Period | -27.10 | wks | -27.1 |
| Gigantism | -0.72 | z | -30 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.40 | z | -428.8 |
| Natural Weapons | 1.75 | z | 89 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 2.00 | z | 80 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Acuity | -0.75 | z | -24.5 |

Habitat

Coyotes are found throughout North and Central America, ranging from Panama in the south, north through Mexico, the United States, and Canada. They tend to travel along game trails and can range as much as 11 miles in diameter around their den.

Ecology/Psychology

Baring accident or disease coyotes are considered mature at 12 months and have an average lifespan of 10 years with a maximum of 14 years. Coyotes are primarily nocturnal but can occasionally be seen during daylight hours. Coyotes and wolves' territories can overlap but wolves tend to have priority. Coyotes' can coexist with humanoids better than wolves. Both species will kill each other's pups given the opportunity. The female comes into heat for around 1 week during February thru March and the gestation period is around 62 days.

ORS

Litters range from 1 to 15 pups with an average of 6. The pup's eyes open after 10 days and they will emerge from the burrow after 3 to 4 weeks. Pups are full grown after 9 months.

Coyotes primarily eat small mammals, e.g., cottontails, ground squirrels, and white-footed mice, and occasionally fruits, vegetables, birds, snakes, large insects and other large invertebrates. Though they will consume large amounts of carrion, they tend to prefer fresh meat. If hungry coyotes will prey on domesticated sheep, goats, and cattle. Cougars, wolves, humanoids and supernatural entities will attack and kill coyotes. Coyotes will usually attack dogs their size or smaller and have been known to occasionally attack large, powerful breeds. Dogs are usually at a disadvantage against coyotes in physical confrontations, due to the fact that coyotes have larger canine teeth and are generally more practiced in hostile encounters.

Society/Culture

Coyotes tend to roam in small groups called bands, whose members will occasionally disperse and later regroup. Coyotes frequently take over and modify the burrows of other ground dwellers, e.g., badger, but are capable of digging their own burrows. Coyote's vocal communication consists of high-pitched yowls, yips, yelps and barks. They tend to be most vocal at dusk or night and during the mating season. Coyotes hunt both individually and in small teams depending on the size of the prey.

19.2 Dingo

The dingo, also known as the Australian wild dog, is a carnivorous mammal and appears to be a relatively pure-bred descendant of one of the earliest domestications of the wolf. A dingo's pelt is golden-orange or ginger in color. Most dingoes have white markings on the chest, feet, and the tip of the tail. Dingoes have a lean, athletic build and erect ears. Dingoes typically grow from 34 -48 inches in length (not including the tail), 17-25 inches tall at the shoulder, and weigh 21-43 pounds, the small numbers being the female. They are extremely agile and are known to climb trees.

Dingos have 150 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Fauna Lore, Flora Lore, Hiding, Hunting, Jumping & Landing, Language-S (Dingo), Movement, Stalking, Survival, Bite, and Grappling* attacks.

| Dingo | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Speed | 1.45 | z | 0 |
| Agility | 2.00 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | -0.50 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -65.00 | yrs | -2.6 |
| Camouflage | 0.50 | z | 20 |
| Curse Resistance | 1.73 | z | 128.4 |
| Disease Resistance | 0.74 | z | 42.4 |
| Disorder Resistance | 1.04 | z | 64.2 |
| Gestation Period | -27.10 | wks | -27.1 |
| Gigantism | -0.79 | z | -33.5 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.39 | z | -425.3 |
| Natural Weapons | 1.75 | z | 89 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 2.00 | z | 80 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Acuity | -0.75 | z | -24.5 |

Habitat

Dingos are found throughout Southeast Asia, mostly in natural forest, and in mainland Australia, particularly in the north. Dingo groups have defined home territories which frequently overlap with other groups.

Ecology/Psychology

Baring accident or disease dingoes are considered mature at 12 months and have an average lifespan of 3-7 years with a maximum of 10 years. Dingoes hunt alone or in cooperative packs depending on the situation. They eat small game such as rabbits, rodents, birds, and lizards in addition to larger prey such as kangaroos, sheep and deer. Depending on the season they will also eat fruits and plants and even scavenge from humans. Dingoes breed only once a year, in autumn with a gestation period of 63 days. Females typically give birth to about one to 10 pups with five pups being the average. Pups are weaned at eight weeks but are not independent until they are six to eight months of age. In packs, a dominant breeding female will kill the offspring of other females. Pack members help care for the pups of the dominant dingo pair.

Society/Culture

Dingos tend to live in loosely knit groups of up to 10 animals, although young males tend live alone. When part of a pack they will fight for rank similar to a wolf. They roam great distances and communicate with wolf-like howls but are unable to bark.

19.3 Dire Wolf

The dire wolf (Canis dirus) is largest known species of canidae to have ever lived on the planet. The dire wolf lived in the Americas during the Late Pleistocene and Early Holocene epochs (125,000–9,500 years ago), but rumors say they still exist today. On average their bodies are 4 feet in length with a tail of around 2.5 feet in length, and they weigh 135 and 243 pounds. It stands over 4 feet tall at the shoulders. Its teeth are the larger than any other wolf. Its head is on average 12" long with large brow ridges and frontal regions. It has long shaggy hair, usually gray in the warmer months and white in winter.

At a distance they can pass as gray wolves, closer in it is apparent they are at least 15-25% larger and heavier. Its bite is stronger than any other canidae. They may be bigger, stronger and faster but they have a smaller brain than the gray wolf.

Dire wolves have 150 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Fauna Lore, Flora Lore, Hiding, Hunting, Jumping & Landing, Language-S (Wolf), Movement, Stalking, Survival, Bite, and Grappling* attacks.

| Direwolf | Δ | Units | DPs |
|---------------------|--------|-------|-------|
| Comeliness | -0.05 | z | 0 |
| Speed | 1.40 | z | 0 |
| Agility | 1.80 | z | 0 |
| Vitality | 1.00 | z | 0 |
| Strength | 0.80 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.75 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -66.00 | yrs | -2.64 |
| Camouflage | 0.50 | z | 20 |
| Curse Resistance | 1.50 | z | 104.8 |
| Disease Resistance | 0.62 | z | 34.7 |
| Disorder Resistance | 0.88 | z | 52.4 |
| Gestation Period | -27.10 | wks | -27.1 |
| Gigantism | 0.14 | z | 5.1 |

ORS

| | | | |
|-------------------|--------|-----|---------|
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.48 | z | -458.76 |
| Natural Weapons | 2.25 | z | 127 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 2.00 | z | 80 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Acuity | -0.75 | z | -24.5 |

Habitat

Dire wolves are found plains, grasslands, forested mountain areas and even the arid savannah.

Ecology/Psychology

Baring accident or disease dire wolves are considered mature at 10 months and have an average lifespan of 6-12 years with a maximum of 17 years. Historically the dire wolf, smilodon and the American Lion hunted the same prey, e.g., bison, mastodons, ancient camels, and giant ground sloths.

Society/Culture

The social structure is the same as a wolf.

19.4 Dog

The dog is a domestic subspecies of the wolf. The archeological record suggests that the first domestic dogs are found in the Middle East approximately 14,000 years ago (Wayne, 1999). Dogs have been selectively bred for thousands of years. Most of today's dog breeds have only been around for the last hundred years or so in their current forms. In Elizabethan England, bullbaiting and bear-baiting were popular forms of entertainment. A partial list of breeds that existed circa 1592 includes: Afghan Hound, Akita, Alaskan Malamute, Barbet, Basenji, Bulldog, Canaan, Chow Chow, Elkhound, English Setter, Greyhounds, Ibizan Hound, Lhasa Apso, Maltese, Mastiffs, Pekingese, Pharaoh Hound, Saluki, Samoyed, Shar Pei, Shiba Inu, Shih Tzu, Siberian Husky, various Terriers and of course the Mongrel. Dogs show more variation in size, appearance, and behavior than any other domestic animal. The domesticated dog's coat varies in color and includes, grays, black, brown, red, in a wide variation of patterns; and fur length can vary from very short to a few inches long. Unlike other canids dogs sometimes have an extra, fifth claw (dew claw) on the rear legs. The size of dogs varies from a few inches and a couple of pounds to 35+ inches and over 180 pounds. Dogs have color vision equivalent to red-green color blindness. Depending on the length of their nose dogs have very wide field of excellent vision (long), or detailed sight much more like a human's (short). Dogs are able to detect sounds in the range of 20-45,000Hz (20-20,000Hz for humans), and have mobile ears that assist in direction finding and location. Dogs have nearly 220 million smell receptors compared to 5 million for humans.

This entry is modeled after the Old English Bulldog. It would be a minor effort to modify this entry for a specific breed. The Old English Bulldog was compact, broad and muscular as reflected in the well-known depiction Crib and Rosa. The average height was approximately 15 inches at the shoulder and a weight of about 45 pounds. The nose was deeply set, which allowing the dog to get enough air as it gripped the bull, and the lower jaw projected in front of the upper jaw.

Old English Bulldog was selectively bred from ancient war dogs and hunting dogs, i.e., the Mastiff and possibly the Greyhound. The produced a breed that was ferocious and had good speed and agility.

Dogs have 150 development points to define their potential. During adolescence they should focus on *Awareness-all*, *Balance*, *Fauna Lore*, *Flora Lore*, *Hiding*, *Hunting*, *Jumping & Landing*, *Language-S (Dog)*, *Movement*, *Stalking*, *Survival*, *Bite*, and *Grappling* attacks.

| | | | |
|-----|---|-------|-----|
| Dog | Δ | Units | DPs |
|-----|---|-------|-----|

| | | | |
|---------------------|--------|-----|---------|
| Comeliness | 0.25 | z | 0 |
| Speed | 1.50 | z | 0 |
| Agility | 2.00 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | -1.00 | z | 0 |
| Endurance | 0.85 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -66.00 | yrs | -2.64 |
| Curse Resistance | 1.95 | z | 153.6 |
| Disease Resistance | 0.86 | z | 50.6 |
| Disorder Resistance | 1.19 | z | 76.8 |
| Gestation Period | -26.00 | wks | -26 |
| Gigantism | -0.72 | z | -30 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.41 | z | -429.86 |
| Natural Weapons | 1.75 | z | 89 |
| Reproductive Rate | 22.00 | wks | 22 |
| Smell, Standard | 2.00 | z | 80 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Acuity | -0.75 | z | -24.5 |

Habitat

Dogs are found on every continent but Antarctica, living with or near humans.

Ecology/Psychology

Baring accident or disease dogs are considered mature at 24 months and have an average lifespan of 6-12 years with a maximum of 17 years. Dogs are very social animals, but their personality and behavior vary with breed as well as how they are treated by their owners and others who come in contact with them. Their loyalty and devotion also vary with breed but on the whole domesticated dogs fit into human households and social situations. Dogs are able to healthily digest a variety of foods including meat, vegetables and grains. Their periods of activity mimic those of their owners. Dogs reach sexual maturity around 12 months. Dogs come into heat twice a year and remain sexually active until old age. The gestation period is 56 to 72 days, and the average litter is 6, with smaller breed producing 1-4 and some large breed average 12 pups. Unlike wild canids dogs do not regurgitate food for their young. The lifespan varies amongst breeds generally the larger the dog the shorter the lifespan.

Society/Culture

Dogs live with humans and their pack behavior is based upon the number of dogs within the household. Dogs along with other canids communicate via body language as well as vocalization. There are a number of basic ways a dog can communicate, e.g., movements of the ears, eyes and eyebrows, mouth, head, tail, and entire body, as well as barks, growls, whines and whimpers, and howls.

19.5 Fox

The fox groups 27 different species of omnivorous mammals. Foxes have a small muzzle, a bushy tail and like cats have vertically oriented pupils and fine whiskers. Their other features vary depending on their habitat, e.g., arctic fox has small ears and thick white fur, where the desert fox has large ears and short fur, and the red fox has medium length auburn fur, black tipped ears and a white chest and stomach. Foxes are about 17 inches high at the shoulder and weigh about 24 pounds. A fox may reach speeds up to 40 mph.

Foxes have 150 development points to define their potential. During adolescence they should focus on *Awareness-all*, *Balance*, *Fauna Lore*, *Flora*

ORS

Lore, Hiding, Hunting, Jumping & Landing, Language-S (Fox), Movement, Stalking, Survival, Bite, and Grappling attacks.

| Fox | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Comeliness | 0.25 | z | 0 |
| Speed | 1.55 | z | 0 |
| Agility | 2.1 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | -1.25 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.35 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -71.00 | yrs | -2.84 |
| Camouflage | 0.50 | z | 20 |
| Curse Resistance | 2.11 | z | 173.8 |
| Disease Resistance | 0.95 | z | 57.3 |
| Disorder Resistance | 1.31 | z | 86.9 |
| Gestation Period | -29.00 | wks | -29 |
| Gigantism | -1.08 | z | -48 |
| Hearing, Standard | 1.15 | z | 40 |
| Mana | -2.35 | z | -408.66 |
| Natural Weapons | 1.75 | z | 89 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 2.00 | z | 80 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Acuity | -0.75 | z | -24.5 |

Habitat

Foxes are found on every continent of the globe, except Australia. Their territory averages 5 miles in diameter, although depending on conditions may increase to 40 miles. Red foxes prefer locations where two types of habitats meet, such as a forest bordering a field, or marshland surrounded by woods.

Ecology/Psychology

Baring accident or disease foxes are considered mature at 10 months and have an average lifespan of 3-4 years with a maximum of 9 years. Foxes are primarily nocturnal but can occasionally be seen during daylight hours. The female vixen comes into heat for a few days during January (warmer climates) thru late February (colder climates) and the gestation period is around 7 weeks. Litters range from 3 to 10 kits with an average of 6. The kits eyes open after 8 days and they will emerge from the den after 4 weeks, and the vixen weans them after 5 weeks. Foxes leave the den to begin a life on their own in the fall when they are about 8 months old. Foxes are opportunistic feeders eating primarily small rodents and occasionally fruits, berries and large insects. Foxes will avoid coyotes and wolves whenever possible.

Society/Culture

Foxes are solitary creatures tending to group only in a mated pair, and during the spring and summer their kits. Depending on the availability of food female kits may reside in the den months longer than their brothers. Fox dens are generally small, temporary shelters used in bad weather and for sleeping. There might be over a dozen, spread out over several miles. Anything is suitable, from a five- or six-foot tunnel in a hillside, to a space under some fallen trees. The exception is the birthing den. The birthing den will be large, have multiple chambers, and if possible, be made of colored soil that blends in with the coat of a fox kit. Foxes are quite vocal, and their communication consists of a five-syllable bark, an alarm bark, a stuttering noise called gekkering, and a vixen's wail just to name a few.

19.6 Jackal

The jackal, *a.k.a.*, the howler, and the skulking henchman, is an opportunistic omnivore. The ancient Egyptian's worshipped Anubis, the god of the underworld, who had the head of a jackal and the body of a man. A jackal's pelt varies depending on species, *e.g.*, sandy-colored golden jackal has a sand/gold body and a black tipped tail; side-striped jackal has a white tip on the tail and indistinct stripes along the sides of the body; black-backed jackal has a rust-colored body and a black ridge on the back with a black tipped tail. Jackals are 15 to 20 inches at the shoulder and weigh 15-35 pounds, and body length of the golden jackal is 27 to 33 inches, with a tail length of about 10 inches, the small numbers being the female. A jackal may reach speeds up to 35 mph.

Jackals have 150 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Fauna Lore, Flora Lore, Hiding, Hunting, Jumping & Landing, Language-S (Jackal), Movement, Stalking, Survival, Bite, and Grappling attacks.*

| Jackal | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Comeliness | -0.25 | z | 0 |
| Speed | 1.50 | z | 0 |
| Agility | 2.00 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | -0.50 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -66.50 | yrs | -2.66 |
| Camouflage | 0.50 | z | 20 |
| Curse Resistance | 1.73 | z | 128.4 |
| Disease Resistance | 0.74 | z | 42.4 |
| Disorder Resistance | 1.04 | z | 64.2 |
| Gestation Period | -27.10 | wks | -27.1 |
| Gigantism | -0.96 | z | -42 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.37 | z | -416.74 |
| Natural Weapons | 1.75 | z | 89 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 2.00 | z | 80 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Acuity | -0.75 | z | -24.5 |

Habitat

Jackals are found in Africa, Asia, and Southeastern Europe. The common jackal lives in open savannas, deserts, and arid grasslands. The side-striped jackal is found in moist savannas, marshes, bushlands, and mountains. The silver-backed jackal lives primarily in savannas and woodlands.

Ecology/Psychology

Baring accident or disease jackals are considered mature at 12 months and have an average lifespan of 8-9 years with a maximum of 13 years. Jackals are primarily nocturnal but can occasionally be seen during daylight hours. Births occur mainly in January-February in East Africa and in April-May in Southeast Europe but take place throughout the year in tropical Asia. The gestation period is around 63 days. Litters range from 2 to 6 pups with an average of 4. The pup's eyes open after 10 days and they will emerge from the burrow after 3 weeks. Pups begin to hunt with their parents at 3 months and are on their own after 8 months. They cooperatively hunt small, young, or weak antelopes and also eat reptiles, insects, ground-dwelling birds, fruits, berries and grass. They will scavenge kills made by large carnivores. In the animal kingdom Jackals are only preyed upon by Leopards, Lions, hyenas, and eagles.

Society/Culture

Jackal’s social unit is that of a monogamous pair but are sometimes found in loose packs of related individuals. Jackal pairs vigorously defend their territories by chasing intruding rivals and marking landmarks around the territory with urine and feces. Males raise a hind leg when spraying their urine, and females squat at the site they wish to spray. The only exception to this is when small packs assemble to scavenge a carcass. Jackals communicate with each other by a screaming yell and yapping, or a siren-like howl when a kill is located. The jackal’s burrow consists of spaces within thickets or use crevices in rocks, or caverns that were dug by other animals. To protect the young from predators the mother will change den sites about every two weeks.

19.7 Lycaons

The lycaon, *a.k.a.*, African Wild Dog, African Hunting Dog, Cape Hunting Dog, Devil Dog, Painted Dog, or Painted Wolf, is a carnivorous mammal. Lycaon’s are wiry, muscular canids, but have long, slender legs; broad heads and massive jaws; bushy white-tipped tails; and comical mouse-shaped ears. Every lycaon’s pelt has a unique pattern. The pelage is an irregular pattern of black, yellow, and white. Lycaons are a tall, lean animal standing 30 inches at the shoulder, with a head and body length averaging about 40 inches and a tail of between 12 and 18 inches. They weigh about 37-79 pounds. There is little sexual dimorphism, males are only 3-7% larger than females. Lycaon is the only canid that has four digits on each limb. Animals in southern Africa are generally larger than those in the east or west of the continent. Their territory averages 30 miles in diameter, although depending on conditions may increase. Lycaon can reach speeds of up to 45 mph.

Lycaons have 150 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Fauna Lore, Flora Lore, Hiding, Hunting, Jumping & Landing, Language-S (Lycaon), Movement, Stalking, Survival, Bite,* and *Grappling* attacks.

| Lycaons | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Comeliness | 0.15 | z | 0 |
| Speed | 1.50 | z | 0 |
| Agility | 2.00 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | -0.50 | z | 0 |
| Endurance | 2.50 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | 50 | lbs | 25 |
| Age Span | -64.00 | yrs | -2.56 |
| Camouflage | 0.50 | z | 20 |
| Curse Resistance | 1.60 | z | 114.8 |
| Disease Resistance | 0.67 | z | 37.8 |
| Disorder Resistance | 0.95 | z | 57.4 |
| Gestation Period | -26.00 | wks | -26 |
| Gigantism | -0.78 | z | -33 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.40 | z | -426.94 |
| Natural Weapons | 1.75 | z | 89 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 2.00 | z | 80 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Acuity | -0.75 | z | -24.5 |

Habitat

Lycaons are only found in sub-Saharan Africa, especially in scrub savanna and other lightly wooded areas. Their range tends to be along the east and south of Africa.

Ecology/Psychology

Baring accident or disease lycaons are considered mature at 18 months and have an average lifespan of 10-12 years with a maximum of 14 years. Lycaons are primarily nocturnal but can occasionally be seen during daylight hours. Lycaons reproduce any time of year, with a peak between March and June correlated to the second half of the rainy season. The gestation period is about 75 days. Litters range from 2-19 pups with an average of 10. The time between births is usually 12-14 months, though it can also be as short as 6 months if all of the previous young die. The pup’s eyes open after 10 days and they will emerge from the burrow after 3 weeks. Pups begin to hunt with their pack at 3 months and female leave the pack after 14-30 months, where the male never do. Lycaons are pack hunters, and their preferred prey are small hoofed animals like the impala, gazelles and other antelopes, warthogs, wildebeest calves, rats and birds. Lycaons are on direct competition with larger carnivores that rely on the same prey base, *e.g.*, lions and spotted hyenas.

Society/Culture

Lycaons are pack hunters, with packs numbering up to 100 individuals, although 30 is the average. Pack members daily reinforce their bonding by elaborate greeting rituals, with leaps, tail wagging, squeals, twittering and face licking. This occurs when they wake up, just before they hunt and when they come back from a kill. Lycaons are one of the most social animals, always living, playing, walking, running, hunting and feeding together. The social organization is so complete that each pack member is allotted a task suited to its skills, hunter, babysitter, guard, etc. After a successful hunt, dogs regurgitate meat for those that remained at the den during the hunt, such as the dominant female, the pups even other pack members that are sick, injured or old. They allow their young to feed first after a kill, even before the dominant pair. Lycaons communicate by an unusual chirping or squeaking sound, similar to a bird. Lycaons appropriate dens dug by other animals such as aardvarks. Usually only the dominant pair of lycaons in each pack breed, the alpha male and alpha female, and they mate for life. Occasionally, the beta females also have a litter. The other dogs are incredibly loyal to the puppies and join in to raise them.

19.8 Wolf

The wolf comprises 10 species. A single species is detailed here, *i.e.*, the Gray Wolf. The Grey Wolf *a.k.a.*, Timber wolf, is largest of all wild canids. The wolf pelt varies, *e.g.*, typically running from gray to grayish brown, but can include white, red, brown, and black. Their coats have two layers. The inner, undercoat is insulating, dense and water repellant which is shed in late spring and early summer. The outer, guard hairs are tough and help repel water and dirt. Wolves are 26-36 inches at the shoulder and weigh 70-135 pounds, the small numbers being the female. Wolves can measure anywhere from 4.5–6.5 feet from nose to the tip of the tail, which itself accounts for approximately one quarter of overall body length. Wolves’ long, powerful muzzles help distinguish them from other canids, particularly coyotes and golden jackals, which have a narrower, pointed muzzles. They are capable of covering several miles trotting at about a pace of 6 mph, and have been known to reach speeds approaching 40 mph. While thus sprinting, wolves can cover up to 16 ft per bound. A wolf’s bite is capable of delivering up to 1450 lb/sq. inch of pressure.

Wolves have 150 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Fauna Lore, Flora Lore, Hiding, Hunting, Jumping & Landing, Language-S (Wolf), Movement, Stalking, Survival, Bite,* and *Grappling* attacks.

| Wolf | Δ | Units | DPs |
|-----------|-------|-------|-----|
| Speed | 1.50 | z | 0 |
| Agility | 2.00 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |

| | | | |
|---------------------|--------|-----|---------|
| Creativity | -1.00 | z | 0 |
| Age Span | -67.00 | yrs | -2.68 |
| Camouflage | 0.50 | z | 20 |
| Curse Resistance | 1.64 | z | 118.6 |
| Disease Resistance | 0.69 | z | 39.1 |
| Disorder Resistance | 0.98 | z | 59.3 |
| Gestation Period | -27.10 | wks | -27.1 |
| Gigantism | -0.25 | z | -9.4 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.46 | z | -449.32 |
| Natural Weapons | 2.00 | z | 107 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 2.00 | z | 80 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Acuity | -0.75 | z | -24.5 |

Habitat

Wolves are found throughout North America, Europe and part of Asia. Wolves have been known to thrive include, but are not limited to, temperate forests, deserts, mountains, tundra, taiga, and grasslands.

Ecology/Psychology

Baring accident or disease wolves are considered mature at 24 months and have an average lifespan of 8 years with a maximum of 12 years. Wolves are primarily nocturnal but can occasionally be seen during daylight hours. Mating occurs between January and April based upon the latitude, low to high respectively. A pack usually produces a single litter unless the alpha male mates with one or more subordinate female. The female comes into heat for around 5-14 days and the gestation period is around 60-63 days. Litters range from 1 to 14 pups with an average of 6. The pup's eyes open after 10 days and they will emerge from the den after 3 to 4 weeks. Pups are fully weaned by 10 weeks and full grown after 9 months. A wolf pack cooperatively hunts any large herbivores in their range, e.g., deer, elk, caribou, moose, yak and even bison. If hungry wolves will prey on domesticated sheep, goats, and cattle. Wolves are generally intolerant of Coyotes and Cougars in their territory and if given the opportunity will kill pups, and cubs. Wolves and bears tend to avoid each other.

Society/Culture

Wolves are one of the most intelligent canids, their brain is about 1.3 times the size of a dog. Wolves tend to be patriarchal. A pack rarely exceeds 22 adults and may have a territory with a 10-mile radius. Wolves mark their territory and their kills with urine and feces. In larger packs, there may be two separate hierarchies: the first consists of the males, led by the alpha male and the other consists of the females, led by the alpha female. In this situation, the alpha male usually assumes the "top" alpha position, though alpha females have been known to take control over entire packs in some cases. The male and female hierarchies are interdependent and are maintained constantly by aggressive and elaborate displays of dominance and submission.

Next come the beta wolves, "second-in-command" to the alphas. Beta wolves are the most likely to challenge their superiors for the role of the alpha, though some betas seem content with being second and will sometimes even let lower ranking wolves leapfrog them for the position of alpha should circumstances necessitate such a happening (death of the alpha, etc.). More ambitious beta wolves, however, will only wait so long before challenging for the top spot; unless, of course, they choose to disperse and create their own pack instead.

Loss of rank can happen gradually or suddenly. An older wolf may simply choose to give way when a motivated challenger presents itself, yielding its position without bloodshed. On the other hand, the challenged individual may choose to fight back, with varying degrees of intensity. The majority of wolf aggression is ritualized; but a high-stakes fight can easily result in injury for either or both parties.

The den is usually on high ground near an open water source and has an open "chamber" at the end of an underground or hillside tunnel that can be up to a few

meters long. Wolf vocalization includes howling, growling, barking, bark-howl and whimper.

20 Castoridae

Castoridae are medium-sized mammals, although large compared with most other rodents that contain the beaver. They originated in North America in the late Eocene and colonized Eurasia via the Bering Land Bridge in the early Oligocene 33 million years ago. They are semiaquatic, with sleek bodies and webbed hind feet, and are more agile in the water than on land. Their tails are flattened and scaly, adaptations that help them maneuver in the water. Castorids live in small family groups that each occupy a specific territory, based around a lodge and dam constructed from sticks and mud. Their teeth grow throughout their lives and are used to chop down trees and shrubs for their construction projects. They are herbivores, feeding on leaves and grasses in the summer, and woody plants such as willow in the winter.

20.1 Beaver

Beavers are relatively large, semiaquatic rodents of the Northern Hemisphere. There are two extant species: the North American beaver and the Eurasian beaver. Beavers are the second-largest living rodents, after capybaras. They have an average head-body length of 39 inches, with a 15-inch tail, a shoulder height of 18 inches, and a weight of 60 pounds. Males and females are almost identical externally. Beavers have stout bodies with large heads, 4 long chisel-like incisors, brown or gray fur, hand-like front feet, webbed back feet, and tails that are flat and scaly. Beavers have one premolar and three molars on all four sides of the jaws, adding up to 20 teeth all encased with smooth enamel. The nostrils and ears have valves that close underwater, while nictitating membranes cover the eyes. The two species differ in skull and tail shape and fur color. The nostrils and ears have valves that close underwater, while nictitating membranes cover the eyes. Beavers build dams and lodges using tree branches, vegetation, rocks, and mud; they chew down trees for building material. Dams restrict water flow, and lodges serve as shelters. Their infrastructure creates wetlands used by many other species. They have good resistance to disease, curses and mental disorders but they can be carriers.

Beavers can damage crops, timber stocks, roads, ditches, gardens, and pastures via gnawing, eating, digging, and flooding. They occasionally attack humans and domestic pets, particularly when infected with rabies, in defense of their territory, or when they feel threatened. Some of these attacks can prove to be fatal. Beavers and muskrats, though, can be more difficult to tell from one another, unless on land, where their features are more easily distinguishable, i.e., beavers are larger, and their tails are flatter.

Historically, beavers have been hunted for their fur, meat, and castoreum. Castoreum has been used in medicine, perfume, and food flavoring; beaver pelts have been a major driver of the fur trade. Pliny the Elder promoted castoreum as a treatment for stomach problems, flatulence, seizures, sciatica, vertigo, and epilepsy. He stated it could stop hiccups when mixed with vinegar, toothaches if mixed with oil (by administering into the ear opening on the same side as the tooth) and could be used as an antivenom. The substance has traditionally been prescribed to treat hysteria in women, which was believed to have been caused by a "toxic" womb.

Native American myths emphasize the beaver's skill and industriousness. In the mythology of the Haida, beavers are descended from the Beaver-Woman, who built a dam on a stream next to their cabin while her husband was out hunting and gave birth to the first beavers. In a Cree story, the Great Beaver and its dam caused a world flood. Other tales involve beavers using their tree chewing skills against an enemy. In Dante Alighieri's *Divine Comedy* alludes to them and the writings of Athanasius Kircher, relate that on Noah's Ark the beavers were housed near a water-filled tub that was also used by mermaids and otters.

Beaver have 102.8 development points to define their potential. During Adolescence they should further develop the *Acrobatics*-sea, *Awareness*-all, *Balance*, *Control Frenzy*, *Destroying*, *Fauna Lore*, *Fishing*, *Flora Lore*, *Hiding*,

ORS

Hunting, Language(Castoridae), Meditation, Movement, Signaling, Stalking, Survival, Bite and Claw attacks.

| Beaver | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Comeliness | -1.00 | z | 0 |
| Speed | -1.00 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -1.00 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.63 | z | 0 |
| Intuition | -1.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | 86.00 | lbs | 43 |
| Age Span | -59.00 | yrs | -2.36 |
| Bodily Fluids | 1.24 | z | 44 |
| Curse Resistance | 1.45 | z | 100 |
| Disease Resistance | 2.30 | z | 200 |
| Disorder Resistance | 1.45 | z | 100 |
| Gestation Period | -22.00 | wks | -22 |
| Gigantism | -0.83 | z | -35 |
| Mana | -2.56 | z | -490.84 |
| Maturity | -0.11 | yrs | -2.2 |
| Reproductive Rate | 48.00 | wks | 48 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Lowlight | 0.64 | z | 26 |
| Vision, Underwater | 1.00 | z | 34 |
| Visual Acuity | -1.24 | z | -44 |

Habitat

The North American beaver is widespread throughout most of the United States and Canada and can be found in northern Mexico. The Eurasian beaver's range historically included much of Eurasia. Beavers live in freshwater ecosystems such as rivers, streams, lakes, and ponds. Water is the most important part of beaver habitat; they swim and dive in it, and it provides them a refuge from land predators, restricts access to their homes and allows them to move building objects more easily.

Ecology/Psychology

Baring accident or disease it is mature at 2 years of age and an average lifespan of 16 years with a maximum of 20 years. Adult beavers mate with their partners, though partner replacement appears to be common. The pair typically mate in mid-January in the water and to a lesser extent in the lodge. Up to four young, or kits, are born in spring and summer, after a three or four-month gestation. The female nurses the kits until they are weaned at 10 to 12 weeks of age.

Beavers are mainly nocturnal and are most active around dusk and dawn and spend the daytime in their shelters. They are herbivorous, consuming tree bark, aquatic plants, grasses, and sedges. Predators of beaver are coyotes, foxes, bobcats, otters, and great-horned owls.

Society/Culture

Adult males and females live in monogamous pairs with their offspring. After their first year, the young help their parents repair dams and lodges; older siblings may also help raise new offspring. Beavers hold territories, up to 4 miles and mark them using scent mounds made of mud, debris, and castoreum—a liquid substance excreted through the beaver's urethra-based castor sacs. Beavers typically disperse from their parental colonies during the spring or when the winter snow melts after reaching maturity. Beavers can recognize their kin by their anal gland secretions and are more likely to tolerate them as neighbors. They do not hibernate during winter and spend much of their time in their lodges. Beavers within a family greet each other with whines. Kits will attract the attention of adults with mews, squeaks, and cries. Defensive beavers produce a hissing growl and gnash their teeth. Tail slaps, which involve an

animal hitting the water surface with its tail, serve as alarm signals warning other beavers of a potential threat.

20.2 Giant Beaver

A Giant Beaver, (*C. leiseyorum*) is an extinct species of enormous, bear-sized beavers that lived in North America during the Pleistocene. Their average length was approximately 6.2 feet, and they could grow as large as 7.2 feet. The weight of the giant beaver could vary from 170 pounds to 225 pounds. The giant beaver's incisors have a striated, textured enamel surface and can 6 inches long. First Nations such as the Innu and Mississaugas feature giant beaver in their traditional mythology, which is indicative of human interaction. Several versions of an Anishinaabe story tell of giant beavers who "walked upright and stood as tall as the tallest man". Except for size, weight, and coloration these giants can be modeled using the Beaver template above.

21 Cercopithecidae

Cercopithecidae is the family of primates also known as Old World Monkeys. They include baboons, red colobus and macaques. The smallest Old World monkey is the talapoin, with a head and body 14 inches in length, and weighing 2 pounds to the largest, the male mandrill, 27 inches in length, and weighing up to 110 pounds. Old World monkeys have a variety of facial features; some have snouts, some are flat nosed, and many exhibit coloration. Most have tails, but they are not prehensile.

The Old World monkeys are native to Africa and Asia today, inhabiting numerous environments: tropical rain forests, savannas, shrublands, and mountainous terrain. They inhabited much of Europe during the Neogene period; today the only survivors in Europe are the Barbary macaques of Gibraltar.

Some Old World monkeys are arboreal, such as the colobus monkeys; others are terrestrial, such as the baboons. Most are at least partially omnivorous, but all prefer plant matter, which forms the bulk of their diets. Most are highly opportunistic, primarily eating fruit, but also consuming almost any food items available, such as flowers, leaves, bulbs and rhizomes, insects, snails, small mammals.

In most species, daughters remain with their mothers for life, so that the basic social group among Old World monkeys is a matrilineal troop. Males leave the group on reaching adolescence and find a new troop to join. In many species, only a single adult male lives with each group, driving off all rivals, but others are more tolerant, establishing hierarchical relationships between dominant and subordinate males. Group sizes are highly variable, even within species, depending on the availability of food and other resources.

21.1 Baboon

Baboons are primates in the family Cercopithecidae and containing six species. Each species is native to one of six areas of Africa and the hamadryas baboon is also native to part of the Arabian Peninsula. Baboons are among the largest non-hominoid primates and have existed for at least two million years. Baboons vary in size and weight the smallest, the Kinda baboon, is 20 inches in length and weighs only 31 pounds, while the largest, the chacma baboon, is up to 47 inches in length and weighs 88 pounds. This entry is for the hamadryas baboon with a body measurement of up 27 inches and weighing 55 pounds. The tail adds a further 20 inches to the length and ends in a small tuft. All baboons have long, dog-like muzzles, heavy, powerful jaws with sharp canine teeth, close-set eyes, thick fur except on their muzzles, short tails, and nerveless, hairless pads of skin on their protruding buttocks called ischial callosities that provide for sitting comfort. Male hamadryas baboons have large white manes. Males are larger than females. Males also have much larger upper canines compared to females and use them in threat displays.

Baboon attacks are common. There are several reported cases of these animals raiding and attacking human beings, particularly for food. In Egyptian

mythology, Babi was the deification of the hamadryas baboon and was therefore a sacred animal. It was known as the attendant of Thoth, so is also called the sacred baboon. Astennu, attendant to Thoth, is represented as a hamadryas in his roles as recorder of the result of the Weighing of the Heart and as one of the four hamadryas baboons guarding the lake of fire in Duat, the ancient Egyptian underworld.

Baboons have 200 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Climbing-free, Control Frenzy, Fauna Lore, Fishing, Flora Lore, Flying, Hiding, Language(Cercopithecidae), Jumping&Landing, Meditation, Movement, Navigation, Signaling, Stalking, Survival, Swimming, Biting, Claw and Striking/Blocking* attacks.

| Baboon | Δ | Units | DPs |
|---------------------|--------|-------|-------|
| Comeliness | -0.40 | z | 0 |
| Speed | 1.25 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -0.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Creativity | -0.50 | z | 0 |
| Age Span | -50.00 | yrs | -2 |
| Curse Resistance | 2.76 | z | 272.8 |
| Disease Resistance | 1.35 | z | 90 |
| Disorder Resistance | 1.80 | z | 136.4 |
| Gestation Period | -12.00 | wks | -12 |
| Gigantism | -0.61 | z | -25 |
| Mana | -2.40 | z | -427 |
| Maturity | -0.04 | yrs | -0.8 |
| Taste, Standard | -1.00 | z | -34 |

Habitat

The Baboon is found in open savannas and woodlands across Africa. The Hamadryas baboon's range extends from the Red Sea in Eritrea to Ethiopia, Djibouti and Somalia. It is also native to the Sarawat Mountains of southwestern Arabia, in both Yemen and Saudi Arabia. The hamadryas baboon lives in arid areas, savannas, and rocky areas, requiring cliffs for sleeping and finding water.

Ecology/Psychology

Baring accident or disease it is mature at 5 years of age and an average lifespan of 25 years with a maximum of 35 years. Hamadryas baboons are not seasonal breeders, and can mate throughout the year, provided females are in estrus. The dominant male of a one-male unit does most of the mating, though other males may occasionally sneak in copulations. Females do most of the parenting. Dominant male baboons prevent other males from coming into close contact with their infants. They also protect the young from predators. The dominant male tolerates the young and will carry and play with them.

Baboons are diurnal and terrestrial, but sleep in trees, or on high cliffs or rocks at night, away from predators. They are omnivorous, highly opportunistic feeders and will eat virtually anything, including grasses, roots, seeds, leaves, bark, fruits, fungus, insects, spiders, worms, fish, shellfish, rodents, birds, vervet monkeys, and small antelopes. They are foragers and are active at irregular times throughout the day and night. They often raid human dwellings, and in South Africa they break into homes and will also raid farms, eating crops and preying on sheep, goats, and poultry. Their principal predators are Nile crocodiles, leopards, lions, and hyenas.

Society/Culture

Most baboons live in hierarchical troops containing harems. Group sizes are typically around 50 animals, but can vary between 5 and 250, depending on species, location, and time of year. Baboons have a more promiscuous structure with a strict dominance hierarchy based on the matriline. The hamadryas

baboons often appear in very large groups composed of many smaller harems (one male with four or so females), to which females from elsewhere in the troop are recruited while they are still too young to breed. In the harems of the hamadryas baboons, the males jealously guard their females, to the point of grabbing and biting the females when they wander too far away. Despite this, some males will raid harems for females. Such situations often cause aggressive fights between the males. Visual threats usually accompany these aggressive fights. These include a quick flashing of the eyelids accompanied by a yawn to show off the teeth. Some males succeed in taking a female from another's harem, called a "takeover". In several species, infant baboons are taken by the males as hostages, or used as shields during fights. Baboons can determine from vocal exchanges what the dominance relations are between individuals.

21.2 Macaque

Macaque are gregarious primates in the family Cercopithecidae containing 23 species. The macaques are the most widespread primate genus, ranging from Japan to the Indian subcontinent, and in the case of the Barbary macaque to North Africa and Southern Europe. They range in size from the Toque macaques which are 18 inches tall and weighing 10.5 pounds to the Tibetan macaque which can be 28 inches tall and weigh 40 pounds. This entry is for the Barbary macaque which has an average head-body length of 22 inches, a boneless vestigial tail less than an inch long and weighing 23 pounds. The Barbary macaque has a dark pink face with a pale buff to golden brown to grey pelage and a lighter underside. Like all Old World monkeys, the Barbary macaque has well-developed sitting pads (ischial callosities) on its rear. Males are larger than females.

The Barbary macaque is first described in scientific literature by Aristotle in the fourth century BCE work *History of Animals*. Barbary macaques were traded or perhaps given as diplomatic gifts as long ago as the Iron Age, as indicated by remains found in such sites as Emain Macha in Ireland, dating to no later than 95 BC; an Iron Age hillfort, the Titelberg in Luxembourg; and two Roman sites in Britain. Macaques can be aggressive and will some- times attack humans if they feel intimidated by behavior such as prolonged direct eye contact. Nearly 73% of all captive rhesus macaques are carriers of the herpes B virus. This virus is harmless to macaques, but infections of humans, while rare, are potentially fatal, a risk that makes macaques unsuitable as pets. Urban performing macaques also carried simian foamy virus, suggesting they could be involved in the species-to-species jump of similar retroviruses to humans.

Macaques have 200 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Climbing-free, Control Frenzy, Fauna Lore, Fishing, Flora Lore, Flying, Hiding, Language(Cercopithecidae), Jumping&Landing, Meditation, Movement, Navigation, Signaling, Stalking, Survival, Swimming, Biting, Claw and Striking/Blocking* attacks.

| Macaque | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Comeliness | -0.40 | z | 0 |
| Speed | 1.35 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -0.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Creativity | -0.50 | z | 0 |
| Weight | 200.00 | lbs | 100 |
| Age Span | -55.00 | yrs | -2.2 |
| Curse Resistance | 2.24 | z | 191.4 |
| Disease Resistance | 1.03 | z | 63.1 |
| Disorder Resistance | 1.41 | z | 95.7 |
| Gestation Period | -12.00 | wks | -12 |
| Gigantism | -1.62 | z | -80 |
| Mana | -2.24 | z | -371.8 |
| Maturity | -0.09 | yrs | -1.8 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | -1.00 | z | -34 |

Habitat

The Barbary macaque is the only macaque species found outside Asia, and only African primate that survives north of the Sahara Desert. It lives mainly in fragmented areas of the Rif and the Middle and High Atlas Mountain ranges of Morocco and the Grande and Petite Kabylie mountain region of Algeria. It also occurs in the Gibraltar at the southern tip of Europe's Iberian Peninsula. It has been recorded at elevations of 1,300–7,500 feet, though it seems to prefer higher elevations. It can live in a variety of habitats, such as cedar, fir, and oak forests, grasslands, thermophilus scrub, and rocky ridges full of vegetation in Mediterranean climate with seasonal extremes of temperature.

Ecology/Psychology

Baring accident or disease they are considered mature at 3 years of age and have an average lifespan of 20 years with a maximum of 25 years. The mating season runs from November through March. The gestation period is 24 weeks, and females usually have only one offspring per pregnancy, twins are very rare. Barbary macaques from all age and sex groups participate in alloparental care of infants.

Macaques are principally frugivorous (preferring fruit). Almost every part of the plant is eaten, including flowers, fruits, seeds, seedlings, leaves, buds, bark, gum, stems, roots, bulbs, and corms. Common prey caught and consumed by Barbary macaques are snails, earthworms, scorpions, spiders, centipedes, millipedes, grasshoppers, termites, water striders, scale insects, beetles, butterflies, moths, ants, and even tadpoles. The Barbary macaque's main predators are the domestic dog, leopard, and eagles; the golden eagle may only prey on cubs, since it is morphologically not adapted to hunt primates. The approach of eagles and domestic dogs is known to elicit an alarm call response.

Society/Culture

The Barbary macaque is gregarious, forming mixed groups of several females and males. Troops can have 10 to 100 individuals and are matriarchal, with their hierarchy determined by lineage to the lead female. Unlike other macaques, the males participate in rearing the young. Males may spend a considerable amount of time playing with and grooming infants. In this way, a strong social bond is formed between males and juveniles, both the male's own offspring and those of others in the troop. Male Barbary macaques interfere in conflicts and form coalitions with other males, usually with related males rather than with unrelated males. Barbary macaques can discriminate calls by individuals in their own group and are used to alert other group members to possible dangers such as predators.

22 Cervidae

The Cervidae family includes the hooved ruminant mammals that comprise the caribou, deer, moose and wapiti. Their hoofs are comprised of two parts. They typically have compact torsos with long, slender legs and small tails and most males have antlers. They range in size from Southern pudu weighing about 20 pounds and only about 14 inches tall to the moose which can grow 6.5 feet at the withers and weigh over 1100 pounds. Antlers grow from boney supporting structures called pedicels and are covered in "velvet," which is rich in nerves and blood vessels. When the antlers are fully grown, the velvet dies and the Cervids will rub it off against a tree or other vegetation. Cervids are essentially red-green colorblind like some humans. Their color vision is limited to the short (blue) and middle (green) wavelength colors.

Cervids are found all over the world, except Australia and Antarctica. Cervids are found in many different ecosystems. They live in wetlands, deciduous forests, grasslands, rain forests, arid scrublands, and mountains. They are herbivores and only eat vegetation. For the most part, their diet consists of grass, small shrubs, and leaves.

Cervids are very social and travel in groups called herds. The herd is often led by a dominant male, though with some species the herds are segregated by sex.

Sometimes the females will have their own herd and the males will have a separate herd. In other cases, a female herd is watched over by a herd of males.

22.1 Caribou

Caribou, *a.k.a.*, Reindeer is a species of Cervid native to the northern latitudes. The word caribou is from the Micmac word kaleboo, "the one who paws," for the way caribou scratch the snow aside to find moss in the winter. They are unique among the Cervids as the female has antlers although it is still smaller than the adult male. This entry is for the Porcupine caribou but should be equally applicable to all caribou. Their bodies average 5 feet in length and weigh 350 pounds. They typically have brown shaggy fur and a white neck, rump and belly. They have a long snout, a short tail, and long legs with large round hooves. They have a dewlap covered with long white hair on its throat. The herd size can be over 200,000 animals.

The caribou are the primary sustenance of the Gwich'in, a First Nations/Alaska Native people, who traditionally built their communities to align with the caribou's migration patterns. They are also routinely hunted by other indigenous peoples, including the Inupiat, the Inuvialuit, the Hän and the Northern Tutchone.

Caribou have 150 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Fauna Lore, Flora Lore, Hiding, Jumping & Landing, Language-S (Cervid), Movement, Navigation, Signaling, Weather watching, Survival, Swimming, Bite, Striking/Blocking* and *Impaling* attacks.

| Caribou | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Speed | 1.70 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.25 | z | 0 |
| Strength | 0.95 | z | 0 |
| Endurance | 1.50 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.80 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -66.00 | yrs | -2.64 |
| Curse Resistance | 1.84 | z | 140.2 |
| Disease Resistance | 0.80 | z | 46.25 |
| Disorder Resistance | 1.11 | z | 70.1 |
| Gestation Period | -6.00 | wks | -6 |
| Gigantism | 0.33 | z | 12.7 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.56 | z | -490.16 |
| Maturity | 0.09 | yrs | 1.75 |
| Natural Armor | 0.50 | z | 20 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 2.00 | z | 80 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | -30.00 | deg | -1.5 |
| Vision FOV 3D | 180.00 | deg | 9 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Acuity | -0.50 | z | -15.7 |

Habitat

Caribou inhabit the Arctic, subarctic, tundra, boreal, and mountainous regions of Northern Europe, Siberia, and North America. The Porcupine caribou are found in Alaska, United States, and Yukon and the Northwest Territories of Canada.

Ecology/Psychology

Baring accident or disease caribou are mature at 3 years of age and live to an average age of 9 years. Male caribou compete for females and will sometimes fight using their antlers. A male caribou may have a harem of 5-15 females. Mating season runs from October-November. The female gives birth to one or

ORS

two calves 7-8 months after mating. Calves weigh about 10 pounds at birth and can stand on their own 30 minutes after they are born and will travel with the herd within a day of birth. Calves are independent by the fall.

The calving area is located on 1.5 million acres in the Porcupine River coastal region near the Beaufort Sea. Caribou calves are born in the first week of June and they are at their most vulnerable from their primary predators on the calving ground—golden eagles, grizzly bears and wolves—during the first three weeks when they are dependent on milk from their mothers. About one quarter of them die during this period.

In summer (May-September), caribou eat the leaves of willows, sedges, flowering tundra plants, and mushrooms. They switch to lichens (reindeer moss), dried sedges (grass like plants), and small shrubs (like blueberry) in September.

Society/Culture

Caribou can be both sedentary and migratory with her sizes varying based on region. Porcupine caribou are nomadic, they are constantly moving in search of food. When they are migrating in the spring, they can travel in huge herds of thousands of animals. They migrate over 1,500 miles a year between their winter range and calving grounds at the Beaufort Sea, the longest land migration route of any land mammal on Earth. Their range spans the Alaska-Yukon border.

22.2 Deer

Deer are lean, long-legged mammals. The range in size from the Pudu 15" tall and 11 pounds to the Red Deer which is 3.5 feet at the shoulder and weighs 400 pounds. The following entry is for the mule deer which averages about 3 feet at the shoulder and weighs 200 pounds. Except for size this entry can be used for most species of deer. Their coat is a reddish-brown during summer, and a duller grayish brown during winter months. Their throats, inner ears, underparts, and the underside of their tails are white. The adult male can be identified by his impressive dendritic antlers.

Deer have 150 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Fauna Lore, Flora Lore, Hiding, Jumping & Landing, Language-S (Cervid), Movement, Navigation, Signaling, Survival, Swimming, Weather Watching, Bite, Striking/Blocking and Impaling attacks.*

| Deer | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Speed | 1.85 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.25 | z | 0 |
| Strength | 0.80 | z | 0 |
| Endurance | 1.50 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.80 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -65.00 | yrs | -2.6 |
| Curse Resistance | 144.6 | z | 144.6 |
| Disease Resistance | 47.7 | z | 47.7 |
| Disorder Resistance | 72.3 | z | 72.3 |
| Gestation Period | -8.00 | wks | -8 |
| Gigantism | 0.14 | z | 5.1 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.56 | z | -488.2 |
| Maturity | 0.07 | yrs | 1.3 |
| Natural Armor | 0.50 | z | 20 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 2.00 | z | 80 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | -30.00 | deg | -1.5 |
| Vision FOV 3D | 180.00 | deg | 9 |

| | | | |
|------------------|-------|---|-------|
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Acuity | -0.50 | z | -15.7 |

Habitat

Deer live in a variety of biomes, ranging from tundra to the tropical rainforest. While often associated with forests, many deer are ecotone species that live in transitional areas between forests and thickets (for cover) and prairie and savanna (open space). Most large deer species inhabit temperate mixed deciduous forest, mountain mixed coniferous forest, tropical seasonal/dry forest, and savanna habitats around the world.

Ecology/Psychology

Baring accident or disease they are mature at 3 years of age and live around 10 years with a maximum of 15. The "rut" or mating season usually begins in the fall as the does go into estrus for a period of a few days and males become more aggressive, competing for mates. Does may mate with more than one buck and go back into estrus within a month if they did not become pregnant. The gestation period is about 28 weeks, with fawns born in the spring. The survival rate of the fawns during the weaning period is about 50%. Fawns stay with their mothers during the summer and are weaned in the fall after about 10 weeks. Mule deer females usually give birth to two fawns. A buck's antlers fall off during the winter, then grow again in preparation for the next season's rut.

Mule deer are intermediate feeders rather than pure browsers or grazers; they predominantly browse, but also eat forb vegetation (herbaceous flowering plants), small amounts of grass, and where available, tree or shrub fruits such as beans, pods, nuts (including acorns), and berries. Besides humans, the three leading predators of mule deer are coyotes, wolves, and cougars. Bobcats, Canada lynx, wolverines, American black bears, and grizzly bears may prey upon adult deer, but most often only attack fawns or infirm specimens, or eat a deer after it has died naturally. Bears and smaller-sized carnivores are typically opportunistic feeders, and pose little threat to a strong, healthy mule deer.

Society/Culture

Mule deer are variably gregarious, with a large proportion of solitary individuals and small groups. The size of mule deer groups follows a marked seasonal pattern. Groups are smallest during fawning season (June and July) and largest in early gestation winter. Mule deer migrate from low elevation winter ranges to high elevations summer ranges.

22.3 Giant Deer

The giant deer (*Cervalces latifrons*) is the largest species of deer to ever live. In appearance it looks like a huge deer/moose with antlers somewhat like a moose. It is known to have lived during the Pleistocene 7,700 years ago. It is believed that other herbivorous species depleted their food sources leading to their eventual demise. The giant deer stood about 7 feet tall at the shoulder with antlers spanning 8 feet tip to tip. It weighed 1,800 pounds, about the same mass and far taller than a modern bull American bison and it weighed about twice as much as the Irish elk. Their coat is a dark brown during summer, and a lighter brown during winter months. The adult male can be identified by his impressive antlers.

Giant Deer have 150 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Fauna Lore, Flora Lore, Hiding, Jumping & Landing, Language-S (Cervid), Movement, Navigation, Signaling, Survival, Swimming, Weather watching, Bite, Striking/Blocking and Impaling attacks.*

| GiantDeer | Δ | Units | DPs |
|-----------|-------|-------|-----|
| Speed | 1.50 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.25 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 1.50 | z | 0 |
| Eloquence | -0.50 | z | 0 |

ORS

| | | | |
|---------------------|--------|-----|--------|
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.80 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -65.00 | yrs | -2.6 |
| Curse Resistance | 1.63 | z | 117.9 |
| Disease Resistance | 0.69 | z | 38.9 |
| Disorder Resistance | 0.97 | z | 58.9 |
| Gigantism | 1.19 | z | 54 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.58 | z | -496.2 |
| Maturity | 0.07 | yrs | 1.3 |
| Natural Armor | 0.50 | z | 20 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 2.00 | z | 80 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | -30.00 | deg | -1.5 |
| Vision FOV 3D | 180.00 | deg | 9 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Accuity | -0.50 | z | -15.7 |

Habitat

Their known habitat from northern Europe and Asia including the United Kingdom.

Ecology/Psychology

Baring accident or disease they are mature at 3 years of age and live around 10 years with a maximum of 15. Giant Deer will actively search out a female in the fall and will defend his rights with combat. The gestation period is about 36 weeks with fawns born in the spring. Fawns stay with their mothers during the summer and are weaned in the fall after about 60–75 days. The survival rate of the fawns during weaning is about 50%. Giant deer females usually give birth to one fawn. A buck's antlers fall off during the winter, then grow again in preparation for the next season's rut.

It is believed to have fed on rough herbage and plants growing around lakes and swamps, *i.e.*, diet of bark, leaves and shoots of trees such as willow, aspen, rowan, birch, oak, larch and pine. It would also have grazed herbaceous vegetation in the boggy areas on the floors of valleys. The main predators of Giant Deer included grey wolves, dire wolves, and brown bears.

Society/Culture

Giant Deer are solitary only coming together to mate.

22.4 Moose

Moose are the largest known living members of the Cervid family, standing six feet tall from hoof to shoulder, and weighing in at more than 1,100 pounds. Their fur varies from light to dark brown in color. The hair is hollow, and the air trapped inside provides insulation. A flap of skin called a dewlap hangs from the throat. They have humped shoulders; long legs and the male (bull) has large well-developed palmate antlers.

Moose have 150 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Fauna Lore, Flora Lore, Hiding, Jumping & Landing, Language-S (Cervid), Movement, Navigation, Signaling, Survival, Swimming, Weather watching, Bite, Striking/Blocking and Impaling* attacks.

| Moose | Δ | Units | DPs |
|-----------|------|-------|-----|
| Speed | 1.50 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.25 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 1.50 | z | 0 |

| | | | |
|---------------------|--------|-----|---------|
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.80 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -63.00 | yrs | -2.52 |
| Curse Resistance | 1.68 | z | 123.1 |
| Disease Resistance | 0.71 | z | 40.6 |
| Disorder Resistance | 1.01 | z | 61.5 |
| Gestation Period | -2.00 | wks | -2 |
| Gigantism | 0.92 | z | 39.6 |
| Hearing, Standard | 1.15 | z | 40 |
| Mana | -2.57 | z | -494.28 |
| Maturity | 0.01 | yrs | 0.2 |
| Natural Armor | 0.50 | z | 20 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 2.00 | z | 80 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | -30.00 | deg | -1.5 |
| Vision FOV 3D | 180.00 | deg | 9 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Accuity | -0.50 | z | -15.7 |

Habitat

Moose typically inhabit boreal forests and temperate broadleaf and mixed forests of the Northern Hemisphere in temperate to subarctic climates. Moose are found in the northern regions of the United States, from Maine to Washington, throughout Canada, and into Alaska. Forested areas with streams and ponds are ideal moose habitat.

Ecology/Psychology

Baring accident or disease moose are mature at 3 years of age and live an average of 12 years with a maximum of 20. Large, mature bulls with well-developed antlers usually get to mate with the female moose, called cows. When bulls are competing for the same cow, they may use their antlers to fight off their opponents. After the mating season, bulls drop their antlers. They regrow them again in the spring. The gestation period is about 34 weeks, with fawns born in the spring. Heat affects moose directly. These big mammals require cool climates to thrive, and summer heat stress leads to dropping weights, a fall in pregnancy rates, and increased vulnerability to disease.

Moose are herbivores. The word “moose” is an Algonquin term meaning “eater of twigs.” Moose are so tall that they have difficulty bending down to eat grasses, so they prefer to feed on leaves, bark, and twigs from trees and shrubs. Their favorite foods come from native willow, aspen, and balsam fir trees. They also munch on aquatic plants from streams and ponds. Predators of moose include wolves, bears, humans and (rarely) wolverines.

Society/Culture

Unlike most other Cervid species, moose do not form herds and are solitary animals, aside from calves who remain with their mother until the cow begins estrus (typically at 18 months after birth of the calf), at which point the cow chases them away. Although generally slow-moving and sedentary, moose can become aggressive, and move quickly if angered or startled. Their mating season in the autumn features energetic fights between males competing for a female.

22.5 Wapiti

The Wapiti, *a.k.a.*, Elk is one of the largest terrestrial mammals in its native ranges of North America and Central and East Asia. The name "wapiti", derived from a Shawnee and Cree word meaning "white rump". Wapiti have thick bodies with slender legs and short tails. They have an average shoulder height of 4 feet with a nose-to-tail length of 6.5 feet and weigh around 600 pounds. Males have large dendritic antlers and are larger than females. Their body is

ORS

light brown, their head and neck are dark brown, and the rump is cream colored. Their coat is thicker in the winter which they shed during the spring.

Wapiti have 150 development points to define their potential. During adolescence they should focus on *Awareness-all*, *Balance*, *Fauna Lore*, *Flora Lore*, *Hiding*, *Jumping & Landing*, *Language-S (Cervid)*, *Movement*, *Navigation*, *Signaling*, *Weather watching*, *Survival*, *Bite*, *Striking/Blocking* and *Impaling* attacks.

| Wapiti | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Speed | 1.50 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.25 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 1.50 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.80 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -63.50 | yrs | -2.54 |
| Curse Resistance | 1.79 | z | 134.9 |
| Disease Resistance | 0.77 | z | 44.5 |
| Disorder Resistance | 1.08 | z | 67.4 |
| Gestation Period | -1.00 | wks | -1 |
| Gigantism | 0.59 | z | 24 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.57 | z | -494.96 |
| Maturity | 0.01 | yrs | 0.2 |
| Natural Armor | 0.50 | z | 20 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 2.00 | z | 80 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | -30.00 | deg | -1.5 |
| Vision FOV 3D | 180.00 | deg | 9 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Acuity | -0.51 | z | -16 |

Habitat

Wapiti are present in North America and central/eastern Asia but their number across Eurasia into Western Europe are declining. Wapiti range in forest and forest-edge habitat, feeding on grasses, plants, leaves, and bark.

Ecology/Psychology

Baring accident or disease Wapiti are considered mature at 3 years of age and live on average 11.5 years to a maximum of 18 years of age. Male elk have large antlers which they shed each year. The mating season begins in late August or early September. Males also engage in ritualized mating behaviors during the rut, including posturing, antler wrestling (sparring), and bugling, a loud series of vocalizations that establishes dominance over other males and attracts females. Female elk have a short estrus cycle of only a day or two, and matings usually involve a dozen or more attempts. A bull will defend his harem of 20 cows or more from competing bulls and predators.

Wapiti are ruminants and therefore have four-chambered stomachs and are similar to cattle in that they are primarily grazers. But like other deer, they also browse. Their diets vary somewhat depending on the season, with native grasses being a year-round supplement, tree bark being consumed in winter, and forbs and tree sprouts during the summer. Wapiti consume an average of 20 pounds of vegetation daily. Predators of elk include wolves, coyotes, brown and black bears, cougars, and Siberian tigers. Coyote packs mostly prey on elk calves, though they can sometimes take a winter or disease-weakened adult.

Society/Culture

Wapiti are gregarious. During the summer group size can reach 400 individuals. For most of the year, adult males and females are segregated into different herds.

Female herds are larger while bulls form small groups and may even travel alone. Young bulls may associate with older bulls or female groups. Bulls dig holes in the ground called wallows, in which they urinate and roll their bodies. Wapiti migrate into areas of higher altitude in the spring, following the retreating snows, and the opposite direction in the fall.

23 Chilopoda

This Chilopoda is the class containing over 8000 species of arthropods that includes centipedes, millipedes, and other multi-legged creatures. They arose at least 460 million years ago! Centipedes are poisonous and millipedes are not. Contrary to what their names suggest a centipede will never have 100 legs and the millipede will never have 1000, in fact they always have an odd number of legs. Chilopods have long, flattened, worm-like, segmented bodies. Millipede's bodies are more rounded, whereas the centipede is flatter. They can have 12-177 body segments. They have long, jointed antennae on their heads. The appendages of the first body segment have been modified to form large, poisonous fangs that are used to capture prey. The remaining segments of their bodies have jointed walking legs, centipedes have one pair while millipedes have two per segment. In many species, the walking legs end in a sharp claw. Most species have simple eyes (ocelli) while others are blind, especially those that live in caves. The largest centipede in the world is the Peruvian centipede which can grow to a foot in length and lives in South America.

Most chilopods need to live in moist places, but a few can survive in deserts and dry grasslands. All chilopods are terrestrial and require moist microhabitats. They prefer to spend the day in moist, dark places like under leaf litter, rotting logs, bark, or rocks. Millipedes and centipedes live in the same type of habitat.

Centipedes are nocturnal predatory carnivores, feeding on soil invertebrates such as earthworms and terrestrial insects. If the centipede is large enough it will even attack small vertebrates like lizards and small mammals. The bite of a large centipede can be painful to humanoids and dangerous to a small entities. Millipedes feast on decomposing plants. They respond to threats in different ways. A millipede will coil up and release a smelly secretion. Centipedes may bite and run away quickly.

Fertilization is internal, with spermatophore transferred in ways similar to many arachnids. Chilopoda lay eggs, which in some species are carefully brooded by the female. When they hatch, the young resemble miniature adults.

23.1 Centipede

Centipedes are among the largest terrestrial invertebrate predators. Centipedes have one set of legs per segment positioned on the side of their body. Despite their name they can have between 32 to 382 legs depending on species. Their size ranges from a few 0.3 inches to about 12 inches for the Peruvian giant yellow-leg centipede. They normally have a drab coloration combining shades of brown and red. Cave-dwelling and subterranean species may lack pigmentation, while many tropical species have bright aposematic colors. This entry is for the Stone Centipede but with modifications to size and coloration should be sufficient for most. The stone centipede's body has 18 segments and 15 pairs of legs and has a shiny brown body with lighter brown legs. The Stone centipede has a more circular head which has a pair of simple eyes. Their antennae are quite long, usually at least one third of the length of the body. Females are larger than males. The stone centipede is relatively fast at 1 mile per hour. Millipedes, their harmless cousin, are often confused with centipedes.

Centipedes are able to bite and inject venom (-1z) which can cause pain and irritation. If you are bitten, unless you are allergic to the venom, it will be equivalent to a mild bee sting. Centipede venom is a cocktail of several substances, including histamine, serotonin, cardiotoxin, and a quinoline alkaloid. Stone centipedes cause no damage to structures or their contents. They do not infest food or "eat books" as is commonly believed.

Centipedes have 75 development points to define their potential. During Adolescence they should further develop the *Awareness-all*, *Balance*, *Climbing-free*, *Control Frenzy*, *Fauna Lore*, *Flora Lore*, *Hiding*, *Hunting*, *Language*

ORS

(Chilopoda), *Movement, Signaling, Stalking, Survival, Swimming, Bite, and Claw attacks.*

| Centipede | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Comeliness | -2.00 | z | 0 |
| Speed | -1.50 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | -1.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -72.00 | yrs | -2.88 |
| Bodily Fluids | 2.00 | z | 80 |
| Curse Resistance | 2.01 | z | 161.3 |
| Disease Resistance | 0.89 | z | 53.2 |
| Disorder Resistance | 1.24 | z | 80.7 |
| Gestation Period | -32.00 | wks | -32 |
| Gigantism | -3.77 | z | -294 |
| Hearing, Standard | -1.00 | z | -34 |
| Mana | -1.39 | z | -162.12 |
| Maturity | 0.09 | yrs | 1.8 |
| Polyorgani | 10.00 | legs | 100 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 1.73 | z | 66 |
| Taste, Standard | -1.00 | z | -34 |
| Touch, Standard | 1.00 | z | 34 |
| Visual Accuity | -1.73 | z | -66 |

Habitat

Centipedes have a wide geographical range, even reaching beyond the Arctic Circle. They are found in an array of terrestrial habitats from tropical rainforests to deserts. Within these habitats, centipedes require a moist microhabitat because they lack the waxy cuticle of insects and arachnids, therefore causing them to rapidly lose water. Accordingly, they are found in soil and leaf litter, under stones and dead wood, and inside logs.

Ecology/Psychology

Baring accident or disease they have an average lifespan of 3 years with a maximum of 6 years. Centipedes mate in warm months and stay dormant through winter. The female uses her gonopods to hold her eggs while she coats them with mucus and with particles of soil. She then abandons the eggs one by one on the ground or among leaves. The 10-35 eggs will hatch around six weeks later. Upon hatching, they have only 7 segments but add segments as they molt and grow older.

Like other centipedes, they are more active at night. They feed on insects and other small invertebrates. They will occasionally invade homes but are rarely seen during the day. They typically hide in damp areas around the house, such as washrooms, basements, and closets. Night is when centipedes are most active, as they forage for food. They are prey to shrews, toads, badgers, and birds, including domestic chickens. Ground beetles, ants and spiders may also hunt young millipedes and centipedes.

Society/Culture

Most centipedes are not social, they almost always found alone. They come together to mate.

23.2 Giant Centipede

The Giant Centipede, *a.k.a.*, Amazonian giant centipede, Peruvian giant yellow-leg centipede It is the largest centipede species in the world, with a length exceeding 12 inches. They have 21 or 23 body segments and 47 legs. The body segments are colored glossy reddish-brown while the legs are yellowish-brown. They are relatively fast and can sprint 2 miles per hour. The harmless glossy black African millipede, *a.k.a.*, Giant Millipede is often confused with the Giant Centipede as they are the same length, but their coloration is different.

As they emerge at night these animals will rarely interact with humans. They display extreme aggressive tendencies, having no fear of attacking creatures far larger than themselves. Their bite is venomous (+1z) and will kill a mouse in 30 seconds and cause pain, blisters, swelling and nausea with death in entities greater than 150 pounds is a rare result. The symptoms will last approximately 48 hours.

Giant centipedes have 13.2 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Climbing-free, Control Frenzy, Fauna Lore, Flora Lore, Hiding, Hunting, Language (Chilopoda), Movement, Signaling, Stalking, Survival, Swimming, Bite, and Claw attacks.*

| GiantCentipede | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Comeliness | -2.00 | z | 0 |
| Speed | -1.30 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | -0.40 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | -1.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -70.00 | yrs | -2.8 |
| Bodily Fluids | 4.00 | z | 224 |
| Curse Resistance | 1.23 | z | 80 |
| Disease Resistance | 1.23 | z | 80 |
| Disorder Resistance | 1.23 | z | 80 |
| Gestation Period | -32.00 | wks | -32 |
| Gigantism | -2.40 | z | -139 |
| Hearing, Standard | -1.00 | z | -34 |
| Mana | -2.32 | z | -400.5 |
| Maturity | -0.04 | yrs | -0.8 |
| Polyorgani | 10.00 | legs | 100 |
| Reproductive Rate | 22.00 | wks | 22 |
| Smell, Standard | 1.73 | z | 66 |
| Taste, Standard | -1.00 | z | -34 |
| Touch, Standard | 1.00 | z | 34 |
| Visual Accuity | -1.25 | z | -44.5 |

Habitat

It is naturally found in northern South America. Countries include Aruba, Brazil, Curaçao, Colombia, Peru, Venezuela (including Margarita Island) and Trinidad. Their preferred habitat is tropical or sub-tropical rainforest and tropical dry forest, in dark, moist places such as in leaf litter or under rocks.

Ecology/Psychology

Baring accident or disease they are considered mature at 1 year of age and have an average lifespan of 5 years with a maximum of 7 years. These animals may breed twice each year. Males deposit their sperm on to a silk pad which the female can then collect and use to fertilize her eggs. Once they have deposited their eggs in a pile the Amazonian giant centipede will coil around her eggs to offer them protection. Once hatched she continues to guard the hatchlings until

their first molt, where the young centipedes leave to start hunting for prey on the forest floor.

The Giant centipede is primarily a nocturnal carnivore that feeds on any other animal it can overpower and kill. It is capable of overpowering not only other invertebrates such as large insects, spiders, millipedes, scorpions, and even tarantulas, but also small vertebrates including small lizards, frogs, snakes, sparrow-sized birds, mice, and bats. They climb cave ceilings and hold or manipulate their heavier prey with only a few legs attached to the ceiling. Natural predators to the giant centipedes include large birds and arthropod-hunting mammals, including coati, kinkajou, and opossum.

Society/Culture

Amazonian Giant Centipedes are solitary in the wild coming together to mate. The female will protect her eggs until they have their first molt and she will then abandon them.

24 Chiroptera

Chiroptera is an order flying mammals that includes bats. With their forelimbs adapted as wings, they are the only mammals capable of true and sustained flight. They first appeared around 35 million years ago. Bats are more agile in flight than most birds, flying with their very long spread-out digits covered with a thin membrane or patagium. They range in size from the Kitt's hog-nosed bat, which is 1.5 inches length, a wingspan of 6 inches and weighing less than an ounce to the flying foxes which have a wingspan of 5.5 feet, are 11 inches in length, and weigh 3.5 pounds. They are the second largest order of mammals after rodents with over 1,400 species. The offspring are called *pups*. They tend to sleep upside down, having folded its wings across itself. They are good climbers, but are terrible when maneuvering on the ground, with the exception of vampire bats. Bats are capable of swimming in stressful situation but prefer not to.

Many bats are insectivores, and most of the rest are frugivores or nectarivores. A few species feed on animals other than insects; for example, the vampire bats feed on blood. Most bats are nocturnal, and many roost in caves or other refuges. Bats are present throughout the world, with the exception of extremely cold regions. They are important in their ecosystems for pollinating flowers and dispersing seeds; many tropical plants depend entirely on bats for these services.

Due to their physiology, bats are one type of animal that acts as a natural reservoir of many pathogens, such as rabies; and since they are highly mobile, social, and long-lived, they can readily spread disease among themselves. Depending on the culture, bats may be symbolically associated with positive traits, such as protection from certain diseases or risks, rebirth, or long life, but in the West, bats are popularly associated with darkness, malevolence, witchcraft, vampires, and death.

24.1 Carnivorous Bats

Carnivorous Bats comprise around 70% of all known species. They range in size from the pygmy bat which weighs less than 0.5 ounces and is only 1.25 inches long to the Spectral bat. This entry is for Spectral Bat but with minor modification can be used for most carnivorous bats. The spectral bat is the largest bat species native to the New World and the largest carnivorous bat in the world. It is leaf-nosed, with a wingspan of almost 3 feet, a body length of 5.5 inches and a weight of 6.7 ounces. It has a robust skull and teeth, with which it delivers a powerful bite to kill its prey. Its back fur is reddish-brown, long, and soft, while its belly fur is shorter and paler. The forearm is furred on the half closer to the body, but naked on the half closer to the wrist and fingers. Overall, its skull resembles a miniature canid or bear skull. Its nose-leaf is large, at 0.67 inches in length. They have no discernible tail, have long legs, and the feet are composed of slender bones; each digit has a well-developed claw. The ears are large and rounded and 1.5 inches long.

The spectral bat has 24 sharp teeth with well-defined canines. They are often mistaken for a vampire bat, but they don't drink blood. The spectral bat uses

echolocation to navigate and are suited for maneuvering around obstacles while flying low to the ground. Its foraging style has been compared to an owl; using its agile and maneuverable wings to hover as it plucks prey items off the ground or tree branches. It stalks the prey and then lands on it from above, securing the prey by hooking it with its sharp thumb claws. It kills its prey by delivering a forceful bite to the skull.

Carnivorous bats have 96.3 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Climbing-free, Control Frenzy, Destroying, Fauna Lore, Fishing, Flora Lore, Flying, Hiding, Hunting, Language(Chiroptera), Meditation, Movement, Navigation, Signaling, Stalking, Survival, Bite and Claw attacks.*

| CarnivorousBat | Δ | Units | DPs |
|--------------------|--------|-------|--------|
| Comeliness | -1.00 | z | 0 |
| Speed | 0.80 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | -1.25 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -65.00 | yrs | -2.6 |
| Body Density | -1.00 | z | -44 |
| Disease Resistance | 1.17 | z | 75 |
| Echo Location | 4.00 | z | 224 |
| Gestation Period | -16.00 | wks | -16 |
| Gigantism | -3.16 | z | -215 |
| Hearing, Standard | 2.00 | z | 80 |
| Mana | -1.99 | z | -298.1 |
| Maturity | -0.14 | yrs | -2.7 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 1.00 | z | 34 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 3D | -80.00 | deg | -4 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Accuity | -1.00 | z | -34 |
| Flying/Gliding | 1.00 | z | 52 |

Habitat

The spectral bat is found in Belize, Bolivia, Brazil, Colombia, Costa Rica, Ecuador, French Guiana, Guatemala, Guyana, Honduras, Mexico, Nicaragua, Peru, Suriname, Trinidad and Tobago, and Venezuela. It has been documented at elevations from 0 - 5,413 feet above sea level. It is associated with tropical rainforests, pastures, and orchards.

Ecology/Psychology

Baring accident or disease it is mature at 1 year of age and an average lifespan of 10 years. They breed at end of the dry season and the female give birth at beginning of the rainy season after a gestation period of 20 weeks. The litter size is one pup. The mother is very attentive and gentle with her offspring. The male is often in attendance as well and will frequently sleep with both the female and their young completely wrapped up in his wings.

They are nocturnal and carnivorous consuming birds, beetles, rodents, and other species of bat. It focuses on prey no heavier than themselves. It carries prey items back to its roost to consume, discarding unwanted parts such as bird feathers, bat wings, and rodent tails. Predators include large, arboreal snakes and other arboreal predators, such as coatis and cat species. They may also be taken by large birds of prey, such as owls and eagles, while in flight.

Society/Culture

The spectral bat is monogamous, and the male provides parental care. Colonies consist of an adult male and female and their offspring. The adult male will bring food back to the roost to provision the adult female and their offspring. Colonies generally roost in tree hollows, though individuals may roost in caves.

24.2 Fruit Bats

Fruit bats, *a.k.a.*, flying foxes, are large bats that only eat fruit and nectar. There are more than 180 different species and range in size from the dwarf fruit bat which are only 2 inches long, a wingspan of 10 inches and weigh around 0.5 ounces to the golden-crowned fly fox, with a wingspan of 5.5 feet, a body length greater than 12 inches long and weigh 2.6 pounds. This entry is for the Egyptian Fruit bat but with modifications can be used with all fruit bats. The Egyptian Fruit bat has a body length of 6 inches with a 24-inch wingspan and weight of around 6 ounces. Males are larger than females. The fur on its body is relatively short and consists of soft and sleek strands. It ranges from dark brown to gray-brown, while the coloration on its underside is pale brown with a yellowish-brown collar around its neck. They use echolocation, though a more primitive version than used by bats in other families. Fruit bats have the best eyesight of any species of bat. They use their amazing vision alongside a great sense of smell to sniff out delicious fruit. They have a long tongue doesn't stay in their mouth; instead, it rolls back up inside and around their rib cage when not used! They use their sharp canine teeth to break the fruit's skin before lapping it up with their tongue.

Because of its consumption of commercially grown fruits, the Egyptian fruit bat is considered a pest by farmers. It also acts as a pollinator and seed disperser for many species of trees and other plants. It can spread Marburg virus to its colony through contact with infected excretions such as guano. They are hunted as a food source in some parts of Africa, while being shot in other areas.

Fruit bats have 126.8 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Climbing-free, Control Frenzy, Destroying, Fauna Lore, Fishing, Flora Lore, Flying, Hiding, Hunting, Language(Chiroptera), Meditation, Movement, Navigation, Signaling, Stalking, Survival, Swimming, Bite and Claw attacks.*

| FruitBat | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Comeliness | -1.00 | z | 0 |
| Speed | 1.00 | z | 0 |
| Agility | 2.00 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | -1.25 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -65.00 | yrs | -2.6 |
| Body Density | -1.00 | z | -44 |
| Disease Resistance | 1.17 | z | 75 |
| Disorder Resistance | 1.17 | z | 75 |
| Echo Location | 3.50 | z | 180 |
| Gestation Period | -19.00 | wks | -19 |
| Gigantism | -2.40 | z | -139 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.25 | z | -374.6 |
| Maturity | -0.14 | yrs | -2.7 |
| Reproductive Rate | 22.00 | wks | 22 |
| Smell, Standard | 1.25 | z | 44.5 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 3D | -80.00 | deg | -4 |
| Vision, Lowlight | 1.00 | z | 44 |
| Flying/Gliding | 1.00 | z | 52 |

Habitat

The Egyptian fruit bat is found in Africa, the Middle East, the Mediterranean, and the Indian subcontinent. However, they also live in Australia and on islands in the Indian and Pacific Oceans. Fruit bats like to live in tropical areas with warm climates and trees. They are found in some savanna regions, as well as thick rainforests.

Ecology/Psychology

Baring accident or disease they are considered mature at 1 years of age and have an average lifespan of 10 years. Egyptian fruit bats have two breeding seasons: the first is from April to August, while the second season is from October to February. The males gather to form bachelor groups while the females form maternity colonies. Female bats have control over copulation; therefore, to increase the chances of mating, male Egyptian fruit bats will provide a nuptial gift to the female bat. Females typically give birth to a single pup but twins are occasionally born, after a gestation period of around 17 weeks. They are born blind and defenseless, and the female carries the pup until it is 6 weeks old. After 3 months it will forage on its own.

The Egyptian fruit bat is a frugivore that consumes a variety of fruits depending on the season and local availability. Its dietary flexibility includes eating unripe and spoiled fruits or those damaged by insects or fungi. When fruit is unavailable it also consumes leaves. It prefers to pick fruit and carry it back to the roost or another tree before eating it. Egyptian fruit bats eat holding their food close to their body, guarding it from other bats. Stealing each other's fruit is common, these bats being aggressive when feeding. The Egyptian fruit bat has several avian predators, including hawks, owls, and falcons, specifically the lanner falcon. A mammalian predator is the genet.

Society/Culture

The Egyptian fruit bat is a highly social species, usually living in colonies with thousands of other bats. These bats roosts in caves, as well as man-made structures that are similar, such as ruins, tombs, underground irrigation tunnels, mines, and military bunkers. Offspring typically stay with the same colony as the parents for their entire lives. It also makes use of a range of vocalizations for communication, including grunts and screeches, to communicate with other bats within the colony. As a result, a large roosting colony can be a deafening cacophony.

24.3 Vampire Bats

Vampire bats are bats that drink blood. There are three known species: the common vampire bat, the hairy-legged vampire bat and the white-winged vampire bat. The vampire bat's head and body are around three inches long and they weigh 1.5 ounces with an 8 inch wingspan. They have a grizzled, gray-brown, furry coat. Vampire bats have short, conical muzzles. They also lack a nose leaf, instead having naked pads with U-shaped grooves at the tip. A vampire bat has front teeth that are specialized for cutting and the back teeth are much smaller than in other bats. Vampire bats can walk, jump, and even run by using a unique, bounding gait, in which the forelimbs instead of the hindlimbs are recruited for force production, as the wings are much more powerful than the legs. They can fly 25 miles per hour and run up to 2.5 miles per hour.

As with other Bats, Vampire Bats are known to use echolocation in order to visualize their surroundings in the dark. They also have infrared vision. Most of the time, their bites are harmless, but a bit uncomfortable. But if the bat carries rabies, a quick nip can be deadly. Vampire bats are the biggest cause of rabies in Latin America. Deep in the Amazon, rabid bat bites can kill as many as 1 percent of people in some villages each year.

Vampire bats have 72.3 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Climbing-free, Control Frenzy, Destroying, Fauna Lore, Fishing, Flora Lore, Flying, Hiding, Hunting, Jumping & Landing, Language(Chiroptera), Meditation, Movement, Signaling, Stalking, Survival, Bite and Claw attacks.*

| VampireBat | Δ | Units | DPs |
|--------------------|--------|-------|--------|
| Comeliness | -1.00 | z | 0 |
| Speed | 1.00 | z | 0 |
| Agility | 2.00 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | -1.25 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -65.00 | yrs | -2.6 |
| Body Density | -1.00 | z | -44 |
| Disease Resistance | 1.17 | z | 75 |
| Echo Location | 3.74 | z | 200 |
| Gestation Period | -8.00 | wks | -8 |
| Gigantism | -3.60 | z | -270 |
| Hearing, Standard | 1.73 | z | 66 |
| Mana | -2.03 | z | -309.6 |
| Maturity | -0.14 | yrs | -2.7 |
| Reproductive Rate | 2.00 | wks | 2 |
| Smell, Standard | 1.00 | z | 34 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 3D | -70.00 | deg | -3.5 |
| Vision, Infrared | 2.49 | z | 108 |
| Vision, Lowlight | 1.00 | z | 44 |
| Flying/Gliding | 1.00 | z | 52 |

Habitat

All three species are native to the Central and South America, ranging from Mexico to Brazil, Chile, Uruguay and Argentina. They live in arid to humid, tropical, and subtropical areas.

Ecology/Psychology

Baring accident or disease that are considered mature at 1 years of age and have an average lifespan of 10 years. Resident males will mate with the females in their harems all year round. The female will give birth to a single pup after a gestation period of 16 weeks. As with other mammals, the young vampire bats feed on their mother's milk for up to 5 months until they are old enough to consume an adult diet and will not reach their full adult weight for roughly a year. Male offspring tend to live in their natal groups until they are about two years old, sometimes being forcefully expelled by the resident adult males.

They are nocturnal hematophagics and their only food source is the blood of other animals. Vampire bats hunt only when it is fully dark. Once the vampire bat locates a host, such as a sleeping mammal, it lands and approaches it on the ground while on all fours. It then uses thermoception to identify a warm spot on the skin to bite and jump onto their prey. They then create a small incision with their teeth and lap up blood from the wound. Vampire bats do not suck blood they lap it. Chemicals in the vampire bat's saliva prevent blood clots and sedate the area with natural painkillers, preventing the host from noticing they've been bitten. They can consume half their body weight in 30 minutes. Predators include hawks and eagles while in flight and snake in their caves and caverns.

Society/Culture

Vampire bats tend to live in colonies in almost completely dark places, such as caves, old wells, hollow trees, and buildings. The basic social structure of roosting bats is made of female groups and their offspring, a few adult males, known as "resident males", and a separate group of males, known as "nonresident males". Vampire bats form strong bonds with other members of the colony. A related unique adaptation of vampire bats is the sharing of food, regurgitation. Vampire bats also engage in social grooming. It usually occurs between females and their offspring, but it is also significant between adult females. Social grooming is mostly associated with food sharing.

25 Cingulata

Cingulata is the order of armadillo-like armored placental mammals containing over 100 species. The cingulate order originated in South America during the Paleocene about 66 million years ago, and due to the continent's former isolation remained confined until the formation of a land bridge which allowed members to migrate to southern North America during the early Pleistocene as part of the Great American Interchange. Their segmented armored shells are made of bony plates that grow in the skin. They are loosely connected for flexibility and are covered by a layer of keratin. They have poor vision and roll up into a ball to protect themselves against predators.

Cingulats lack incisors or canines, and if present, their molars and premolars are simply cylinders without the covering of enamel that is found on the teeth of most other mammals. They have small brains, and some have an unusually long and cylindrical braincase. The number of cervical vertebrae varies from five to nine, mammals have seven. The forefeet have five toes, but three predominate and have long, sharp, curved claws. They can remain under water for up to six minutes at a time and walk on the riverbed. They can also inflate their stomach and intestines to work as ballasts to stay afloat and are capable swimmers.

Cingulats can be found throughout Central and South America, ranging northwards to the central United States. They are nocturnal and eat bugs, armadillos eat small vertebrates, plants, and some fruit, as well as the occasional carrion meal.

25.1 Armadillo

Armadillo is the only known living member of the Cingulata order and their name means "armored little thing" in Spanish. There are 21 species of Armadillo. They range in size from the pink fairy armadillo at 4.5 inches long to the giant armadillo which has a body up to 3.3 feet long with a tail adding another foot and weighing 80 pounds. When threatened by a predator, some species frequently curl up for protection, and the three-banded armadillos can form a complete ball. Armadillos are naturally infected with the bacteria that cause Leprosy in humanoids and can spread it (-2z). This entry is for the Nine-banded armadillo.

The nine-banded armadillo average 20 pounds and have a body 20 inches long and a tail of at least 10 inches. They stand 9 inches tall at the top of the shell and are dark grey in color. They have 4 claws on their feet and the front middle are long and great for digging. Their armor covers the back, sides, head, tail, and outside surfaces of the legs. The underside of the body and the inner surfaces of the legs have no armored protection. Instead, they are covered by tough skin and a layer of coarse hair. The armadillo can jump 3-4 feet straight in the air if sufficiently frightened, making it a particular danger on roads. They have short legs but can move 25 miles per hour in a sprint but prefer to amble around 1 mile per hour.

Armadillos been recorded in the legends, folklore, and art of the Americas since ancient times. The Maya believed that they were created because of some infighting among the Gods. The Aztec called them Azotochtli, which means "turtle rabbit".

Armadillos have 127.8 development points to define their potential. During adolescence they should focus on *Acrobatics-ground, Awareness-all, Balance, Contortions, Fauna Lore, Flora Lore, Hiding, Jumping & Landing, Language-S (Cingulata), Movement, Navigation, Signaling, Swimming, Weather watching, Survival, Claw and Striking/Blocking* attacks.

| Armadillo | Δ | Units | DPs |
|------------|-------|-------|-----|
| Comeliness | -0.50 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | 1.00 | z | 0 |
| Strength | -1.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.50 | z | 0 |
| Stability | 1.00 | z | 0 |

ORS

| | | | |
|---------------------|--------|-----|---------|
| Reasoning | -2.00 | z | 0 |
| Memory | -1.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -63.00 | yrs | -2.52 |
| Bodily Fluids | 1.00 | z | 34 |
| Curse Resistance | 1.45 | z | 100 |
| Disease Resistance | 1.45 | z | 100 |
| Disorder Resistance | 1.45 | z | 100 |
| Gestation Period | -20.00 | wks | -20 |
| Gigantism | -1.21 | z | -55 |
| Hearing, Standard | 0.79 | z | 26 |
| Mana | -2.30 | z | -390.68 |
| Maturity | -0.14 | yrs | -2.7 |
| Natural Armor | 1.50 | z | 72.5 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 1.26 | z | 45 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | -20.00 | deg | -1 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Accuity | -1.73 | z | -66 |

Habitat

All species are native to the Americas, where they inhabit a variety of different environments. All species can be found in South America, two can be found in Central America and one species can be found in North America. They are found in many kinds of habitats, from mature and secondary rainforests to grassland and dry scrub.

Ecology/Psychology

Baring accident or disease they are considered mature at one year of age and have an average lifespan of 12 years with a maximum of 15 years. Males hold breeding territories and may become aggressive in order to keep other males out of their home range to increase chances of pairing with a female. Mating takes place during a two-to-three month long mating season in the late summer. The gestation period is 4 months and quadruplets are born in the burrow in the spring. They are weened in three months.

The Armadillo is mainly nocturnal. The diets of different armadillo species vary, but consist mainly of insects, grubs, and other invertebrates. Some species, however, feed almost entirely on ants and termites. They then lap up the insects with their sticky tongues. Nine-banded armadillos have been observed to roll about on ant hills to dislodge and consume the resident ants. Their known natural predators include cougars, wolves, coyotes, black bears, jaguars, alligators, bobcats, and large raptors. By far the leading predator of nine-banded armadillos today is humans, as armadillos are locally harvested for their meat and shells.

Society/Culture

The nine-banded armadillo is a solitary animal coming together to mate. They are extensive burrowers, with a single animal sometimes maintaining up to 12 burrows on its range. Armadillos mark their territory with urine, feces, and excretions from scent glands found on the eyelids, nose, and feet. Territorial disputes are settled by kicking and chasing.

25.2 Glyptodon

Glyptodon is one of the largest cingulates to have graced the planet. They lived during the Pleistocene and was roughly the size of a Volkswagen beetle. They are believed to be extinct. With its rounded, bony shell and squat limbs, it resembles a giant armadillo. Glyptodon measured 11 feet in length, 5 feet in height and weighed 1850 pounds. Glyptodon had a large, bony carapace that covered much of its torso, as well as smaller cephalic armor covering the top of its head. The carapace was composed of hundreds of small, hexagonal bony structures. Glyptodon has a tail covered in free bony rings of dermal structures that made for a strong, flexible, and mobile appendix. This enabled it to use the

muscles along its tail to powerfully swing it. They have short legs but can move 25 miles per hour in a sprint but prefer to amble around 1 mile per hour.

Glyptodon have 20.3 development points to define their potential. During adolescence they should focus on *Acrobatics-ground, Awareness-all, Balance, Contortions, Fauna Lore, Flora Lore, Hiding, Jumping & Landing, Language-S (Cingulata), Movement, Navigation, Signaling, Swimming, Weather watching, Survival, Claw, Striking/Blocking, and Tail Sweep* attacks.

| Glyptodon | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Comeliness | -0.50 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | -1.00 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -1.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | 110.00 | lbs | 55 |
| Age Span | -63.00 | yrs | -2.52 |
| Bodily Fluids | 1.00 | z | 34 |
| Curse Resistance | 1.30 | z | 86 |
| Disease Resistance | 1.45 | z | 100 |
| Disorder Resistance | 1.30 | z | 86 |
| Gestation Period | -20.00 | wks | -20 |
| Gigantism | 0.89 | z | 38 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.71 | z | -553.18 |
| Maturity | -0.14 | yrs | -2.7 |
| Natural Armor | 2.00 | z | 107 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 1.26 | z | 45 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | -20.00 | deg | -2 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Lowlight | 1.00 | z | 44 |

Habitat

Their range includes Argentina, Uruguay, Paraguay, Bolivia, Peru, Brazil, and Colombia. The environments range from forested areas, sub-forested, to warm and humid, while some have become accustomed to open, cold areas where grasslands are the most common.

Ecology/Psychology

Baring accident or disease glyptodon are considered mature at one year of age and have an average lifespan of 12 years with a maximum of 15 years. Males hold breeding territories and may become aggressive in order to keep other males out of their home range to increase chances of pairing with a female. Mating takes place during a two-to-three month long mating season in the late summer. The gestation period is 4 months and quadruplets are born in the burrow in the spring. They are weened in three months.

Glyptodon are diurnal and primarily herbivores feeding on terrestrial and water plants, but opportunistically on carrion, and insects. Predators included Smilodon, the giant short-faced bear, dire wolves, and terror birds.

Society/Culture

Glyptodon is a solitary animal coming together to mate. They are extensive burrowers, with a single animal sometimes maintaining up to 12 burrows on its range. Glyptodon mark their territory with urine, feces, and excretions from scent glands found on the eyelids, nose, and feet. Territorial disputes are settled by kicking and chasing.

26 Coleoptera

Coleoptera is the order containing beetles that has over 350,000 species. They appear in the fossil records dating back 295 million years. Almost all Coleoptera have front wings that are hardened or leathery without any signs of a branching wing venation. Their hind wings are membranous like other insects, but fold or roll under the front wing to protect them from being damaged. Coleoptera tend to have an armored exoskeleton and come in bizarre forms and brilliant colors. Adult Coleoptera have 6 legs. Each of the segments of the thorax bears 1 pair of legs. The legs are jointed, and the last segment of the leg bears a small claw. When beetles walk, a foreleg and hind leg on one side and a middle leg on the other are always touching the ground. Some have large horns or mandibles used as ornaments or weapons for combat. Coleoptera come in a variety of shapes, textures, and colors; the different forms of adults and larvae are almost unimaginable. Camouflage is common and widespread among Coleoptera, especially those that feed on wood or vegetation. They range in size from a 1/10 of an inch to 7 inches long and as heavy as a mouse. Adults and most larvae have strong biting mandibles used to feed on a variety of diets. The antennae of adults come in many forms, from long and straight to elbowed or clubbed. The legs of adult beetles are usually adapted to their environment. Most beetles have running or crawling legs, but many have rake-like forelegs used to dig, flattened or hairy legs for swimming, or enlarged hind legs for jumping. The relative shape of a Coleoptera whether it is flat, hardened, cylindrical, dome-shaped, or elongated arise indicative of different types of beetles. In general beetles have a top speed of 5 miles per hour on the ground and 10 miles per hour in the air.

Many species produce foul-smelling defensive odors, tiny explosions, irritating oils, or bioluminescent light. Some are good parents, building nests, providing food and/or defending their young. Others have strange lifecycles where even the young can produce offspring! Beetles go through the normal egg, larva, pupa and adult stages of other holometabolous insects.

Found in almost every habitat except the sea and the polar regions. The feeding habits of Coleoptera are extremely varied and adults and larvae may feed on different resources. Larval food diversity includes dead wood at various stages of decay; live plants, including their roots, leaves, shoots, stems/trunks, flowers, and seeds; dung and rotting vegetable or animal matter at various levels of decay; fungi in various stages and habitats; food stores of other animals including humans; and insects, arthropods, and other animals, either by actively hunting them or by ambushing them. Some are also parasitic on other insects. Adult beetles also feed on a variety of things including many types of plants, animals, fungi, and some harvested commodities.

Beetles don't attack people, don't suck blood, and don't give people diseases. A few species can bite but do not cause serious injury. Some species are toxic, such as the blister beetle, or can spray toxic substances, such as the bombardier beetle. Beetles are prominent in human culture, from the sacred scarabs of ancient Egypt, art and use as pets or fighting insects for entertainment and gambling. Over 300 species are used as food, mostly as larvae; species widely consumed include mealworms and rhinoceros beetle larvae. However, the major impact of beetles on human life is as agricultural, forestry, and horticultural pests.

26.1 Blister Beetles

Blister Beetles, *a.k.a.*, Oil Beetles, Acid Flies are from the families Meloidae, Oedemeridae, and Staphylinidae which contain about 7500 species. They range in size for 3/8 to 1 inch in length. The adults have long cylindrical soft bodies with heads wider than their neck. Color and size of the Blister beetle vary by species. For example, they can be black with yellow or red splotches, iridescent blue, tan with black stripes, orange red with black thorax, all black, or pale green, etc. The antennae and legs are generally moderately long in the adults. Many are conspicuous and some are aposematically colored, announcing their toxicity to would-be predator. They are known for their defensive secretion (-1z), Cantharidin which is delivered by touch (Striking/Blocking).

Cantharidin, a poisonous chemical that causes blistering of the skin. It is used medically to remove warts and is better known as "Spanish fly" which is used in

folk medicine as an aphrodisiac. Exposure can cause painful swelling, irritation, and blistering on the human skin. These symptoms disappear after several days, especially with the application of dermatitis treatment, and rarely leave behind any long-term effects. Blister beetles cause quite a lot of damage to crops and plants. They also pose a more serious threat to livestock such as horses, cattle, and sheep, which may accidentally ingest large quantities of cantharidin if it's ground up in hay. The toxin, which persists long after the death of the beetle, may cause irritation and inflammation of the digestive and urinary tract, and depending on how much is ingested, there is the possibility of death after about 72 hours.

Blister beetles have 100 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Climbing-free, Control Frenzy, Fauna Lore, Flying, Flora Lore, Hiding, Hunting, Language(Coleoptera), Meditation, Movement, Navigation, Signaling, Stalking, Survival, Bite, Claw and Striking/Blocking* attacks.

| BlisterBeetle | Δ | Units | DPs |
|---------------------|---------|-------|---------|
| Comeliness | -1.50 | z | 0 |
| Speed | 0.90 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | -2.00 | z | 0 |
| Strength | -2.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -4.00 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -74.25 | yrs | -2.97 |
| Bodily Fluids | 2.00 | z | 80 |
| Body Density | -1.00 | z | -44 |
| Curse Resistance | 2.02 | z | 162 |
| Disease Resistance | 0.90 | z | 53.5 |
| Disorder Resistance | 1.24 | z | 81 |
| Gestation Period | -34.00 | wks | -34 |
| Gigantism | -3.91 | z | -315 |
| Hearing, Standard | -2.00 | z | -80 |
| Mana | -1.09 | z | -112.83 |
| Natural Armor | 0.50 | z | 20 |
| Polyorgani - 4 | 4.00 | legs | 40 |
| Reproductive Rate | 32.00 | wks | 32 |
| Smell, Standard | 1.00 | z | 34 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 30.00 | deg | 1.5 |
| Vision FOV 3D | -110.00 | deg | -5.5 |
| Visual Acuity | -0.50 | z | -15.7 |
| Flying/Gliding | 1.00 | z | 52 |

Habitat

Blister beetles are found in warm or temperate habitats all over the world, usually hanging out near flowering plants. They are common throughout the United States. They have also been seen in the West Indies as well as South and Central America. The insects are commonly found in buildings located close to forested areas and plantations where fallen leaves were left to decay. Thick bushes and the growth of grass following the arrival of the monsoon attract the beetles who later mate and lay eggs. Wooden roofs of the building are also preferred by the insects, especially in old houses.

Ecology/Psychology

Baring accident or disease it is mature at 2 months of age and has an average lifespan of 1 year. In late spring the male beetle will attach itself to a mate for more than 24 hours in order to breed. The female continues to move between flowers to feed as she carries him around. After mating, the female beetle will bury hundreds of eggs in the ground and let them hatch on their own. She does not provide any parental care, but she may coat the eggs with a bit of her own toxin for additional safety. They hatch in two weeks, and they emerge as a white larva, beginning a complex life cycle. It undergoes several larval stages,

ORS

sometimes up to six or seven, in the winter. They become pupa in the spring and emerge as adults in the early summer. Most species leave behind only a single generation per year.

They are both nocturnal and diurnal omnivores, eating plant leaves, parts of flowers, pollen, and plant nectar. Some blister beetle larvae consume grasshopper eggs and feed on immature bees. Blister Beetles are attracted to lights at night. They have no known natural predators.

Society/Culture

Mature blister beetles are gregarious and tend to come together in groups.

26.2 Bombardier Beetle

Bombardier Beetles, *a.k.a.*, Shooting Flies are ground beetles that have over 500 species. They are ½ to 1 inch in length. Bombardier beetles are recognized by their long legs and shiny black or brown elytra (wing covers), which are decorated with ridges and may be fused together along the midline. The common bombardier beetle has a reddish-brown body and iridescent green elytra but be tan/yellow with black. In many species the hind wings are reduced or absent. They have sharp projecting mouthparts and a pair of bristly tail appendages. Their wings are vestigial and useless for flying but that can move over 5 miles per hour on the ground. They are characterized by their ability to eject a noxious spray (-1.5z) from their ass (*Olfactory & Visual* attack) with a range of 8 inches and a directionality of 280 degrees.

There are two large glands that open at the tip of the abdomen. Each gland is composed of a thick-walled vestibule which contains a mixture of catalases and peroxidases produced by the secretory cells that line the vestibule. Both glands are also made up of a thin-walled and compressible reservoir which contains an aqueous solution of hydroquinones and hydrogen peroxide. The boiling, foul-smelling liquid is expelled violently through an outlet valve, with a loud popping sound. The beetles' glands store enough hydroquinone and hydrogen peroxide to allow the beetle to release its chemical spray roughly 20 times. In some cases, this is enough to kill a predator. The main component of the beetle spray is 1,4-benzoquinone, an irritant to the eyes and the respiratory system of vertebrates.

Bombardier Beetles have 100 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Climbing-free, Control Frenzy, Fauna Lore, Fishing, Flora Lore, Hiding, Hunting, Language(Coleoptera), Meditation, Movement, Navigation, Signaling, Stalking, Survival, Bite, Claw, Olfactory* and *Visual* attacks.

| BombardierBeetle | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Comeliness | -1.50 | z | 0 |
| Speed | 0.50 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | -2.00 | z | 0 |
| Strength | -2.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -4.00 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -74.25 | yrs | -2.97 |
| Bodily Fluids | 1.50 | z | 55.5 |
| Body Density | -1.00 | z | -44 |
| Curse Resistance | 2.33 | z | 203.8 |
| Disease Resistance | 1.08 | z | 67.3 |
| Disorder Resistance | 1.47 | z | 101.9 |
| Gestation Period | -34.00 | wks | -34 |
| Gigantism | -3.95 | z | -320 |
| Hearing, Standard | -2.00 | z | -80 |
| Mana | -1.06 | z | -107.83 |
| Natural Armor | 0.50 | z | 20 |
| Polyorgani – 4 | 4.00 | legs | 40 |
| Reproductive Rate | 32.00 | wks | 32 |

| | | | |
|-----------------|---------|-----|-------|
| Smell, Standard | 1.00 | z | 34 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 30.00 | deg | 1.5 |
| Vision FOV 3D | -110.00 | deg | -5.5 |
| Visual Accuity | -0.50 | z | -15.7 |

Habitat

Bombardier beetles inhabit all the continents except Antarctica. They typically live in woodlands or grasslands in the temperate zones but can be found in other environments if there are moist places to lay their eggs. They are usually not far from water and hide during the day under rocks.

Ecology/Psychology

Baring accident or disease it is mature at 2 months of age and has an average lifespan of 9 months with a maximum of a year. Eggs are laid underground, in decaying plant matter, animal carcasses, or anywhere else that is convenient and away from predators. The eggs hatch in two weeks. The newly hatched beetle must undergo several molts before it reaches maturity, transitioning from larvae to pupae and finally adult. Adult Bombardier beetles probably live for several weeks.

Most species of bombardier beetles are carnivorous, including the larva. The beetle typically hunts at night for other insects but will often congregate with others of its species when not actively looking for food. Their primary predators are birds, scorpions, and toads.

Society/Culture

While hunting, bombardier beetles typically operate alone. However, when not hunting, they often congregate with other bombardier beetles in moist, covered areas.

26.3 Firefly

Fireflies *a.k.a.*, lightning bugs, glow worms are bioluminescent beetles, members of the Lampyridae family and have over 2000 different species. They first appeared in the fossil record 99 million years ago. While all known fireflies glow as larvae, only some species produce light in their adult stage, and the location of the light organ varies among species and between sexes of the same species. They are around 1 inch in length and have a variety of colors including: orange, black olive with dark wing cases. A group of fireflies is called a light posse or sparkle.

Light production in the Lampyridae is thought to have originated as an honest warning signal that the larvae were distasteful; this was co-opted in evolution as a mating signal in the adults.

Fireflies have attracted human attention since classical antiquity. In Japan, the emergence of fireflies signifies the anticipated changing of the seasons; firefly viewing is a special aesthetic pleasure of midsummer, celebrated in parks that exist for that one purpose. In Western culture, fireflies are associated with childhood, crops, doom, elves, fear, habitat change, idyll, love, luck, mortality, prostitution, solstice, stars and fleetingness of words and cognition.

Fireflies have 100 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Climbing-free, Control Frenzy, Fauna Lore, Fishing, Flora Lore, Flying, Hiding, Hunting, Language(Coleoptera), Meditation, Movement, Navigation, Signaling, Stalking, Survival, Bite, Claw* attacks.

| Firefly | Δ | Units | DPs |
|------------|-------|-------|-----|
| Comeliness | -1.50 | z | 0 |
| Speed | 0.90 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | -2.00 | z | 0 |
| Strength | -2.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |

ORS

| | | | |
|---------------------|---------|------|---------|
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -4.00 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -74.25 | yrs | -2.97 |
| Body Density | -1.00 | z | -44 |
| Curse Resistance | 2.37 | z | 209.2 |
| Disease Resistance | 1.02 | z | 62.7 |
| Disorder Resistance | 1.50 | z | 104.6 |
| Gestation Period | -34.00 | wks | -34 |
| Gigantism | -3.91 | z | -315 |
| Hearing, Standard | -2.00 | z | -80 |
| Hibernation | 1.00 | NA | 10 |
| Mana | -1.09 | z | -112.83 |
| Natural Armor | 0.26 | z | 10 |
| Polyorgani -4 | 4.00 | legs | 40 |
| Reproductive Rate | 32.00 | wks | 32 |
| Smell, Standard | 1.00 | z | 34 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 30.00 | deg | 1.5 |
| Vision FOV 3D | -110.00 | deg | -5.5 |
| Visual Acuity | -0.50 | z | -15.7 |
| Flying/Gliding | 1.00 | z | 52 |

Habitat

Fireflies are found all over the world, on every continent except Antarctica—and they are incredibly diverse. Fireflies are found in temperate and tropical climates. Many live in marshes or in wet, wooded areas where their larvae have abundant sources of food.

Ecology/Psychology

Baring accident or disease it is mature at 2 months of age and has an average lifespan of 9 months with a maximum of a year. Firefly mating involves ritual lightshow. After mating the female lays up to 500 eggs on the ground, in damp soil, in sheltered spots, singly or in small groups. The larvae feed until the end of the summer. Most fireflies hibernate as larvae. Some do this by burrowing underground, while others find places on or under the bark of trees. They emerge in the spring. The larval stage lasts from several weeks up to, in certain species, two or more years. The larvae pupate for one to two and a half weeks and emerge as adults. The adult lives for approximately two months.

Most fireflies are nocturnal. Adult diet varies between firefly species: some are predatory, while others feed on plant pollen or nectar. Some adults, like the European glow-worm, have no mouth, emerging only to mate and lay eggs before dying. In most species, adults live for a few weeks in summer. Most fireflies are distasteful to vertebrate predators.

Society/Culture

They congregate in colony trees and blink in unison. Other species synchronize their flashes over a few-second period, appearing as waves of light and dark that ripple through the forest. Fireflies use flashes as mating signals, generally from males looking for females. If a female waiting in the grass or bushes likes what she sees, she responds back with a flash of her own.

26.4 Scarab Beetles

Scarab Beetles, *a.k.a.*, Rhinoceros Beetle, Elephant Beetles, Stag Beetles, Goliath Beetle are members of the family Scarabaeidae which contains over 30,000 species. Scarabs are stout-bodied beetles, many with bright metallic colors, measuring between 1/20 to 6.3 inches in length. They have distinctive, clubbed antennae composed of plates called lamellae that can be compressed into a ball or fanned out like leaves to sense odors. Many species are fossorial, with legs adapted for digging. In some species males, and sometimes females,

have prominent horns on the head and/or pronotum to fight over mates or resources. The following is focused on the Egyptian dung beetle.

The Egyptian dung beetle is all black and shiny, with six ray-like appendages on its body. A mature adult is around 2 inches in length. There is an even distribution of appendages for digging and shaping balls of excrement with precision. They collect herbivore dung into balls. Such a beetle rolls its ball to a suitable location, where it digs an underground chamber in which it hides the ball. It then eats the ball itself, a process that may take several days. The nocturnal African dung beetle is one of the few known invertebrate animals that navigate and orient themselves using the Milky Way.

Dung beetles are used as food in Southeast Asia and a variety of dung beetle species have been used therapeutically in potions and folk medicines to treat a number of illnesses and disorders. In Ancient Egypt, the dung beetle now known as was revered as sacred. Egyptian amulets representing the sacred scarab beetles were traded throughout the Mediterranean world. Egyptians saw a connection between the scarab beetle rolling dung balls and Khepri rolling the sun across the sky. The scarab was a symbol of the sun deity Ra and symbolize good fortune, hope, restoration of life, and regeneration, immortality, resurrection, metamorphosis, and protection in the ancient Egyptian religion.

Scarab beetles have 100 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Control Frenzy, Climbing-free, Fauna Lore, Fishing, Flora Lore, Flying, Hiding, Hunting, Language(Coleoptera), Meditation, Movement, Navigation, Signaling, Stalking, Survival, Bite, Claw, and Impaling* attacks.

| ScarabBeetle | Δ | Units | DPs |
|---------------------|---------|-------|---------|
| Comeliness | -1.50 | z | 0 |
| Speed | 0.90 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | -2.00 | z | 0 |
| Strength | -2.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -4.00 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -74.00 | yrs | -2.96 |
| Body Density | -1.00 | z | -44 |
| Curse Resistance | 2.31 | z | 201.4 |
| Disease Resistance | 1.07 | z | 66.4 |
| Disorder Resistance | 1.46 | z | 100.7 |
| Gestation Period | -34.00 | wks | -34 |
| Gigantism | -3.77 | z | -294 |
| Hearing, Standard | -2.00 | z | -80 |
| Mana | -1.23 | z | -133.84 |
| Natural Armor | 0.72 | z | 30 |
| Polyorgani -4 | 4.00 | legs | 40 |
| Reproductive Rate | 4.00 | wks | 4 |
| Smell, Standard | 1.00 | z | 34 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 30.00 | deg | 1.5 |
| Vision FOV 3D | -110.00 | deg | -5.5 |
| Visual Acuity | -0.50 | z | -15.7 |
| Flying/Gliding | 1.00 | z | 52 |
| Navigation | 1.00 | z | 26 |

Habitat

They live in all continents of the world except for Antarctica. The Egyptian dung beetle occurs in coastal dunes and marshes around the Mediterranean Basin. It can be found across North Africa, southern Europe, and parts of Asia (Afghanistan, Corsica, Cyprus, Egypt, Ethiopia, France, Iran, Israel, Italy, Morocco, Sardinia, Sicily, Spain, Sudan and Syria). In the Camargue, it is almost exclusively a coastal species, living only in dunes and coastal marshes.

Ecology/Psychology

Baring accident or disease it is mature at 2 months of age and has an average lifespan of 1 year with a maximum of two years. The male offers the female a giant-sized brood ball. If she accepts it, they roll it away together or the female rides on top of the ball. When the female is ready to breed, she selects especially fine-textured dung to make her breeding ball and digs an especially deep and large chamber for it. There she sculpts it into a pear-shape with a hollow cavity in the narrow part. In that cavity she lays a single large egg. She then seals the cavity and departs to repeat the process elsewhere. Typically, a successful female Dung Beetle will repeat this process six or seven times with different mates in a single season. The larva feeds on the ball of dung after the egg hatches. The eggs hatch into a larva and will shed its skin 3 times before it pupates. After metamorphosis it emerges as an adult beetle. The size of the adult depends on how much the larva ate.

Most adult beetles are nocturnal, although the flower/leaf chafers are active during the day. The grubs mostly live underground or under debris, so are not exposed to sunlight. Many scarabs are scavengers that recycle dung, carrion, or decaying plant material. Others, such as the Japanese beetle, are plant-eaters.

Society/Culture

Most of the more than 12,000 species of scarab beetles are non-social plant feeders. However, all 70 species of the dung beetle show varying degrees of parental care. Dung beetle rollers and tunnelers are known to live and work in pairs to remove the feces. The pair will work together to get the dung back safely and males will protect the dung balls from poachers.

26.5 Stink Bug

Stink Bugs, *a.k.a.*, Shield Bugs are beetles and members of the Pentatomidae family having over 4700 species. They are named because of their ability to release a pungent defensive spray when threatened, disturbed, or crushed. The composition of this spray may vary between species, and even by sex or age, but generally includes aldehydes and alkanes. Descriptions of the smells vary widely, and include oily, dusty, woody, and earthy, and like coriander. In some species, the liquid contains cyanide compounds and a rancid almond scent, used to protect themselves and discourage predators.

Adult brown marmorated stink bugs are approximately 0.67 inches long and about as wide, forming the heraldic shield shape. They are generally a dark brown when viewed from above, with a creamy white-brown underside. Individual coloration may vary, with some bugs being various shades of red, grey, light brown, copper, or black. They have variegated or veined, markings unique to this species, including alternating light-colored bands on the antennae and alternating dark bands on the thin outer edge of the abdomen. The legs are brown with faint white mottling or banding.

The stink bug's ability to emit an odor(-1.5z) through holes in its abdomen is a defense mechanism evolved to prevent it from being eaten by birds and lizards. However, simply handling the bug, injuring it, or attempting to move it can trigger it to release the odor. In Native American culture, the brown stink bug is seen as a symbol of energy, relationship woes, and transformation.

Stink Bugs have 100 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Control Frenzy, Fauna Lore, Fishing, Flora Lore, Hiding, Hunting, Language(Coleoptera), Meditation, Movement, Navigation, Signaling, Stalking, Survival, Swimming, Bite, Claw and Olfactory* attacks.

| StinkBug | Δ | Units | DPs |
|------------|-------|-------|-----|
| Comeliness | -1.50 | z | 0 |
| Speed | 0.90 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | -2.00 | z | 0 |
| Strength | -2.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |

| | | | |
|---------------------|---------|------|---------|
| Stability | 1.00 | z | 0 |
| Reasoning | -4.00 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -74.25 | yrs | -2.97 |
| Bodily Fluids | 1.50 | z | 55.5 |
| Body Density | -1.00 | z | -44 |
| Camouflage | 1.00 | z | 44 |
| Curse Resistance | 1.89 | z | 145.9 |
| Disease Resistance | 0.82 | z | 48.2 |
| Disorder Resistance | 1.15 | z | 72.9 |
| Gestation Period | -34.00 | wks | -34 |
| Gigantism | -3.95 | z | -320 |
| Hearing, Standard | -2.00 | z | -80 |
| Hibernation | 1.00 | NA | 10 |
| Mana | -1.06 | z | -107.83 |
| Natural Armor | 0.50 | z | 20 |
| Polyorgani -4 | 4.00 | legs | 40 |
| Reproductive Rate | 32.00 | wks | 32 |
| Smell, Standard | 1.00 | z | 34 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 30.00 | deg | 1.5 |
| Vision FOV 3D | -110.00 | deg | -5.5 |
| Visual Acuity | -0.50 | z | -15.7 |
| Flying/Gliding | 1.00 | z | 52 |

Habitat

It is native to China, Japan, Korea, and other Asian regions. But after the Age of Discovery it will spread to most of the world except for Antarctica. Stink bug adults spend the winter months in cracks or under the peeling bark of older or dead trees. During temperate months, they can often be found on the outsides of buildings, in leaf litter and vegetation.

Ecology/Psychology

Baring accident or disease it is mature at 2 months of age and has an average lifespan of 9 months with a maximum of a year. During courtship, the male emits pheromones and vibrational signals to communicate with a female, which replies with her own vibrational signals, as in all stink bugs. Their life cycle includes eggs, nymphs and adults. Egg laying generally occurs from May through August. The eggs are light green, barrel-shaped, and are attached side-by-side on the underside of the host plant's leaves in a mass of 20-30 eggs. The transition from orange nymph to adult takes about 5 weeks. Stink bug adults will continue to feed and reproduce during summer. Depending upon the species and where they live, the pests may create more than one generation per year.

The brown marmorated stink bug is a sucking insect that uses its proboscis to pierce the host plant to feed. This feeding results, in part, in the formation of dimpled or necrotic areas on the outer surface of fruits, leaf stippling, seed loss, and possible transmission of plant pathogens. The nymphs and adults of the brown marmorated stink bug feed on over 100 species of plants, including many agricultural crops. Predators include birds, bats, wasps, and spiders.

Society/Culture

Stink bugs aren't usually social. In late Fall, adult stink bugs enter homes and other building interiors to seek shelter during the winter. Once they find a suitable entry point, they release a pheromone that attracts others to the site.

26.6 Water Beetles

Water Beetles is a generalized name for any beetle that is adapted to living in water at any point in its life cycle. Most water beetles can only live in fresh water and there are approximately 2000 species. Many water beetles carry an air bubble, called the elytra cavity, underneath their abdomens, which provides an air supply, and prevents water from getting into the spiracles. Others have the surface of their exoskeleton modified to form a plastron, or "physical gill",

which permits direct gas exchange with the water. Some families of water beetles have fringed hind legs adapted for swimming, but most do not. Most families of water beetles have larvae that are also aquatic; many have aquatic larvae and terrestrial adults.

This entry is for the great diving beetle, *a.k.a.*, predaceous diving beetles, Water Tiger which are around 1.4 inches in length. They have short, thin antennae, chewing mouthparts, and fairly large and well-developed compound eyes that help them spot prey. They are football shaped, dark-colored (brown to black) on their back and wing cases (elytra) and yellow on their abdomen and legs. The male's wing cases are shiny, while those of the female are finely grooved. The first two pairs of legs of the male are equipped with numerous suction cups, enabling them to obtain a secure grip while mating, and on their prey. The back legs are oar-shaped and covered in long hairs that increase stroke power. They are able fliers and fly usually at night. They use the reflection of moonlight to locate new water sources. Before they dive, they collect air bubbles in their wing cases which goes through the spiracles. The jaws of a great diving beetle are strong compared to their body size.

However, though they can bite, diving beetles are quite harmless to humanoids and will tend to avoid them. Bites are rare and, while they do hurt a bit, don't cause any long-lasting effects and their toxic injection(-2.49z) is not nearly enough to cause damage to anything large humanoids, cats, or dogs. The highly religious and spiritual Cherokees saw the earth as a floating island surrounded by seawater. They believed that the water beetle was responsible for building this island.

Great diving beetles have 100 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Climbing-free, Control Frenzy, Diving-free, Fauna Lore, Fishing, Flora Lore, Flying, Hiding, Hunting, Language(Coleoptera), Meditation, Movement, Navigation, Signaling, Stalking, Survival, Swimming, Bite, and Claw* attacks.

| WaterBeetle | Δ | Units | DPs |
|---------------------|---------|-------|--------|
| Comeliness | -1.50 | z | 0 |
| Speed | 0.90 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | -2.00 | z | 0 |
| Strength | -2.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -4.00 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -72.50 | yrs | -2.9 |
| Bodily Fluids | 0.51 | z | 15 |
| Body Density | -1.00 | z | -44 |
| Curse Resistance | 2.12 | z | 175.4 |
| Disease Resistance | 0.96 | z | 57.9 |
| Disorder Resistance | 1.32 | z | 87.7 |
| Gestation Period | -34.00 | wks | -34 |
| Gigantism | -3.86 | z | -307 |
| Hearing, Standard | -2.00 | z | -80 |
| Hibernation | 1.00 | NA | 10 |
| Mana | -1.14 | z | -120.9 |
| Natural Armor | 0.50 | z | 20 |
| Polyorgani - 4 | 4.00 | legs | 40 |
| Reproductive Rate | 32.00 | wks | 32 |
| Smell, Standard | 1.00 | z | 34 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 30.00 | deg | 1.5 |
| Vision FOV 3D | -110.00 | deg | -5.5 |
| Vision, Underwater | 1.50 | z | 55.5 |
| Visual Acuity | -0.50 | z | -15.7 |
| Swimming | 1.00 | z | 26 |

Habitat

Water beetles can be either herbivores, predators, or scavengers. Herbivorous beetles eat only aquatic vegetation, such as algae or leaves. The great diving

beetle native to Europe and northern Asia, and in the UK is common in Wales, much of England and southern Scotland but less common on chalk and in the far north. These beetles live in fresh water, either still or slow-running, and seem to prefer water with vegetation. In larger bodies of water, they live amongst the vegetation growing close to the shore to avoid becoming prey to fish.

Ecology/Psychology

Baring accident or disease it is mature at 2 months of age and has an average lifespan of 2.5 years with a maximum of 3 years. The beetle reproduces by laying eggs under water in the mesophyll of an aquatic plant leaf. The incubation period is between 17 and 19 days. After several molts, mature larvae crawl out of the water and pupate in the mud. Metamorphosis takes a few weeks total, then new adults emerge and return straight to the water. They can live for a few years, and in the northern hemisphere adults emerge in the fall and hibernate in frozen ponds during the winter.

A voracious predator, this beetle hunts a wide variety of prey including insects, crustaceans, snails, small fish, and sometimes scavenge for carrion. Predators include fish, birds, raccoons, weasels, and humans.

Society/Culture

Diving beetles tend to be solitary, but they occasionally hunt tadpoles in packs.

27 Columbidae

Columbidae is the bird family consisting of pigeons and doves and contains over 310 species of birds. Doves and Pigeons are not the same, they have a different number of chromosomes and cannot produce offspring. Columbidae are stout-bodied birds with short necks and short slender bills. Their legs are relatively short, and the head is rather small. They have relatively large and muscular wings and are one of the strongest flyers. In general doves are smaller than pigeons. They range in size from the common ground dove, which is 6.5 inches in length, 1.5 ounces in weight and have a wingspan of 11 inches, to the crowned pigeon which is 29 inches long, weigh over 5 pounds and a wingspan of nearly two feet. Their plumage varies from dull to brightly colored. In addition to bright colors, pigeons may sport crests or other ornamentation.

Pigeons and doves are distributed everywhere on Earth, except for the driest areas of the Sahara Desert, Antarctica and its surrounding islands, and the high Arctic. Some species may be arboreal, terrestrial, or semi-terrestrial. Various species also inhabit savanna, grassland, desert, temperate woodland and forest, mangrove forest, and even the barren sands and gravels of atolls.

Seeds and fruit form the major component of the diets of pigeons and doves. They lay one or (usually) two white eggs at a time, and both parents care for the young, which leave the nest after 25–32 days. Unfledged baby doves and pigeons are called squabs and are generally able to fly by 5 weeks of age. These fledglings, with their immature squeaking voices, are called squeakers once they are weaned or weaning. The first week after hatching they are fed crop milk, a secretion which is produced and stored in a pouch in the adult birds' throat.

The rock pigeon, sometime erroneously called the rock dove, has been domesticated for thousands of years. Several species of pigeons and doves are used as food; however, all types are edible. Columbidae are prominent animal symbols of various mythologies. Their symbology varies from love, sexuality, war, and peace.

27.1 Doves

The Dove is the smaller sized bird group in the Columbidae bird family. Doves have distinctively plump bodies, short legs and beaks, and small heads. Doves have longer, more exuberant and fanned out tail than pigeons. The European Collared dove is detailed below, except for size, it should be applicable to most species. They are typically 13 inches long from the beak to the tip of the tail, weigh 8.5 ounces and have a wingspan of 22 inches. Their wings make a

whistling sound when they take off and land. Their color ranges from light brown to grey buff. There are white patches on the tail, and there is a thin band of black crescent on the back of the neck giving it its name. There is very little difference between the sexes.

Doves have 125 development points to define their potential. During adolescence they should focus on *Acrobatics-air, Awareness-all, Balance, Fauna Lore, Flora Lore, Flying/Gliding, Hiding, Jumping & Landing, Language-S (Columbidae), Movement, Navigation, Signaling, Weather watching, Survival, Bite, and Claw attacks.*

| Dove | Δ | Units | DPs |
|---------------------|---------|-------|---------|
| Comeliness | 0.10 | z | 0 |
| Speed | 2.00 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.10 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -100.00 | lbs | -50 |
| Age Span | -72.00 | yrs | -2.88 |
| Body Density | -1.00 | z | -44 |
| Curse Resistance | 2.24 | z | 191.2 |
| Disease Resistance | 1.03 | z | 63.12 |
| Disorder Resistance | 1.41 | z | 95.6 |
| Gestation Period | -33.00 | wks | -33 |
| Gigantism | -2.29 | z | -130 |
| Hearing, Standard | -0.32 | z | -10 |
| Luck | 0.50 | z | 41.68 |
| Mana | -2.03 | z | -307.92 |
| Maturity | -0.07 | yrs | -1.4 |
| Reproductive Rate | 13.00 | wks | 13 |
| Smell, Standard | -0.50 | z | -15.7 |
| Taste, Standard | -0.65 | z | -21 |
| Vision, Daylight | 0.65 | z | 21 |
| Vision, Distance | 0.65 | z | 21 |
| Vision FOV 2D | 80.00 | deg | 4 |
| Vision FOV 3D | -90.00 | deg | -4.5 |
| Vision, Lowlight | 0.66 | z | 27 |
| Flying/Gliding | 1.00 | z | 52 |

Habitat

The Eurasian collared dove is not migratory but is very adaptable and is being spread by humanoids across the planet. They inhabit suburbs, forest edges, farmlands, and open country.

Ecology/Psychology

Baring accident or disease they are considered mature at six months and live on average 3 years with a maximum of 13.75 years. Breeding occurs throughout the year when abundant food is available, though only rarely in winter in areas with cold winters such as northeastern Europe. Males display a ritual mating flight, consisting of a vertical climb followed by long and slow circular glide downward. Three to four broods per year is common. The female lays two white eggs at a time, and both parents care for the young. The female incubates them during the night and the male during the day which lasts around 3 weeks. They are generally able to fly by 5 weeks of age and leave the nest after 5 weeks.

The Eurasian collared dove is not wary and often feeds very close to human habitation, with large populations typically found around farms where spilt grain is frequent around grain stores or where livestock are fed. Depending on habitat they will live on wild seed, berries, and insects. Doves are one of the few birds that can drink water without having to stop to let the water go down their throat. Owls, raptors, raccoons, rat snakes, cats, and humanoids are their chief predators.

Society/Culture

Eurasian collared doves are a monogamous species and share parental duties when caring for young. The pair-bond jointly builds a nest out of sticks and grasses which are at least 10 feet off the ground. Doves who have successfully raised a brood will return to that same nesting site year after year. It is a gregarious species and sizeable winter flocks will form where there are food supplies such as grain as well as seeds, shoots and insects. Flocks most commonly number between 10 and 50, but flocks over a thousand have been recorded. They have a melancholy coo-coo-coo song and a harsh, loud screech which they use in flight just before landing.

27.2 Pigeon

The Pigeon, *a.k.a.*, Rock Pigeon, Rock dove is the larger sized bird group in the Columbidae bird family. Their features include thick and round bodies, short necks, and thin peaks, and pigeons are generally larger and stubbier than doves. Rock pigeons have a blue-grey body with magenta legs. The grey wings are banded with black. The head is dark grey with a light grey beak. The neck and throat have a green and purple iridescence. They average around 14.5 inches in length, weigh 0.75 pounds and have wingspan of 15.5 inches. There are few visible differences between the sexes.

The Rock Pigeon has been domesticated for thousands of years giving rise to the domestic pigeon which is slightly larger. Domesticated pigeons are used as homing/carrier pigeons, as well as food and pets. The homing/carrier pigeon is the result of many years of selective breeding. Carrier pigeons were frequently used on the battlefield as a means for a mobile force to communicate with a stationary headquarters. In the 6th century BC, Cyrus, king of Persia, used carrier pigeons to communicate with various parts of his empire. In Ancient Rome, within many texts, there are references to pigeons being used to send messages by Julius Caesar.

Pigeons have 125 development points to define their potential. During adolescence they should focus on *Acrobatics-air, Awareness-all, Balance, Fauna Lore, Flora Lore, Flying/Gliding, Hiding, Jumping & Landing, Language-S (Columbidae), Movement, Navigation, Signaling, Weather watching, Survival, Bite, and Claw attacks.*

| Pigeon | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Speed | 2.00 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.10 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Will | 0.50 | z | 0 |
| Weight | -95.00 | lbs | -47.5 |
| Age Span | -69.00 | yrs | -2.76 |
| Body Density | -1.00 | z | -44 |
| Curse Resistance | 2.12 | z | 175.2 |
| Disease Resistance | 0.96 | z | 57.74 |
| Disorder Resistance | 1.32 | z | 87.6 |
| Gestation Period | -33.00 | wks | -33 |
| Gigantism | -2.17 | z | -120 |
| Hearing, Standard | -0.32 | z | -10 |
| Luck | 0.76 | z | 69.76 |
| Mana | -2.07 | z | -320.54 |
| Maturity | -0.14 | yrs | -2.7 |
| Reproductive Rate | 13.00 | wks | 13 |
| Smell, Standard | -0.50 | z | -15.7 |
| Taste, Standard | -0.65 | z | -21 |
| Vision, Daylight | 0.65 | z | 21 |
| Vision, Distance | 0.65 | z | 21 |
| Vision FOV 2D | 80.00 | deg | 4 |
| Vision FOV 3D | -90.00 | deg | -4.5 |

| | | | |
|------------------|------|---|----|
| Vision, Lowlight | 0.66 | z | 27 |
| Flying/Gliding | 1.00 | z | 52 |

Habitat

Originally found wild in Europe, North Africa, and western Asia, pigeons are becoming established in cities around the world as humanoids spread them. The nest sites are usually on a ledge of a cliff, but also rocky crevices, or on tall buildings.

Ecology/Psychology

Baring accident or disease they are considered mature at six months and live an average 5 years with a maximum of 15 years. Breeding occurs throughout the year when abundant food is available, though only rarely in winter in areas with cold winters such as northeastern Europe. When the male wants to mate, he struts around the female with his chest puffed up, making low cooing noises. If interested, the female places her beak inside his beak and the two birds bob their heads up and down in unison thus giving an invitation to mate. Three to four broods per year is common. The female lays two white eggs at a time, and both parents care for the young. The female incubates them during the night and the male during the day which lasts around 3 weeks. They are generally able to fly by 5 weeks of age and leave the nest after 4.5 weeks.

Pigeons eat mainly seeds as well as leaves, buds, and fruits, and very occasionally insects. They will also eat kitchen scraps and other discarded waste left by humans. Predators include a wide range of raptors, owls, and humanoids.

Society/Culture

Pigeons are a monogamous species and share parental duties when caring for young. The pair-bond jointly builds a nest out of sticks and grasses which are at least 10 feet off the ground, if not higher. Pigeons move in flocks comprising several individuals. Within each group, a well-structured hierarchy is established through pecking, but we can also observe horizontal relationships between members.

It is a gregarious species and sizeable winter flocks will form where there are food supplies such as grain (its main food) as well as seeds, shoots and insects. Flocks most commonly number between 10 and 50, but flocks of over one thousand have been recorded. They have a melancholy whoo, hoo-witoo-hoo song and a nest call which sounds like a repeated hu-hu-hurr. Signaling includes an inflated throat, tail fanning, strutting, and bowing. The alarm call, given at sight of predators, is a grunt-like oorhh.

28 Corvidae

Corvidae is a family of oscine passerine birds that includes the crows, ravens, rooks, jackdaws, jays, magpies, treepies, choughs, and nutcrackers, just to name a few. Oscines have a vocal organ that produces diverse and elaborate songs. Passerine birds have three toes pointing forward and one pointing back that facilitate perching. In all there are 133 different species in this family. They are medium to large in size, with strong feet and bills, rictal bristles, and a single molt each year. Corvids are found worldwide, except for the southern tip of South America and the polar ice caps. The sexes are very similar in color. The smallest corvid is the dwarf jay (*Aphelocoma nana*) weighing only 1.4 ounces with a total body length of 8.5 inches. The largest corvid is the common raven which exceeds 3.1 pounds, a body length of 26 inches and a wingspan of 4.5 feet. Corvids are among the most intelligent birds, their total brain-to-body mass ratio is equal to that of non-human great apes and cetaceans, and only slightly lower than that of humans. The natural diet of many corvid species is omnivorous, consisting of invertebrates, nestlings, small mammals, berries, fruits, seeds, and carrion.

Folklore often represents corvids as clever, and even mystical, animals. ORS™ currently only has an entry for crow/ravens but more species will be added in the future.

28.1 Crow

The Crow, *a.k.a.*, Carrion Crow has a glossy black bill, legs, feet, eyes and plumage. It averages around 1.3 pounds in weight, 20 inches in length and has a wingspan of 36 inches. Except for size weight, and possibly color of the bill and legs this entry is applicable to all crows, ravens and rooks. Juvenile carrion crows can be identified by their brownish plumage and blue eyes, both of which darken to black as the crow grows older.

The crow is self-aware and has demonstrated tool-making ability. The most distinctive feature is the voice. The crow's guttural, slightly vibrant, deeper croaked kraa is very distinct. Carrion crows can become tame near humanoids, but during nesting season they are known to dive and strike humans not just once, but repetitively until the human has moved a good distance away from their nest. This may be why a group of crows is called a murder. The crow has a prominent role in the world's mythology. They can be viewed as good luck, ill omen, and even used for divination.

Crows have 125 development points to define their potential. During adolescence they should focus on *Acrobatics-air, Awareness-all, Balance, Control Frenzy, Diving, Fauna Lore, Flora Lore, Fishing, Flying/Gliding, Hiding, Hunting, Jumping & Landing, Language-S (crow), Movement, Music-Singing, Navigation, Signaling, Stalking, Survival, Two Weapon Combat, Weather Watching, Bite and Claw attacks.*

| Crow | Δ | Units | DPs |
|---------------------|---------|-------|---------|
| Speed | 2.00 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.10 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -106.00 | lbs | -53 |
| Age Span | -67.00 | yrs | -2.68 |
| Body Density | -1.00 | z | -44 |
| Curse Resistance | 1.74 | z | 128.9 |
| Disease Resistance | 0.74 | z | 42.6 |
| Disorder Resistance | 1.04 | z | 64.5 |
| Gestation Period | -30.00 | wks | -30 |
| Gigantism | -1.77 | z | -90 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.21 | z | -362.82 |
| Natural Weapons | 0.83 | z | 35 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 30.00 | deg | 1.5 |
| Vision FOV 3D | -50.00 | deg | -2.5 |
| Vision, Ultraviolet | 2.00 | z | 80 |
| Visual Acuity | 1.25 | z | 44.5 |
| Flying/Gliding | 1.00 | z | 52 |

Habitat

Crows are distributed over all of North America, Europe and Asia. They are common sights in treetops, fields, and roadsides, and in habitats ranging from open woods and empty beaches to town centers.

Ecology/Psychology

Baring accident or disease crows are considered mature at 24 months and have an average lifespan of 8 years with a maximum of 13 years. The majority of

crows mate for life, forming strong bonds with a partner bird and raising broods together year after year. Crows can be considered partially migratory flying to warmer areas where they mate between October and December. Crow sex consists simply of a pair rubbing their cloacas together for about 3-10 seconds during which time the sperm are transferred from the male to the female. The nest consists primarily of sticks placed in a tall tree, cliff, or even a building. The three to four brown-speckled blue or greenish eggs are incubated for 18–20 days by the female alone, who is fed by the male. The young fledge after 29–30 days.

The carrion crow is noisy, perching on a vantage point such as a building or the top of a tree and calling three or four times in quick succession, with a slight pause between each series of croaks. During each series of calls, a crow may perform an accompanying gesture, raising its shoulders and bowing its head and neck downwards with each call. They eat carrion of all kinds, insects, earthworms, grain, fruits, seeds, nuts, small mammals, amphibians, fish, scraps and will also steal eggs. Crows will also harass birds of prey or even foxes for their kills. Crows actively hunt and occasionally co-operate with other crows to make kills. Due to their gregarious lifestyle and defensive abilities, carrion crows have few natural predators. However, powerful raptors such as the northern goshawk, peregrine falcon, Eurasian eagle-owl and golden eagle will readily hunt them.

Crows are incredibly territorial during May and June. Carrion crows will actively harass predators and competitors that enter their territory or threaten them or their offspring and will engage in group attacks (mobbing) as a method to defend themselves.

Society/Culture

The crow is generally gregarious occasionally nesting in isolated trees. Crows may feed with rooks and are often sociable in winter roosts.

29 Crocodilia

Crocodylia is an order of large, predatory, semiaquatic reptiles, which includes crocodiles, alligators, and caimans. They first appeared 95 million years ago in the Late Cretaceous. Large, solidly built, lizard-like reptiles, crocodylians have long flattened snouts, laterally compressed tails, and eyes, ears, and nostrils at the top of the head. They swim well and can move on land in a "high walk" and a "low walk", while smaller species are even capable of galloping. Their skin is thick and covered in non-overlapping scales. They have conical, peg-like teeth and a powerful bite. They range in size from the African dwarf crocodile which are 3 feet 3 inches long, to the saltwater crocodile which is 23 feet long and weighs up 4,400 pounds. They are sexually dimorphic, with the males up to 30% larger than the females.

Alligators are dark colored with a broad, rounded snout and are usually found in fresh water. Crocodiles are grayish-green and prefer coastal, brackish and salt-water habitats. Crocodiles always have a triangular snout in the shape of the letter V. Alligators' snouts are rounder, always in a U-shape. On average, crocodiles are about 3 feet longer than alligators. Crocodiles have five visible bottom teeth when their mouths are closed. Alligators only show teeth on the top of their mouths. Crocodiles and alligators can survive months without food. Despite their thick, armor-like skin, crocodiles and alligators have some of the most acute senses of touch in the animal kingdom. Crocodiles and alligators can open their mouths while keeping their throats completely closed off allowing them to bite prey underwater without their lungs flooding.

Crocodylians are found mainly in lowlands in the tropics, but alligators also live in the southeastern United States and the Yangtze River in China. They are largely carnivorous, the various species feeding on animals such as fish, crustaceans, mollusks, birds, and mammals; some species like the Indian gharial are specialized feeders, while others like the saltwater crocodile have generalized diets. They frequently have gastroliths in their stomachs to aid in digestion and perhaps providing ballast. Crocodylians are typically solitary and territorial, though cooperative feeding does occur. During breeding, dominant males try to monopolize available females. Females lay eggs in holes or in mounds and, unlike most other reptiles, care for their hatched young.

29.1 Crocodile

The Nile crocodile is a large crocodylian native to freshwater habitats in Africa. With modifications to size, weight and coloration it should be suitable for most Crocodylia. Adult Nile crocodiles have a dark bronze coloration above, with faded blackish spots and stripes variably appearing across the back and a dingy off-yellow on the belly, although mud can often obscure the crocodile's actual color. The flanks, which are yellowish green in color, have dark patches arranged in oblique stripes in highly variable patterns. Like all crocodylians, the Nile crocodile is a quadruped with four short, splayed legs, a long, powerful tail, a scaly hide with rows of ossified scutes running down its back and tail, and powerful, elongated jaws. They average 12 feet long and weigh over 1300 pounds.

Nile crocodiles usually dive for only a few minutes at a time but can swim under water up to 30 minutes if threatened. If they remain fully inactive, they can hold their breath for up to 2 hours. Nile crocodiles normally crawl along on their bellies, but they can also "high walk" with their trunks raised above the ground and can sprint at 9 miles per hour. They can swim much faster, moving their bodies and tails in a sinuous fashion, and they can sustain this form of movement much longer than on land, with a maximum swimming speed 22 miles per hour.

Nile crocodiles are known to be man eaters with hundreds of deaths reported each year. The Nile crocodile can be considered the most prolific predator of humans among wild animals. Sobek is among the oldest deities named in the Pyramid Texts. He is the lord of the crocodiles and was depicted with a crocodile head. The people of ancient Egypt worshiped Sobek in order to appease both him and crocodiles in general, and also to ensure the fertility of their people and crops.

Crocodiles have 81.8 development points to define their potential. During Adolescence they should further develop the *Acrobatics*-sea, *Awareness*-all, *Balance*, *Control Frenzy*, *Destroying*, *Fauna Lore*, *Fishing*, *Flora Lore*, *Hiding*, *Hunting*, *Language*(Crocodylia), *Meditation*, *Movement*, *Signaling*, *Stalking*, *Survival*, *Bite* and *Grappling* attacks.

| Crocodile | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Comeliness | -1.50 | z | 0 |
| Speed | 1.00 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 2.00 | z | 0 |
| Endurance | -1.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -2.50 | z | 0 |
| Intuition | -1.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -15.00 | yrs | -0.6 |
| Curse Resistance | 1.45 | z | 100 |
| Disease Resistance | 1.45 | z | 100 |
| Disorder Resistance | 1.45 | z | 100 |
| Gestation Period | -24.00 | wks | -24 |
| Gigantism | 1.02 | z | 45 |
| Mana | -2.65 | z | -525.6 |
| Maturity | -0.04 | yrs | -0.7 |
| Natural Armor | 1.50 | z | 72.5 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 80.00 | deg | 4 |
| Vision, Lowlight | 1.00 | z | 44 |
| Vision, Underwater | 1.00 | z | 34 |
| Visual Acuity | -1.00 | z | -34 |
| Swimming | 1.00 | z | 26 |

Habitat

The Nile crocodile is the most common crocodylian in Africa and is distributed throughout much of the continent. Rarely they can be found in the Mediterranean coast in the Nile Delta and across the Red Sea in Israel, Palestine and Syria. Nile crocodiles can tolerate an extremely broad range of habitat types, including small brackish streams, fast-flowing rivers, swamps, dams, and tidal lakes and estuaries. In East Africa, they are found mostly in rivers, lakes, marshes, and dams, favoring open, broad bodies of water over smaller ones. They are often found in waters adjacent to various open habitats such as savanna or even semi-desert but can also acclimate to well-wooded swamps, extensively wooded riparian zones, waterways of other woodlands and the perimeter of forests.

Ecology/Psychology

Baring accident or disease it is mature at 14 years of age and an average lifespan of 50 years with a maximum of 60 years. Courtship and mating occur from late June to mid-August, when crocodiles are confined to pools. Females nest on the higher sand ridges in the dry riverbed from early September to early October, and eggs hatch during December. During the mating season, males attract females by bellowing, slapping their snouts in the water, blowing water out of their noses, and making a variety of other noises. Among the larger males of a population, territorial clashes can lead to physical fighting, often to the death. Females lay their eggs about one to two months after mating with an average of 45 eggs. After burying the eggs, the female then guards them for the three-month incubation period. The female will fiercely attack anything approaching their eggs, sometimes joined by another crocodile which may be the sire of the young. Hatchling Nile crocodiles average 11.5 inches long and weigh around 2.5 ounces.

Nile crocodiles are relatively inert creatures, spending the daylight hours continuously basking in the sun with their jaws open. Nile crocodiles are said to be constantly aware of their surroundings and aware of the presence of other animals. Nile crocodiles are apex predators throughout their range. Crocodiles take practically all of their food by ambush, needing to grab their prey in a matter of seconds to succeed. The Nile crocodile mostly hunts within the confines of waterways, attacking aquatic prey or terrestrial animals when they come to the water to drink or to cross, hiding with only their eyes and nostrils visible. Predators include humans and large felines. Birds of prey often prey on young crocodiles.

Society/Culture

Nile crocodiles are social creatures. Males defend territories along shorelines, but both sexes gather at basking sites. Females may nest gregariously with the nest lying so close together that after hatching time the rims of craters are almost contiguous. The new mother will protect her offspring for up to two years, and if there are multiple nests in the same area, the mothers may form a crèche. Sometimes these reptiles hunt cooperatively, herding fish into shallow water. During these hunts, the largest croc eat first. The young of various species use several squeaking and grunting sounds, and adults may grunt, growl, and hiss.

29.2 Giant Crocodile

Many Giant Crocodiles, lived during the Cretaceous 125 to 82 million years ago and are now extinct. They dwarfed today's saltwater crocodile which is 23 feet long and weighs up 4,400 pounds. *Sarcosuchus Imperator* was 30 feet long and weighed over 8000 pounds, and *Deinosuchus Riograndensis* is estimated to have been 35-49 feet long. Except for size, weight, and coloration these giants can be modeled using the Crocodile template above.

30 Dasyuromorphia

Dasyuromorphia is an order containing most of the Australian carnivorous marsupials, including quolls, dunnarts, the numbat, the Tasmanian devil, and the thylacine. They first appeared in the fossil record around 55 million years ago.

The primary specialization among marsupial predators is that of size. They range in size from the tiny long-tailed planigale which is the size of a mouse to the wolf-sized thylacine.

Both male and female dasyuromorphs practice promiscuous mating during a relatively short but intense breeding season. Females release pheromones to signal their receptivity to mate. They solicit males they find attractive and ward off other males. Larger males are more successful at attracting females and fighting off competing males. During courtship, males display antagonistic behavior in which they chase the female. After mating, males may guard a female for up to 12 hours to prevent other males from mating with her.

Dasyuromorphs are nocturnal or crepuscular but occasionally forage or bask during the daytime. They exhibit long-range movements and often shift home ranges. Most species of dasyuromorphs are solitary and typically only form small groups while mating or rearing young. They build burrows and nests, which they add to during pregnancy and as young develop.

The order Dasyuromorphia is restricted to Australia, New Guinea, Tasmania, and some small nearby islands. During the Pleistocene era, land bridges connected the Australian mainland to New Guinea and Tasmania, allowing the exchange of faunas between these land masses. Their habitat are terrestrial temperate and tropical regions which includes deserts, savannas, grasslands, forests, rainforests, scrub Forests and mountains.

30.1 Tasmanian Devil

The Tasmanian devil is a carnivorous marsupial. The size of a small dog, it has a squat, thick build, with a large head and a tail which is about half its body length. They have average body lengths of 24 inches, with a 10-inch-long tail and weigh 17 pounds. Despite its rotund appearance, it is capable of surprising speed and endurance, and can climb trees and swim across rivers. Its forelegs are slightly longer than its hind legs, and devils can run up to 8 miles per hour and 16 miles per hour for short distances. Devils have five long toes on their forefeet, four pointing to the front and one coming out from the side, which gives the devil the ability to hold food. The hind feet have four toes, and the devils have non-retractable claws. They are good swimmers and tree climbers, especially the young. The stocky devils have a relatively low center of mass. The devil stores body fat in its tail, and healthy devils have fat tails. Their fur is usually black, often with irregular white patches on the chest and rump. The devil has long whiskers on its face and in clumps on the top of the head. It has a pungent odor, extremely loud and disturbing screech, keen sense of smell, and ferocity when feeding. Hearing is its dominant sense, but it also has an excellent sense of smell.

The Tasmanian devil has a very powerful bite, and the jaw can open to 75–80 degrees, allowing the devil to generate the large amount of power to tear meat and crush bones with sufficient force to allow it to bite through thick metal wire. The teeth and claw strength allow the devil to attack wombats up to 66 pounds in weight. In areas near humanoid habitation, they are known to steal clothes, blankets and pillows and take them for use in dens. It is a common belief that devils will kill and eat humans. This may be an exaggeration, but they will eat dead humanoid bodies and bite and scratch if threatened.

Tasmanian Devils have 115.2 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Climbing-free, Control Frenzy, Destroying, Fauna Lore, Fishing, Flora Lore, Hiding, Hunting, Language(Dasyuromorphia), Meditation, Movement, Signaling, Stalking, Survival, Swimming, Bite and Claw attacks.*

| TasmanianDevil | Δ | Units | DPs |
|----------------|-------|-------|-----|
| Agility | 1.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | -1.20 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |

ORS

| | | | |
|---------------------|--------|-----|---------|
| Creativity | -1.00 | z | 0 |
| Age Span | -69.00 | yrs | -2.76 |
| Allergy Resistance | 1.00 | z | 44 |
| Bodily Fluids | 1.00 | z | 34 |
| Curse Resistance | 1.45 | z | 100 |
| Disease Resistance | -1.00 | z | -61 |
| Disorder Resistance | 1.45 | z | 100 |
| Gestation Period | -33.00 | wks | -33 |
| Gigantism | -1.28 | z | -59 |
| Hearing, Standard | 1.85 | z | 72 |
| Mana | -2.20 | z | -358.04 |
| Maturity | 0.09 | yrs | 1.8 |
| Natural Armor | 0.50 | z | 20 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 1.00 | z | 34 |
| Taste, Standard | -1.00 | z | -34 |
| Vision, Daylight | -1.00 | z | -34 |
| Vision FOV 2D | -60.00 | deg | -3 |
| Vision FOV 3D | 20.00 | deg | 1 |
| Vision, Lowlight | 0.81 | z | 34 |
| Climbing-Free | 1.00 | z | 52 |

Habitat

They are found primarily on the island state of Tasmania, but they have small populations in New South Wales in mainland Australia. Their habitat is within the low to moderate annual rainfall zone of eastern and north-western Tasmania. Tasmanian devils particularly like dry sclerophyll forests and coastal woodlands. Devils prefer open forest to tall forest, and dry rather than wet forests.

Ecology/Psychology

Baring accident or disease it is mature at 2 years of age and an average lifespan of 6 years with a maximum of 7 years. Devils are polygamous. Males fight one another for females and guard their partners to prevent female infidelity. The female gives birth to 20 live young after a 3-week gestation. There are only 4 nipples in the pouch, so few newborns survive. It is not uncommon for a litter of four Tasmanian devils to have four different fathers. The young grow rapidly and are ejected from the pouch after around 100 days, weighing approximately 7.1 ounces. The young become independent after around nine months.

It is a nocturnal and crepuscular hunter, spending the days in dense bush or in a hole. Tasmanian devils can take prey up to the size of a small kangaroo, but in practice they are opportunistic and eat carrion more often than they hunt live prey. Although the devil favors wombats because of the ease of predation and high fat content, it will eat all small native mammals such as wallabies, bettong and potoroos, domestic mammals, birds, fish, fruit, vegetable matter, insects, tadpoles, frogs, reptiles, and adult devils may eat young devils if they are very hungry. Predators of Tasmanian Devils include snakes, humans, and wild dogs.

Society/Culture

Tasmanian devils do not form packs, but rather spend most of their time alone once weaned. Although devils are usually solitary, they sometimes eat and defecate together in a communal location. Occasionally they will perform communal hunting where one devil drives the prey and others attack. They are non-territorial in general, but females are territorial around their dens. They have a den territory of around 10 square miles but are known to range 10 miles from their den. Devils use three or four dens regularly. Dens formerly owned by wombats are especially prized as maternity dens because of their security. Dense vegetation near creeks, thick grass tussocks, and caves are also used as dens. Adult devils use the same dens for life.

30.2 Thylacine

The thylacine, *a.k.a.*, Tasmanian Tiger, Tasmanian Wolf is the world's largest carnivorous marsupial. The modern thylacine probably appeared about 2 million years ago, during the Early Pleistocene. The thylacine was known as the Tasmanian tiger because it displayed dark transverse stripes that radiated from the top of its back, and it was known as the Tasmanian wolf because it had the

general appearance of a medium-to-large-size canid. They have a foxlike face, 46 sharp teeth, powerful jaws, and raised heels but are marsupials not canids. It is able to open its jaws up to 80 degrees. Its rounded, erect ears are around 3.1 inches long and covered with short fur. Coloration varies from light fawn to a dark brown cream-colored belly. The mature thylacine ranges from 39 to 51 inches long, 24 inches at the shoulder plus a tail of around 20 to 26 inches and weigh an average of 66 pounds. There is slight sexual dimorphism with the males being larger than females on average. The female thylacine has a pouch with four teats, but unlike many other marsupials, the pouch opened to the rear of its body. Males had a scrotal pouch, into which they could withdraw their scrotal sac for protection. The thylacine was noted as having a stiff and somewhat awkward gait, making it unable to run faster than 24 miles per hour. It could also perform a bipedal hop, in a fashion similar to a kangaroo. Some interactions report they have a musky smell.

Numerous examples of thylacine engravings and rock art have been found, dating back to at least 1000 BC. Petroglyph images of the thylacine can be found at the Dampier Rock Art Precinct, on the Burrup Peninsula in Western Australia. Folktales claim they are blood drinkers. One Nuenonne myth tells of a thylacine pup saving Palana, a spirit boy, from an attack by a giant kangaroo. Palana marked the pup's back with ochre as a mark of its bravery, giving thylacines their stripes. Thylacines are actually very shy and timid. Tasmanian tigers go out of their way to avoid humans because they are quite fearful. But if cornered they will fight with everything they have.

Thylacines have 101.5 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Control Frenzy, Destroying, Fauna Lore, Fishing, Flora Lore, Hiding, Hunting, Language(Dasyuromorphia), Meditation, Movement, Signaling, Stalking, Survival, Swimming, Bite and Claw* attacks.

| Thylacine | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Speed | 0.80 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | -1.00 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -26.00 | lbs | -13 |
| Age Span | -66.00 | yrs | -2.64 |
| Allergy Resistance | 1.91 | z | 100 |
| Bodily Fluids | 0.79 | z | 26 |
| Curse Resistance | 1.45 | z | 100 |
| Disease Resistance | 1.45 | z | 100 |
| Disorder Resistance | 1.45 | z | 100 |
| Gestation Period | -32.00 | wks | -32 |
| Gigantism | -0.38 | z | -15 |
| Hearing, Standard | 1.62 | z | 61 |
| Luck | -1.00 | z | -100 |
| Mana | -2.24 | z | -373.36 |
| Maturity | -0.02 | yrs | -0.5 |
| Natural Weapons | 0.50 | z | 20 |
| Reproductive Rate | 22.00 | wks | 22 |
| Smell, Standard | 1.00 | z | 34 |
| Taste, Standard | -1.00 | z | -34 |
| Vision, Daylight | -0.79 | z | -26 |
| Vision FOV 2D | 20.00 | deg | 1 |
| Vision FOV 3D | -50.00 | deg | -2.5 |
| Vision, Lowlight | 0.81 | z | 34 |

Habitat

It is native to the Australian mainland and the islands of Tasmania and New Guinea. It prefers the dry eucalyptus forests, wetlands, and grasslands of mainland Australia. In Tasmania it prefers the woodlands of the midlands and coastal heath.

Ecology/Psychology

Baring accident or disease that are considered mature at 2 years of age and have an average lifespan of 9 years. They breed twice a year in winter and spring. After a gestation period of 4 weeks, they produce up to four joeys per litter (typically two or three), carrying the young in a pouch for up to three months and protecting them until they are at least half adult size. Newborns are hairless and blind, but they have their eyes open and are fully furred by the time they leave the pouch.

The thylacine is a nocturnal and crepuscular apex predator spending the daylight hours in small caves or hollow tree trunks in a nest of twigs, bark, or fern fronds. It tends to retreat to the hills and forest for shelter during the day and hunts in the open heath at night. It preys on terrestrial animals, e.g., the bandicoots and possums, as well as ground-dwelling birds including the wild hens and the emu. Predators include the dingo and humanoids. The wild dingo introduced 2000 years ago are out competing them for resources.

Society/Culture

Thylacines have family groups consisting of the dominant parents, and young. Males are kicked out at the age of two, but the young females may remain until they come into their first heat. Regardless, the female when in heat will mate with any healthy male. Thylacines hunt in small family groups, with the main group herding prey in the general direction of an individual waiting in ambush.

Vocalizations include a growl and a hiss when agitated, often accompanied by a threat-yawn. During hunting, it would emit a series of rapidly repeated guttural cough-like barks ("yip-yap", "cay-yip" or "hop-hop-hop"), probably for communication between the family pack members. It also had a long whining cry, probably for identification at distance, and a low snuffling noise used for communication between family members.

31 Decapoda

Decapoda is the order of crustaceans containing all the crayfish, crabs, lobsters, prawns and shrimp comprising more than 10,000 different known species in the world. Decapods first appeared 360 million years ago. Decapods have ten legs with the front two often having pincers (claws). Decapods exhibit tremendous diversity in shape, size, and color. They vary in size from ½ inch pea crab to the Japanese spider crab which is over 12.5 feet in diameter. They have a hard exoskeleton and can only grow by shedding, over hydrating and growing a new exoskeleton. This process takes four to five days during which they are vulnerable to predators. Most decapods will retreat to a burrow or rock crevice before molting. Young decapods may molt many times in their first year of life. Older individuals may molt only once or twice a year.

Decapods have three distinct body regions (segments), the head, thorax, and abdomen. The head and the thorax are fused and are often referred to as the cephalothorax. The head has a pair of eyestalks (360° 2D) and two pairs of antennae which serve sensory functions of smell, touch, and balance. The remaining three head appendages are either the crushing and chewing mandibles or the flattened, multilobed food manipulators. The anterior thoracic appendages are walking legs, or arms containing the claws. The abdomen contains the remaining legs which are used for walking, the anterior pair is specialized for swimming. They have two basic types of locomotion: swimming and crawling.

Most decapods are scavengers. Decapod crustaceans occur worldwide and are primarily marine animals living in warm, shallow tropical waters. About 10% of the species have freshwater or terrestrial habitats. Terrestrial decapods must usually return to the sea to spawn, while most freshwater decapods spend their entire life cycle in fresh water.

Decapods are sexually dimorphic with the male having visibly larger claws. Male decapods can copulate only when their exoskeleton is fully hardened, while some females are capable of copulation only after a molt when their shells

are soft. In most decapods the fertilized eggs are carried attached to the abdominal appendages until they are hatched.

Most decapods are not dangerous to humanoids and are considered a delicacy. There's no such thing as a venomous crab or lobster, prawn or shrimp. Some species like the Toxic Reef Crab, and the Mosaic Reef Crab are poisonous when consumed, even when cooked. Their flesh has a neurotoxin that produces a flaccid paralysis that leaves its victim calm and conscious through the progression of symptoms. Death often occurs from respiratory failure between one to two hours after consumption.

31.1 Coconut Crab

The coconut crab is a species of terrestrial hermit crab, *a.k.a.*, the robber crab or Yashigani. The mature animal grows a hard exoskeleton and has no need of a shell. It is the largest terrestrial crab in the world, with a weight of up to 9 pounds. The cephalothorax is about 18 inches length but with the legs they are 3 feet in diameter. They can run about 1 mile per hour sideways and half that going forward or backwards. The front-most pair of legs have large claws, with the left being larger than the right. They are orange red to purplish blue in color with white speckles. Males are larger than females. They can carry more than six times their own body weight. The coconut crab is known for its ability to use its massive claws to crack open coconuts. Humans are their only predators (aside from other coconut crabs), and when they're targeted, they will strike back. Some believe that they can tear a human being apart, limb from limb.

Coconut crabs have 100 development points to define their potential. During adolescence they should focus on *Awareness-all, Climbing, Diving, Fauna Lore, Flora Lore, Fishing, Hiding, Hunting, Movement, Navigation, Signaling, Stalking, Survival, Swimming, Bite, Claw, and Grappling* attacks.

| CoconutCrab | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Comeliness | -2.00 | z | 0 |
| Speed | -1.00 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.00 | z | 0 |
| Strength | -2.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -2.50 | z | 0 |
| Intuition | -1.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.00 | z | 0 |
| Memory | -1.50 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.50 | z | 0 |
| Will | -0.50 | z | 0 |
| Weight | 88.00 | lbs | 44 |
| Age Span | -35.00 | yrs | -1.4 |
| Curse Resistance | 1.26 | z | 82.8 |
| Disease Resistance | 0.51 | z | 27.3 |
| Disorder Resistance | 0.73 | z | 41.4 |
| Gestation Period | -24.00 | wks | -24 |
| Gigantism | -1.88 | z | -98 |
| Hearing, Standard | -1.50 | z | -55.5 |
| Mana | -2.21 | z | -362.3 |
| Maturity | -0.11 | yrs | -2.3 |
| Natural Armor | 2.00 | z | 107.2 |
| Natural Weapons | 1.00 | z | 44 |
| Polyorgani - 6 | 6.00 | Legs | 60 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 1.50 | z | 55.5 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 90.00 | deg | 4.5 |
| Vision FOV 3D | 60.00 | deg | 3 |
| Vision, Underwater | 2.00 | z | 80 |
| Visual Accuity | -0.75 | z | -24.8 |

Habitat

It is found on islands across the Indian Ocean, and parts of the Pacific Ocean as far east as the Gambier Islands, Pitcairn Islands and Caroline Island, similar to the distribution of the coconut palm. Coconut crabs also live off the coast of

ORS

Africa near Zanzibar. They live in burrows or rock crevices but are frequently found in palm trees.

Ecology/Psychology

Baring accident or disease coconut crabs are considered mature at 5 years and have an average lifespan of 40 years with a maximum of 60 years. Mating occurs on dry land from June through August, the female attaches the fertilized eggs to her abdomen returning to the edge of the sea after three months to release the eggs when they are ripe and then retreats up the beach. The eggs hatch in the water, and are aquatic for 3–4 weeks, before settling to the sea floor, entering a gastropod shell and returning to dry land. After the juvenile stage, they will drown if immersed in water for too long. Juvenile coconut crabs use empty shells for protection like other hermit crabs, but the adults develop a tough exoskeleton on their abdomens and stop carrying a shell. Adults molt annually and digs a burrow up to up 3.5 feet long or occupies a small cave in which to hide while vulnerable. It remains in the burrow for 3-6 weeks, depending on the size of the animal, as it takes 1-3 weeks for the exoskeleton to harden. They eat their own shed exoskeletons to help grow new ones.

The coconut crab is most active from dusk to dawn retreating to their burrow during the daylight hours. They feed primarily on fleshy fruits, nuts, seeds, and the pith of fallen trees, but they will eat carrion and other organic matter opportunistically. This includes seabirds, tortoise hatchlings and other animals. Anything left unattended on the ground is a potential source of food, which they will investigate and may carry away – thereby getting the alternative name of "robber crab". On land they have no known predators but other crabs and humanoids.

Society/Culture

Coconut crabs live alone in burrows and rock crevices, depending on the local terrain. During the mating season the male will actively search out a mature female. To announce their presence, they will wave their large claws around in warning and scuttle. When sizeable prey is killed, the smell of blood will cause a swarm of coconut crabs arrive in minutes and tear the prey apart. Carrying chunk of meat back to their burrows.

31.2 Giant Crab

The Giant Crab, *a.k.a.*, the Titan Crab is a classic case of magical experimentation gone terribly wrong. Sometime in the past a spell caster experimented on coconut crabs and the test subjects escaped and have proliferated. Rumor has it he paid for his hubris by getting eaten by his own creations.

The mature animal grows a hard exoskeleton and has no need of a shell. Standing, the giant crab can look a 5-foot humanoid in the eye, it has a weight of up to 84 pounds. The cephalothorax is about 4 feet length but with the legs they are 13 feet in diameter. They can run about 4 miles per hour sideways and half that going forward or backwards. The front-most pair of legs have large claws, with the left being larger than the right. They are orange red in color with white speckles. Males are larger than females. They can carry more than six times their own body weight. They can tear a human being apart, limb from limb.

Giant crabs have 171 development points to define their potential. During adolescence they should focus on *Awareness-all, Climbing, Diving, Fauna Lore, Flora Lore, Fishing, Hiding, Hunting, Movement, Navigation, Signaling, Stalking, Survival, Swimming, Bite, Claw, and Grappling* attacks

| GiantCrab | Δ | Units | DPs |
|------------|-------|-------|-----|
| Comeliness | -2.00 | z | 0 |
| Speed | 0.75 | z | 0 |
| Agility | -0.50 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -2.50 | z | 0 |
| Intuition | -1.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.00 | z | 0 |

| | | | |
|---------------------|--------|------|--------|
| Memory | -1.50 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.50 | z | 0 |
| Will | -0.50 | z | 0 |
| Weight | 40.00 | lbs | 20 |
| Age Span | -35.00 | yrs | -1.4 |
| Curse Resistance | 1.41 | z | 95.9 |
| Disease Resistance | 0.58 | z | 31.7 |
| Disorder Resistance | 0.82 | z | 0.82 |
| Gestation Period | -24.00 | wks | -24 |
| Gigantism | -0.50 | z | -20 |
| Hearing, Standard | -1.50 | z | -55.5 |
| Mana | -2.49 | z | -460.3 |
| Maturity | -0.11 | yrs | -2.3 |
| Natural Armor | 2.00 | z | 107.2 |
| Natural Weapons | 1.00 | z | 44 |
| Polyorgani - 6 | 6.00 | Legs | 60 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 1.50 | z | 55.5 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 90.00 | deg | 4.5 |
| Vision FOV 3D | 60.00 | deg | 3 |
| Vision, Underwater | 2.00 | z | 80 |
| Visual Acuity | -0.75 | z | -24.8 |

Habitat

Although rare, they can be found all over the world in both fresh, brackish, and salt waters within ±40 degrees latitude. They inhabit caves, grottos, and crevices near water. It is equally home on land or in water but it most keep its vestigial gills moist to breath on land.

Ecology/Psychology

Baring accident or disease giant crabs are considered mature at 5 years and have an average lifespan of 40 years with a maximum of 60 years. Mating occurs on dry land from June through August, the female attaches the fertilized eggs to her abdomen returning to the edge of the sea after three months to release the eggs when they are ripe and then retreats up the beach. The eggs hatch in the water, and are aquatic for 3–4 weeks, before settling to the sea floor, entering a gastropod shell and returning to dry land. After a year the giant crab can grow an exoskeleton and abandons its shell. Adults molt annually within its lair. It remains in the lair for 3-6 weeks, depending on the size of the animal, as it takes 1-3 weeks for the exoskeleton to harden. They eat their own shed exoskeletons to help grow new ones.

The giant crab is most active dusk to dawn retreating to their burrow during the daylight hours to prevent their gills from drying out. They are carnivorous and feed on live animals and carrion up to double their own weight. They have no known predators but other crabs and humanoids.

Society/Culture

Giant crabs are solitary and only come together to mate. They will actively defend their territory from others of their kind and will only allow a kill to be scavenged after taking their share back to their lair.

32 Echeineidae

Echeineidae is a fish family that has a sucking-disc on the top of its head and includes a total of eight species worldwide. Their dorsal fin has evolved into a sucking-disc is composed of a series of transverse plates on top of the head. Echeineida use their suction apparatus to attach themselves to large marine animals including sharks, rays, bony fishes, turtles, whales, and dolphins. Occasionally they latch on to boats or even unsuspecting divers. Their body is slender and somewhat rounded in cross section; the second dorsal and anal fins are similar in shape and opposite one another. Their lower jaw projects beyond the upper jaw. It is grey to silver in color with a white underside and range from 16 inches to 3 feet in length and weigh an average of 3 pounds.

ORS

Echeneidae can swim on their own but because they lack a swim bladder, they are not efficient. This fact explains why they are somewhat dependent upon their hosts for survival. They are not considered to be a parasite, despite its being attached to the host. Instead, they are considered to have a commensal relationship with their host, since they do not hurt the host and are just along for the ride. They feed on scraps that result from the feeding activities of their hosts; in addition, they sometimes eat parasitic crustaceans that have attached to the hosts. Some species are restricted to specific hosts. They can be found worldwide.

32.1 Remora

Remora, *a.k.a.*, suckerfish, shark sucker, is a species of Echeneidae. It is dark grey to silver on top and cream-colored underneath and mature animals average 2.25 feet in length and weigh 2.5 pounds. By sliding backward, the remora can increase the suction, or it can release itself by swimming forward. They swim well on their own, with a sinuous, or curved, motion.

In the past, fishermen reputedly used remoras with lines fastened to their tails in order to catch turtles and large fish. Remora fish are edible and quite good. They are not typically targeted by fishermen for the simple fact that they yield little meat unless you get lucky and catch a large one. Those who enjoy these fish say that the seasoning does matter when frying.

Remora have 100 development points to define their potential. During adolescence that should develop *Acrobatics-water, Awareness-all, Balance, Diving-free, Fauna Lore, Fishing, Hiding, Movement, Riding, Signaling, Survival, Swimming, Bite and Grappling* attacks.

| Remora | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Comeliness | -0.90 | z | 0 |
| Speed | 0.75 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | -1.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -2.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -1.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -48.00 | lbs | -24 |
| Age Span | -65.00 | yrs | -2.6 |
| Curse Resistance | 1.88 | z | 145.2 |
| Disease Resistance | 0.82 | z | 48 |
| Disorder Resistance | 1.14 | z | 72.6 |
| Gestation Period | -32.00 | wks | -32 |
| Gigantism | -1.34 | z | -63 |
| Mana | -2.34 | z | -405.9 |
| Maturity | -0.14 | yrs | -2.7 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | -1.00 | z | -34 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 70.00 | deg | 3.5 |
| Vision FOV 3D | -90.00 | deg | -4.5 |
| Vision, Underwater | 2.00 | z | 80 |
| Grappling Attack | 2.00 | z | 58 |
| Riding-Turtle | 2.00 | z | 58 |
| Riding-Shark | 2.00 | z | 58 |
| Swimming | 1.00 | z | 26 |

Habitat

Remoras are tropical open ocean dwellers but are occasionally found in temperate or coastal waters if they have attached to large fish that have wandered into these areas. They prefer shallow inshore brackish areas, as well as around coral reefs. They are found at depths ranging from 66-165 feet, which is where the coral reefs are located.

Ecology/Psychology

Baring accident or disease Remora are considered mature in 1 year and have an average lifespan of 10 years. In the mid-Atlantic Ocean, spawning usually takes place in June and July; in the Mediterranean Sea, it occurs in August and September. The spherical eggs are fertilized externally followed by enclosure of a hard shell, which protects them from damage and desiccation. At birth they are around 0.3 inches long. The sucking disc begins to show when the young fish are about 0.5 inches long. When the remora reaches about 1.5 inches in length the disc is fully formed, and the remora can then attach to other animals. It is a mutualistic arrangement as the remora can move around on the host, removing ectoparasites and loose flakes of skin, while benefiting from the protection provided by the host and the constant flow of water across its gills. They have no known predators.

Society/Culture

The remora is often observed free-swimming in groups over shallow coral reefs.

33 Echinoidea

The Echinoidea class contains spiny and globular marine animals, *e.g.*, sea urchin and the sand dollar. There are around 950 different species in the ocean at depths from intertidal to 16,000 feet. They appeared over 443 million years ago in the Ordovician Period. Spines and tube feet surrounding the shell aid in locomotion, burrowing, and food-gathering. Generally, urchins have longer spines; sand dollars have shorter spines which give them a fuzzy appearance. Echinoids graze on just about anything they come across, plant or animal. This includes algae, bryozoans, and dead animals. They in turn are food for crabs, sea stars, fish, birds, otters, and other mammals.

33.1 Sand Dollar

The Sand dollar, *a.k.a.*, sea cookie are small, flat invertebrates. Sand dollars are small in size, averaging from three to four inches in diameter. Their distinctive exoskeletons sport a star shape at the center of their disc-like bodies. From a distance they look like a Spanish silver dollar lying on the beach. The tube feet and keratinous spines covering their bodies make living sand dollars look and feel like velvet. Sand dollars have spines on their bodies that help them to move around the ocean floor. When a sand dollar dies, it loses the spines and becomes smooth, and the exoskeleton is exposed. Sand dollars can emit a harmless yellow pigment but are not poisonous and can be touched without fear whether they are alive or dead.

Sand dollars can be found in temperate and tropical zones along all continents. Sand dollars live in waters below the mean low water line, on or just beneath the surface of sandy and muddy areas. Sand dollars usually eat algae and organic matter found along the ocean floor. Predators of the sand dollar are the fish species cod, flounder, sheepshead, and haddock.

Dead sand dollars are sometimes said to represent coins lost by mermaids or the people of Atlantis. Some Christian missionaries found symbolism in the fivefold radial pattern and dove-shaped internal structures, comparing the holes with the crucifixion wounds of Christ, and other features with the Star of Bethlehem, an Easter lily, a poinsettia, and doves.

33.2 Sea Urchin

Sea Urchins, *a.k.a.*, sea hedgehogs are a small, spherical invertebrates. The spherical, hard shells (tests) of sea urchins are round and covered in spines. Most urchin spines range in length from 1 to 4 inches, with some, such as the black sea urchin possessing spines as long as 12 inches. Sea urchins move slowly, crawling with tube feet, and also propelling themselves with their spines. The spines, long and sharp in some species, protect the urchin from predators. Some tropical sea urchins have venomous spines. Sea urchin injuries are puncture wounds inflicted by the animal's brittle, fragile spines. They inflict a

painful wound when they penetrate human skin but are not themselves dangerous if fully removed promptly; if left in the skin, further problems may occur. Their stings vary in severity depending on the species. Their spines can be venomous (-2z) or cause infection. Possible complications of sea urchin stings are paralysis, respiratory failure, tissue necrosis, and death.

Sea urchins are found in every ocean and in every climate, from the tropics to the polar regions, and inhabit seabed habitats, from rocky shores to hadal zone depths. They are considered culinary delicacies in many parts of the world. A folk tradition in Denmark and southern England imagined sea urchin fossils to be fulgurites, able to ward off harm by lightning or witchcraft. Another folktale claims they are petrified eggs of snakes, able to protect against heart and liver disease, poisons, and injury in battle, and accordingly they were carried as amulets. These were, according to the legend, created by magic from foam made by the snakes at midsummer.

34 Elephantidae

Elephantidae is a family of large, herbivorous proboscidean mammals collectively called elephants and mammoths. The African and Asian elephants are the only two species known to still exist. Distinctive features of Elephantidae include a long proboscis called a trunk, tusks, large ear flaps, pillar-like legs, and tough but sensitive skin. The trunk is used for breathing and is prehensile, bringing food and water to the mouth, and grasping objects. Tusks, which are derived from the incisor teeth, serve both as weapons and as tools for moving objects and digging. The large ear flaps assist in maintaining a constant body temperature as well as in communication. African elephants have larger ears and concave backs, whereas Asian elephants have smaller ears, and convex or level backs. Both the front and hind tree-like limbs can support an elephant's weight, although 60% is borne by the front. Elephants can move both forwards and backwards, but cannot trot, jump, or gallop. They use only two gaits when moving on land: the walk and a faster gait like running.

The Mammoth and Mastodon are thought to be extinct Elephantidae but are outlined here for contingencies. Despite the superficial resemblance, mastodons were distinct from mammoths. Mastodons were shorter and stockier than mammoths with shorter, straighter tusks. Mastodons were wood browsers and their molars have pointed cones specially adapted for eating woody browse. Mastodons had flatter heads, while mammoths had a distinctive knob on top of their skulls, formed by a bulbous protrusion of bone. Mammoths were grazers, their molars have flat surfaces for eating grass. The woolly mammoth was roughly the same size as modern African elephants. Males reached shoulder heights between 8.9 and 11.2 feet and weighed up to 12,000 pounds. Females reached 8.5–9.5 feet in shoulder heights and weighed up to 8,800 pounds. Mastodons were smaller than mammoths with a height of 7 feet for females or 10 feet for males, adult mastodons weighed 12,000 pounds. Mastodons and woolly mammoths overlapped in Beringia during the early to mid-Pleistocene with mastodons thriving in the warmer interglacial periods and mammoths favoring the colder glacial epochs. Mammoths survived in eastern Beringia until about 13,000 years ago, while the very last mammoths in Alaska appear to have survived on the Pribilof Islands until about 6,000 years ago. The very last woolly mammoths lived in northern Siberia on Wrangel Island until about 4,000 years ago. Beringia is defined today as the land and maritime area bounded on the west by the Lena River in Russia; on the east by the Mackenzie River in Canada; on the north by 72 degrees north latitude in the Chukchi Sea; and on the south by the tip of the Kamchatka Peninsula.

34.1 Elephant

Elephants are the largest land mammals on earth and have distinctly massive bodies, large ears, and long trunks. Males range in size from the pygmy elephant which is only 8.2 feet tall with a weight of 6,500 pounds to the African Bush Elephant, which is 10 feet tall, 24 feet long and weigh 13,000 pounds. Asian elephants average 8.5 feet in height, 19.5 feet long and weigh 10,500 pounds. Males are larger than females. This entry is for the African Bush Elephant but with modifications to size and weight can be used for any species, including the extinct mammoth and mastodon.

An elephant's skin is generally very tough, at 2.5 cm (1 in) thick on the back and parts of the head. Elephants typically have grey skin, but African elephants look brown or reddish after wallowing in colored mud. As elephants mature, their hair darkens and becomes sparser, but dense concentrations of hair and bristles remain on the end of the tail as well as the chin, genitals and the areas around the eyes and ear openings. Of all the elephants, African bush elephants live in the hottest climates, and have the largest ear flaps. They use their trunks to pick up objects, trumpet warnings, greet other elephants, or suck up water for drinking or bathing, among other uses. Both male and female African elephants grow tusks where only the male Asian elephant grows tusks. Elephant tusks serve many purposes. These extended teeth can be used to protect the elephant's trunk, lift, and move objects, gather food, and strip bark from trees. They can also be used for defense. During times of drought, elephants even use their tusks to dig holes to find water underground. Despite their size, they have great endurance and can walk up to 100 miles per day, although they usually only average is only 15 miles on a daily basis. They can also run faster than most humans, reaching speeds of 40 mph.

Humanoids have used elephants for working animals, warfare and menageries for thousands of years. Elephants can exhibit bouts of aggressive behavior and engage in destructive actions against humans. In parts of India, male elephants regularly enter villages at night, destroying homes and killing people. In many cultures, elephants represent strength, power, wisdom, longevity, stamina, leadership, sociability, nurturance and loyalty. Elephants have been represented in art since Paleolithic times. Indigenous people of Africa believe that the souls of their dead ancestors resided in elephants. In Sumatra, elephants have been associated with lightning. Likewise in Hinduism, they are linked with thunderstorms as Airavata, the father of all elephants, represents both lightning and rainbows. The elephant-headed Ganesha is ranked equal with the supreme gods Shiva, Vishnu, and Brahma. In Buddhism, Buddha is said to have been a white elephant reincarnated as a human.

Elephants have 59 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Control Frenzy, Destroying, Fauna Lore, Flora Lore, Hiding, Language*(Elephantidae), *Movement, Signaling, Stalking, Survival, Impaling, and Striking/Blocking* attacks.

| Elephant | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Comeliness | -0.50 | z | 0 |
| Speed | 1.50 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 3.50 | z | 0 |
| Strength | 3.00 | z | 0 |
| Endurance | 1.50 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -5.00 | yrs | -2 |
| Body Density | 1.00 | z | 44 |
| Curse Resistance | 0.85 | z | 50.1 |
| Disease Resistance | 1.45 | z | 100 |
| Disorder Resistance | 1.17 | z | 75 |
| Gestation Period | 52.00 | wks | 52 |
| Gigantism | 2.05 | z | 110.4 |
| Mana | -2.74 | z | -569.8 |
| Maturity | -0.02 | yrs | -5 |
| Natural Armor | 1.51 | z | 73 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | -1.00 | z | -34 |
| Vision, Daylight | -1.00 | z | -34 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Lowlight | 1.00 | z | 44 |

Habitat

Elephants are scattered throughout sub-Saharan Africa, South Asia, and Southeast Asia and are found in different habitats, including savannahs, forests, deserts, and marshes.

Ecology/Psychology

Baring accident or disease it is mature at 15 years of age and an average lifespan of 70 years. Folklore tells that elephants mate for life and will never stray far from mating partners. A single calf is born to a female once every four to five years and after a gestation period of 22 months, the longest of any mammal. A calf can weigh around 200 pounds at birth and stand about 3 feet tall. They can't see very well when they are born, but much like human babies, they can recognize their mothers by touch, scent, and sound. Calves are covered in a dark reddish-brown hair on most of their bodies. Calves are not completely weaned until they are over two years of age and may weigh between 1,874-1,984 pounds.

An elephant uses mud as a sunscreen, protecting its skin from ultraviolet light. Although tough, an elephant's skin is very sensitive. Without regular mud baths to protect it from burning, insect bites and moisture loss, an elephant's skin suffers serious damage. Elephants need extensive land areas to survive and meet their ecological needs, which includes food, water, and space. On average, an elephant can feed up to 18 hours and consume hundreds of pounds of plant matter in a single day. Given their tremendous size and strength, and because they gather in groups, elephants have few predators to worry about. Lions, hyenas, and crocodiles may attempt to prey on young or sick elephants.

Society/Culture

Led by a matriarch, elephants are organized into complex social structures of females and calves, while male elephants tend to live in isolation or in small bachelor groups. Calves are cared for by the entire herd of related females. Female calves may stay with their maternal herd for the rest of their lives, while males leave the herd as they reach puberty. Forest elephants' social groups differ slightly and may be comprised of only an adult female and her offspring. However, they may congregate in larger groups in forest clearings where resources are more abundant. They are known to be able to develop strong and intimate bonds between friends and family members. They can form lifelong friendships and will often only move in the same groups for their entire life. Elephants are also known to mourn the death of a loved one, and have even been seen grieving over stillborn calves, or baby elephants who do not survive the first few months of life.

Elephants are highly intelligent, social animals that use a variety of different means to communicate with each other. They love to talk to each other by vocalizing a range of calls and sounds. They have as many as 70 different calls have already been identified, ranging from the loud trumpets of panic to the comforting rumbles of reassurance. They also use infrasound calls which can be heard up to 8 miles away.

35 Equidae

Equidae *a.k.a.*, the horse family includes zebras, donkeys, and onagers. The oldest known fossils assigned to Equidae date from the early Eocene, 54 million years ago, but it was not until the Miocene that they evolved into the form similar to modern animals. There are many breeds of Equidae and humanoids have been breeding them and crossbreeding them since 4000 BC. Equidae are the only creature in the animal kingdom to have a single toe – the hoof, which first evolved around five million years ago. Their side toes first shrunk in size, it appears, before disappearing altogether. It happened as they evolved to become larger with legs allowing them to travel faster and further.

Equidae have barrel-chested bodies with tails, elongated faces and long necks with long manes. They have elongated slender legs ending in a single spade-shaped toe covered in a hard hoof. Their teeth are adapted for grazing; incisors clip the vegetation, and their molars grind it before swallowing. Males have canine teeth which can be used for fighting. Equines have eyes far up and on the size of their heads, and moderately long erect movable ears that can locate sounds of interest. Equines have a good sense of balance and are born to run. Their size varies by breed and species see below. Their temperament varies from calm to stubborn, and their intelligence also varies with a catch that high intelligence may not equate to being cooperative with handlers.

The various breeds and varieties of Equidae should not vary more than 5% or 0.13z from the three templates below, except for size. It is recommended the *Gigantism* trait be the only *non-standard* trait that is modified using DP points.

35.1 Donkey

The donkey, *a.k.a.*, ass, burro onager is a member of the horse family. The wild ancestor of the donkey is the African wild ass, *E. africanus*. Donkeys were first domesticated around 3000 BC, probably in Egypt or Mesopotamia, and have spread around the world. The donkey has been used as a working animal for at least 5000 years. Donkeys can be ridden or used as pack animals.

Mules have been deliberately bred since ancient times. The Mule is the result of a male donkey and a female horse. Mules tend to be more patient, hardy and long-lived than horses and are less obstinate and more intelligent than donkeys.

The common donkeys are anywhere from 3-4 feet tall at the withers and can weigh 400-500 pounds. The African ass is around 4.5 feet tall at the withers and weighs 555 pounds. The Onager is larger than the African wild ass weighs in around 640 pounds. Donkeys have large ears, which pick up more distant sounds, and help cool the donkey's blood. Donkeys can defend themselves by biting, striking with the front hooves or kicking with the hind legs.

Donkeys have 150 development points to define their potential. They should be used to define personality, intelligence, temperament, and survival skills. For domesticated animals it can define training.

| Donkey | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Speed | 0.75 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.25 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 1.50 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -48.00 | yrs | -1.92 |
| Curse Resistance | 2.44 | z | 219.5 |
| Disease Resistance | 1.14 | z | 72.45 |
| Disorder Resistance | 1.55 | z | 109.75 |
| Gestation Period | 10.00 | wks | 10 |
| Gigantism | 0.50 | z | 20 |
| Hearing, Standard | 0.50 | z | 15.8 |
| Mana | -2.62 | z | -513.48 |
| Natural Armor | 0.50 | z | 20 |
| Reproductive Rate | -1.00 | wks | -1 |
| Smell, Standard | 1.00 | z | 34 |
| Taste, Standard | -0.50 | z | -15.7 |
| Vision FOV 2D | 70.00 | deg | 3.5 |
| Vision FOV 3D | -64.00 | deg | -3.2 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Acuity | -0.50 | z | -15.7 |

Habitat

Donkeys like horses are herbivores with a digestive system adapted to a forage diet of grasses and other plant material, consumed steadily throughout the day. Donkeys are adapted to marginal desert lands. The onager is native to Asia. Domesticated donkeys can live in a variety of climates provided they have food and shelter.

Ecology/Psychology

Baring accident or disease donkeys are considered mature at 4 years and have an average lifespan of 27 years with a maximum of 40 years. Foals are usually born in the spring. The estrous cycle of a mare occurs roughly every 3 weeks and occurs from early spring into autumn. The gestation period is around 12

ORS

months, and they give birth to a single foal, twins are rare, and are able to stand shortly after birth. Foals are generally weaned from their mothers between four and six months of age. Jennies are usually very protective of their foals, and some will not come into estrus while they have a foal at side. Donkeys have a notorious reputation for stubbornness and are considerably more difficult to force or frighten into doing something it perceives to be dangerous. Once a person has earned their confidence, they can be willing and companionable partners and very dependable in work.

Society/Culture

Wild donkeys in dry areas are solitary and do not form harems. Each adult donkey establishes a home range; breeding over a large area may be dominated by one jack. The loud call or bray of the donkey, which typically lasts for twenty seconds can be heard for over two miles and is used to keep in contact with other donkeys over the wide spaces of the desert.

35.2 Horse

The horse is an Equida and give their name to their family. Their size varies by breed and must be developed using DP. Typically, Light riding horses are around 15 hands (5 feet) tall at the withers and weigh 1000 pounds. Larger riding horses average around 16 hands (5.33 feet) and weigh 1200 pounds. Heavy or draft horses average around 17 hands (5.67 feet) and weigh 1800 pounds. Horses exhibit a diverse array of coat colors and distinctive markings.

Ponies are taxonomically the same as a horse just smaller *i.e.*, less than 14 hands (4.67 feet) tall. Ponies often exhibit thicker manes, tails, and overall coat. They also have proportionally shorter legs, wider barrels, heavier bone, shorter and thicker necks, and short heads with broad foreheads. They may have calmer temperaments than horses and also a high level of intelligence.

Horses have 150 development points to define their potential. They should be used to define personality, intelligence, temperament, and survival skills. For domesticated animals it can define training.

| Horse | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Speed | 1.50 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.25 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 1.50 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -48.00 | yrs | -1.92 |
| Curse Resistance | 2.55 | z | 237.5 |
| Disease Resistance | 0.52 | z | 28.4 |
| Disorder Resistance | 1.64 | z | 118.8 |
| Gestation Period | 10.00 | wks | 10 |
| Gigantism | 0.87 | z | 37 |
| Hearing, Standard | 0.50 | z | 15.8 |
| Mana | -2.62 | z | -513.48 |
| Natural Armor | 0.50 | z | 20 |
| Reproductive Rate | -1.00 | wks | -1 |
| Smell, Standard | 1.00 | z | 34 |
| Taste, Standard | -0.50 | z | -15.7 |
| Vision FOV 2D | 70.00 | deg | 3.5 |
| Vision FOV 3D | -64.00 | deg | -3.2 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Accuity | -0.50 | z | -15.7 |

Habitat

Horses are herbivores with a digestive system adapted to a forage diet of grasses and other plant material, consumed steadily throughout the day. Their habitat

tends to be savannas and grasslands in the wild. Domesticated horses can live in a variety of climates provided they have food and shelter.

Ecology/Psychology

Baring accident or disease horses are considered mature at 5 years and have an average lifespan of 27 years with a maximum of 40 years. Foals are usually born in the spring. The estrous cycle of a mare occurs roughly every 3 weeks and occurs from early spring into autumn. The gestation period is around 11-12 months, and they give birth to a single foal, twins are rare, and are able to stand shortly after birth. Foals are generally weaned from their mothers between four and six months of age.

Society/Culture

The natural structure of a family of horses is the band. The dominant stallion is the boss. His role is to protect his band from danger and increase his harem of mares and foals. The band is led in its daily routine of grazing and watering by the lead mare. Wild horses are shy creatures and must be approached with caution. A wild horse's natural instinct for defense is flight, but a stallion can show aggression when he fears his family is being threatened. A young stallion, at the breeding age of two years or more, will be driven from his maternal band by the dominant stallion. The banished youngster will continue to follow the band at a distance until he finds other ousted young males to join up with. These groups are called "bachelor bands."

The lead mare is "second-in-command" to the dominant stallion in the band. Cautiously she will lead the band of mares and foals to new forage areas and watering holes. Ever watchful, she will take the lead for a fast retreat if danger is present. The stallion will bring up the rear, ready to protect and defend his band from any attack. A band of horses can be come easily disoriented if the lead mare is lost or disoriented.

Ritual posturing and snorts often resolve a confrontation between stallions, but fighting does occur. The males are at high risk from combat, but death is unlikely. Horse pawing is used for communication, breaking ice in water holes, digging in deep snow for winter forage, and enlarging water holes.

35.3 Zebra

Zebras are African equines with distinctive black-and-white striped coats. Their stripes come in different patterns, unique to each individual. Typically, Grévy's zebras are around 4-5 feet tall and weigh 800 pounds. Plains zebras are 3.5-4.8 feet tall and weigh 600 pounds. Mountain zebras average around 3.75-4.8 feet tall and weigh 700 pounds. Unlike horses, zebras and donkeys have chestnuts only on their front limbs. In contrast to other living equines, zebra forelimbs are longer than their back limbs.

Captive zebras have been bred with horses and donkeys, most of which are infertile and tend to take after the smaller parent. A zorse is a cross between a zebra and a horse, a zonkey is a cross between a zebra and a donkey and a zoni is a cross between a zebra and a pony.

Zebras have 150 development points to define their potential. They should be used to define personality, intelligence, temperament, and survival skills. For domesticated animals it can define training.

| Zebra | Δ | Units | DPs |
|------------|-------|-------|-----|
| Speed | 1.35 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.25 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 1.50 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |

| | | | |
|---------------------|--------|-----|--------|
| Age Span | -50.00 | yrs | -2 |
| Curse Resistance | 2.41 | z | 215.1 |
| Disease Resistance | 1.12 | z | 71 |
| Disorder Resistance | 1.53 | z | 107.6 |
| Gestation Period | 10.00 | wks | 10 |
| Gigantism | 0.68 | z | 28 |
| Hearing, Standard | 0.50 | z | 15.8 |
| Mana | -2.62 | z | -513.4 |
| Natural Armor | 0.50 | z | 20 |
| Reproductive Rate | -1.00 | wks | -1 |
| Smell, Standard | 1.00 | z | 34 |
| Taste, Standard | -0.50 | z | -15.7 |
| Vision FOV 2D | 70.00 | deg | 3.5 |
| Vision FOV 3D | -64.00 | deg | -3.2 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Accuity | -0.50 | z | -15.7 |

Habitat

Zebras are herbivores with a digestive system adapted to a forage diet of grasses and other plant material, consumed steadily throughout the day. They inhabit eastern and southern Africa and can be found in a variety of habitats such as savannahs, grasslands, woodlands, shrublands and mountainous areas. Zebras have never been fully domesticated.

Ecology/Psychology

Baring accident or disease zebras are considered mature at 4 years and have an average lifespan of 25 years with a maximum of 30 years. Foals are usually born in the spring. The estrous cycle of a mare occurs roughly every three weeks. Grevy's zebras can mate year-round, but most breeding occurs July through August and October through November. The gestation period is around 12 months, and they give birth to a single foal, twins are rare, and are able to stand shortly after birth. Foals are generally weaned from their mothers between four and six months of age.

Many theories exist regarding the purpose of the stripes, *e.g.*, camouflage, confuse predators, warnings, social identity and thermoregulation. But in actuality they ward off biting flies that can carry deadly diseases.

Society/Culture

Plains and mountain zebra live in stable harems consisting of an adult male or stallion, several adult females or mares, and their young or foals, while Grévy's zebra live alone or in loosely associated herds. In harem-holding species, adult females mate only with their harem stallion, while male Grévy's zebras establish territories which attract females, and the species is promiscuous. Zebras communicate with various vocalizations, body postures and facial expressions. Social grooming strengthens social bonds in plains and mountain zebras.

36 Esocidae

The Esocidae is family of carnivorous fish includes the pike, pickerel, blackfish, muskellunge (muskie) and mudminnows. They range in size from the chain pickerel at 19.6 inches to the Muskellunge which can reach length of 48 inches. They have elongated snouts, long, well-muscled torsos, forked tails, and dorsal and anal fins set well back and opposite each other for rapid acceleration along a straight line.

Despite differing size and mouth shape, all extant species of esocids are sight-based ambush predators, taking any animal they can fit in their mouth. Prey capture is facilitated by the impaling of the prey animal on the sharp teeth. Both pike and blackfishes display cannibalistic tendencies. While the Olympic mudminnow is aggressively territorial to fish of the same size during the spawning season, it will generally leave its fry alone.

Their habitats are found throughout the continents in the Northern Hemisphere. This includes Eurasia and North America.

36.1 Pike

The pike is a species of carnivorous fish from the Esocidae family containing 10 different species. Pike can grow to a relatively large size: the average length is about 16–22 inches, with maximum of 59 inches and weighing 63 pounds. Pike are usually olive green, shading from yellow to white along the belly. The flank is marked with short, light bar-like spots and a few to many dark spots on the fins. Sometimes, the fins are reddish. Younger pike have yellow stripes along a green body; later, the stripes divide into light spots and the body turns from green to olive green.

They are typical of brackish and fresh waters of the Northern Hemisphere and are found in Great Britain, Ireland, and most of Eastern Europe, Canada, and the United States. The water can be sluggish streams and shallow, weedy places in lakes and reservoirs, as well as in cold, clear, rocky waters. Pike are a relatively aggressive species feeding on smaller fish and are known for cannibalism. Pike are a top predator in their habitat but are virtually harmless to humanoids. While a few reports have implicated Northern pike in attacks on swimmers, these fish really pose no danger to humans their bite is not strong enough to even sever a finger. Newly spawned pike are preyed upon by larger fish and waterfowl. Mature pike are sometimes preyed upon by bears, large felines, dogs, and even sea lampreys.

Russian mythology holds that the pike is one of several forms assumed by evil water spirits called vodyanoy, and a ravenous mythical pike is traditionally blamed for decimating the fish population in the Sheksna River. Russian fairy tales, on the other hand, talk about an old wise pike that can fulfill wishes of the one who catches it, if its catcher releases it back into its habitat. In the Finnish epic poetry Kalevala, wise demigod Väinämöinen creates a magical kantele (string instrument) from the jawbone of a giant pike.

37 Felidae

The cat family, Felidae, includes at least 36 different species. Examples include: cat, Ocelot, Clouded leopard, Caracal, Lynx, Serval, Cheetah, Cougar, Leopard, Jaguar, Smilodon, African Lion, Tiger, American Lion, just to name a few. They are typically apex predators. The Felidae species exhibits one of the most diverse fur patterns of all carnivores. The length of their hair is correlated to their habitat, *i.e.*, longer hair in colder climates and shorter hair in warmer climates. The earliest cats appeared around 25 million years ago. Cats have retractile claws (except for the Cheetah), relatively slender muscular bodies and strong flexible spines that enhance their speed. Their forelimbs are powerful and are used to capture and retain large prey, *Grappling* attack. Their teeth and facial muscles allow for a powerful bite. They range in size from the rusty-spotted cat which is 16 inches nose to tail and weighs three pounds, to the tiger which can be 13 feet long and weigh 680 pounds. They are all obligate carnivores, and most are solitary predators ambushing or stalking their prey. In general, they can take down prey their own size and larger. Wild cats inhabit a variety of environments on all the continents except for Australia and Antarctica.

Cats have five toes on front paws and four on their hind feet. Their teeth have evolved to tear and cut flesh, with pronounced canines. They all have well developed whiskers that aid in navigating in low light conditions. Their nose extends a little bit in front of the lower jaw. They have large eyes and excellent lowlight vision. Their ears are large, and mobile tuned to higher-than-average frequencies. Their tongues are rough and can rasp meat from prey, *Ablative Attack*, alive or dead. Cats have a sense organ on the pallet that allows them to taste the air. Cats have wide variety of vocalization including meowing, roaring, spitting, hissing, snarling, and growling. Most cats purr, especially as cubs while nursing.

37.1 American Lion

The American Lion (*Panthera atrox*) is largest known species of Felidae to have ever lived on the planet. This entry can also be used for the Cave Lion as they are genetically similar. They thrived during the Pleistocene epoch (340,000–11,000 years ago), but rumors claim they still exist today. On average

ORS

their bodies are 6 feet in length with a tail of around 2.5 feet in length, and they weigh between 550 – 1000 pounds. Males are larger than females. It stands over 4 feet tall at the shoulders. They have thick coarse yellow-gold fur with a black tuft on the tip of their tail. Their appearance resembles modern African lions, although 25% larger and the males do not have a mane. Their eyes are amber in color. Their canine teeth can grow up to 4 inches in length. Their claws are typically 2 inches in length.

American lions have 150 development points to define their potential. During adolescence they should focus on *Awareness-all*, *Balance*, *Climbing*, *Fauna Lore*, *Fishing*, *Hiding*, *Hunting*, *Jumping & Landing*, *Language-S (American Lion)*, *Movement*, *Stalking*, *Survival*, *Swimming*, *Ablative*, *Bite*, *Claw*, and *Grappling* attacks.

| AmericanLion | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Speed | 1.50 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | 1.00 | z | 0 |
| Strength | 0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -63.00 | yrs | -2.52 |
| Camouflage | 1.00 | z | 44 |
| Curse Resistance | 1.53 | z | 107.4 |
| Disease Resistance | 0.64 | z | 35.4 |
| Disorder Resistance | 0.9 | z | 53.7 |
| Gestation Period | -21.00 | wks | -21 |
| Gigantism | 0.71 | z | 29.5 |
| Mana | -2.63 | z | -517.48 |
| Maturity | -0.07 | yrs | -1.3 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Required | 6.00 | hrs | 6 |
| Smell, Standard | 0.50 | z | 15.7 |
| Taste, Standard | -0.50 | z | -15.7 |
| Vision FOV 2D | -60.00 | deg | -3 |
| Vision FOV 3D | 20.00 | deg | 1 |
| Vision, Lowlight | 1.50 | z | 72.5 |
| Vision, Ultraviolet | 3.00 | z | 141.5 |

Habitat

The American lion lives in the savannas and grasslands of North and Central America. The Cave Lion was widely distributed from the Iberian Peninsula, Southeast, East and Central Europe, Great Britain, Northern Asia, Canada, and Alaska. Despite the name they did not generally live in caves, except in extreme weather, preferring conifer forests and grasslands.

Ecology/Psychology

Baring accident or disease American Lions are considered mature at 2 years and live an average of 12 years with a maximum of 21 years. They tend to have one litter every two years, with a gestation period of 15 weeks. After gestation the female gives birth to one to six cubs with an average litter of three. Young males are forced out by the dominant male when they reach maturity. They can sleep up to 20 hours a day, but average 12-16 hours.

The American lion prefers to hunt larger mammals, e.g., bison, horse, juvenile mammoths, mastodons and even juvenile cave bears. Running they can achieve 30 miles per hour in a charge and can jump vertically 10 feet and 20 feet with a running start.

Society/Culture

American lions are a social species of the cat family. Members of a pride are typically very affectionate, and cuddle and groom each other. The pride also works as a team to bring down prey which is shared with the entire family. Roars are used to signal territoriality and to locate distant pride members. Both

male and female American lions demonstrate ownership of territories via roaring and can gauge the strength of opposition based on the number of roars heard from other groups.

37.2 Cat

The cat is the only domesticated species of Felidae. The cat can be a house cat, barn cat, which are pets, or a feral cat. The cat shares the basic attributes of all cats except for their size. Cats are on average are 10 inches tall at the shoulder, having a body 18 inches long with a tail of around 12 inches. Their average weight is 8-10 pounds at maturity. They can have long hair or short hair and have a wide variety of colors including: white, black, ginger, grey, cream cinnamon, and fawn, including combinations/patterns thereof. Their eyes are usually amber in color although shades of green exist. Their canine teeth can grow up to 3/4 of an inch in length, and their claws are around 1/2 an inch in length.

Domestic cats are normally playful and mischievous. They often knock things over and steal small objects and clothing. A mundane cat can inadvertently do a lot of damage.

Cats have 150 development points to define their potential. During adolescence they should focus on *Awareness-all*, *Balance*, *Climbing*, *Fauna Lore*, *Fishing*, *Hiding*, *Hunting*, *Jumping & Landing*, *Language-S (cat)*, *Movement*, *Stalking*, *Survival*, *Swimming*, *Ablative*, *Bite*, *Claw*, and *Grappling* attacks.

| Cat | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Speed | 1.25 | z | 0 |
| Agility | 2.50 | z | 0 |
| Strength | -1.50 | z | 0 |
| Endurance | -0.5 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -60.00 | yrs | -2.4 |
| Curse Resistance | 1.86 | z | 142.4 |
| Disease Resistance | 0.81 | z | 47 |
| Disorder Resistance | 1.13 | z | 71.2 |
| Gestation Period | -27.00 | wks | -27 |
| Gigantism | -1.57 | z | -77 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.38 | z | -418.9 |
| Maturity | -0.14 | yrs | -2.7 |
| Reproductive Rate | 22.00 | wks | 22 |
| Sleep Required | 6.00 | hrs | 6 |
| Smell, Standard | 0.50 | z | 15.7 |
| Taste, Standard | -0.50 | z | -15.7 |
| Vision FOV 2D | -60.00 | deg | -3 |
| Vision FOV 3D | 20.00 | deg | 1 |
| Vision, Lowlight | 1.50 | z | 72.5 |
| Vision, Ultraviolet | 3.00 | z | 141.5 |

Habitat

Domestic cats live anywhere humanoids live. Feral cats can live near humanoid or wherever a good food source is found.

Ecology/Psychology

Baring accident or disease cats are considered mature at 1.5 years and have an average lifespan of 15 years with a maximum of 22 years. Cats give birth anytime between spring and autumn. Their gestation period is around 9 weeks. After gestation the female gives birth to three to five kittens with an average litter of four. They are active both day and night with a preference of night. Pets will rarely range more than a mile from their home. They can sleep up to 20 hours a day, but average 12-16 hours.

ORS

Their normal prey is small rodents, birds and insects. Running they can achieve 30 miles per hour in a charge and can jump vertically 4-5 feet and 9 feet with a running start.

Society/Culture

Domestic cats can be solitary, truly becoming a family member or they can form colonies around food in a well-defined territory. Their territory is marked by urine spraying, defecating, and rubbing scent from their facial glands. Fights between males are not uncommon and usually involve mating or territory. Despite this they will always hunt alone. Pets often express affection towards 'family' members. The humanoid is seen as a surrogate mother.

37.3 Cheetah

The cheetah is a large cat with a yellowish tan coat covered in hundreds of spots, but their underbelly is white. Their body is slender with a relatively small head, black tear streaks, deep chest, and long legs. Their fur is short and coarse except on their underbelly which fluffy. Their eyes are amber or light brown in color. Their head and body length ranges from 3.6-4.9 feet, 28-35 inches at the shoulder and a very long (2.62 feet) muscular white tipped tail, which they use to maintain balance when turning at high speeds. They weigh between 75-150 pounds. Cheetahs can accelerate from zero to 40 miles per hour in a few strides and can hit a maximum speed of 70 miles per hours in 3 seconds. The cheetah is the fastest land animal on earth, and they can only partially retract their claws. A North American species is now thought to be extinct. Their canine teeth can grow up to 1.5 inches in length. Their relatively dull claws are typically 1.25 inches in length.

Cheetahs have 150 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Climbing, Fauna Lore, Fishing, Hiding, Hunting, Jumping & Landing, Language-S (animal), Movement, Stalking, Survival, Swimming, Ablative, Bite, Claw, and Grappling* attacks.

| Cheetah | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Speed | 2.50 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | -0.13 | z | 0 |
| Endurance | -1 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -66.00 | yrs | -2.64 |
| Camouflage | 1.00 | z | 44 |
| Curse Resistance | 1.63 | z | 117.8 |
| Disease Resistance | 0.69 | z | 38.8 |
| Disorder Resistance | 0.97 | z | 58.9 |
| Gestation Period | -23.00 | wks | -23 |
| Gigantism | -0.13 | z | -5 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.58 | z | -496.66 |
| Maturity | -0.02 | yrs | -.3 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Required | 4.00 | hrs | 4 |
| Smell, Standard | 0.50 | z | 15.7 |
| Taste, Standard | -0.50 | z | -15.7 |
| Vision FOV 2D | -60.00 | deg | -3 |
| Vision FOV 3D | 20.00 | deg | 1 |
| Vision, Lowlight | 1.12 | z | 50 |
| Vision, Ultraviolet | 3.00 | z | 141.5 |

Habitat

The cheetah inhabits a variety of habitats in Africa, Eurasia, Afghanistan, Iran, Iraq, Palestine, Syria and the Ganga and Indus River valley in South Asia. It prefers dry forests, scrub forests, and savannahs.

Ecology/Psychology

Baring accident or disease cheetahs are considered mature at 3 years and have an average lifespan of 9 years with a maximum of 15 years. Cheetahs can breed throughout the year. They tend to have one litter every two years, with a gestation period of 13 weeks. After gestation the female gives birth to two to eight cubs with an average litter of three. More than three-quarters of the cubs will die before eight weeks due to predation, primarily by lions. Cheetahs can go three or four days without drinking. Despite their speed they are only successful in bring down game around 40-50% of the time, usually requiring a few minutes rest after a kill. They are active mainly during the day. They tend to sleep up an average 12 hours a day.

Its primary prey is antelope which they trip during the chase and then use their jaws to suffocate their prey. Running they can achieve 70 miles per hour in a charge and can jump vertically 20 feet and 40 feet with a running start.

Society/Culture

Female cheetahs tend to be solitary, while males typically live in groups made up of other male siblings called coalitions. Females socialize with males only when mating but then raise their offspring on their own for around two years. Cheetahs show little aggression towards humanoids and can be easily tamed, but their mortality in captivity is high. Cheetahs produce a variety of sounds including growls, purrs that generally denote contentment, chirps (between a mother and her cubs), and an "explosive yelp" heard by humans from 1.25 miles away. Moans, growls, hisses, and spitting vocalizations are generally produced in agonistic or combative situations.

37.4 Cougar

Cougars go by many names: mountain lion, puma, catamount, ghost cat, shadow cat, mountain screamer, just to name a few. The cougar is slender and agile with a round head and erect ears. Their coat tawny is like a lion but can range from gray to reddish. The underbody, jaws, chin and throat are white. Their eyes are usually greenish yellow in color. They can reach 7-9 feet from nose to tail tip and 24-35 inches at the shoulder. Their tail is around 40% of their length. They weigh around 120-220 pounds, with the smaller number for females. A cougar cannot roar, but it does make chirping, yowling, and screaming sounds. Cougars will yield their kill to bears, jaguars and gray wolves if they are challenged. Cougars and are good climbers. Their canine teeth can grow up to 2 inches in length. Their claws are typically 2 inches in length.

Indigenous people of North America believed the scream of a cougar was a harbinger of death; lived in the underworld; considered them sacred; or spirit guides. Cougars have 150 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Climbing, Fauna Lore, Fishing, Hiding, Hunting, Jumping & Landing, Language-S (animal), Movement, Stalking, Survival, Swimming, Ablative, Bite, Claw, and Grappling* attacks.

| Cougar | Δ | Units | DPs |
|---------------------|--------|-------|-------|
| Speed | 1.80 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | 0.40 | z | 0 |
| Strength | 0.10 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -64.50 | yrs | -2.58 |
| Camouflage | 1.00 | z | 44 |
| Curse Resistance | 1.50 | z | 104.4 |
| Disease Resistance | 0.62 | z | 34.4 |
| Disorder Resistance | 0.88 | z | 52.2 |
| Gestation Period | -23.00 | wks | -23 |
| Gigantism | 0.04 | z | 1.3 |

ORS

| | | | |
|---------------------|--------|-----|---------|
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.58 | z | -499.72 |
| Maturity | -0.05 | yrs | -1 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Required | 6.00 | hrs | 6 |
| Smell, Standard | 0.50 | z | 15.7 |
| Taste, Standard | -0.50 | z | -15.7 |
| Vision FOV 2D | -60.00 | deg | -3 |
| Vision FOV 3D | 20.00 | deg | 1 |
| Vision, Lowlight | 1.50 | z | 72.5 |
| Vision, Ultraviolet | 3.00 | z | 141.5 |

Habitat

The cougar can be found from the southern Andes to northern Yukon. This includes but is not limited to forests, lowland and mountainous deserts. It prefers areas with canyons, escarpments, and dense brush.

Ecology/Psychology

Baring accident or disease cougars are considered mature at 2 years and have an average lifespan of 10.5 years with a maximum of 15 years. They tend to have one litter every two years, with a gestation period of 13 weeks. After gestation the female gives birth to two to four cubs with an average litter of three. Their preferred prey is deer but in tough times will eat small mammals including insects. They tend to hunt from dusk until dawn. They average a kill once every two weeks, covering the carcass and returning to feed over many days. Cougars tend to avoid humanoids unless their chase instinct is triggered by fleeing prey, but they will attack if cornered. They can sleep up to 20 hours a day, but average 12-16 hours.

They kill smaller prey via a neck bite but larger prey and end up dying of suffocation. Cougars are ambush predators, often hiding until prey is within reach and then leaping. Cougars can jump 18 feet vertically and have a 40-foot running horizontal jump. Running they can achieve 40 miles per hour in a charge.

Society/Culture

Cougars are primarily solitary animals. The exception is when they come together to mate and mothers raising her cubs. Cougars cannot roar, they often make piercing and shrill screaming vocalizations. The screeching sound is similar to that of a human female screaming, and male and female cougars alike are capable of it.

37.5 Jaguar

A Jaguars' fur is a rich golden-red tan, abundantly marked with black rings, with spots called (rosettes). There is a rare color variant of black (Black Panther) where the rosettes are barely visible. Their eyes range in color from golden to reddish yellow. The Jaguar is a compact and strong predator. They average in size from 4-6 feet in the body, with a tail of around 25", and stand 25-30 inches at the shoulder. They weigh 130 to 250 pounds. Typically, females are 20% smaller than males. Unlike most cats, jaguars enjoy water and often play, hunt and fish in rivers and streams. Jaguar jaws are very powerful and can bite with 2000 pounds of force. They are an apex predatory an often hunt animals three times their size including the anaconda. Their canine teeth can grow up to 3 inches in length. Their claws are typically 2 inches in length.

Jaguars feature prominently in the mythology and folklore of the Olmec, Maya and Aztec. Jaguars have 150 development points to define their potential. During adolescence they should focus on *Awareness-all*, *Balance*, *Climbing*, *Fauna Lore*, *Fishing*, *Hiding*, *Hunting*, *Jumping & Landing*, *Language-S (animal)*, *Movement*, *Stalking*, *Survival*, *Swimming*, *Ablative*, *Bite*, *Claw*, and *Grappling* attacks.

| Jaguar | Δ | Units | DPs |
|----------|------|-------|-----|
| Speed | 1.80 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | 0.50 | z | 0 |

| | | | |
|---------------------|--------|-----|---------|
| Strength | -0.13 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -61.00 | yrs | -2.44 |
| Camouflage | 1.00 | z | 44 |
| Curse Resistance | 1.48 | z | 102.4 |
| Disease Resistance | 0.61 | z | 33.8 |
| Disorder Resistance | 0.87 | z | 51.2 |
| Gestation Period | -22.00 | wks | -22 |
| Gigantism | 0.11 | z | 4 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.59 | z | -503.86 |
| Maturity | -0.10 | yrs | -1.9 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Required | 3.00 | hrs | 3 |
| Smell, Standard | 0.50 | z | 15.7 |
| Taste, Standard | -0.50 | z | -15.7 |
| Vision FOV 2D | -60.00 | deg | -3 |
| Vision FOV 3D | 20.00 | deg | 1 |
| Vision, Lowlight | 1.50 | z | 72.5 |
| Vision, Ultraviolet | 3.00 | z | 141.5 |

Habitat

Jaguars are found in Central, Southern, and lower North America. They prefer wet lowlands, e.g., swampy savannas or tropical and subtropical forests.

Ecology/Psychology

Baring accident or disease jaguars are considered mature at 3 years and have an average lifespan of 14 years with a maximum of 22 years. The jaguar has a litter every two years after which they come into heat 10 times a year, with a gestation time of 14 weeks. After gestation the female gives birth to one to four cubs with an average litter of two. The jaguar is active from dusk until dawn. They have the typical throat-bite but also, depending on size, bites through the skull into the brain. They tend to sleep 11 hours per day.

The jaguar is an opportunistic carnivore and generally eats animals 100-200 pounds in weight but have known to take down a full-grown bull. The jaguar is not a chase predator instead preferring to stalk and ambush their prey. Running they can achieve 40 miles per hour in a charge and can jump vertically 10 feet and 20 feet with a running start.

Society/Culture

Jaguars are solitary animals. The exception is when they come together to mate and mothers raising her cubs. The female does not tolerate a male's presence after giving birth. Both males and females roar, which helps bring them together when they want to mate. A jaguar's usual call is called a 'saw' because it sounds like the sawing of wood.

37.6 Leopard

Leopards are the smallest of the big cat species but are pound-for-pound the strongest. A Leopard's fur is a yellow to golden, abundantly marked with black rings, with spots called (rosettes). Leopards typically have green or blue eyes. They are similar in appearance to a Jaguar but smaller and lighter, including the rare color variation. Males are larger than females and average 24-28 inches at the shoulder, bodies 3-5.4 feet, with a tail ranging from 26-40 inches in length. They typically weigh between 85-200 pounds. They frequently drag their kills into a tree to protect them from scavengers. Their canine teeth can grow up to 2 inches in length. Their claws are typically 2 inches in length.

Leopards are part of the art, folklore and mythology of many countries, Greece, Benin Empire, and the Ashanti. Leopards have 150 development points to define their potential. During adolescence they should focus on *Awareness-all*,

ORS

Balance, Climbing, Fauna Lore, Fishing, Hiding, Hunting, Jumping & Landing, Language-S (animal), Movement, Stalking, Survival, Swimming, Ablative, Bite, Claw, and Grappling attacks.

| Leopard | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Speed | 1.72 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | -0.13 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -60.00 | yrs | -2.4 |
| Camouflage | 1.00 | z | 44 |
| Curse Resistance | 1.50 | z | 104.5 |
| Disease Resistance | 0.62 | z | 34.5 |
| Disorder Resistance | 0.88 | z | 52.2 |
| Gestation Period | -22.00 | wks | -22 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.59 | z | -499.9 |
| Maturity | -0.11 | yrs | -2.1 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Required | 7.00 | hrs | 7 |
| Smell, Standard | 0.50 | z | 15.7 |
| Taste, Standard | -0.50 | z | -15.7 |
| Vision FOV 2D | -60.00 | deg | -3 |
| Vision FOV 3D | 20.00 | deg | 1 |
| Vision, Lowlight | 1.50 | z | 72.5 |
| Vision, Ultraviolet | 3.00 | z | 141.5 |

Habitat

They can be found in Africa and Asia jungles, savannas, and deserts. Leopards hunt on the ground but are very comfortable in the trees. It is often encountered in savanna and rain forest, and areas where grasslands, woodlands, and riverine forests remain largely undisturbed.

Ecology/Psychology

Baring accident or disease leopards are considered mature at 3 years and have an average lifespan of 15 years with a maximum of 23 years. They tend to have one litter every two years, with a gestation period of 14 weeks. The female can give birth any time of the year, and usually has two cubs. Before birth a female will find a cave, crevice, hollow tree, etc. to nest. They can sleep up to 18 hours a day.

Leopards will hunt, kill, and eat any animal they can catch, *e.g.*, pigs, snakes, monkey and even porcupines. Leopards are bold and difficult to track and often find humanoids easy prey, more so than lions and tigers. Running they can achieve 36 miles per hour in a charge and can jump vertically 18 feet and 35 feet with a running start.

Society/Culture

Leopards are solitary animals. The exception is when they come together to mate and mothers raising her cubs. Both males and females are very territorial. Male leopards defend their territory by roaring and scent marking, while females use their roar to attract mates and call their cubs.

37.7 Lion

A lion is a large muscular predator. Their fur is light buff to silvery grey ideally suited for the savanna. Their eyes are amber in color. Adult male lions can be differentiated from females by size (40% larger) and their huge mane. Males typically have a body length of 6-7 feet, a tail length of 28 to 35 inches which ends in a dark hairy tuft. An adult male lion can weigh between 240-300

pounds. A lion's roar can be heard as far away as five miles. Their canine teeth can grow up to 3.5 inches in length. Their claws are typically 2 inches in length.

Lions exist in art, folklore, and mythology of many peoples, *e.g.*, Greeks, various African cultures, Mesopotamia and even has a recognized constellation in the night sky. Lions have 150 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Climbing, Fauna Lore, Fishing, Hiding, Hunting, Jumping & Landing, Language-S (animal), Movement, Stalking, Survival, Swimming, Ablative, Bite, Claw, and Grappling attacks.*

| Lion | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Speed | 2.00 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -61.00 | yrs | -2.44 |
| Camouflage | 1.00 | z | 44 |
| Curse Resistance | 1.46 | z | 101 |
| Disease Resistance | 0.60 | z | 33.4 |
| Disorder Resistance | 0.86 | z | 50.5 |
| Gestation Period | -21.00 | wks | -21 |
| Gigantism | 0.17 | z | 6.5 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.58 | z | -495.86 |
| Maturity | -0.10 | yrs | -1.9 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Required | 12.00 | hrs | 12 |
| Smell, Standard | 0.50 | z | 15.7 |
| Taste, Standard | -0.50 | z | -15.7 |
| Vision FOV 2D | -60.00 | deg | -3 |
| Vision FOV 3D | 20.00 | deg | 1 |
| Vision, Lowlight | 1.50 | z | 72.5 |
| Vision, Ultraviolet | 3.00 | z | 141.5 |

Habitat

Lions can be found in Africa and Asia. They prefer grassland, savanna, dense scrub and open woodland.

Ecology/Psychology

Baring accident or disease lions are considered mature at 3 years and have an average 14 years with a maximum of 29 years. They tend to have one litter every two years, with a gestation period of 15 weeks. After gestation the female gives birth to one to six cubs with an average litter of three. Young males are forced out by the dominant male when they reach maturity. They can sleep/rest up to 20 hours a day.

Lions are apex predators and prefer wildebeest, zebra, buffalo, gemsbok and giraffe as prey. They typically stalk their prey and make a short charge to take down their prey. They typically consume their prey at the kill site with the dominant male eating first then the females and only then the young. Lions rarely hunt humanoids, but sometimes old males seek them out. Running they can achieve 50 miles per hour in a charge and can jump vertically 12 feet and 36 feet with a running start.

Society/Culture

Lions are the only social species of the cat family. Members of a pride are typically very affectionate, and cuddle and groom each other. The pride also works as a team to bring down prey which is shared with the entire family. A lion's roar is used to signal territoriality and to locate distant pride members. Both male and female lions demonstrate ownership of territories via roaring and are able to gauge the strength of opposition based on the number of roars heard from other groups.

37.8 Lynx

There are at least four species of lynx which includes the bobcat. Lynxes have a short tail, long tufts of black hair on the tips of their ears, and huge paws. Under their heads they have a discernable ruff. Their fur varies from medium brown to beige-white, with white fur on their bellies. Their eyes are yellow green in color. Lynxes' body length varies from 2.7-4 feet in length, and their height is 19-28 inches at the shoulder and a short 4-8-inch tail. Their weight ranges from 20-66 pounds. Their canine teeth can grow up to 1 inch in length. Their claws are typically 1.25 inches in length.

The lynx has a prominent role in Greek, Norse and North American mythology. Lynxes have 150 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Climbing, Fauna Lore, Fishing, Hiding, Hunting, Jumping & Landing, Language-S (animal), Movement, Stalking, Survival, Swimming, Ablative, Bite, Claw, and Grappling* attacks.

| Lynx | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Speed | 1.90 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -59.00 | yrs | -2.36 |
| Camouflage | 1.00 | z | 44 |
| Curse Resistance | 1.50 | z | 104.4 |
| Disease Resistance | 0.62 | z | 34.5 |
| Disorder Resistance | 0.88 | z | 52.2 |
| Gestation Period | -26.00 | wks | -26 |
| Gigantism | -0.67 | z | -27.5 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.52 | z | -471.44 |
| Maturity | -0.11 | yrs | -2.2 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Required | 4.00 | hrs | 4 |
| Smell, Standard | 0.50 | z | 15.7 |
| Taste, Standard | -0.50 | z | -15.7 |
| Vision FOV 2D | -60.00 | deg | -3 |
| Vision FOV 3D | 20.00 | deg | 1 |
| Vision, Lowlight | 1.50 | z | 72.5 |
| Vision, Ultraviolet | 3.00 | z | 141.5 |

Habitat

Lynx inhabits high altitude forests with dense cover of shrubs, reeds and grasses of North America, Europe and Asia.

Ecology/Psychology

Baring accident or disease lynxes are considered mature at 2 years and have an average lifespan of 9 years with a maximum of 19 years. They tend to have one litter every two years, with a gestation period of 90 days. After gestation the female gives birth to one to eight cubs with an average litter of four. They can sleep up to 16 hours a day, but average 12 hours.

Their primary prey is small rodents and rabbits. Running they can achieve 45 miles per hour in a charge and can jump vertically 10 feet and 25 feet with a running start.

Society/Culture

Lynx are generally solitary animals. The exception is when they come together to mate and mothers raising her cubs.

37.9 Smilodon

Smilodons (Smilodon Populator), *a.k.a.*, Saber-toothed tiger is thought to have gone extinct over 10,000 years ago. They weigh between 350 – 620 pounds and are 42 inches at the shoulder. Their fur is grayish brown in color with an occasional collection of darker brown spots and is two inches thick. Their eyes are amber in color. There are little differences between the sexes other than size. The male is 50% larger than the female and the male have no mane. Their body was over 5.75 feet long with a short stubby tail of around 6-8 inches. Their front quarters are visibly longer and larger than their rear. Their upper canines can grow up to 11 inches in length and have fine serrations. They kill their prey with a deep stabbing bite to the throat. Their claws are typically 4 inches in length.

Smilodons have 150 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Climbing, Fauna Lore, Fishing, Hiding, Hunting, Jumping & Landing, Language-S (animal), Movement, Stalking, Survival, Swimming, Ablative, Bite, Claw, and Grappling* attacks.

| Smilodon | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Speed | 1.50 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | 1.00 | z | 0 |
| Strength | 0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -63.00 | yrs | -2.52 |
| Camouflage | 1.00 | z | 44 |
| Curse Resistance | 1.38 | z | 92.9 |
| Disease Resistance | 0.56 | z | 30.7 |
| Disorder Resistance | 0.80 | z | 46.4 |
| Gestation Period | -21.00 | wks | -21 |
| Gigantism | 0.55 | z | 22 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.59 | z | -503.78 |
| Maturity | -0.07 | yrs | -1.3 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Required | 4.00 | hrs | 4 |
| Smell, Standard | 0.50 | z | 15.7 |
| Taste, Standard | -0.50 | z | -15.7 |
| Vision FOV 2D | -60.00 | deg | -3 |
| Vision FOV 3D | 20.00 | deg | 1 |
| Vision, Lowlight | 1.50 | z | 72.5 |
| Vision, Ultraviolet | 3.00 | z | 141.5 |

Habitat

Smilodon lives in forest and brush habitats in North America. They are equally at home in the subtropical north and the savannas in the south.

Ecology/Psychology

Baring accident or disease Smilodon is considered mature at 3 years and has an average lifespan of a 12 years with a maximum of 17 years. They tend to have one litter every three years, with a gestation period of 90 days. After gestation the female gives birth to one to three cubs with an average litter of two. The young develop their saber teeth after one year of age and continue growing throughout their lives. They are active during the day and sleep at night. They tend to sleep 10 hours per day.

They are not good tree climbers and tend to be ambush predators. Their preferred prey is bison and camels. They compete for prey with the American lion and the dire wolf. Running they can achieve 30 miles per hour in a charge and can jump vertically 10 feet and 20 feet with a running start.

Society/Culture

Smilodons live in monogamous pairs, along with their offspring. The mated pair often hunts together, the female flushing the game into the male. Males are very protective of their mate and young. Male Smilodons defend their territory by roaring and scent marking, while females use a scream similar to a cougar to attract mates and call their cubs.

37.10 Snow Leopards

Snow leopards *a.k.a.*, ounce, is a large predatory cat native to the high mountains. Snow leopards have white to grey fur with black spots (rosettes) except on their bellies. Its eyes are pale green or grey in color. Its fur is very thick. They have an average shoulder height of 22 inches and a body 3-4 feet long. Its tail is 31-41 inches in length. It weighs between 50 and 121 pounds with males sometimes approaching 164 pounds. It has many adaptations for its habitat: ears are smaller, its canine teeth longer and more slender, huge paws and shorter front legs than back legs. They frequently hunt prey three times their weight. Their canine teeth can grow up to 2.25 inches in length. Their claws are typically 2.5 inches in length.

Snow leopards appear in the art and mythology of the people resident in its habitat, *e.g.*, Nepal, China, Pakistan, Afghanistan, and India. Snow leopards have 150 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Climbing, Fauna Lore, Fishing, Hiding, Hunting, Jumping & Landing, Language-S (animal), Movement, Stalking, Survival, Swimming, Ablative, Bite, Claw, and Grappling attacks.*

| Snow Leopard | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Speed | 1.80 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | -0.13 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -64.00 | yrs | -2.56 |
| Camouflage | 1.00 | z | 44 |
| Curse Resistance | 1.50 | z | 104.5 |
| Disease Resistance | 0.62 | z | 34.5 |
| Disorder Resistance | 0.88 | z | 52.3 |
| Gestation Period | -22.00 | wks | -22 |
| Gigantism | -0.19 | z | -7 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.56 | z | -489.74 |
| Maturity | -0.10 | yrs | -2 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Required | 10.00 | hrs | 10 |
| Smell, Standard | 0.50 | z | 15.7 |
| Taste, Standard | -0.50 | z | -15.7 |
| Vision FOV 2D | -60.00 | deg | -3 |
| Vision FOV 3D | 20.00 | deg | 1 |
| Vision, Lowlight | 1.50 | z | 72.5 |
| Vision, Ultraviolet | 3.00 | z | 141.5 |

Habitat

Snow leopards can be found in high mountains of Russia, Asia and the Himalayas. Snow leopards are comfortable jumping and moving across mountain ledges and rocky terrain in search of prey. They will travel up to 27 miles a night in search of prey.

Ecology/Psychology

Baring accident or disease snow leopards are considered mature at 2 years and have an average lifespan of 11 years with a maximum of 21 years. They mate in the late winter, tend to have one litter every two years, and have a gestation

period of 14 weeks. After gestation the female gives birth to one to five cubs with an average litter of two. They are primarily active from dawn to mid-morning. Their ranges are up to 40 square miles and frequently travel 2-3 miles a day. They can 18 hours a day resting or sleeping.

The snow leopard is an opportunistic carnivore hunting sheep, tahr, goat, and livestock. They will also scavenge other animals' kills. Running they can achieve 40 miles per hour in a charge. The snow leopard can jump horizontally up to 45 feet and 15 feet vertically.

Society/Culture

Snow leopards are shy, elusive and solitary animals. The exception is when they come together to mate and mothers raising her cubs. Male leopards defend their territory by roaring and scent marking, while females use their roar to attract mates and call their cubs. Snow leopards cannot roar, they instead hiss, mew, chuff and growl.

37.11 Tiger

Tigers are the largest of the common big cat species. The male can weight 400-675 pounds on a frame 8-12 feet, with the tail comprising 24 - 43 inches of its frame length. The females are 40% smaller on average. Tigers are well camouflaged for the environment, with dark vertical stripes on orange-brown fur. Their pupils are round, and their irises are yellow. There is a rare color variant of white (White Tiger). Their canine teeth can grow up to 3 inches in length. Their claws are typically 4 inches in length.

Tigers figure prominently in the art, folklore and mythology of China and much of Asia. Tigers have 150 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Climbing, Fauna Lore, Fishing, Hiding, Hunting, Jumping & Landing, Language-S (animal), Movement, Stalking, Survival, Swimming, Ablative, Bite, Claw, and Grappling attacks.*

| Tiger | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Speed | 1.70 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | 0.75 | z | 0 |
| Strength | 0.25 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -60.00 | yrs | -2.4 |
| Camouflage | 1.00 | z | 44 |
| Curse Resistance | 1.39 | z | 94.3 |
| Disease Resistance | 0.57 | z | 31.1 |
| Disorder Resistance | 0.81 | z | 47.1 |
| Gestation Period | -21.00 | wks | -21 |
| Gigantism | 0.50 | z | 19.9 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.58 | z | -497.9 |
| Maturity | -0.04 | yrs | -0.9 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Required | 10.00 | hrs | 10 |
| Smell, Standard | 0.50 | z | 15.7 |
| Taste, Standard | -0.50 | z | -15.7 |
| Vision FOV 2D | -60.00 | deg | -3 |
| Vision FOV 3D | 20.00 | deg | 1 |
| Vision, Lowlight | 1.50 | z | 72.5 |
| Vision, Ultraviolet | 3.00 | z | 141.5 |

Habitat

Tigers roam from eastern Turkey to the coast of the Sea of Japan, South and Southeast Asia and even the islands of Indonesia. The tiger prefers forests and tall grasslands.

Ecology/Psychology

Baring accident or disease tigers are considered mature at 3 years of age and have an average lifespan of 15 years with a maximum of 20 years. Females in heat indicate their availability via scent marking and vocalization. They tend to have one litter every three years, with a gestation period of 15 weeks. After gestation the female gives birth to three to five cubs with an average litter of three. They tend to be active during the day, sleeping at night typically 18 hours.

They are an apex predator eating primarily deer and boar. They only succeed in about 10% of their hunts. Tigers can eat as much as 35-90 pounds of meat in a single sitting. Unlike lions, male tigers have been seen sharing a kill with females and cubs. Tigers will attempt to avoid humanoids but will attack violently if threatened. Running they can achieve 35 miles per hour in a charge and can jump vertically 16 feet and 25 feet with a running start.

Society/Culture

Tigers are typically loners coming together to mate or share a kill. The exception is when they come together to mate and mothers raising her cubs. They establish territories, up to 260 square miles, which they protect against other tigers. Young female tigers tend to establish territories close to their mother. Males mark their territory by spraying urine and scratching trees with their claws. Both sexes also mark territories via anal gland secretions on their scat. Tigers utilize a variety of vocalizations to communicate over long distances. Roaring is produced in a variety of situations such as taking down large prey, signaling sexual receptivity and females calling to their young. These roars may be heard from distances over 2 miles.

38 Gastropoda

Gastropoda is a large taxonomic class that contains snails and slugs. Gastropoda contains a vast number of named species, estimated to be over 200,000, second only to the insects. They have an extraordinary diversification of habitats. They occupy all marine habitats ranging from the deepest ocean basins to the supralittoral, as well as freshwater habitats, and other inland aquatic habitats including salt lakes. They are also the only terrestrial mollusks, being found in virtually all habitats ranging from high mountains to deserts and rainforest, and from the tropics to high latitudes.

38.1 Slug

Slugs are shell-less terrestrial gastropod mollusk. They range in size from ½ inch for the Dots slug, to almost a foot for the Ash-Black slug. Slugs have two pairs of 'feelers' or tentacles on their head. The upper pair is light sensing and has eyespots at the ends, while the lower pair provides the sense of smell. Both pairs are retractable. On top of the slug, behind the head, is the saddle-shaped mantle, and under this are the genital opening and anus. On one side of the mantle is a respiratory opening, which is easy to see when open, but difficult to see when closed. The part of a slug behind the mantle is called the 'tail'. The bottom side of a slug, which is flat, is called the 'foot'. Like almost all gastropods, a slug moves by rhythmic waves of muscular contraction on the underside of its foot. It simultaneously secretes a layer of mucus that it travels on, which helps prevent damage to the foot tissues.

The great majority of slug species are harmless to humanoids and to their interests, but a small number of species are serious pests of agriculture and horticulture. They can destroy foliage faster than plants can grow, thus killing even large plants. In a few rare cases, humans have developed meningitis from eating raw slugs. In addition, improperly cooked slugs, can act as a vector for a parasitic infection in humans.

38.2 Snail

A snail is a small gastropod with a spiral-shaped shell. Snails are famous for moving very slowly, and for leaving a trail of slime behind them. They range in size from 0.02 of an inch to the African giant Snail which can be 1.25 feet long. They are characterized by the possession of a single shell. They have a well-developed head bearing a pair of cephalic tentacles and eyes that are primitively situated near the outer bases of the tentacles. The foot is usually rather large and is typically used for crawling. It can be modified for burrowing, leaping (as in conchs), swimming, or clamping (as in limpets). The foot seals the shell opening when the head-foot is retracted into the shell. The shell can be brightly colored and patterned and is typically coiled to the left.

Snails feed at night. They feed primarily on decaying organic matter. Their diet also includes fungi, lichens, green foliage, worms, centipedes, insects, animal feces, carrion, and other slugs and snails. Predators include birds, frogs, toads, hedgehogs, slow-worms, and ground beetles eat slugs and snails. Land snails, freshwater snails and sea snails are all eaten by humanoids in many countries. In certain parts of the world snails are fried. They are considered a delicacy in addition to providing a source of protein.

Cone snails are venomous (-1z) sea snails. They can grow up to 9 inches in length. They are carnivorous, generally eating marine worms, small fish, and even other mollusks. Because cone snails are slow-moving, they use a venomous harpoon to catch fast-moving prey such as fish. The harpoon is hollow and barbed and acts as both a tongue and teeth. The venom is usually no worse than a hornet's sting but some species *e.g.*, Geographer Cone Snail has the strongest venom of all snails (+0.5z) strong enough to kill a humanoid. The venom will cause paralysis of the limbs, labored breathing, dizziness, rapid-thready pulse, and death caused by respiratory arrest in a few days.

Because of its slowness, the snail has traditionally been seen as a symbol of laziness. In Christian culture, it has been used as a symbol of the deadly sin of sloth. In Mayan mythology, the snail is associated with sexual desire, being personified by the god Uayeb. Snails were widely noted and used in divination.

39 Giraffidae

The Giraffidae is a family of ruminant mammals whose members includes the giraffe and okapia. This family was once a diverse group spread throughout Eurasia and Africa. Both species are now confined to sub-Saharan Africa: the giraffe to the open savannas, and the okapi to the dense rainforest of the Congo. The two genera look very different on first sight, but share a number of common features, including a long, dark-colored tongue, lobed canine teeth, and horns covered in skin, called ossicones. The giraffe and the okapi have characteristic long necks and long legs. Ossicones are present on males and females in the giraffe, but only on males in the okapi.

39.1 Giraffe

The giraffe is 16–20 feet tall, with males taller than females. They have an average weight of 2000 pounds. The 31–39-inch-long tail ends in a long, dark tuft of hair and is used as a defense against insects. It is the tallest living terrestrial animal and the largest ruminant on Earth. The giraffe's chief distinguishing characteristics are its extremely long neck and legs, its horn-like ossicones, and its spotted coat patterns. The coat has dark blotches or patches, which can be orange, chestnut, brown, or nearly black, surrounded by light hair, usually white or cream colored. The coat pattern has been claimed to serve as camouflage in the light and shade patterns of savannah woodlands. When standing among trees and bushes, they are hard to see at even a few yards distance. Both sexes have prominent ossicones, which can reach 5.3 inches. They are formed from ossified cartilage, covered in skin and fused to the skull at the parietal bones. The giraffe's tongue is about 18 inches long. It is black and can grasp foliage and delicately pick off leaves.

A giraffe has only two gaits: walking and galloping. The movements of the head and neck provide balance and control momentum while galloping. The giraffe can reach a sprint speed of up to 37 miles per hour and can sustain 31

ORS

miles per hour for several miles. They can swim but are not very competent. A giraffe rests by lying with its body on top of its folded legs. Getting up and down the animal swings its head for balance. If the giraffe wants to reach down to drink, it either spreads its front legs or bends its knees. The giraffe sleeps intermittently around 4-6 hours per day, mostly at night. Intermittent short "deep sleep" phases while lying are characterized by the giraffe bending its neck backwards and resting its head on the hip or thigh.

Giraffes are common targets for hunters throughout Africa. Their meat is used for food. The tail hairs served as flyswatters, bracelets, necklaces, and threads. Shields, sandals, and drums were made using the skin, and the strings of musical instruments were from the tendons. In Buganda, the smoke of burning giraffe skin was traditionally used to treat nose bleeds. The Humr people of Kordofan consume the drink Umm Nyolokh, which is prepared from the liver and bone marrow of giraffes. The drink cause hallucinations believed to be caused the giraffes' ghost.

Giraffes have 99 development points to define their potential. During adolescence that should develop Awareness-all, Balance, Control Frenzy, Fauna Lore, Flora Lore, Hiding, Hunting, Language (Giraffidae), Movement, Signaling, Survival, Swimming, Bite, and Striking/Blocking attacks.

| Giraffe | Δ | Units | DPs |
|---------------------|--------|-------|------|
| Comeliness | -0.30 | z | 0 |
| Speed | 1.35 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.00 | z | 0 |
| Strength | 1.25 | z | 0 |
| Endurance | 1.50 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -78.00 | lbs | -39 |
| Age Span | -50.00 | yrs | -2 |
| Allergy Resistance | 1.19 | z | 54.1 |
| Curse Resistance | 1.45 | z | 100 |
| Disease Resistance | 1.45 | z | 100 |
| Disorder Resistance | 1.45 | z | 100 |
| Gestation Period | 24.00 | wks | 24 |
| Gigantism | 1.63 | z | 81 |
| Hearing, Standard | 0.68 | z | 22 |
| Mana | -2.57 | z | -493 |
| Maturity | -0.08 | yrs | -1.6 |
| Natural Armor | 1.00 | z | 44 |
| Reproductive Rate | -1.90 | wks | -1.9 |
| Sleep Required | -3.40 | hrs | -3.4 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 80.00 | deg | 4 |
| Vision FOV 3D | -40.00 | deg | -3 |
| Visual Accuity | 1.00 | z | 34 |

Habitat

Its scattered range extends from Chad in the north to South Africa in the south, and from Niger in the west to Somalia in the east. Giraffes usually inhabit savannahs and woodlands.

Ecology/Psychology

Baring accident or disease a giraffe is considered mature at 4 years of age with a lifespan of 25 years. Reproduction in giraffes is broadly polygamous: a few older males mate with the fertile females. Males prefer young adult females over juveniles and older adults. Dominant males gain mating access to females, which bear sole responsibility for raising the young. After a gestation period of 14 months the females give birth to a single calf. The mother gives birth standing up. A newborn giraffe is 6 feet tall. Within a few hours of birth, the calf can run around. The weaning period for males is 12 to 14 months.

Their food source is leaves, fruits, and flowers of woody plants, primarily the acacia species, which they browse at heights most other herbivores cannot reach. Lions, leopards, spotted hyenas, and African wild dogs may prey upon giraffes.

Society/Culture

Giraffes live in herds of related females and their offspring or bachelor herds of unrelated adult males. They are gregarious and may gather in large aggregations. Males establish social hierarchies through "necking", combat bouts where the neck is used as a weapon. The number of giraffes in a group can range from one up to 66 individuals. Mothers with calves will gather in nursery herds, moving or browsing together. Mothers in such a group may sometimes leave their calves with one female while they forage and drink elsewhere.

40 Helodermatidae

Helodermatidae is a family of large, stocky, slow-moving reptiles that includes the Gila Monster and the Mexican beaded lizard. They first appeared around 150 million years ago. Helodermatids are carnivorous, preying on rodents and other small mammals, and eating the eggs of birds and reptiles. They are oviparous, laying large clutches of eggs.

40.1 Gila Monster

The Gila monster is a large, stocky, slow-moving reptile that prefers arid deserts. This entry can also be used the various species of Mexican Beaded Lizard with minor modifications. It is the largest lizard species in North America with a mature adult being 2 feet long and weighing 4 pounds, with the tail being 5 inches of this length. Its skin has the appearance of beads in the colors black, pink, orange, and yellow, laid down in intricate patterns. It has small eyes, protected by a nictitating membrane. It has a forked tongue and deeply grooved and flanged teeth that inject the smelly poison (+1.25z) from glands in the lower jaw. They change/replace their teeth during their entire life.

The Gila monster is sluggish in nature, so it is not generally dangerous and very rarely poses a real threat to humanoids. The Gila monster can bite quickly and may not release the victim without intervention. The venom causes pain, skin takes on a bluish tinge, shallow rapid breathing, erratic heartbeat ringing in the ears, faintness, nausea, vertigo, weakness and death in 30 – 60 minutes. Various false myths and folktales surround the Gila monster include that the animal's breath is toxic enough to kill humans, that it can spit venom like a spitting cobra, that it can leap several feet in the air to attack, and that the Gila monster did not have an anus and therefore expelled waste from its mouth. The Apache believed its breath could kill a man, and the Tohono O'odham and the Pima believed it possessed a spiritual power that could cause sickness. In contrast, the Seri and the Yaqui believed that the Gila animal's hide had healing properties.

Gila Monster have 99 development points to define their potential. During adolescence that should develop Awareness-all, Balance, Climbing-free, Contortions, Control Frenzy, Fauna Lore, Flora Lore, Hiding, Hunting, Language (Helodermatidae), Movement, Signaling, Stalking, Survival, Swimming, Bite, Claw, and Grappling attacks.

| GilaMonster | Δ | Units | DPs |
|-------------|-------|-------|-----|
| Comeliness | -1.50 | z | 0 |
| Speed | -0.30 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | -1.10 | z | 0 |
| Endurance | 0.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -2.50 | z | 0 |
| Intuition | -1.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.50 | z | 0 |

| | | | |
|---------------------|---------|-----|---------|
| Creativity | -1.00 | z | 0 |
| Weight | -100.00 | lbs | -50 |
| Age Span | -55.00 | yrs | -2.2 |
| Bodily Fluids | 4.25 | z | 249 |
| Curse Resistance | 0.59 | z | 32.45 |
| Disease Resistance | 1.45 | z | 100 |
| Disorder Resistance | 1.45 | z | 100 |
| Gestation Period | -16.00 | wks | -16 |
| Gigantism | -1.46 | z | -70 |
| Hibernation | 1.00 | NA | 10 |
| Mana | -2.39 | z | -424.05 |
| Maturity | -0.04 | yrs | -0.8 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 1.56 | z | 58 |
| Vision FOV 2D | 55.00 | deg | 2.75 |
| Vision FOV 3D | -95.00 | deg | -4.75 |
| Visual Acuity | -1.00 | z | -34 |

Habitat

The Gila monster is found in the deserts of southwestern United States and northern Mexico. Their range includes Sonora, Arizona, parts of California, Nevada, Utah, and New Mexico. They inhabit scrubland, succulent desert, and oak woodland, seeking shelter in burrows, thickets, and under rocks in locations with a favorable microclimate and adequate humidity. Gila monsters depend on water resources and can be observed in puddles of water after a summer rain. They avoid living in open areas, such as flats and open grasslands.

Ecology/Psychology

Baring accident or disease Gila monster are considered mature at 4 years of age and have an average lifespan of 20 years and a maximum of 30 years. Gila monsters spend 90% of their lifetime underground in burrows or rocky shelters. The Gila monster emerges from brumation in early March. The male initiates courtship by flicking his tongue to search for the female's scent. If the female rejects his advances, she will bite him and chase him away. The female lays eggs at the end of May into June. A clutch may consist of up to six eggs. The incubation lasts about 5 months. The hatchlings are about 6.3 inches long and can bite and inject venom as soon as they are hatched.

Gila monster are active a few hours around dusk and dawn. The lizards move to different shelters every 4–5 days up to the beginning of the summer season. By doing so, they optimize for a suitable microhabitat. They are carnivorous preying on rabbits, hares, mice, ground squirrels, and other rodents, small birds, snakes, lizards, frogs, insects, other invertebrates, carrion, and the eggs of birds, lizards, snakes, and tortoises. They can eat a third of their weight in a single meal. They are preyed upon by coyotes, badgers and raptors. Hatchlings are preyed on by snakes, such as kingsnakes.

Society/Culture

Little is known about the social behavior of Gila monster, but it has been observed engaging in male-to-male combat, in which both lizards arch their bodies, pushing against each other and twisting around in an effort to gain the dominant position. These bouts are typically observed in the mating season.

41 Hippopotamidae

Hippopotamidae is a family of stout, naked-skinned, and semiaquatic artiodactyl mammals. Hippopotamids are large mammals, with short, stumpy legs, and barrel-shaped bodies. They have large heads, with broad mouths, and nostrils placed at the top of their snouts. Like pigs, they have four toes, but unlike pigs, all of the toes are used in walking. Hippopotamids are unguligrade, although, unlike most other such animals, they have no hooves, instead using a pad of tough connective tissue on each foot. Although they resemble pigs physiologically; their closest living relatives are the cetaceans. Both the incisors and canines are large and tusk-like, although the canine tusks are by far the larger. The tusks grow throughout life. The post canine teeth are large and complex, suited for chewing the plant matter that comprises their diets.

41.1 Giant Hippopotamus

The giant hippopotamus (*Hippopotamus gorgops*) is known to have lived in the Pleistocene. Tales from Africa claim it still lives today. It had an estimated length of 14 feet and a shoulder height of 6.9 feet and a weight of 8600 pounds. This means they were about twice as big as modern varieties that weigh between 2,800 and 3,600 pounds. In appearance it looks like a hippopotamus except it had eyestalk-like extending above its skull. The entry below for Hippopotamus can be used by simply modifying size and weight.

41.2 Hippopotamus

A hippopotamus, is a large semiaquatic mammal native to sub-Saharan Africa. Its name comes from the ancient Greek for "river horse". They range in size from the pygmy hippo which is 4.5 to 6 feet in length and weighing 400 to 600 pounds to the Nile Hippo 9.5 to 16.6 feet long and weighing over 3000 pounds. They are the third largest animal in the world behind elephants and rhinoceros. Hippos are recognizable for their barrel-shaped torsos, wide-opening mouths with large canine tusks, nearly hairless bodies, pillar-like legs, and large size. Their skin is 2 inches thick across much of its body with little hair. The animal is mostly purplish-grey or blue-black, but brownish pink on the underside and around the eyes and ears. The eyes, ears, and nostrils of hippos are placed high on the roof of their skulls. This allows these organs to remain above the surface while the rest of the body is submerged. The nostrils and ears can close when underwater while nictitating membranes cover the eyes. Despite its stocky shape and short legs, it is capable of running 19 miles per hour over short distances. Despite being semiaquatic and having webbed feet, an adult hippo is not a particularly good swimmer, nor can it float. It rarely enters deep water; when does, the animal moves by bouncing off the bottom. An adult hippo surfaces every four to six minutes, while young need to breathe every two to three minutes. There is no difference in size between males and females.

The hippopotamus is a very aggressive wild creature and is the deadliest large land mammal on the planet. It is estimated that hippo attacks kill 500 people each year in Africa. It is not only their size and weight that makes them dangerous, but also their very sharp teeth!

In Egyptian mythology, the god Set takes the form of a red hippopotamus and fights Horus for control of the land but is ultimately defeated. The goddess Tawaret is depicted as a pregnant woman with a hippo head, representing fierce maternal love. The Ijaw people of the Niger Delta wore masks of aquatic animals like the hippo when practicing their water spirit cults, and hippo ivory was used in the divination rituals of the Yoruba. Hippos have been the subjects of various African folktales.

Hippopotamus have 0 development points to define their potential. During adolescence they should focus on *Awareness-all*, *Balance*, *Destroying*, *Fauna Lore*, *Flora Lore*, *Hiding*, *Movement*, *Navigation*, *Signaling*, *Survival*, *Swimming*, *Bite*, and *Striking/Blocking* attacks.

| Hippopotamus | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Comeliness | -0.50 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 2.10 | z | 0 |
| Endurance | 1.50 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.80 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | 260.00 | lbs | 130 |
| Age Span | -35.00 | yrs | -1.4 |
| Body Density | 1.00 | z | 44 |
| Disease Resistance | 1.45 | z | 100 |
| Disorder Resistance | 1.45 | z | 100 |
| Gestation Period | -4.00 | wks | -4 |
| Gigantism | 0.74 | z | 31 |
| Mana | -2.78 | z | -586.4 |

| | | | |
|--------------------|--------|-----|------|
| Maturity | -0.09 | yrs | -1.8 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 1.00 | z | 34 |
| Vision FOV 2D | -20.00 | deg | -1 |
| Vision FOV 3D | -40.00 | deg | -2 |
| Vision, Underwater | 1.43 | z | 52 |
| Visual Accuity | -1.00 | z | -34 |

Habitat

Hippos are found in Africa. The common hippo found in East Africa, occurs south of the Sahara. The other much smaller species of hippo is the pygmy hippopotamus which is limited to very restricted ranges in West Africa. Hippos inhabit rivers, lakes, and mangrove swamps.

Ecology/Psychology

Baring accident or disease Hippos are considered mature at 6 years of age and have a lifespan of 40 years with a maximum of 50 years. Hippos mate in the water, with the cow remaining under the surface, her head emerging periodically to draw breath. The gestation period is 8 months. Cows give birth in seclusion and return within 10 to 14 days. Calves are born on land or shallow water weighing on average 110 pounds and at an average length of around 4.17 feet. The female lies on her side when nursing, which can occur underwater or on land.

Like most herbivores, hippos will consume a variety of plants, but their diet in nature consists almost entirely of grass, with only minimal consumption of aquatic plants. A hippo will travel up to 3 miles per night, eating around 88 pounds of grass. By dawn, they are back in the water. Hippos coexist alongside a variety of large predators in their habitats. Nile crocodiles, lions, and spotted hyenas are known to prey on young hippos.

Society/Culture

While hippos rest near each other in the water, grazing is a solitary activity and hippos typically do not display territorial behavior on land. Hippo pods fluctuate but can contain over 100 hippos. Although they lie close together, adults develop almost no social bonds. Males establish territories in water but not land, and these may range 270–550 yards in lakes and 55–109 yards in rivers. Territories are abandoned when the water dries up. The bull has breeding access to all the cows in his territory. Younger bachelors are allowed to stay as long as they defer to him. A younger male may challenge the old bull for control of the territory. Within the pods, the hippos tend to segregate by sex and status. Bachelor males lounge near other bachelors, females with other females, and the territorial male is on his own. When hippos emerge from the water to graze, they do so individually.

42 Hirundinea

Hirundinea is a subclass of segmented parasitic or predatory worms which includes leeches and comprise over 650 species. About three quarters of leech species are parasites that feed on the blood of a host, while the remainder are predators. They have been around for over 266 million years. Leeches do not have bristles. The saliva of parasitic leeches contains anticoagulant, anesthetic, vasodilator and anti-inflammatory substances that allows them to suck the blood of their victims without being noticed. They range in size from less and ¼ of an inch to the giant Amazon leech which can exceed 17 inches in length. Leeches typically differ from normal worms in having suckers at both ends and in having ring markings that do not correspond with their internal segmentation. The body is muscular and relatively solid, and the spacious body cavity found in other segmented worms, is reduced to small channels.

They are used medically to drain blood. In general, blood-feeding leeches are non-host-specific, and do little harm to their host, dropping off after consuming a blood meal. Some marine species however remain attached until it is time to reproduce. If present in great numbers on a host, these can be debilitating, and

in extreme cases, cause death. Bacteria, viruses, and protozoan parasites from previous blood sources can survive within a leech for months, so leeches could potentially act as vectors of pathogens. Removing a leech by burning, applying salt or alcohol or yanking it off increase the chances that the parasite will regurgitate into the wound. The best method is to slide a thin item between its mouth and gently pry it off.

Hirundinea are hermaphrodites. Leeches move using their longitudinal and circular muscles in a modification of the locomotion by peristalsis, self-propulsion by alternately contracting and lengthening parts of the body, seen in other annelids such as earthworms. The majority of leeches live in freshwater habitats, while some species can be found in terrestrial or marine environments.

42.1 Giant Leech

The giant leech (*Websteroprion-armstrongi*) is a marine parasitic and predatory leech thought to be extinct. They are known to have lived in the Devonian seas 400 million years ago. They possess a jaw 0.5 inch in length with a body length of 3.3 feet. Most are mottled, spotted, or striped, with various combinations of red, brown, black, yellow, and green being common.

Giant Leeches have 0 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Climbing, Fauna Lore, Flora Lore, Hiding, Hunting, Movement, Navigation, Signaling, Stalking, Survival, Swimming, Bite, and Grappling* attacks

| GiantLeech | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Comeliness | -2.00 | z | 0 |
| Speed | -1.00 | z | 0 |
| Agility | -1.50 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | -2.50 | z | 0 |
| Eloquence | -2.50 | z | 0 |
| Quickness | -4.00 | z | 0 |
| Intuition | -3.00 | z | 0 |
| Stability | 4.00 | z | 0 |
| Reasoning | -4.50 | z | 0 |
| Memory | -3.00 | z | 0 |
| Charisma | -3.00 | z | 0 |
| Empathy | -3.50 | z | 0 |
| Creativity | -3.00 | z | 0 |
| Morality | 3.00 | z | 0 |
| Spirituality | -2.00 | z | 0 |
| Age Span | -70.00 | yrs | -2.8 |
| Bodily Fluids | 2.51 | z | 109 |
| Curse Resistance | 1.48 | z | 102.2 |
| Disease Resistance | 2.30 | z | 200 |
| Disorder Resistance | 1.92 | z | 150 |
| Gestation Period | -34.00 | wks | -34 |
| Gigantism | -0.81 | z | -34 |
| Hearing, Standard | -1.00 | z | -34 |
| Mana | -2.65 | z | -527.2 |
| Maturity | -0.04 | yrs | -0.8 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | -1.00 | z | -34 |
| Touch, Standard | 1.00 | z | 34 |
| Vision, Underwater | 1.51 | z | 56 |
| Visual Accuity | -1.00 | z | -34 |

Habitat

They are most common in warm, protected shallow areas where currents are minimal, and shelter is provided by plants, stones and debris. They will occasionally travel upstream for a few miles during high tide. They are found all over the world below 40 degrees latitude.

Ecology/Psychology

Baring accident or disease giant leeches are mature in a year and have an average lifespan of 5 years with a maximum of 8. Giant leeches have an annual breeding cycle corresponding to spring. Leeches are hermaphrodites that

ORS

reproduce by sexual mating, laying eggs in clutches of up to 50 on marine entities to which they are currently attached. They typically hatch in two weeks.

The giant leech is both predatory and parasitic. Depending on the size of their prey they will attach to, and feed directly from, the gills of fish/entity. For prey smaller than their mouth they will consume it whole.

Society/Culture

Leeches exploring a new environment continuously meet each other and merge in temporary groups. After 2–3 hours, leeches become attracted to each other eventually forming a large and stable group. They will share large prey.

42.2 Leech

The Leech, *a.k.a.*, European Leech is *ORS*'s common leech. Fully mature adults can be up to 8 inches in length, and are green, brown, or greenish brown with a darker tone on the dorsal side and a lighter ventral side. The dorsal side also has a thin red stripe. These organisms have two suckers, one at each end, called the anterior and posterior suckers. The posterior is used mainly for leverage, whereas the anterior sucker, consisting of the jaw and teeth, is where the feeding takes place. Leeches have three jaws that resemble saws, on which are approximately 100 sharp edges used to incise the host.

The incision leaves a mark that is an inverted Y inside of a circle. After piercing the skin, they suck out blood while injecting anticoagulants. The first recorded use of leech therapy was 3,500 years ago in Ancient Egypt. Large adults can consume up to ten times their body weight in a single meal, with ½ ounce being the average volume taken.

Leeches have 34.2 development points to define their potential. During adolescence they should focus on *Awareness-all*, *Balance*, *Climbing*, *Fauna Lore*, *Flora Lore*, *Hiding*, *Hunting*, *Movement*, *Navigation*, *Signaling*, *Stalking*, *Survival*, *Swimming*, *Bite*, and *Grappling* attacks.

| Leech | Δ | Units | DPs |
|---------------------|--------|-------|------|
| Comeliness | -2.00 | z | 0 |
| Speed | -1.50 | z | 0 |
| Agility | -1.50 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | -2.50 | z | 0 |
| Eloquence | -2.50 | z | 0 |
| Quickness | -4.00 | z | 0 |
| Intuition | -3.00 | z | 0 |
| Stability | 4.00 | z | 0 |
| Reasoning | -4.50 | z | 0 |
| Memory | -3.00 | z | 0 |
| Charisma | -3.00 | z | 0 |
| Empathy | -3.50 | z | 0 |
| Creativity | -3.00 | z | 0 |
| Morality | 3.00 | z | 0 |
| Spirituality | -2.00 | z | 0 |
| Age Span | -70.00 | yrs | -2.8 |
| Bodily Fluids | 2.51 | z | 109 |
| Curse Resistance | 1.92 | z | 150 |
| Disease Resistance | 2.30 | z | 200 |
| Disorder Resistance | 1.92 | z | 150 |
| Gestation Period | -34.00 | wks | -34 |
| Gigantism | -2.88 | z | -185 |
| Hearing, Standard | -1.00 | z | -34 |
| Mana | -2.14 | z | -342 |
| Maturity | -0.04 | yrs | -0.8 |
| Reproductive Rate | 22.00 | wks | 22 |
| Taste, Standard | -1.00 | z | -34 |
| Touch, Standard | 1.00 | z | 34 |
| Visual Acuity | -1.00 | z | -34 |

Habitat

Their range extends over almost the whole of Europe and into Asia as far as Kazakhstan and Uzbekistan. The preferred habitat for this species is muddy freshwater pools and ditches with plentiful weed growth in temperate climates.

Ecology/Psychology

Baring accident or disease leeches are mature in a year and have an average lifespan of 5 years with a maximum of 8. Leeches have biannual breeding cycle. Leeches are hermaphrodites that reproduce by sexual mating, laying eggs in clutches of up to 50 near (but not under) water, and in shaded, humid places. They typically hatch in two weeks.

Leech bites are generally alarming rather than dangerous, though a small percentage of people have severe allergic or anaphylactic reactions and require urgent medical care. Symptoms of these reactions include red blotches or an itchy rash over the body, swelling around the lips or eyes, a feeling of faintness or dizziness, and difficulty in breathing. An externally attached leech will detach and fall off on its own accord when it is satiated on blood, which may take from twenty minutes to a few hours; bleeding from the wound may continue for some time. A blood sucking leech may feed only twice a year, taking months to digest a blood meal.

Society/Culture

Leeches exploring a new environment continuously meet each other and merge in temporary groups. After 2–3 hours, leeches become attracted to each other eventually forming a large and stable group.

43 Hominoidea

The Hominoidea family includes all the hominids, here after referred to as great apes. The humanoids have been broken out into their own section (Humans). The first great apes appeared 14 million years ago. Great apes exhibit a capacity for language and simple cultures beyond their 'local family' or band. The great apes are tailless primates, with the smallest living species being the bonobo at 77 pounds in weight, and the largest being Gigantopithecus, with males weighing close to 800 pounds. In all great apes, the males are larger and stronger than the females. All but Gigantopithecus are predominantly quadrupedal, they are all able to use their hands for gathering food or nesting materials, and, in some cases, for tool use. Their thumbs and big toes, oppose the fingers, and form a grip. All digits have flattened nails.

All species are omnivorous, but chimpanzees and orangutans primarily eat fruit. Their diet consisting of fruit, grass seeds, and in most cases some quantities of meat and invertebrates, either hunted or scavenged. Their teeth are larger for their size than humanoids. There is no distinct breeding season. They give birth of a single offspring, and rarely, twins. The young are born helpless and require care for long periods of time.

43.1 Chimpanzee

The Chimpanzee is covered in coarse black hair, with a bare face, fingers, top and the palms of the hand, and the soles of the feet. On average it weighs 135 pounds and stands 4.4 feet tall. This entry, except for size also includes the Bonobo or pygmy chimpanzee. Chimpanzees are intelligent and make and use tools. The arms of a chimpanzee are longer than its legs and can reach below the knees. The hands have long fingers with short thumbs and the feet are adapted for grasping. A chimpanzee's head is rounded with a prominent lower jaw and a pronounced brow ridge. It has forward-facing eyes, a small nose, rounded non-lobed ears, a long mobile upper lip. Adult males have sharp canine teeth.

Chimpanzees are adapted for both arboreal and terrestrial locomotion. They can move both quadrupedally, knuckle draggers, and bipedally. Chimpanzee won't usually attack to kill a humanoid. They focus their attacks on sensitive areas.:

ORS

hands, feet, eyes, testicles- chimps are notorious for ripping off external genitalia- they aim to incapacitate and cause as much pain as possible.

Chimpanzees have 480.3 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Brachiation, Climbing, Destroying, Fauna Lore, Fishing, Flora Lore, Hiding, Hunting, Jumping & Landing, Language-S (Gibbon), Manipulation-direct, Movement, Navigation, Signaling, Stalking, Survival, Swimming, Weather Watching, Bite, Grappling,* and *Striking/Blocking* attacks.

| Chimpanzee | Δ | Units | DPs |
|-------------------|--------|-------|--------|
| Comeliness | -0.40 | z | 0 |
| Speed | 1.00 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | 1.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -0.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Creativity | -0.50 | z | 0 |
| Weight | 107.00 | lbs | 57.5 |
| Age Span | -45.00 | yrs | -1.8 |
| Gestation Period | -4.00 | wks | -4 |
| Gigantism | -0.40 | z | -15.5 |
| Mana | -1.57 | z | -196.7 |
| Maturity | 0.06 | yrs | 1.2 |
| Natural Armor | 0.50 | z | 20 |
| Natural Weapons | 0.50 | z | 20 |
| Reproductive Rate | 1.00 | wks | 1 |
| Sleep Required | 1.70 | hrs | 1.7 |
| Smell, Standard | 0.62 | z | 20 |
| Brachiation | 1.00 | z | 52 |
| Climbing-Free | 1.00 | z | 52 |

Habitat

They are native to the forests and savannah of tropical Africa. It lives in a variety of habitats, including dry savanna, evergreen rainforest, montane forest, swamp forest, and dry woodland-savanna mosaic.

Ecology/Psychology

Baring accident of disease they live 30 years with a maximum of 50 year. The young are considered mature at 9 years of age. Chimpanzees mate throughout the year, although the number of females in estrus varies seasonally in a group. Chimpanzees are promiscuous and females will mate with several males in their community. Male chimpanzees practice infanticide on unrelated young to shorten the interbirth intervals in the females. Copulation is brief, lasting approximately seven seconds. Care for the young is provided mostly by their mothers and aunts.

The chimpanzee has an advanced cognitive map of its home range and can repeatedly find food. The chimpanzee is an omnivorous frugivore. It prefers fruit above all other food items but also eats leaves, leaf buds, seeds, blossoms, stems, pith, bark, and resin. While mostly herbivorous, it does eat honey, soil, insects, birds and their eggs, and small to medium-sized mammals. Females consume much less animal flesh than males. Predators include leopards and lions. Chimpanzees may react to a big cat's presence with loud vocalizing, branch shaking, and throwing objects.

Society/Culture

The chimpanzee lives in groups that range in size from 15 to 150 members, although individuals travel and forage in much smaller groups during the day. Chimpanzees use facial expressions, postures, and sounds to communicate with each other. Chimpanzees have expressive faces that are important in close-up communication. The species lives in a strict male-dominated hierarchy, where disputes are generally settled without the need for violence. The chimpanzee builds a sleeping nest in a tree in a different location each night, never using the

same nest more than once. Chimpanzees sleep alone in separate nests except for infants or juvenile chimpanzees, which sleep with their mothers.

At the core of social structures are males, which patrol the territory, protect group members, and search for food. Males remain in their natal communities, while females generally emigrate at adolescence. Top-ranking males tend to be aggressive even during dominance stability. Males maintain and improve their social ranks by forming fluid coalitions, which have been characterized as "exploitative" and based on an individual's influence in agonistic interactions.

43.2 Giant Ape

Giant Apes, *a.k.a.*, Gigantopithecus, Sasquatch, Big Foot, Yeti, Abominable Snowman, Skunk Ape, Alma, Yeren, Yowie are known to have lived during the Pleistocene and many believe they still exist today. Gigantopithecus was the largest great ape that ever lived standing over 8 feet tall and weighing over 600 pounds. Their teeth are similar to humanoids with the slightly larger canines. Their noses are wide and their dark brown eyes are closely spaced. They have a brow ridge, and they have a pronounced sagittal crest. Their arms are slightly longer than humans. They are bipedal and walk with a swinging arm motion and a slightly stooped posture.

They are dark brown in color and males are larger than females with no visible neck. Depending on climatic conditions Gigantopithecus shed their summer coat and are virtually snow-white during winter. The palms of their hands, soles of their feet are devoid of hair. Males have a thick beard and moustache. Their coarse hair is 3 inches long in mild climates growing to 6 inches long during the winter. Tales claim they have a very strong musky odor. Their tracks are not humanoid they are huge with flat arches, a double ball, and enlarged heels.

Gigantopithecus have 563.95 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Climbing, Destroying, Fauna Lore, Fishing, Flora Lore, Hiding, Hunting, Jumping & Landing, Language-S (Gigantopithecus), Manipulation-direct, Movement, Navigation, Signaling, Stalking, Survival, Swimming, Weather Watching, Bite, Grappling,* and *Striking/Blocking* attacks.

| GiantApe | Δ | Units | DPs |
|------------------|--------|-------|---------|
| Comeliness | -0.40 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | 2.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -0.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Creativity | -0.50 | z | 0 |
| Weight | 70.00 | lbs | 35 |
| Age Span | -40.00 | yrs | -1.6 |
| Gigantism | 0.41 | z | 16 |
| Mana | -1.23 | z | -134.45 |
| Maturity | 0.05 | yrs | 0.95 |
| Natural Armor | 0.50 | z | 20 |
| Natural Weapons | 0.50 | z | 20 |
| Vision, Lowlight | 1.00 | z | 44 |

Habitat

Their range includes dense forests and jungles of Asia and North America. Many theorize that Gigantopithecus crossed over Beringia, Bering Land Bridge, from upper Asia into North America. Most Gigantopithecus make nests from forest/jungle materials and inhabit densely forest areas. In harsh terrain and high altitude this inhabit caves and the nest consists of furs.

Ecology/Psychology

Baring accident or disease Gigantopithecus lives an average of 35 years with a maximum of 55 years of age. They are considered mature at 9 years of age. Upon reaching maturity the male seeks out a single female from another clan and covertly abducts her. Together they find an unoccupied territory and build a

ORS

nest. This nest can be used for many months or even years. Their coupling is very loud and can be heard for miles. They defecate many yards away from their nest.

Gigantopithecus is primarily nocturnal and is a generalist herbivore of forest/jungle plants and an opportunistic carnivore eating mammals, birds, eggs and scavenging fresh bear kills. Based on habitat their diet becomes virtually carnivorous during winter. When food is scarce they are not above stealing domesticated animals. They have few predators notably bears, large cats and humanoids.

Society/Culture

Gigantopithecus are monogamous and live in extended family groups. Groups usually consist of an adult pair and their immature offspring. The males after reaching maturity seek out mates and form their own families. The group size is usually 2-6 individuals. Gigantopithecus pair-bonds last for life. It is not unusual for adult female children to return to the group if they lose their male partner. Gigantopithecus are territorial and adult males will not tolerate another male within their range. Gigantopithecus are the only great ape that bury their dead, usually in shallow graves. Their range is around 36 square miles.

43.3 Gibbon

The Gibbon is the smallest of the great apes. It has significantly longer arms for their size than other great apes and comprise 19 different species. They range in size from 2-3 feet tall and weigh 12 to 30 pounds. Their arms are the same length as their height. The hands have long fingers with short thumbs and the feet are adapted for grasping. Their hair is dense, and they have a throat sac used for amplifying sound. They have very long canine teeth. Gibbon voices are loud, musical in tone, and carry over long distances. Their coloration can be black with white cheeks; golden; all black with white hands and feet; or cream colored with a back strip on their head. All gibbons have ischial callosities, areas of thickened skin on their buttocks that allow them to sit in trees more comfortably.

Their primary mode of locomotion, brachiation, involves swinging from branch to branch for distances up to 50 feet, at speeds as fast as 34 miles per hour. They can also make leaps up to 26 feet and walk bipedally with their arms raised for balance. They are the fastest of all tree-dwelling, nonflying mammals. Gibbons demonstrate little sexual dimorphism based on size but do on coloration. Gibbons do not usually pose a threat to humanoids.

Gibbons have 474 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Brachiation, Climbing, Destroying, Fauna Lore, Fishing, Flora Lore, Hiding, Hunting, Jumping & Landing, Language-S (Chimpanzee), Manipulation-direct, Movement, Music-Singing, Navigation, Signaling, Stalking, Survival, Swimming, Weather Watching, Bite, Grappling, and Striking/Blocking* attacks.

| Gibbon | Δ | Units | DPs |
|------------------|--------|-------|--------|
| Comeliness | -0.30 | z | 0 |
| Speed | 1.50 | z | 0 |
| Agility | 1.50 | z | 0 |
| Strength | -1.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -0.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Creativity | -0.50 | z | 0 |
| Age Span | -45.00 | yrs | -1.8 |
| Gestation Period | -4.00 | wks | -4 |
| Gigantism | -1.20 | z | -54.5 |
| Mana | -1.39 | z | -161.7 |
| Maturity | 0.05 | yrs | 1 |
| Natural Armor | 0.50 | z | 20 |
| Natural Weapons | 0.50 | z | 20 |
| Sleep Required | 4.00 | hrs | 4 |
| Smell, Standard | 0.62 | z | 20 |
| Brachiation | 1.50 | z | 82.5 |
| Climbing-Free | 1.50 | z | 82.5 |

Habitat

These apes are perfectly adapted to living in the trees, and their habitats must have dense vegetation. Gibbons have a large range that extends over almost all of Southeast Asia. Gibbons live in subtropical and tropical rainforest from eastern Bangladesh to Northeast India to southern China and Indonesia (including the islands of Sumatra, Borneo and Java).

Ecology/Psychology

Baring accident or disease Gibbons live around 30 years with a maximum of 50 and they are considered mature at 9 years of age. Gibbons use social grooming to solidify social relationships. Females are the primary caregivers for infants. The Gibbon is one great ape that doesn't make a nest.

Gibbons are diurnal and their diet is about 60% fruit-based, but they also consume twigs, leaves, insects, flowers, and occasionally birds' eggs. If they can catch them, Leopards, large snakes and raptors prey on gibbons. Gibbons are known to team up with monkeys to scare off predators.

Society/Culture

Gibbons live in small family groups. The monogamous social structure is unusual for great apes. Groups usually consist of an adult pair and their immature offspring. The group size is 2-6 individuals. Each group has a territory of 20-45 hectares, which is aggressively defended from other groups. Gibbon pair-bonds last for many years. The most characteristic vocalization is the "great call," usually a duet in which the female leads and the male joins in with less complex notes, used as a territorial marker by both sexes.

43.4 Gorilla

Gorillas are predominantly ground-dwelling great apes containing two species. Their height ranges from 4.1 – 5.9 feet tall and weigh 220 – 500 pounds with an arm span that stretches from 7.5 to 8.5 feet. Males are larger than females. Their thick hair is black in color with adult male gorillas are known as silverbacks due to the characteristic silver hair on their backs reaching to the hips. Their face, hands and feet are also black. Their eyes are dark brown, their lower jaw is pronounced, and their canine teeth are large.

Gorillas move around by knuckle-walking, although they sometimes walk upright for short distances, typically while carrying food or in defensive situations. Gorillas talk with over 25 distinct vocalizations as well as Signaling, e.g., chest beating by the male. Gorillas are now known to use tools in the wild.

Gorillas have 488 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Brachiation, Climbing, Destroying, Fauna Lore, Fishing, Flora Lore, Hiding, Hunting, Jumping & Landing, Language-S (Gorilla), Manipulation-direct, Movement, Navigation, Signaling, Stalking, Survival, Swimming, Weather Watching, Bite, Claw, Grappling, and Striking/Blocking* attacks.

| Gorilla | Δ | Units | DPs |
|---------------|--------|-------|------|
| Comeliness | -0.40 | z | 0 |
| Speed | 1.00 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | 2.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -0.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Creativity | -0.50 | z | 0 |
| Weight | 300.00 | lbs | 150 |
| Age Span | -37.50 | yrs | -1.5 |
| Gigantism | -0.17 | z | -6.5 |
| Mana | -1.59 | z | -200 |
| Maturity | 0.05 | yrs | 1 |
| Natural Armor | 0.50 | z | 20 |

ORS

| | | | |
|-------------------|------|-----|----|
| Natural Weapons | 0.50 | z | 20 |
| Reproductive Rate | 1.00 | wks | 1 |
| Sleep Required | 4.00 | hrs | 4 |
| Climbing-Free | 0.41 | z | 20 |

Habitat

Gorillas' natural habitats cover tropical or subtropical forest in sub-Saharan Africa. Although their range covers a small percentage of Sub-Saharan Africa, gorillas cover a wide range of elevations ranging from sea level to 14,100 feet.

Ecology/Psychology

Baring accident or disease they tend to live 35-40 years with a maximum of 60 years. Females mature at 10-12 years and males at 11-13 years. Gorillas mate year-round. Gorilla infants are vulnerable and dependent, thus mothers, their primary caregivers, are important to their survival. Everyday gorillas construct nests on the ground for daytime and night use. Nests tend to be simple aggregations of branches and leaves about 2 to 5 feet in diameter and are constructed by individuals. The young nest with their mothers, but construct nests after three years of age, initially close to those of their mothers.

A gorilla's day is divided between rest periods and travel or feeding periods. They sleep around 12 hours a day. Gorillas are primarily herbivores and eat foliage, such as leaves, stems, pith, and shoots, insects, and fruit when in season. Their only predator is the Leopard.

Society/Culture

They tend to live in troops. Troops tend to be made of one adult male or silverback, with a harem of multiple adult females and their offspring. Both males and females tend to emigrate from their troop upon reaching maturity. Mature males also tend to leave their groups and establish their own troops by attracting emigrating females. Their home ranges vary from 1.2 to 5.8 square miles, and their movements range around 600 yards or less on an average day. When the troop is attacked by humanoids, leopards, or other gorillas, an individual silverback will protect the group, even at the cost of his own life.

43.5 Orangutan

Orangutans are great apes that are contained in three species. They have an average weight of 150 pounds and average 5 feet tall. They have reddish-brown hair covering most of their bodies. Dominant adult males develop distinctive cheek pads or flanges and make long calls that attract females and intimidate rivals; younger subordinate males do not and resemble adult females. Orangutans have small ears and noses; the ears are unlobed. Compared to chimpanzees and gorillas, the brow ridge of an orangutan is underdeveloped. Both sexes sport beards and mustaches. Their faces, palms and soles are black. Their hands and feet can grasp branches and objects. Males are larger than females.

Unlike gorillas and chimpanzees, orangutans are not true knuckle-walkers, instead they bend their digits and walk on the sides of their hands and feet. Orangutans are among the most intelligent primates and use a variety of sophisticated tools. Orangutans move through the trees by both vertical climbing and suspension. Compared to other great apes, they infrequently descend to the ground where they are more cumbersome.

Orangutans have 578 development points to define their potential. During adolescence they should focus on *Awareness-all*, *Balance*, *Brachiation*, *Climbing*, *Destroying*, *Fauna Lore*, *Fishing*, *Flora Lore*, *Hiding*, *Hunting*, *Jumping & Landing*, *Language-S (Orangutan)*, *Manipulation-direct*, *Movement*, *Navigation*, *Signaling*, *Stalking*, *Survival*, *Swimming*, *Weather Watching*, *Bite*, *Grappling*, and *Striking/Blocking* attacks.

| Orangutan | Δ | Units | DPs |
|------------|-------|-------|-----|
| Comeliness | -0.40 | z | 0 |
| Speed | -0.30 | z | 0 |
| Agility | 0.50 | z | 0 |

| | | | |
|-----------------|--------|-----|--------|
| Vitality | 0.50 | z | 0 |
| Strength | 1.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -0.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Creativity | -0.50 | z | 0 |
| Weight | 50.00 | lbs | 25 |
| Age Span | -45.00 | yrs | -1.8 |
| Gigantism | -0.17 | z | -6.5 |
| Mana | -1.10 | z | -113.7 |
| Maturity | 0.25 | yrs | 5 |
| Natural Armor | 0.50 | z | 20 |
| Natural Weapons | 0.50 | z | 20 |
| Climbing-Free | 1.00 | z | 52 |

Habitat

Orangutans are native to the rainforests of Indonesia, Malaysia, Borneo and Sumatra. They are most arboreal of the great apes spending most of their time in trees. They construct an elaborate sleeping nest each night from branches and foliage. Populations are more concentrated near riverside habitats, such as freshwater and peat swamp forest. Population density also decreases at higher elevations.

Ecology/Psychology

Baring accident or disease they live over 30 years with a maximum of 50. Orangutans communicate with various vocals and sounds. Males will make long calls, both to attract females and to advertise themselves to other males. Orangutans disperse and establish their home ranges by age 11 and are mature by 15 years of age. Females tend to live near their birth range, while males disperse farther but may still visit their birth range within their larger home range. Usually only a single infant is born; twins are a rare occurrence. Females do most of the caring of the young. The mother will carry the infant while travelling, suckle it and sleep with it. Females may nurse their offspring for up to eight years.

Most of the day is spent feeding, resting, and travelling. They start the day feeding for two to three hours in the morning. They rest during midday, then travel in the late afternoon. When evening arrives, they prepare their nests for the night. Fruit is the most important component of an orangutan's diet; but they will also eat vegetation, bark, honey, insects and bird's eggs. Potential predators of orangutans include tigers, clouded leopards and wild dogs.

Society/Culture

Orangutans are the most solitary of the great apes. Social bonds occur primarily between mothers and their dependent offspring. Resident females live with their offspring in defined home ranges that overlap with those of other adult females, which may be their immediate relatives. One to several resident female home ranges are encompassed within the home range of a resident male, who is their main mating partner. Interactions between adult females range from friendly to avoidance to antagonistic. Flanged males are hostile to both other flanged males and unflanged males, while unflanged males are more peaceful towards each other. Orangutans will also form travelling groups with members moving between different food sources. Social grooming is uncommon among orangutans.

44 Hyaenidae

There are four species of hyena are in this family: spotted hyena, brown hyena, striped hyena, and aardwolf. Phylogenetically they are similar to felines and viverrids but morphologically they take after canines. Hyaenidae catch their prey with their teeth rather than their claws. Hyaenidae have relatively short torsos and are fairly massive and wolf-like in build, but have lower hind quarters, high withers and their backs slope noticeably downward toward their rumps. The forelegs are high, while the hind legs are very short, and their necks are thick and short. Their skulls superficially resemble those of large canids, but

ORS

are much larger and heavier, with shorter facial portions. Hyaenidae are digitigrade, with the fore and hind paws having four digits each and sporting bulging pawpads. Like canids, hyaenidae have short, blunt, non-retractable claws.

The spotted hyena is detailed in its own section below. The brown hyena (*Hyaena brunnea*), also called strandwolf, is a species of hyena found in Namibia, Botswana, western and southern Zimbabwe, southern Mozambique and South Africa. It is currently the rarest species of hyena. Brown hyenas are distinguished from other species by their long shaggy dark brown coat, pointed ears, and short tail. The brown hyena inhabits desert areas, semi-desert, and open woodland savannas.

The striped hyena (*Hyaena hyaena*) is a species of hyena native to North and East Africa, the Middle East, the Caucasus, Central Asia and the Indian subcontinent. It is the smallest of the true hyenas and retains many primitive characteristics lost in larger species. The coat is generally coarse and bristly, though this varies according to season. Their winter coat is fairly dense, soft, and has well-developed underfur and is dirty grey in color with black stripes. Their summer coat is light brown with dark brown stripes. It is monogamous and both males and females raise the young.

The aardwolf (*Proteles cristata*) is the smallest hyena, native to East Africa and Southern Africa. Its name means "earth wolf" and has a tan coat with black vertical stripes. The aardwolf does not hunt large animals, or even eat meat on a regular basis; instead, it eats insects, mainly termites. The aardwolf lives in the scrublands of eastern and southern Africa – these are open lands covered with stunted trees and shrubs. The aardwolf is nocturnal, resting in burrows during the day and coming out at night to eat.

44.1 Giant Hyena

The Giant Hyena (*Pachycrocuta*), *a.k.a.*, Cave Hyena is known to have lived in the Pleistocene is the largest hyena to have ever walked the earth. The giant hyena stood 39 inches tall at the shoulder and weighed more than 200 pounds. This megafauna mammal is very similar to the modern spotted hyena, except that it was about three times the size and more stockily built, with comparatively shorter legs. It lived between the Middle Pliocene and the Middle Pleistocene, about 3 million to 500,000 years ago. People from Dowa district in Malawi claim the animal still exists and hunts humans. The Giant Hyena is being driven to extinction by the much smaller spotted hyena which is nimbler over the grasslands of Africa and Eurasia.

Giant hyenas have 150 development points to define their potential. During adolescence they should focus on *Awareness-all*, *Balance*, *Fauna Lore*, *Flora Lore*, *Hiding*, *Hunting*, *Jumping & Landing*, *Language-S (Hyena)*, *Movement*, *Stalking*, *Survival*, *Bite*, and *Grappling* attacks.

| GiantHyena | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Comeliness | -0.50 | z | 0 |
| Speed | 1.45 | z | 0 |
| Agility | 1.90 | z | 0 |
| Vitality | 0.75 | z | 0 |
| Strength | 0.25 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.63 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -65.00 | yrs | -2.6 |
| Camouflage | 0.50 | z | 20 |
| Curse Resistance | 1.51 | z | 105.6 |
| Disease Resistance | 0.63 | z | 34.8 |
| Disorder Resistance | 0.89 | z | 52.8 |
| Gestation Period | -27.10 | wks | -27.1 |
| Gigantism | 0.10 | z | 3.8 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.48 | z | -458.8 |

| | | | |
|-------------------|--------|-----|-------|
| Natural Weapons | 2.25 | z | 127 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 2.00 | z | 80 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Acuity | -0.75 | z | -24.5 |

Habitat

Giant Hyenas range included Asia, Africa and Southern Europe and can be found in savannas, grasslands, woodlands, forest edges, sub-deserts and even mountainous regions.

Ecology/Psychology

Baring accident or disease hyenas are considered mature at 36 months and have an average lifespan of 12 years with a maximum of 16 years. Females usually come into heat 3 months prior to the wet season and have no enduring pair bonds. The gestation period averages 110 days. The average litter consists of two cubs, and they will nurse for 12-16 months.

It is a small-pack hunter of large animals and opportunistic scavenger. It is a large animal not suited for chasing prey over long distances. They eat practically every part of the animal, including skin, hooves, bone, and teeth. Their powerful jaws can crush bones with ease and their powerful digestive system extracts most of the nutrients. They are adapted for dismembering ungulate carcasses, transporting large pieces of them without dragging to the denning site and fracturing bones.

Society/Culture

Giant hyenas are semi-social animals and live in packs called 'clans' which can number up to 40 animals. The clan life revolves around a communal den. The den are usually caves with small to moderate openings. Females dominate males, even the lowest ranking female being dominant over the highest-ranking male. Cubs take the rank directly below their mothers at birth. Males tend to disperse from their clan at around 1.5 years of age. The males take no part in the raising of the young. The social dynamics are ruled by coalition, environmental factors and prey availability. Their territory size can range from 36 to 600 square miles with the boundaries marked by their anal glands.

44.2 Hyena

The spotted hyena is an animal native to sub-Saharan Africa. The spotted hyena is the largest known member of the Hyaenidae. They have relatively large ears and a ridge-like mane running from the base of their heads to their shoulders. The tail is short averaging 12-14 inches. Hyenas have a pair of anal scent glands which secrete a very strong-smelling odor detectable many feet away. The female is larger and outweighs the male and is dominant in the clan. The male weighs 90-120 pounds while the female weighs 100-140 pounds. The body length is 37-65 inches, and they are 28-36 inches tall at the shoulder. The genitalia of the female closely resemble that of the male; the clitoris is shaped and positioned like a penis and is capable of erection. The female also possesses no external vaginal opening, as the labia are fused to form a pseudo-scrotum. The fur is short and coarse and either pale yellow or gray with roundish spots of reddish black on the hind quarters.

Hyenas can run up to 37 miles per hour. Hyenas are intelligent, approaching primate intelligence, and are cunning, suspicious and particularly successful at escaping from traps. In addition to their laugh-like giggle spotted hyenas have 10 other distinctive vocalizations.

Hyenas have 150 development points to define their potential. During adolescence they should focus on *Awareness-all*, *Balance*, *Fauna Lore*, *Flora Lore*, *Hiding*, *Hunting*, *Jumping & Landing*, *Language-S (Hyena)*, *Movement*, *Stalking*, *Survival*, *Bite*, and *Grappling* attacks.

| Hyena | Δ | Units | DPs |
|-------|---|-------|-----|
|-------|---|-------|-----|

| | | | |
|---------------------|--------|-----|---------|
| Comeliness | -0.50 | z | 0 |
| Speed | 1.50 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | -0.50 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -63.00 | yrs | -2.52 |
| Camouflage | 0.50 | z | 20 |
| Curse Resistance | 1.73 | z | 128.4 |
| Disease Resistance | 0.74 | z | 42.4 |
| Disorder Resistance | 1.04 | z | 64.2 |
| Gestation Period | -27.10 | wks | -27.1 |
| Gigantism | -0.25 | z | -9.4 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.46 | z | -449.48 |
| Natural Weapons | 1.75 | z | 89 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 2.00 | z | 80 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Accuity | -0.75 | z | -24.5 |

Habitat

Hyenas are widespread in sub-Saharan Africa, and are home in savannas, grasslands, woodlands, forest edges, sub-deserts and even mountainous regions.

Ecology/Psychology

Baring accident or disease hyenas are considered mature at 36 months and have an average lifespan of 12 years with a maximum of 16 years. Females usually come into heat 3 months prior to the wet season and have no enduring pair bonds. A female spotted hyena mates and gives birth through her penile canal. When mating, a female retracts the penis on itself, 'much like pushing up a shirtsleeve,' and creates an opening into which the male inserts his own penis. The gestation period averages 110 days. The average litter consists of two cubs, and they will nurse for 12-16 months.

The prey depends on numbers. The bigger the hyena clan, the larger its prey but they tend to avoid buffalos and giraffes. They are pack hunters. They track by sight, hearing and smell, favoring sight. Although good hunters they are not above scavenging and watch vultures descending upon carcasses for an easy meal. They eat practically every part of the animal, including skin, hooves, bone, and teeth. Their powerful jaws are able to crush bones with ease and their powerful digestive system extracts most of the nutrients. Hyenas and Lions are competitors, and lions frequently steal the Hyena kills. The hyenas will withdraw 30-100 yards and wait for the lions to finish and then return to the kill.

Society/Culture

Hyenas are social animals and live in large packs called 'clans' which can number up to 80 animals. Females dominate males, even the lowest ranking females being dominant over the highest-ranking males. Cubs take the rank directly below their mothers at birth. Males tend to disperse from their clan at around 1.5 years of age. The males take no part in the raising of the young. The social dynamics are ruled by coalition, environmental factors and prey availability. Their territory size can range from 36 to 600 square miles with the boundaries marked by their anal glands.

The clan life revolves around a communal den. The den may have up to a dozen entrances and are located on flat ground. The den will have small underground channels which are used defensively to protect the larger chambers 6.5 feet in

width and about 5 feet tall. They tend to use abandoned burrows of warthogs, springhares and jackals.

45 Ixodida

Ixodida is the order of parasitic arachnids that includes all three families of ticks, *i.e.*, Ixodidae, Argasidae and Nuttalliellidae. Ticks evolved during Mesozoic period around 100 million years ago. Ticks are widely distributed around the world, especially in warm, humid climates. Argasidae is the family of soft ticks, lacking a hard exoskeleton, contains 208 species and are common in South Asia. Nuttalliellidae is the family of tick found in South Africa, Tanzania and Namibia and contains 12 known species and is the most primitive family. Ixodidae are the family of hard ticks found all over Europe and the Americas containing over 700 species.

All ticks are blood-sucking obligatory ectoparasites and are typically 0.1 to 0.2 inches long. Their mouths possess recurved teeth for anchoring on the host. Their hosts include mammals, birds, and sometimes reptiles, amphibians, humanoids and some supernatural and extraplanar entities. Ticks can survive for long periods of time without blood but will eventually die if they cannot find a host. Ticks have four stages to their lifecycle, namely egg, larva, nymph, and adult. They require blood to move from one stage to another. The adult body fuses the abdomen and the thorax and therefore lack the segmentation common in most arachnids.

Ticks find their hosts by detecting an animals' breath and body odors, sensing body heat, moisture, or vibrations. They are incapable of flying or jumping. Ticks cling to leaves and grasses by their third and fourth pairs of legs. They hold the first pair of legs outstretched, waiting to grasp and climb on to any passing host. Not all ticks in an infective area are infected with transmittable pathogens, and both attachment of the tick and a long feeding session are necessary for diseases to be transmitted. Consequently, tick bites often do not lead to infection, especially if the ticks are removed within 36 hours.

45.1 Hard Tick

Hard ticks, *a.k.a.*, Ticks, scale ticks, are from the Ixodidae family. They are known as 'hard ticks' because they have hard shield called a scutum. They are ectoparasites of a wide range of host species, and some are vectors of pathogens that can cause disease (+1z) caused by bacteria, protozoa, and viruses. The saliva of female ticks is toxic, causing ascending paralysis in animals and people, known as tick paralysis. Other tick-borne diseases include Lyme disease, babesiosis, ehrlichiosis, Rocky Mountain spotted fever, anaplasmosis, Southern tick-associated rash illness, tick-borne relapsing fever, tularemia, Colorado tick fever, Powassan encephalitis, and Q fever.

When an ixodid attaches to a host the bite is typically painless and generally goes unnoticed due to the anti-inflammatory properties of their saliva. They remain in place until they engorge and are ready to molt; this process may take days or weeks. Care must be taken in their removal to avoid anaphylactic/allergic reactions. They can be removed with fine-tipped tweezers, pulling up slow and firm, but not jerking or twisting.

There are several folk remedies for removing a tick. Touching it with a hot match is a common one. Others include covering it with petroleum jelly or nail polish (in theory to suffocate it) or freezing it off. These are all supposed to make the tick "back out" of the skin on its own. But they often have the opposite effect, forcing the tick to hold tight, burrow deeper, and possibly deposit more of its disease-carrying secretions into the wound, which increases the risk of infection.

46 Lamnidae

There are 440 different known shark species in the world and ORS™ incorrectly groups them all under the Lamnidae family. Sharks have lived on the planet for over 420 million years. Sharks are a fish with a cartilaginous skeleton, 5-7 gill

slits and pectoral fins that are not fused with the head. Typically, the dorsal (top) of the shark is darker than the ventral (under) side. Generally, sharks are cylindrical in shape with tapered edges. They range in size from 6” (dwarf lantern shark) to over 61 feet (whale shark).

Many shark species are apex predators, e.g., tiger shark, great white shark, megalodon, mako shark, and hammerhead shark. Many species of shark are not aggressive towards humanoids, e.g., whale, nurse, basking, leopard, angel, bamboo, goblin, Greenland, sand tiger and thresher sharks. Although at first sight they may be psychologically frightening they do not really present much of a threat.

Unlike most animals' jaws, both the sharks' upper and lower jaws move. A shark bites with its lower jaw first and then its upper. It tosses its head back and forth to tear loose a piece of meat which it swallows whole. Their teeth are arranged in rows and attached to the jaws by connective tissue and get replaced around every two weeks. Tooth shape is dependent on diet, flattened teeth, needle-like teeth and triangular serrated teeth, for mollusks/crustaceans, fish, and larger prey respectively. Sharks' livers are filled with oil to maintain their buoyancy and they comprise 30% of their body mass.

Sharks have a keen sense of smell and can detect and home in on a blood-trail at great distances. They have average underwater and above average low-light vision. They have no eyelids, but they do have a nictating membrane that covers the eye during feeding to prevent injury. Their hearing is limited to 25-8000Hz. They even have sensors that detect the electric fields that all living things emit, e.g., hammerhead shark. Shark skin contains dermal denticles which are very tough and have a texture like sandpaper. A sharks' swimming speed is dependent on species, but they typically cruise at about 2-3 miles per hour and can dash over 12 miles per hour in an attack. The mako shark can reach speeds of 30 miles per hour.

Typically, the female is larger than the male. Sharks do sleep, but they need to keep water flowing over their gills to survive. The shark is the only fish that cannot swim in reverse. They will die when pulled backwards by the tail for extended periods. They can sleep while swimming or stationary. While 'asleep' their *Active Awareness zScore* is temporarily reduced to -2.0z. They generally do not live in freshwater although there are a few known exceptions, such as the bull shark and the river shark, which can be found in both seawater and freshwater.

46.1 Blue Shark

Blue Sharks (*Prionace glauca*) are deep blue on the top lighter shades on the sides with a white belly. The length of the male varies from 6-9.3 feet and the females 7.2 – 10.8 feet at maturity. They are fairly elongated and slender in build and typically weigh from 60 to 121 pounds in males and from 205 to 401 pounds in large females. Their triangular teeth are curved and saw-edged. They rarely attack humanoids.

Blue sharks cruise slowly at the surface with the tips of their dorsal and tail fins out of the water, and long pectoral fins extended. Blue sharks have 60.79 development points to define their potential and should focus on the following skills: *Awareness-all, Diving, Hiding, Hunting, Movement, Navigation, Stalking, Survival, Swimming, Bite and Striking/Blocking (Ram)* attack skills.

| BlueShark | Δ | Units | DPs |
|------------|-------|-------|-----|
| Comeliness | -1.50 | z | 0 |
| Speed | 1.50 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 1.75 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -1.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.00 | z | 0 |
| Memory | -1.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |

| | | | |
|--------------------|--------|-----|---------|
| Weight | -60 | lbs | -30 |
| Age Span | -55.00 | yrs | -2.2 |
| Gestation Period | 8.00 | wks | 8 |
| Gigantism | 0.60 | z | 24.3 |
| Hearing, Standard | -0.50 | z | -15.7 |
| Mana | -2.60 | z | -506.81 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.00 | z | 44 |
| Sense, Life | 4.00 | z | 224 |
| Smell, Standard | 3.00 | z | 142 |
| Taste, Standard | -2.00 | z | -80 |
| Vision FOV 2D | 70.00 | deg | 3.5 |
| Vision FOV 3D | -90.00 | deg | -4.5 |
| Vision, Lowlight | 1.00 | z | 44 |
| Vision, Underwater | 2.00 | z | 80 |
| Swimming | 1.00 | z | 26 |

Habitat

Blue sharks can be found worldwide in temperate and tropical oceans in the range of 45-77 °F. They can be found from the surface to depths of over 1200 feet. It lives as far north as Norway and as far south as Chile. Blue sharks are found off the coasts of every continent, except Antarctica.

Ecology/Psychology

Baring accident or disease blue sharks have an average lifespan of 20 years with a maximum of 30 years. Females mature at five to six years of age and males at four to five. Courtship involves biting by the male, as mature specimens can be accurately sexed according to the presence or absence of bite scarring. Female blue sharks have adapted to the rigorous mating ritual by developing skin three times as thick as male skin. Their eggs develop and hatch in the uterus and continue to develop until birth. The gestation period is 10 months. Blue sharks are around 16-20 inches long when born year. Delivery is in spring, and summer and litters range from 30-80 pups.

Blue sharks are highly migratory and travel up and down their ocean basins many times in their lives. These sharks are most active in the early evening and at night. Their prey is primarily squid, cuttlefish, octopus, lobster, shrimp, crab and small bony fish. Blue sharks reside at the top of the marine-life food chain, they have relatively few predators, including Orca Whales and a couple of other larger shark species such as the Shortfin Mako and the Great White Shark.

Society/Culture

For most of the year, males and females of this species live in different places. Only during the mating season do they come together. Blue sharks have been observed and documented working together as a "pack" to herd prey into a concentrated group from which they can easily feed. The observed herding behavior is undisturbed by different species of shark in the vicinity that normally would pursue the common prey.

46.2 Great White Shark

The Great White Shark (*Carcharodon carcharias*) is an apex predator with few natural predators, e.g., orcas. They are large fast swimming predators capable of swimming at speed of 16 miles per hour and 25 miles per hour in a short sprint. The female is larger than the male and can reach over 20 feet in length and weigh 4500 pounds. Of all sharks they have the greatest reported unprovoked humanoid attacks. Their underside is stark white and light grey on the dorsal area. It is believed that are a descendant of the prehistoric megalodon. They have many rows of teeth which are triangular and serrated. They have larger eyes than other shark species relative to body size and the iris is deep blue instead of black.

They can breach the surface of the ocean for half their body length when attacking from below. They have above average low light vision and have an extra sense that allow them to detect the electromagnetic field of living entities. Great white sharks have 0 development points to define their potential and should focus on the following skills: *Awareness-all, Diving, Hiding, Hunting,*

ORS

Jumping & Landing, Movement, Navigation, Stalking, Survival, Swimming, Bite and Striking/Blocking (Ram) attack skills.

| GreatWhiteShark | Δ | Units | DPs |
|--------------------|--------|-------|--------|
| Comeliness | -1.50 | z | 0 |
| Speed | 1.60 | z | 0 |
| Agility | 1.25 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 2.00 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -1.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.00 | z | 0 |
| Memory | -1.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | Z | 0 |
| Weight | -34 | lbs | -17 |
| Age Span | -5.00 | yrs | -0.2 |
| Gestation Period | 8.00 | wks | 8 |
| Gigantism | 1.79 | z | 92 |
| Hearing, Standard | -0.50 | z | -15.7 |
| Mana | -2.77 | z | -582.6 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.00 | z | 44 |
| Sense, Life | 3.93 | z | 217.09 |
| Smell, Standard | 3.00 | z | 141.5 |
| Taste, Standard | -2.00 | z | -80 |
| Vision FOV 2D | 70.00 | deg | 3.5 |
| Vision FOV 3D | -90.00 | deg | -4.5 |
| Vision, Lowlight | 1.00 | z | 44 |
| Vision, Underwater | 2.00 | z | 80 |
| Swimming | 1.00 | z | 26 |

Habitat

Great White Sharks can be found in waters of all the major oceans that have temperatures ranging from 54-75 °F. They travel long distances for seasonal migration. They can be encountered to depths of up to 3900 feet.

Ecology/Psychology

Baring accident or disease Great White sharks have an average lifespan of 50 years with a maximum of 70 years. Male great white sharks take 26 years to reach sexual maturity, while the females take 33 years to be ready to produce offspring. Their eggs develop and hatch in the uterus and continue to develop until birth. The gestation period is 11 months. Great white sharks are at around 3.9 feet when born and grow about 9.8 inches per year. Delivery is in spring, and summer and litters range from 3-10 pups.

The great white shark is one of only a few sharks known to regularly lift its head above the sea surface to gaze at other objects such as prey. Their prey is usually large fish and marine mammals, e.g., tuna, rays, seals, cetaceans, sea turtles, sea otters, seabirds, and even other sharks.

Society/Culture

Great White sharks have a dominance hierarchy: females dominate males, larger sharks dominate smaller sharks and residents dominate visitors. Great Whites rarely resort to combat to resolve conflict. They have stable clans of two to six individuals. When clans of Great whites meet, they will reorganize based on size, sex and squatter's rights.

46.3 Megalodon

Megalodon (*Carcharodon megalodon*) is one of the largest and most powerful predators to have ever lived on the planet. It is on the verge of extinction having reached its peak 10 million years ago. They are having difficulty competing for food against their evolved descendants the Great White Shark. Their skin coloration is black as night and are sometime referred to as the Black Demon

Shark. An adult can exceed 52 feet in length, and it can swallow a humanoid in a single bite. A mature adult has a 15.3-foot-long head, a 4.75-foot-tall gill slits, a 5.3-foot-tall dorsal fin, 10-foot-long pectoral fins, and a 12.75-foot-tall tail fin. Megalodon teeth can measure 7 inches long and are the largest teeth in the Lamnidae family.

They have many rows of teeth which are triangular and serrated. They have a pig-eyed appearance with small, deep-set eyes with black irises. Unlike the great white, which attacks prey from the soft underside, megalodon use its strong jaws to break through the chest cavity and puncture the heart and lungs of its prey. Megalodons have 0 development points to define their potential and should focus on the following skills: *Awareness-all, Diving, Hiding, Hunting, Movement, Navigation, Stalking, Survival, Swimming, Bite and Striking/Blocking (Ram) attack skills.*

| Megalodon | Δ | Units | DPs |
|--------------------|--------|-------|-------|
| Comeliness | -2.00 | z | 0 |
| Speed | 1.25 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 2.50 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -1.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.00 | z | 0 |
| Memory | -1.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -52 | lbs | -26 |
| Age Span | -25.00 | yrs | -1 |
| Gestation Period | 8.00 | wks | 8 |
| Gigantism | 3.00 | z | 197.5 |
| Hearing, Standard | -0.49 | z | -15.5 |
| Mana | -2.75 | z | -573 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.00 | z | 44 |
| Sense, Life | 3.42 | z | 173 |
| Smell, Standard | 2.00 | z | 80 |
| Taste, Standard | -2.00 | z | -80 |
| Vision FOV 2D | 70.00 | deg | 3.5 |
| Vision FOV 3D | -90.00 | deg | -4.5 |
| Vision, Lowlight | 1.00 | z | 44 |
| Vision, Underwater | 2.00 | z | 80 |
| Swimming | 1.00 | z | 26 |

Habitat

Megalodons inhabit a wide range of marine environments that have temperatures ranging from 34-75 °F, i.e., shallow coastal waters, areas of coastal upwelling, swampy coastal lagoons, sandy littorals, and offshore deep-water environments, and exhibited a transient lifestyle. Adult megalodons are not abundant in shallow water environments, and mostly inhabit offshore areas. Megalodons move between coastal and oceanic waters, particularly in different stages of its life cycle. They travel long distances for seasonal migration. They can be encountered to depths of up to 4500 feet.

Ecology/Psychology

Baring accident or disease Megalodons have an average lifespan of 50 years with a maximum of 70 years. Male megalodons take 23 years to reach sexual maturity, while the females take 28 years to be ready to produce offspring. Their eggs develop and hatch in the uterus and continue to develop until birth. Larger fetuses often eat the smaller fetuses in the womb. The gestation period is 11 months. Megalodons are at around 10 feet when born and grow about 16 inches per year. Delivery is in spring, and summer and litters range from 2-3 pups. Juveniles inhabit warm coastal waters and feed on fish and small whales.

Megalodons are able to maintain a higher body temperature than the surrounding water. Their prey upon dolphins, small whales, baleen whales, sperm whales, bowhead whales and large marine fish.

Society/Culture

Megalodons are reclusive, solitary and cruise the oceans alone. Coming together only during mating season.

46.4 Tiger Shark

The Tiger Shark (*Galeocerdo cuvier*) is a large dangerous marine predator. Its skin is blue to light green that has dark stripes down it is back and sides with a whitish-yellow belly. The male averages around 13 feet and the females around 17 feet at maturity. The mature male weighs between 800-1400 pounds and the female can exceed 2000 pounds. The tiger shark is smaller than a great white shark and is also known to attack humanoids. Tiger sharks are considered to be sacred, *aumakua*, (ancestor spirits) by some native Hawaiians.

Their serrated triangular teeth are curved backwards and have a sideways-pointing tip. They can slice through flesh and bone including turtle shells. Relative to body size their teeth are smaller than a great white's. Their fins provide lift as it swims, and its long tail can provide bursts of speed. Tiger sharks have 22.59 development points to define their potential and should focus on the following skills: *Awareness-all, Diving, Hiding, Hunting, Movement, Navigation, Stalking, Survival, Swimming, Bite and Striking/Blocking (Ram)* attack skills.

| TigerShark | Δ | Units | DPs |
|--------------------|--------|-------|---------|
| Comeliness | -1.50 | z | 0 |
| Speed | 1.20 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 1.75 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -1.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.00 | z | 0 |
| Memory | -1.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | Z | 0 |
| Weight | -44 | lbs | -22 |
| Age Span | -45.00 | yrs | -1.8 |
| Gestation Period | 8.00 | wks | 8 |
| Gigantism | 1.39 | z | 66 |
| Hearing, Standard | -0.50 | z | -15.7 |
| Mana | -2.88 | z | -557.91 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.00 | z | 44 |
| Sense, Life | 4.00 | z | 224 |
| Smell, Standard | 3.00 | z | 141.5 |
| Taste, Standard | -2.00 | z | -80 |
| Vision, Lowlight | 1.00 | z | 44 |
| Vision, Underwater | 2.00 | z | 80 |
| Swimming | 1.00 | z | 26 |

Habitat

Tiger sharks are found in tropical and subtropical waters close to the coast. It tends to stay in deep waters that line the reefs but will move into channels and shallows to pursue prey. The tiger shark also dwells in river mouths and other runoff-rich water. Their range from Japan in the north to New Zealand in the south. They can be encountered to depths of up to 3000 feet.

Ecology/Psychology

Baring accident or disease tiger sharks have an average lifespan of 30 years with a maximum of 35 years. They are sexually mature at seven years of age. Courtship involves biting by the male, as mature specimens can be accurately sexed according to the presence or absence of bite scarring. The gestation period is 16 months. Tiger sharks are around 20-30 inches when born year. Delivery is in spring, and summer and litters range from 10-80 pups.

These sharks are most active in the early evening and at night and tend the deeper waters during the day. The tiger shark is an apex predator and has a reputation of eating almost anything. Young tiger sharks largely feed on small fish, jellyfish and mollusks. Adults feed on fish, crustaceans, birds snakes, marine mammals, turtles, smaller sharks, horses, goats, sheep, dogs, cats, rats and humanoids when they can get them. A scavenger, the tiger shark will feed on dead whales, and has been documented doing so alongside great white sharks.

Society/Culture

Tiger sharks once thought to be solitary and nomadic following the warmer currents are relatively social. Over their lifetimes they form bonds that are renewed when their paths cross. They will aggregate over prey rich areas and even perform cooperative hunting for short periods.

46.5 Whale Shark

The whale Shark (*Rhincodon typus*) is a slow-moving, around 3 miles per hour, shark that can reach lengths of 60 feet and weigh 21 tons. Whale sharks have very large mouths and are filter feeders, which is a feeding mode that occurs in only two other sharks, the megamouth shark and the basking shark. They feed almost exclusively on plankton and small fishes and pose no threat to humanoids. To the uneducated they are often confused with megalodon, especially at first glance.

Their mouth is over six feet wide; the head is flat with two small eyes at the front corners. Their back is dark grey in color with white spots or stripes, their bellies are white, and their skin is 6 inches thick. They have two pectoral fins, two pelvic fins, two dorsal fins located on back half of their bodies and one anal fin. Whale sharks have 46.39 development points to define their potential and should focus on the following skills: *Awareness-all, Diving, Hiding, Hunting, Movement, Navigation, Survival, Swimming* skills.

| WhaleShark | Δ | Units | DPs |
|--------------------|--------|-------|---------|
| Comeliness | -1.00 | z | 0 |
| Speed | 0.25 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 2.00 | z | 0 |
| Strength | 2.00 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -1.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.00 | z | 0 |
| Memory | -1.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -66 | lbs | -33 |
| Age Span | 5.00 | yrs | 0.2 |
| Gestation Period | 8.00 | wks | 8 |
| Gigantism | 3.00 | z | 198 |
| Hearing, Standard | -0.50 | z | -15.7 |
| Mana | -2.63 | z | -520.41 |
| Natural Armor | 1.00 | z | 44 |
| Sense, Life | 2.50 | z | 108.5 |
| Smell, Standard | 3.00 | z | 142 |
| Taste, Standard | -2.00 | z | -80 |
| Vision FOV 2D | 70.00 | deg | 3.5 |
| Vision FOV 3D | -90.00 | deg | -4.5 |
| Vision, Lowlight | 1.00 | z | 44 |
| Vision, Underwater | 2.00 | z | 80 |
| Swimming | 1.00 | z | 26 |

Habitat

The whale shark is found in open waters of the tropical oceans and is rarely found in water below 70 °F. They will be primarily encountered at depths of less than 660 feet although encounters down to 6300 feet are possible. They are migratory but never cross from the Atlantic to the Pacific.

Ecology/Psychology

Baring accident or disease whale sharks have an average lifespan of 80 years with a maximum over 130 years. They usually reach sexual maturity around 25 years of age. The male fertilizes the eggs internally. The eggs hatch within the female, continue to mature until they are birthed. Most sharks give birth in sheltered area for protection from predators and availability of food. Whale sharks are around two feet when born and grow about 16 inches per year. Delivery is in spring, and summer and litters range from 100-300 pups over a period of a month.

The whale shark is an active feeder, targeting concentrations of plankton and small prey. They feed on plankton, copepods, krill, fish eggs, crab larvae, jellyfish, squid and small fish. They have hundreds of vestigial teeth that serve no known function. They can process more than 1,600 gallons of water an hour through their gills.

Society/Culture

Typically, whale sharks are reclusive, solitary and cruise the oceans alone. They do share feeding and breeding areas with other whale sharks.

47 Lepisosteidae

The gar is a ray-finned fish that is part of the Lepisosteidae family containing seven species. They first appeared during the Triassic over 240 million years ago. Gars have elongated bodies that are heavily armored with ganoid scales, and fronted by similarly elongated jaws filled with long, sharp teeth. Coloration is generally brown or olive above and lighter underneath. They range in size from the spotted gar which is 3 feet long and weighs 5.4 pounds to the Alligator gar which can grow 8 feet long and weigh more than 300 pounds. The tail fin is rounded. Dorsal and anal fins are placed well back on the body and nearly opposite each other. Unusually, their vascularized swim bladders can function as lungs, and most gars surface periodically to take a gulp of air. Gar flesh is edible, and the hard skin and scales of gars are used by humans, but gar eggs are toxic (-1.5z). The poison causes vomiting, nausea, and incapacitation for 3-4 days.

Gar are ambush predators; they lie very still near the surface and wait for a small fish to come near and then quickly grab the fish and swallow it headfirst. Young gar eat insects, insect larvae, crustaceans and even small fish. Adult gar eat mostly fish: minnows and small forage fish. Gars have few natural predators, such as alligators, large fish and birds, and cottonmouth snakes.

Gar are fearsome looking but are sluggish and docile. The only time gar pose danger to humanoids is when anglers try to land and handle these large, powerful fish. In addition to hosting a mouthful of sharp teeth, gar are also covered with sharp, bony scales. If anglers are not careful, they can easily get cut or bruised.

They inhabit fresh, brackish, and occasionally marine waters of eastern North America, Central America, and Cuba in the Caribbean. The hard ganoid scales of gars are sometimes used to make jewelry whereas the tough skin is used to make such items as lamp shades. Historically, Native Americans used gar scales as arrowheads, native Caribbeans used the skin for breastplates. The Creek and Chickasaw tribes perform a garfish dance in which the teeth of a garfish are used in a purification ritual.

48 Leporidae

Leporidae is the taxonomic family that contains rabbits and hares. Mature adults range in size from the Pygmy Rabbit which is 10 inches long and weighing only a pound to the Artic Hare measures 28 inches long and weighs 15 pounds. The male is called a buck and the female is called a doe. A group of Leporidae is called a colony and they live in a warren. Leporidae have large hind leg bones and well-developed musculature. They use their strong claws for digging and

(along with their teeth) for defense. Each front foot has four toes plus a dewclaw. Each hind foot has four toes (but no dewclaw).

Hares are distinguished from rabbits by their larger size, longer ears, and longer hind legs. They also have different nesting habits and ability to be domesticated. Leporidae are prolific breeders and can have a litter three times a year. Each litter can be anywhere from 4 to 12 kits depending on weather and food conditions.

Archaeological evidence indicates that people in Spain and France were eating Leporidae as early as the Epipaleolithic period, between 20,000 and 10,500 years ago. Many cultures have myths and folktales about Leporidae. They often appear as the trickster archetype, as they are seen as cunning.

48.1 Hare

Hares, *a.k.a.*, jack rabbit are small mammals with fluffy short tails, whiskers, and distinctive long ears. They average 24 inches from head to tail, the ears are 7 inches long and they weigh about 8 pounds. Their coloration is tan and brown during the summer blending into their environment. Hares are generally larger than rabbits, with ears that are more elongated, and with hind legs that are larger and longer. Hares are swift animals and can run up over 45 mph over short distances and can leap horizontally 10 feet and vertically around 4 feet. Hares have never been domesticated. Hares are normally a shy animal and no threat to humanoids. In cold climates they molt during the winter and their hide turns snow white with black ear tips.

Hares have 150 development points to define their potential and should focus on the following skills: *Acrobatics-ground, Awareness-all, Balance, Flora Lore, Fauna Lore, Hiding, Movement, Navigation, Survival, Swimming, Bite, Claw and Striking/Blocking* attacks.

| Hare | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Speed | 1.70 | z | 0 |
| Agility | 2.00 | z | 0 |
| Strength | -1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -50.00 | lbs | -25 |
| Age Span | -67.00 | yrs | -2.68 |
| Camouflage | 1.00 | z | 44 |
| Curse Resistance | 1.53 | z | 107.7 |
| Disease Resistance | 0.64 | z | 35.5 |
| Disorder Resistance | 0.90 | z | 53.9 |
| Gestation Period | -29.00 | wks | -29 |
| Gigantism | -1.46 | z | -70 |
| Hearing, Standard | 1.00 | z | 34 |
| Luck | 1.59 | z | 200 |
| Mana | -2.38 | z | -418.82 |
| Maturity | -0.14 | yrs | -2.7 |
| Reproductive Rate | 13.00 | wks | 13 |
| Vision, Distance | 0.50 | z | 15.7 |
| Vision FOV 2D | 90.00 | deg | 4.5 |
| Vision FOV 3D | -90.00 | deg | -4.5 |
| Vision, Lowlight | 0.91 | z | 39 |

Habitat

Hares primarily live in open fields with scattered brush for shelter. Hares inhabit grassland habitats and at woodland edges, and open farmland, favoring a mosaic of arable fields, grasses, and hedgerows. Hares are native to Africa, Eurasia, and North America.

Ecology/Psychology

Hares are considered mature at eight months and have an average lifespan of 8 years and a maximum of 12 years. Hares do not dig burrows, but shelter in nests, which are shallow depressions in the ground or grass. During the spring rut hares can be seen chasing each other and boxing one another with their paws. This is present not only in inter-male competition, but also among females toward males to prevent copulation. Typically, a female will have between four and eight kits. They are precocial, born relatively mature and mobile with hair and good vision. The young can fend for themselves shortly after birth.

Hares prefer to feed at dusk or in darkness along “hare lines”, which are well-defined browse lines that allow the hares to use their speed and agility to escape predators. The summer diet consists of tender buds and growing twigs or succulent herbs, such as grasses, clover, or jewel weed. During winter, twigs and bark of high-bush blueberry, birches, alder, and maple become the primary food items. Predators include Bobcat, coyotes, foxes, weasels, great-horned owls, and northern goshawks.

Society/Culture

Hares tend to live alone or in pairs in above-ground nests. Hares display dominance hierarchies. Males were most dominant in the winter, but females were most dominant during the summer breeding season.

48.2 Rabbit

A Rabbit, *a.k.a.*, bunny, bunny rabbit, Coney are small mammals with fluffy short tails, whiskers, and distinctive long ears. Rabbits have relatively full, egg-shaped bodies, especially compared to hares. They average 16 inches from head to tail, the ears are 3 inches long and they weigh 4.5 pounds. All wild rabbits are a mix of brown and black fur, which is called agouti color. Rabbits can run up over 25 mph over short distances and can leap horizontally 6 feet and vertically around 3 feet.

Rabbits have long been domesticated. The European rabbit has been widely kept as livestock, starting in ancient Rome. During the Middle Ages, they became a high-status food and people started carrying them across Europe. As livestock, rabbits are bred for their meat and fur. The earliest breeds were important sources of meat, and so became larger than wild rabbits. Rabbit fur, prized for its softness, can be found in a broad range of coat colors and patterns, as well as lengths. The Angora rabbit breed, for example, was developed for its long, silky fur, which is often hand-spun into yarn.

Rabbits have 150 development points to define their potential and should focus on the following skills: *Acrobatics-ground, Awareness-all, Balance, Flora Lore, Fauna Lore, Hiding, Movement, Navigation, Survival, Swimming, Bite, and Claw attacks.*

| Rabbit | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Speed | 1.60 | z | 0 |
| Agility | 2.50 | z | 0 |
| Strength | -1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | 14.00 | lbs | 7 |
| Age Span | -69.00 | yrs | -2.76 |
| Camouflage | 1.00 | z | 44 |
| Curse Resistance | 1.49 | z | 103.9 |
| Disease Resistance | 0.62 | z | 34.3 |
| Disorder Resistance | 0.88 | z | 51.9 |
| Gestation Period | -31.00 | wks | -31 |
| Gigantism | -2.04 | z | -110 |
| Hearing, Standard | 1.00 | z | 34 |
| Luck | 1.59 | z | 200 |
| Mana | -2.33 | z | -401.74 |

| | | | |
|-------------------|--------|-----|------|
| Maturity | -0.14 | yrs | -2.7 |
| Reproductive Rate | 13.00 | wks | 13 |
| Vision, Distance | 0.50 | z | 15.7 |
| Vision FOV 2D | 90.00 | deg | 4.5 |
| Vision FOV 3D | -90.00 | deg | -4.5 |
| Vision, Lowlight | 0.91 | z | 39 |

Habitat

Rabbits prefer short grassy areas either found naturally, as in semi-arid areas, or resulting from heavily grazed pastures. Warrens are often located nearby.

Ecology/Psychology

Barring accident or disease rabbits are considered mature at 6 months and have an average lifespan of 6 years with a maximum of 9 years. Rabbits are altricial, born hairless and blind, and requiring closer care. Typically, a female has a litter between 4-5 kits.

Adult wild rabbits eat clover, grass, and other plants, as well as twigs and even bark, if other food sources are scarce. Predators include wolves, coyotes, foxes, cougars, birds, badgers, stoats, snakes, dogs, and weasels.

Society/Culture

Rabbits are highly social animals that live in groups of up to 20 individuals and often build warrens or burrows with other rabbits in which to live. They will build their warrens as a group to serve as their homes and protect them from predators on the surface.

49 Medusozoa

The Medusozoa clade describes a primitive animal, the jellyfish, that has been in existence for over 500 million years and contains over 11,000 known species. This section also includes the Siphonophorae order although they are not strictly jellyfish. Jellyfish are mainly free-swimming marine animals with umbrella-shaped bells and trailing tentacles. When these tentacles are touched, they fire tiny harpoons to paralyze its prey. It is composed of 94–98% water. Each tentacle is covered with stinging cells (cnidocytes) that can sting or kill prey or defend themselves. After the prey is paralyzed, they use their tentacles to bring it to their mouth. From the mouth, the food enters the gastric cavity, or coelenteron, where it begins to be digested, often alive. This description is for the adult stage of life, and the one most likely to be encountered. The jellyfish’s life cycle comprises hatching from eggs which are anchored to the seabed, develop into larval planulae, become polyps, bud, then transform into its mature form, it then will drift and feed and eventually spawn the eggs are fertilized and sink to the seabed. Until it transforms it is virtually harmless. A few interesting ones are detailed below. Should need arise additional species will be added.

Jellyfish are found all over the world, from surface waters to the deep sea. They are found in both fresh and saltwater environments. They come in a variety of sizes and colors, predominantly bluish, rosy, violet or transparent. Jellyfish usually display radial symmetry allowing them to respond to food or danger from any direction. Jellyfish range in size from ½” including tentacles to a bell eight feet in diameter with tentacles up to 200 feet in length. If equipped with a bell they slowly pulsate moving 10-20 feet/minute, they also drift with the currents, and some even have a ‘sail’ that is above the water that catches the wind.

Most jellyfish are not dangerous to humanoids. The toxicity of their sting varies from virtually harmless to the box jellyfish the most venomous marine creature. When encountered in numbers (a bloom) or if an entity accidentally swims into their tentacles, dozens or hundreds of stings can become lethal.

They breath by diffusing oxygen from water through their body. Jellyfish are difficult to kill. They don’t feel pain. They have no brain, heart, bones or respiratory system. Shooting them or hacking them to pieces will do nothing as the pieces will remain alive and grow. This process will take days at the

ORS

octopus' normal healing rate. The only sure way to kill a jellyfish is to remove it from the water, let it dry out and then burn it. Should the water temperature around a jellyfish be raised above 106 degrees Fahrenheit the proteins within the creature will denature and it will also die.

Within ORS jellyfish have virtually no mind or soul and are resistant to all magic from the *Mind* and *Soul* nouns. Mature jellyfish are primitive entities having only the most rudimentary nervous system. All jellyfish will have fixed potential and traits at adolescence. For these reasons, jellyfish are not appropriate for a player character.

49.1 Box Jellyfish

The Box Jellyfish, *a.k.a.*, Sea Wasp is an almost transparent pale bluish white in color with a box shaped bell around 10" on a sided. From each corner of the bell trails a cluster of 15 tentacles up to 10 feet in length. Its weight can reach 4.5 pounds. In the center of the underside of the bell is a mobile appendage called the manubrium which somewhat resembles an elephant's trunk, the tip of which is the mouth. Their venom (+2.5z) is thought to be the most lethal in the world. The sting can produce excruciating pain accompanied by intense burning sensation, like being branded with a red-hot iron. Cardiac arrest occurs within minutes of the sting. Each box jellyfish has enough venom to kill up to 60 people. It can swim at a rate of 4 miles per hour.

Box Jellyfish have 0 development points to define their potential. During adolescence they should focus on *Awareness, Balance, Fishing, Signaling, Movement, Navigation, Survival, Swimming, Ablative, and Grappling* attacks.

| BoxJellyfish | Δ | Units | DPs |
|-------------------|---------|-------|---------|
| Comeliness | -1.50 | z | 0 |
| Speed | -1.50 | z | 0 |
| Agility | -2.50 | z | 0 |
| Vitality | 2.50 | z | 0 |
| Strength | -2.50 | z | 0 |
| Eloquence | -2.50 | z | 0 |
| Quickness | -4.00 | z | 0 |
| Intuition | -3.00 | z | 0 |
| Stability | 4.00 | z | 0 |
| Reasoning | -4.50 | z | 0 |
| Memory | -3.00 | z | 0 |
| Charisma | -3.00 | z | 0 |
| Empathy | -3.50 | z | 0 |
| Creativity | -3.00 | z | 0 |
| Morality | 3.00 | z | 0 |
| Spirituality | -2.00 | z | 0 |
| Age Span | -74.50 | yrs | -2.98 |
| Bodily Fluids | 5.50 | z | 403 |
| Gigantism | -2.40 | z | -139 |
| Hearing, Standard | -2.34 | z | -99 |
| Magic Resistance | 1.91 | z | 275 |
| Mana | -1.33 | z | -151.52 |
| Reproductive Rate | 22.00 | wks | 22 |
| Smell, Standard | -2.34 | z | -99 |
| Taste, Standard | -2.34 | z | -99 |
| Vision FOV 2D | -90.00 | deg | -4.5 |
| Vision FOV 3D | -120.00 | deg | -6 |
| Visual Acuity | -2.34 | z | -99 |

Habitat

Box jellyfish are found in warm coastal waters around the world. They are not common out in the deep ocean. They are most common in northern Australia, New Guinea to Malaysia, the Philippines and Vietnam. It can also be found in tropical and subtropical oceans as far north as California. They do not venture into the open oceans. It is because of fondness for shallow sloping beaches that these jellyfish and humans confront each other. When the air is hot, and still, they will come closer to the shore, especially in areas with mangrove forests and river estuaries where their food supply is more plentiful.

Ecology/Psychology

Baring accident or disease jellyfish are considered mature at 1 month and have an average lifespan of six months with a maximum of eight. In addition to the life cycle described above the polyp may begin reproducing asexually by budding. The box jellyfish dies within a few months after reproducing.

They actively hunt their prey (small fish, mollusks, crustaceans, fish eggs, and other small organisms that become caught in their tentacles. Predators include anemones, tunas, sharks, swordfish, sea turtles, penguins and even other birds).

Society/Culture

Except for reproduction and rare social feeding behavior the box jellyfish is a loner. When environmental conditions (currents, nutrients, sunshine, temperature, oxygen content, etc.) are ideal jellyfish form large swarms or blooms.

49.2 Hair Jellyfish

The Hair Jellyfish, *a.k.a.*, Lion's Mane Jellyfish, Arctic Red Jellyfish, Giant Jellyfish has a reddish cream-colored bell and orange-red tentacles. The bell can reach 7 feet in diameter and the tentacles up to 120 feet. Their weight which is mostly water averages 280 pounds. The bell is divided into eight lobes arranged like an octagon. Each tentacle's poison is -0.5z, and will most likely be nonlethal on humanoids, and will cause pain and redness typically persisting for about 20 minutes. They have hundreds of tentacles that look like a lion's mane.

Hair Jellyfish have 0 development points to define their potential. During adolescence they should focus on *Awareness, Balance, Fishing, Signaling, Movement, Navigation, Survival, Swimming, Ablative and Grappling* attacks.

| HairJellyfish | Δ | Units | DPs |
|-------------------|---------|-------|---------|
| Comeliness | -1.50 | z | 0 |
| Speed | -2.00 | z | 0 |
| Agility | -2.50 | z | 0 |
| Vitality | 2.50 | z | 0 |
| Strength | -2.50 | z | 0 |
| Eloquence | -2.50 | z | 0 |
| Quickness | -4.00 | z | 0 |
| Intuition | -3.00 | z | 0 |
| Stability | 4.00 | z | 0 |
| Reasoning | -4.50 | z | 0 |
| Memory | -3.00 | z | 0 |
| Charisma | -3.00 | z | 0 |
| Empathy | -3.50 | z | 0 |
| Creativity | -3.00 | z | 0 |
| Morality | 3.00 | z | 0 |
| Spirituality | -2.00 | z | 0 |
| Age Span | -74.00 | yrs | -2.96 |
| Bodily Fluids | 2.50 | z | 108.5 |
| Gigantism | 0.24 | z | 9 |
| Hearing, Standard | -2.34 | z | -99 |
| Magic Resistance | 2.67 | z | 534.5 |
| Mana | -1.93 | z | -281.04 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | -2.34 | z | -99 |
| Taste, Standard | -2.34 | z | -99 |
| Vision FOV 2D | -90.00 | deg | -4.5 |
| Vision FOV 3D | -120.00 | deg | -6 |
| Visual Acuity | -2.50 | z | -108.5 |

Habitat

The Hair Jellyfish inhabits the cold waters of the northern Atlantic and Pacific oceans, including the English Channel, Irish Sea, North Sea and Scandinavian waters, *i.e.*, above 40 degrees latitude. They can be encountered on the surface and down to 66 feet.

Ecology/Psychology

Baring accident or disease Hair Jellyfish are considered mature at 1 month and have an average lifespan of a year with a maximum of 18 months. In addition to the life cycle described above the polyp may begin reproducing asexually by budding. The mature jellyfish dies within a few months after reproducing.

They swim slowly and tend to drift; feeding feed on plankton, mollusks, crustaceans, tunicate larvae, rotifers, young polychaetes, protozoans, diatoms, eggs, fish eggs, and other small organisms that become caught in their tentacles. Predators include seabirds, larger fish such as ocean sunfish, other jellyfish species, and most sea turtles will only attack juveniles or smaller specimens, although both adults and juveniles have been documented eaten by anemones. The leatherback sea turtle feeds almost exclusively on them in large quantities during the summer season around Eastern Canada.

Society/Culture

The hair jellyfish is usually solitary. However, when environmental conditions (currents, nutrients, sunshine, temperature, oxygen content, etc.) are ideal hair jellyfish will occasionally form large swarms, known as blooms. A bloom may contain thousands of individuals and can be up to half a mile wide.

49.3 Irukandji Jellyfish

Irukandji Jellyfish are pale white in color. Their bells are ½” in size with four tentacles up to 3 feet in length. It is the smallest and one of the most venomous jellyfish in the world. Irukandji jellyfish actively hunt prey. In addition to stinger on its tentacles they have stingers on their bell as well which is very rare. Their venom (+2z) induces excruciating muscle cramps in the arms and legs, severe pain in the back and kidneys, a burning sensation of the skin and face, headaches, nausea, restlessness, sweating, vomiting, an increase in heart rate and blood pressure, and psychological phenomena such as the feeling of impending doom. Without treatment death occurs in 2-12 hours.

Irukandji Jellyfish have 0 development points to define their potential. During adolescence they should focus on *Awareness, Balance, Fishing, Signaling, Movement, Navigation, Survival, Swimming, Ablative and Grappling* attacks.

| Irukandji | Δ | Units | DPs |
|-------------------|----------|--------------|------------|
| Comeliness | -1.50 | z | 0 |
| Speed | -2.00 | z | 0 |
| Agility | -1.50 | z | 0 |
| Vitality | 2.50 | z | 0 |
| Strength | -2.50 | z | 0 |
| Eloquence | -2.50 | z | 0 |
| Quickness | -4.00 | z | 0 |
| Intuition | -3.00 | z | 0 |
| Stability | 4.00 | z | 0 |
| Reasoning | -4.50 | z | 0 |
| Memory | -3.00 | z | 0 |
| Charisma | -3.00 | z | 0 |
| Empathy | -3.50 | z | 0 |
| Creativity | -3.00 | z | 0 |
| Morality | 3.00 | z | 0 |
| Spirituality | -2.00 | z | 0 |
| Age Span | -74.50 | yrs | -2.98 |
| Bodily Fluids | 5.00 | z | 335 |
| Gigantism | -3.98 | z | -325 |
| Hearing, Standard | -2.00 | z | -80 |
| Magic Resistance | 2.15 | z | 343 |
| Mana | -0.18 | z | -13.02 |
| Reproductive Rate | 22.00 | wks | 22 |
| Smell, Standard | -2.00 | z | -80 |
| Taste, Standard | -2.00 | z | -80 |
| Vision FOV 2D | -90.00 | deg | -4.5 |
| Vision FOV 3D | -120.00 | deg | -6 |
| Visual Accuity | -2.50 | z | -108.5 |

Habitat

Irukandji Jellyfish inhabit the northern marine waters of Australia. Some believe it has spread farther north as symptoms of the species have been experienced off the coasts of Florida, Japan and Britain.

Ecology/Psychology

Baring accident or disease Irukandji jellyfish are considered mature at 1 month and have an average lifespan of six months with a maximum of a year. In addition to the life cycle described above the polyp may begin reproducing asexually by budding. The mature Irukandji jellyfish dies within a few months after reproducing.

They actively hunt their prey and the Irukandji's small size and transparent body make it very difficult to see in the water. They swim slowly and tend to drift, feeding feed on plankton, mollusks, crustaceans, tunicate larvae, rotifers, young polychaetes, protozoans, diatoms, eggs, fish eggs, and other small organisms.

Society/Culture

The Irukandji's jellyfish is a loner. When environmental conditions (currents, nutrients, sunshine, temperature, oxygen content, etc.) are ideal Irukandji jellyfish form large swarms or blooms.

49.4 Man Of War

The Man of War, *a.k.a.*, Portuguese Man O' War is recognized by its balloon-like float, which may be blue, violet, or pink 1.3 feet long and rises up to six inches above the waterline. The float is filled with carbon monoxide acts like a sail enabling them to travel thousands of miles. Lurking below the float are long strands of tentacles and polyps that grow to an average 30 feet and may extend by as much 100 feet. The tentacles contain stinging nematocysts, microscopic capsules loaded with coiled, barbed tubes that deliver venom capable of paralyzing and killing small fish and crustaceans. The man o' war's sting is potentially deadly to humanoids and packs a painful punch and causes welts on exposed skin.

The poison (+1.0z) of a man-of-war will cause stinging, burning, redness, intense joint and muscle pain, swelling of lymph nodes, long welt lines, headaches, shock, collapse, faintness, hysteria, chills, fever, nausea, vomiting difficulty with breathing and eventually death by cardiac arrest.

Man of War Jellyfish have 0 development points to define their potential. During adolescence they should focus on *Awareness, Balance, Fishing, Signaling, Movement, Navigation, Survival, Swimming, Ablative and Grappling* attacks.

| ManOfWar | Δ | Units | DPs |
|-------------------|----------|--------------|------------|
| Comeliness | -1.50 | z | 0 |
| Speed | -2.00 | z | 0 |
| Agility | -2.50 | z | 0 |
| Vitality | 2.50 | z | 0 |
| Strength | -2.50 | z | 0 |
| Eloquence | -2.50 | z | 0 |
| Quickness | -4.00 | z | 0 |
| Intuition | -3.00 | z | 0 |
| Stability | 4.00 | z | 0 |
| Reasoning | -4.50 | z | 0 |
| Memory | -3.00 | z | 0 |
| Charisma | -3.00 | z | 0 |
| Empathy | -3.50 | z | 0 |
| Creativity | -3.00 | z | 0 |
| Morality | 3.00 | z | 0 |
| Spirituality | -2.00 | z | 0 |
| Age Span | -74.50 | yrs | -2.98 |
| Bodily Fluids | 4.00 | z | 224 |
| Gigantism | -2.04 | z | -110 |
| Hearing, Standard | -2.34 | z | -99 |
| Magic Resistance | 2.47 | z | 454 |

| | | | |
|-------------------|---------|-----|---------|
| Mana | -1.44 | z | -171.02 |
| Reproductive Rate | 22.00 | wks | 22 |
| Smell, Standard | -2.34 | z | -99 |
| Taste, Standard | -2.34 | z | -99 |
| Vision FOV 2D | -90.00 | deg | -4.5 |
| Vision FOV 3D | -120.00 | deg | -6 |
| Visual Acuity | -2.50 | z | -108.5 |

Habitat

This siphonophore inhabits the warm waters of the tropics, sub-tropics and the Gulf Stream in the Atlantic, Pacific, and Indian oceans. The Man of War will always be encountered on the surface, because of its float to the depth of their tentacles. If the wind beaches them, they can still sting for many hours.

Ecology/Psychology

Baring accident or disease Man of War jellyfish are considered mature at 1 month and have an average lifespan of six months with a maximum of a year. In addition to the life cycle described able the polyp may begin reproducing asexually by budding. The float can be temporarily deflated allowing the colony to submerge if attacked on the surface.

The Man O' War is a carnivore. Using its venomous tentacles, a man o' war traps and paralyzes its prey while "reeling" it inwards to the digestive polyps. It typically feeds on small adult fish and fish fry (young fish), and sometimes zooplankton, shrimp and other small crustaceans. Predators include loggerhead turtle, blue sea slug, violet snail, sunfish, the blanket octopus.

Society/Culture

The Man of War is known to perform social feeding with groups of over 1000 individuals. The man o' war is often found with a variety of other marine fish, including yellow jack. These fish benefit from the shelter from predators provided by the stinging tentacles, and for the Portuguese man o' war, the presence of these species may attract other fish to eat.

49.5 Moon Jellyfish

Moon Jellyfish, *a.k.a.*, common jellyfish, saucer jelly are entirely translucent. It is very common and blue in color with 4 white moons on the bell. Moon Jellies are bioluminescent. They have a bell 10-16" in diameter and have moderate length tentacles. Each tentacle's poison is very mild at -2.0z and a single sting will most likely be nonlethal on humanoids.

Moon Jellyfish have 0 development points to define their potential. During adolescence they should focus on *Awareness, Balance, Fishing, Signaling, Movement, Navigation, Survival, Swimming, Ablative and Grappling* attacks.

| MoonJellyfish | Δ | Units | DPs |
|-------------------|--------|-------|-------|
| Comeliness | -1.50 | z | 0 |
| Speed | -2.00 | z | 0 |
| Agility | -2.50 | z | 0 |
| Vitality | 2.50 | z | 0 |
| Strength | -2.50 | z | 0 |
| Eloquence | -2.50 | z | 0 |
| Quickness | -4.00 | z | 0 |
| Intuition | -3.00 | z | 0 |
| Stability | 4.00 | z | 0 |
| Reasoning | -4.50 | z | 0 |
| Memory | -3.00 | z | 0 |
| Charisma | -3.00 | z | 0 |
| Empathy | -3.50 | z | 0 |
| Creativity | -3.00 | z | 0 |
| Morality | 3.00 | z | 0 |
| Spirituality | -2.00 | z | 0 |
| Age Span | -74.50 | yrs | -2.98 |
| Bodily Fluids | 1.00 | z | 34 |
| Gigantism | -2.04 | z | -110 |
| Hearing, Standard | -2.34 | z | -99 |
| Magic Resistance | 2.84 | z | 618 |

| | | | |
|-------------------|---------|-----|---------|
| Mana | -1.44 | z | -171.02 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | -2.34 | z | -99 |
| Taste, Standard | -2.34 | z | -99 |
| Vision FOV 2D | -90.00 | deg | -4.5 |
| Vision FOV 3D | -120.00 | deg | -6 |
| Visual Acuity | -2.50 | z | -108.5 |

Habitat

Moon Jellyfish can be found in every ocean in the world, from surface waters. They prefer warmer coastal waters near the beach in waters between 40 – 70 degrees Fahrenheit, but they don't mind water that is dirty or low in oxygen.

Ecology/Psychology

Baring accident or disease moon jellyfish are considered mature at 1 month and have an average lifespan of twelve months with a maximum of a year. In addition to the life cycle described able the polyp may begin reproducing asexually by budding. The mature moon jellyfish dies within a few months after reproducing.

Moon jellyfish swim slowly and tend to drift; feeding feed on plankton, mollusks, crustaceans, tunicate larvae, rotifers, young polychaetes, protozoans, diatoms, eggs, fish eggs, and other small organisms that become caught in their tentacles. Predators include anemones, tunas, sharks, swordfish, sea turtles, penguins and even other birds.

Society/Culture

It is rare to encounter solitary moon jellyfish. They bud and transform in large quantities and tend to roughly stay together. When environmental conditions (currents, nutrients, sunshine, temperature, oxygen content, etc.) are ideal jellyfish form large swarms or blooms. Jellyfish defenses are limited to their poisonous tentacles, and most large entities are effectively immune.

49.6 Nettle Jellyfish

The Nettle Jellyfish, *a.k.a.*, Atlantic Sea Nettle Jellyfish are typically pale, pinkish or yellowish in color with vertical stripes with a bell 16 inches in diameter with long tentacles. Each tentacle's poison is -1.0z, and will most likely be nonlethal on humanoids, and will cause a painful rash typically persisting for about 20 minutes. They have dozens of tentacles.

Nettle Jellyfish have 0 development points to define their potential. During adolescence they should focus on *Awareness, Balance, Fishing, Signaling, Movement, Navigation, Survival, Swimming, Ablative and Grappling* attacks.

| NettleJellyfish | Δ | Units | DPs |
|-------------------|--------|-------|---------|
| Comeliness | -1.50 | z | 0 |
| Speed | -2.00 | z | 0 |
| Agility | -2.50 | z | 0 |
| Vitality | 2.50 | z | 0 |
| Strength | -2.50 | z | 0 |
| Eloquence | -2.50 | z | 0 |
| Quickness | -4.00 | z | 0 |
| Intuition | -3.00 | z | 0 |
| Stability | 4.00 | z | 0 |
| Reasoning | -4.50 | z | 0 |
| Memory | -3.00 | z | 0 |
| Charisma | -3.00 | z | 0 |
| Empathy | -3.50 | z | 0 |
| Creativity | -3.00 | z | 0 |
| Morality | 3.00 | z | 0 |
| Spirituality | -2.00 | z | 0 |
| Age Span | -74.00 | yrs | -2.96 |
| Bodily Fluids | 2.00 | z | 80 |
| Gigantism | -2.04 | z | -110 |
| Hearing, Standard | -2.34 | z | -99 |
| Magic Resistance | 2.75 | z | 572 |
| Mana | -1.44 | z | -171.04 |

| | | | |
|-------------------|---------|-----|--------|
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | -2.34 | z | -99 |
| Taste, Standard | -2.34 | z | -99 |
| Vision FOV 2D | -90.00 | deg | -4.5 |
| Vision FOV 3D | -120.00 | deg | -6 |
| Visual Accuity | -2.50 | z | -108.5 |

Habitat

These sea nettles are found in the high-salinity open ocean. They inhabit waters around Cape Cod south along the U.S. East Coast, Caribbean, and Gulf of Mexico. Larger numbers in Chesapeake Bay, unequaled elsewhere.

Ecology/Psychology

Baring accident or disease nettle jellyfish are considered mature at 1 month and have an average lifespan of a year. The sea nettle becomes sexually mature when the bell diameter is about 1.5 inches in diameter. An adult female produces eggs that are held in its oral arms around its mouth. The male jelly releases sperm into the water and the female uses her oral arms and tentacles to bring in sperm to fertilize her eggs. Eggs and sperm are shed daily from May to August in the Chesapeake Bay. A female that has four-inch diameter bell will produce 40,000 eggs a day. The fertilized eggs remain on the oral arms until they develop into ciliated larvae, called the planulae. Eventually they drop off the oral arms, swimming freely for a time while searching for a suitable substrate on which to attach.

Stinging sea nettles are carnivorous. They generally feed on zooplankton, ctenophores, other jellies, and sometimes crustaceans. Sea nettles immobilize and obtain their prey using their stinging tentacles. After that, the prey is transported to the gastrovascular cavity where it is subsequently digested. Sea nettles are also able to consume minnows, bay anchovy eggs, worms, and mosquito larvae. Natural predators include sea turtles, ocean sunfish, and larger jellyfish.

Society/Culture

In the open ocean they have a symbiotic relationship with blue crabs that ride on the bell and clean off debris and parasites. Juvenile spider crabs live in the bell feeding on the jelly’s mucus and tissues.

It is rare to encounter solitary jellyfish. They bud and transform in large quantities and tend to roughly stay together. When environmental conditions (currents, nutrients, sunshine, temperature, oxygen content, etc.) are ideal jellyfish form large swarms or blooms. Jellyfish defenses are limited to their poisonous tentacles, and most large entities are effectively immune. Predators include anemones, tunas, sharks, swordfish, sea turtles, penguins and even other.

50 Mephitidae

Mephitidae is the family of mammals that include skunks and stink badgers that consists of 12 species. Stink badgers can be found under the badger entry. They are known for their ability to spray a liquid with a strong, unpleasant scent from their anal glands. They range in size from the pygmy spotted skunk at 7 inches in length to the American Hog-nose skunk which can grow up to 2.7 feet in length. Mephitids can be recognized by their striking color patterns. They are generally black with a prominent, contrasting pattern of white fur on their faces, backs, and/or their tails. Mephitids have a relatively long nose, broad, squat bodies, and often a thickly furred tail. They have short limbs and robust claws that are well-suited for digging.

Mephitids are mainly omnivorous. They often eat vegetation, insects and other small invertebrates, and smaller vertebrates such as snakes, birds, and rodents. Mephitids are nocturnal, and inhabit a range of habitats that includes woodlands, deserts, grasslands, and rocky montane areas. They typically do not occur in dense forest. Skunks are adept diggers, which allows them to find food in the soil as well as to help excavate their dens. Some species can climb trees, either to seek shelter or to find food.

50.1 Skunk

The Skunk, are mammals in the Mephitidae family. They are known for their ability to spray a liquid with a strong, unpleasant scent from their anal glands. Different species of skunk vary in appearance from black-and-white to brown, cream or ginger colored, but all have warning coloration. Skunk species vary in size from about 15.6 to 37 inches long and in weight about 1.1 to 18 pounds. The male is larger than the female. They have moderately elongated bodies with relatively short, well-muscled legs and long front claws for digging. They have five toes on each foot. The most common fur color is black and white, some skunks are brown or grey and a few are cream-colored. All skunks are striped, even from birth. They may have a single thick stripe across the back and tail, two thinner stripes, or a series of white spots and broken stripes (in the case of the spotted skunk).

Skunks use their scent glands as a defensive weapon of up to 10 feet. Skunks have two glands, one on each side of the anus. A skunk’s spray is powerful enough to ward off bears and other potential attackers. The spray can also cause irritation and even temporary blindness and is sufficiently powerful to be detected by a human nose up to 3.5 miles downwind. Skunks carry just enough for five or six successive sprays. Contrary to the old myth, tomato juice isn’t the most effective way to get rid of the stench of skunk spray – it just masks the smell.

Skunk bites can result in infection with the rabies virus. A skunk’s tracks look like mini bear tracks. Both feature long claws, five toes, a heel pad and a metacarpal pad. Surprisingly, skunks and bears eat mostly the same things as they’re both omnivores.

Skunks have 150 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Control Frenzy, Fauna Lore, Flora Lore, Hiding, Language (Mephitidae), Movement, Signaling, Stalking, Survival, Swimming, Bite, Claw, Olfactory, and Visual* attacks.

| Skunk | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Agility | 1.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Will | 1.00 | z | 0 |
| Age Span | -72.00 | yrs | -2.88 |
| Bodily Fluids | 4.00 | z | 224 |
| Curse Resistance | 1.24 | z | 80.3 |
| Disorder Resistance | 0.49 | z | 26.5 |
| Disease Resistance | 0.71 | z | 40.2 |
| Gestation Period | -25.00 | wks | -25 |
| Gigantism | -1.38 | z | -65 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.37 | z | -418.12 |
| Maturity | 0.10 | yrs | 2 |
| Natural Armor | 0.50 | z | 20 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 1.00 | z | 34 |
| Vision FOV 2D | -20.00 | deg | -1 |
| Vision FOV 3D | -80.00 | deg | -4 |
| Visual Accuity | -1.00 | z | -34 |
| Olfactory Attack | 1.50 | z | 41 |

Habitat

The 11 species of skunks are native to all mainland countries in North and South America. They can be found in forested areas, grasslands, brush, open prairies and developed areas.

Ecology/Psychology

Baring accident or disease skunks are considered mature at 1 year and have an average lifespan of 3 years with a maximum of 5 years. Skunks mate in early spring and are polygynous. Skunks have a gestation period of about 66 days. Before giving birth (usually in May), the female excavates a den to house her litter of four to seven kits. When born, skunk kits are blind and deaf, but already covered by a soft layer of fur. About three weeks after birth, they first open their eyes; the kits are weaned about two months after birth. They generally stay with their mother until they are ready to mate, roughly at one year of age. The mother is protective of her kits, spraying at any sign of danger. The male plays no part in raising the young.

Skunks are omnivorous, eating both plant and animal material and changing their diets as the seasons change. They are most active during hours around dusk and dawn. They eat insects, larvae, earthworms, grubs, rodents, lizards, salamanders, frogs, snakes, birds, moles, and eggs. They also commonly eat berries, roots, leaves, grasses, fungi, and nuts. Most predators of the Americas, such as wolves, foxes, bear, and badgers, seldom attack skunks. The great horned owl and other birds of prey are the skunk's only natural predators.

Society/Culture

Skunks are crepuscular and solitary animals when not breeding, though in the colder parts of their range, they may gather in communal dens for warmth. During the day they shelter in burrows, which they can dig with their powerful front claws. For most of the year the normal home range for skunks is 0.5 to 2.0 miles in diameter, with males expanding during breeding season to travel 4 to 5 miles per night. Skunks can squeal like a pig, chirp like a bird, whimper like a dog, whine, and even grumble and grunt when upset. They also smack their lips when content.

51 Muridae

The Muridae family encompasses more than 1300 species of mice and rats. Currently *ORS* has only detailed out a generic rodent here after called a rat. If need arises additional entries will be added. Murids are small mammals ranging from 1.8 to 19 inches in length. They typically have slender bodies and may have scaled tails longer than the body, and pointed snouts with prominent whiskers, with wide variation. Some murids have elongated legs and feet to allow them to move with a hopping motion, while others have broad feet and prehensile tails to improve their climbing ability.

Murids are found in every continent of the world except for Antarctica and a few isolated islands. Murids inhabit a broad range of habitats from tropical forest to tundra. Most murids are terrestrial animals some have adapted to living underground, in trees and even semi aquatic. They consume a wide variety of foods that depend on species. They have powerful jaws and incisors that grow throughout their lives. They breed frequently and can have several litters a year. The young are born blind, hairless and helpless.

51.1 Giant Rat

The giant rat (*Coryphomys musseri*) is a near extinct species of rat. It is black in color with dark brown eyes and has a head plus body length of up to 33 inches. At maturity they can weigh 27 pounds and their hairless greyish-pink prehensile tail is around 30 inches in length. Giant rats, via their tail, have a defensive mechanism called degloving, in which the outer layers of skin detach allowing them to escape.

Giant rats have acute hearing and a keen sense of smell and are rather difficult to trap, but relatively easy to hunt. Humanoids in their habitat consider them as a food source and are pushing them towards extinction. Their vision is poor, and they have red-green color blindness, but they can see into the ultra-violet. Giant rats can be bold and clever. Rats can deliver a vicious bite and can claw with their front feet. Giant rats can carry bacteria, viruses and parasites that can cause a variety of diseases, e.g., plague, Lassa fever, leptospirosis, and therianthropy.

In other words, giant rats are not wererats, but they could be carriers of the disease and have the potential to infect humanoids.

They have the ability to swim, both on the surface and underwater. They are good climbers. Giant rats have 150 development points to define their potential and should focus on the following skills: *Awareness-all, Balance, Climbing, Fauna Lore, Flora Lore, Hiding, Hunting, Language-S(rat), Movement, Stalking, Survival, Swimming* skills and Ablative, *Bite and Claw* attacks.

| GiantRat | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Comeliness | -1.20 | z | 0 |
| Speed | -0.40 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -1.50 | z | 0 |
| Endurance | -1.00 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.63 | z | 0 |
| Intuition | -1.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -70.00 | yrs | -2.8 |
| Curse Resistance | 2.10 | z | 171.9 |
| Disease Resistance | 0.94 | z | 56.9 |
| Disorder Resistance | 1.30 | z | 85.9 |
| Gestation Period | -32.00 | wks | -34 |
| Gigantism | -1.02 | z | -45 |
| Hearing, Standard | 0.50 | z | 15.8 |
| Mana | -2.28 | z | -386.2 |
| Reproductive Rate | 5.50 | wks | 5.5 |
| Sleep Required | 2.00 | hrs | 2 |
| Smell, Standard | 1.00 | z | 34 |
| Vision, Ultraviolet | 3.50 | z | 180 |
| Visual Accuity | -2.00 | z | -80 |

Habitat

The only know naturally occurring population of giant rats is located on Timor Island, Indonesia. They are or soon will be extinct in the wild. This species has spread via therianthropy, see *Wererat* and can be seen in almost all humanoid settlements.

Ecology/Psychology

Baring accident or disease giant rats are considered mature at 6 months and have an average lifespan of 5 years with a maximum of 7 years. Rats are prolific breeders, and a female can produce five litters a year. The gestation period is 28 days, and each a litter is 3-5 young. The young are born virtually blind, hairless and helpless. The heart beats around 100 times per minute with a respiration of around 33 times per minute.

Their diet consists primarily of insects, birds, eggs, small mammals, and reptiles. They are primarily nocturnal, seeking their nests before dawn.

Society/Culture

Giant rats are good scavengers and live in nests on the ground in packs up to 30 individuals. Giant rats are social animals and often groom and sleep with each other. Giant rats are territorial and act aggressively around outsiders that are no more than twice their size.

51.2 Rat

The rat is a catch-all for various medium-sized long-tailed rodents, *i.e.*, all species of rats and mice. The fur can be smooth or coarse and colors include white, brown, gray and black. The tail of a rat is hairless and is the same length as their body; whereas a mouse has hair on its tail, but it can be hard to see. Rats, via their tail, have a defensive mechanism called degloving, in which the

ORS

outer layers of skin detach allowing them to escape. Size, length including tail, can vary from 5” to almost three feet. Their weight varies from a few ounces to almost six pounds. The common rat averages 10.7 inches and weighs 1.5 pounds.

Rats have acute hearing and a keen sense of smell and are easy to train. Their vision is poor, and they have red-green color blindness, but they can see into the ultra-violet. Rats can be bold and clever. Rats can deliver a vicious bite and can claw with their front feet. Their attack can transmit a variety of diseases. Rats can carry bacteria, viruses and parasites that can cause a variety of diseases. The Black Death is blamed on rats carrying fleas that had the plague. There are at least a dozen diseases linked to rats including: bubonic plague, Lassa fever, leptospirosis, and hantavirus infection. They can swim, both on the surface and underwater. They are good climbers.

Rats have 150 development points to define their potential and should focus on the following skills: *Awareness-all, Balance, Climbing, Fauna Lore, Flora Lore, Hiding, Hunting, Language-S(rat), Movement, Stalking, Survival, Swimming* skills and *Ablative, Bite* and *Claw* attacks.

| Rat | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Comeliness | -1.00 | z | 0 |
| Speed | -0.50 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | -0.25 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | -1.00 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.63 | z | 0 |
| Intuition | -1.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -72.50 | yrs | -2.9 |
| Curse Resistance | 2.10 | z | 171.9 |
| Disease Resistance | 0.94 | z | 56.9 |
| Disorder Resistance | 1.30 | z | 85.9 |
| Gestation Period | -33.00 | wks | -33 |
| Gigantism | -2.54 | z | -152 |
| Hearing, Standard | 0.50 | z | 15.8 |
| Mana | -1.93 | z | -280.1 |
| Reproductive Rate | 5.50 | wks | 5.5 |
| Sleep Required | 2.00 | hrs | 2 |
| Smell, Standard | 1.00 | z | 34 |
| Vision, Ultraviolet | 3.50 | z | 180 |
| Visual Acuity | -2.00 | z | -80 |

Habitat

It is believed that rats originated in Asia, but they are now found on all continents of the world except Antarctica. Rats can be found in nearly all areas of the world that are inhabited by humanoid entities. They will infest any area that provides shelter, access to food and water. Rats can cause substantial food losses and are generally considered a pest.

Ecology/Psychology

Baring accident or disease rats are considered mature at 6 months and have an average lifespan of 2 years with a maximum of 3 years. Rats are prolific breeders, and a female can produce five litters a year. The gestation period is only 21 days, and a litter is 7-14 young. Their heart beats around 300 times per minute with a respiration of around 100 times per minute.

They are elusive and are considered one of the world’s worst invasive species. They will eat almost anything, including their own species. They have contributed to the extinction of many species of wildlife, *i.e.*, birds, small mammals, plants, and even invertebrates.

Society/Culture

Male rats are called bucks and females are called dams if they have had a litter or does if they have not. Young rats are called pups and a pack of rats is called a mischief. Rats for unknown reason can flood (thousands of rats) a rural area and devour everything in their path. Floods have been seen in India and Australia. They are good diggers and live in large packs, in burrows, or subsurface places, *e.g.*, basements and sewers. Rats are social animals and often groom and sleep with each other. Rats are territorial and act aggressively around outsiders.

52 Mustelidae

This family of carnivorous mammals that includes badgers, ermine, ferrets, martens, minks, otters, weasels, and wolverines. They comprise 70 species across nine subfamilies. They vary in size from the *least weasel* which is 11.4 inches in length from nose to tail, and weighs only 5 ounces, to the giant river otter which is 7 feet long and weighs up to 71 pounds. Their common ancestor first appeared around 18 million years ago. They have elongated bodies, short legs, short skulls, short round ears and thick fur. Most mustelids are solitary, nocturnal animals that do not hibernate, *i.e.*, they are active throughout the year. Except for the otter they have anal sent glands that are used for sexual signaling and territorial marking.

Mustelids are predominantly carnivorous and have sharp teeth adapted for shearing and eating flesh. The fur of mustelids is considered by most humanoids as beautiful and valuable and thus have been hunted since prehistoric times.

52.1 Badger

The Badger is a short-legged omnivore that has at least 15 species. Badgers are powerfully built animals with small heads, thick, short necks, stocky, wedge-shaped bodies, and short tails. They are powerful diggers and have five toes on each foot. They have relatively small eyes, and their ears are short, round and tipped in white. The badger’s fur has is black, white, brown, and grey animal with one or more white longitudinal stripes on head and back with black cheek stripes. The European badger is one of the largest (detailed here); the American badger, the hog badger, and the honey badger are generally a little smaller and lighter. They are around 10 inches at the shoulder, have a body length of 31 inches, a 7-inch tail and can weigh and weigh up 32 pounds in the autumn. Males are larger than the females. Badgers can run or gallop at 16–19 miles per hour for short periods of time.

Badgers are normally quite docile, but they will fight fiercely when cornered. This led humanoids to capture and box badgers and then wager on whether a dog could succeed in removing the badger from its refuge. Badgers are known carriers of tuberculosis that can be transmitted to humanoids and animals. Badgers have been trapped commercially for their pelts since ancient times.

The Badger has a prominent role in European and North American mythology. European folktales have accounts of badgers working together to dig tunnels under mountains. Badgers have 150 development points to define their potential. During adolescence they should focus on *Awareness-all, Climbing, Fauna Lore, Flora Lore, Hiding, Hunting, Language-S (badger), Mining, Movement, Stalking, Survival, Bite* and *Claw* attacks.

| Badger | Δ | Units | DPs |
|------------------------------|--------|-------|-------|
| Speed | 0.80 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Will | 1.00 | z | 0 |
| Age Span | -67.00 | yrs | -2.68 |
| Bodily Fluids (Scent Glands) | 2.00 | z | 80 |

ORS

| | | | |
|---------------------|--------|-----|---------|
| Curse Resistance | 2.32 | z | 202.3 |
| Disease Resistance | 1.07 | z | 66.75 |
| Disorder Resistance | 1.47 | z | 101.2 |
| Gestation Period | -29.00 | wks | -29 |
| Gigantism | -0.95 | z | -40 |
| Hearing, Standard | 0.50 | z | 15.7 |
| Mana | -2.47 | z | -453.62 |
| Maturity | -0.10 | yrs | -2.05 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Required | 4.00 | hrs | 4 |
| Smell, Standard | 1.00 | z | 34 |
| Taste, Standard | -0.50 | z | -15.7 |
| Vision FOV 2D | -20.00 | deg | -1 |
| Vision FOV 3D | -80.00 | deg | -4 |

Habitat

The badger can be found in North America, Great Britain, Ireland, Europe, Japan, Indonesia, and China. The honey badger is found in sub-Saharan Africa, the Middle East, Pakistan, and India.

Ecology/Psychology

Baring accident or disease badgers are considered mature at 13 months and have an average lifespan of 8 years with a maximum of 24 years. They usually mate in February-May. The fertilized eggs usually start to grow in December and gestation lasts 7 weeks. They can have a litter of up to five cubs averaging three. Subordinate females assist the mother in guarding, feeding, and grooming the cubs. Cubs fully develop their adult coats at six to nine weeks.

Badgers are nocturnal opportunistic carnivores feeding on a wide variety of plants and feeding on earthworms, large insects, small mammals, carrion, cereals, and tubers.

Society/Culture

Badgers are usually monogamous. Badgers shelter underground, living in burrows called setts. Setts have multiple chambers and entrances and are extensive systems of underground passages of up to 100 yards in length. Some are solitary, moving from home to home, while others are known to form clans called cetes. Cete size is variable from two to 15 individuals. The Setts can house several badger families and be used for many generations. They keep their setts clean, changing bedding periodically and defecating outside. The occasionally share their burrow with rabbits, foxes and raccoon dogs. Their scent glands which secrete a strong smell yellowish-brown fluid are used for sexual signaling and marking their territory. Badgers have an extensive vocal repertoire: when threatened, they emit deep growls and, when fighting, make low kekkering noises. They bark when surprised, whicker when playing or in distress and emit a piercing scream when alarmed or frightened.

52.2 Otter

Otters are semi-aquatic/marine carnivorous mammals encompassing 13 species. Otters have long, slim bodies and relatively short limbs and powerful webbed feet. They have long, thick whiskers. Their oily fur ranges from silver-grey to dark brown. They have sharp claw and muscular, flat tails. They range in size from the *Asian small-clawed otter* with a body length of 19 inches with a 10-inch-long tail, weighing only 6 pounds to the giant river otter whose body can reach 5.5 feet in length, with a tail 28-inch long and weigh over 70 pounds. Detailed here is the river otter which falls in the middle. Males are larger than females. They can run 15 miles per hour on land and swim seven miles per hour.

Otters are hunted for their pelts which are highly prized. Otters will attack humanoids if threatened and are capable of inflicting serious damage and even death. The Otter has appeared in Norse, Irish Native American, and Asian folklore, and mythology.

Otters have 150 development points to define their potential. During adolescence they should focus on Awareness-all, Climbing, Fauna Lore, Flora

Lore, Hiding, Hunting, Language-S (otter), Mining, Movement, Stalking, Survival, Swimming, Bite and Claw attacks.

| Otter | Δ | Units | DPs |
|-----------------------|--------|-------|---------|
| Speed | 0.60 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 0.25 | z | 0 |
| Strength | -0.50 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Will | 1.00 | z | 0 |
| Age Span | -63.00 | yrs | -2.52 |
| Bodily Fluids (Scent) | 2.00 | z | 80 |
| Curse Resistance | 1.99 | z | 158.9 |
| Disease Resistance | 0.88 | z | 52.44 |
| Disorder Resistance | 1.23 | z | 79.5 |
| Gestation Period | -28.00 | wks | -28 |
| Gigantism | -0.83 | z | -35 |
| Hearing, Standard | 0.50 | z | 15.7 |
| Mana | -2.47 | z | -453.03 |
| Maturity | -0.07 | yrs | -1.46 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Required | 3.00 | hrs | 3 |
| Smell, Standard | 1.00 | z | 34 |
| Taste, Standard | -0.50 | z | -15.7 |
| Vision FOV 2D | -20.00 | deg | -1 |
| Vision FOV 3D | -80.00 | deg | -4 |
| Vision, Underwater | 2.00 | z | 80 |
| Visual Acuity | -0.25 | z | -7.7 |

Habitat

Semi aquatic species can be found in Europe, Asia, sub-Saharan Africa, India, Iraq, North, Central and South American living in burrows close to the water's edge. Their aquatic habitats can be both marine and fresh water: streams, rivers, lakes, ponds, and marshes. They prefer unpolluted water with a minimal human disturbance. An extremely adaptable animal, otters tolerate hot and cold climates, as well as high elevations and lowland coastal waters.

Ecology/Psychology

Baring accident or disease otters are considered mature at two years of age and have an average lifespan of 12 years with a maximum of 27 years. River otters mate in early spring. The gestation period is eight weeks, and a litter is usually two to three kits. Semiaquatic otters give birth in their burrow. Female otters do not dig their own dens; instead, they rely on other animals, such as beavers, to provide suitable environments to raise their offspring. The mothers raise their young without aid from adult males. When the pups are about two months old their coats grow in at which point their mother introduces them to the water. They will leave the den before the next mating season.

Otters are active hunters, chasing prey in the water or searching the beds of rivers, lakes or the seas. They tend to be most active from dusk to dawn but can be encountered during the day. They eat fish, frogs, crayfish and crabs, shellfish, and small animals and birds. The sea otter uses rocks to break open shellfish to eat.

Society/Culture

Otters are playful animals and appear to engage in various behaviors for sheer enjoyment, such as making waterslides and then sliding on them into the water. They may also find and play with small stones. Different species vary in their social structure, some being largely solitary, while others live in groups. Otters are territorial. The den of semiaquatic species typically has many tunnel openings, one of which generally allows the otter to enter and exit the body of water. Otters have scent glands all over their body and they rub surfaces to mark their territory.

52.3 Weasel

The Weasel is a small, active predator, with long slender bodies and short legs. Polecats, Stoats, Ferrets, Martens and Minks are also included under this heading. Weasels vary in size from 5 inches in length for the body, 1 inch for the tail and weighing 9 ounces for the *least weasel* to a 23-inch body, tail of 16 inches, weighing 12 pounds for the *yellow-throated marten*. This entry is in the middle and can be used for all. Males are larger than females. They tend to be two toned in coloration where the top side is significantly different color than the underside. Colors range from white, tan, golden-yellow, red and black depending on species. Many but not all have a bandit mask around their eyes. They scamper around at four miles per hour.

They have very flexible body. Their claws and teeth are very sharp. Those inhabiting colder climates molt and their fur changes to white during the winter months. The Weasel has a prominent role in European and Asian folklore. They are considered bad luck or evil by the Greeks, and dangerous creatures in Japan.

Weasels have 150 development points to define their potential. During adolescence they should focus on *Awareness-all, Climbing, Contortions, Fauna Lore, Flora Lore, Hiding, Hunting, Language-S (weasel), Mining, Movement, Stalking, Survival, Bite and Claw* attacks.

| Weasel | Δ | Units | DPs |
|-----------------------|--------|-------|---------|
| Speed | -0.20 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -1.00 | z | 0 |
| Endurance | -1.50 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Will | 1.00 | z | 0 |
| Age Span | -72.00 | yrs | -2.88 |
| Bodily Fluids (Scent) | 2.00 | z | 80 |
| Camouflage | 1.00 | z | 44 |
| Curse Resistance | 2.26 | z | 193.6 |
| Disease Resistance | 1.04 | z | 63.9 |
| Disorder Resistance | 1.42 | z | 96.8 |
| Gestation Period | -32.00 | wks | -32 |
| Gigantism | -2.19 | z | -122 |
| Hearing, Standard | 0.50 | z | 15.7 |
| Mana | -2.22 | z | -364.42 |
| Reproductive Rate | 22.00 | wks | 22 |
| Sleep Required | 8.00 | hrs | 8 |
| Smell, Standard | 1.00 | z | 34 |
| Taste, Standard | -0.50 | z | -15.7 |
| Vision FOV 2D | -20.00 | deg | -1 |
| Vision FOV 3D | -80.00 | deg | -4 |

Habitat

They can be found in Europe, North America, much of Asia, South America, and small areas of North Africa. They prefer open fields, woodlands, thickets, roadsides, and farmlands. They typically thrive in environments abundant with small prey (like small rodents) and with an available source of water. Most weasels live in either abandoned burrows, or nests under trees or rockpiles.

Ecology/Psychology

Baring accident or disease weasels have an average lifespan of three years with a maximum of 10 years. The low life span is due to predation by larger animals. Females reach sexual maturity at about one year of age. Mating typically occurs in late spring and summer and gestation periods vary with the species but is around 4 weeks. Females typically have one or two litters per year. They give birth to litters of four to six offspring, called kits. The kits grow very fast, they are weaned at 4 weeks, at which time their eyes open and they can hunt and kill

at five to eight weeks. They often accompany their mother on hunting expeditions. They will leave their mother eight weeks after birth.

The weasel may travel over a mile on a hunting expedition. Weasels are good climbers and will often raid birds' nests, taking the eggs and young. They tend feed on small mammals, birds, and eggs. If opportunity is present, they can take down mammals twice their own weight. They occasionally will eat fish and insects. They are adept hunters that eat around 40% of their body weight each day. They hunt both day and night and sleep in 14-18 hours a day. Before killing prey, weasels will bob back and forth and hop in a dance meant to intimidate the other animal. Their long slender bodies enable them to follow their prey into burrows. To kill its prey, a weasel will clamp down on the prey's neck and keep biting until the animal is dead.

Society/Culture

Aside from when they are mating or weaning young, weasels are solitary animals that fend for themselves in the wild. Some species like the yellow-throated martens hunt in packs of three. They are known to be territorial, defending their home ranges when invaded. Their scent glands are used for sexual signaling and marking their territory.

52.4 Wolverine

The Wolverine, *a.k.a.*, the glutton, carcajou or quickhatch is the largest terrestrial member of the Mustelidae family. Their body averages 30 inches long, standing 16 inches at the shoulder with an eight-inch bushy tail and a weight of 45 pounds. Males are larger than females. They have an elongated body that is low to the ground, with strong limbs, broad and rounded head, small eyes, and short rounded ears. Wolverines have thick, dark-brown oily fur with a light-silvery facial mask. Some have a large single white stripe along the sides and hips.

The wolverine will only attack humanoids when they are threatened or defending their territory/kill. The wolverine has a prominent role in indigenous North American mythology. Many northern tribes believe they are tricksters and thieves.

Wolverines have 150 development points to define their potential. During adolescence they should focus on *Awareness-all, Climbing, Fauna Lore, Flora Lore, Hiding, Hunting, Language-S (wolverine), Mining, Movement, Stalking, Survival, Bite and Claw* attacks.

| Wolverine | Δ | Units | DPs |
|-----------------------|--------|-------|---------|
| Speed | 1.30 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Will | 1.00 | z | 0 |
| Weight | 60 | lbs | 30 |
| Age Span | -66.00 | yrs | -2.64 |
| Bodily Fluids (Scent) | 2.00 | z | 80 |
| Curse Resistance | 2.21 | z | 186.8 |
| Disease Resistance | 1.01 | z | 61.6 |
| Disorder Resistance | 1.38 | z | 93.4 |
| Gestation Period | -30.00 | wks | -30 |
| Gigantism | -0.93 | z | -40 |
| Hearing, Standard | 0.50 | z | 15.7 |
| Mana | -2.47 | z | -452.66 |
| Maturity | -0.02 | yrs | -0.5 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Required | 4.00 | hrs | 4 |
| Smell, Standard | 1.00 | z | 34 |
| Taste, Standard | -0.50 | z | -15.7 |
| Vision FOV 2D | -20.00 | deg | -1 |
| Vision FOV 3D | -80.00 | deg | -4 |

Habitat

The wolverine is found primarily in remote reaches of the Northern boreal forests and subarctic and alpine tundra of the Northern Hemisphere, with the greatest numbers in Northern Canada, Alaska, the mainland Nordic countries of Europe, and throughout western Russia and Siberia.

Ecology/Psychology

Baring accident or disease wolverines are considered mature at two years of age and have an average lifespan of nine years with a maximum of 16 years. Mating occurs in the summer, but the development of the fetus is delayed, and the kits are born in the spring. The gestation period is six weeks. They are weaned at 10 weeks of age and leave their mothers after six months.

The wolverine is also a powerful and versatile nocturnal predator. Its prey mainly consists of small to medium-sized mammals, but the wolverine has been recorded killing prey such as adult deer that are many times larger than itself. Wolverines can crush bones as thick as the femur of a moose to get at the marrow and have been seen attempting to drive bears away from their kills. They in turn are often fed upon by larger predators, e.g., wolves, bears and cougars, but they will give as good as they get.

Society/Culture

Successful males will form lifetime relationships with two or three females, which they will visit occasionally, while other males are left without a mate. Fathers make visits to their offspring until they are weaned. Once the young are about six months old, some reconnect with their fathers and travel together for a time. Their scent glands are used for sexual signaling and marking their territory.

53 Mysticeti

Mysticeti is the parvorder of marine mammals that use keratinaceous baleen plates in their mouths to sieve planktonic creatures from the water. Mysticeti split from Odontoceti (toothed whales) between 26 and 17 million years ago between the late Oligocene or middle Miocene. There are 14 species of baleen whales in the world. They range in size from 20 feet and 6600 pounds for the pygmy right whale to 100 feet and 420,000 pounds blue whale the largest known animal to have ever existed. Baleen whales can have streamlined or large bodies, depending on the feeding behavior, and two limbs that are modified into flippers. Baleen whales use their tail fluke to propel themselves forward through vertical motion while using their flippers for steering, much like an otter. The fin whale is the fastest baleen whale, recorded swimming at 22 miles per hour. Baleen whales use their baleen plates to filter out food from the water by either lunge-feeding or skim-feeding. Baleen whales have two blowholes. Some species are well adapted for diving to great depths. They have a layer of fat, or blubber, under the skin to keep warm in the cold water.

Although baleen whales are widespread, most species prefer the colder waters of the Arctic and Antarctic. Most species of baleen whales migrate long distances from high latitude waters during spring and summer months to more tropical waters during winter months. Males typically mate with more than one female, although the degree of polygyny varies with the species. Male strategies for reproductive success vary between performing ritual displays (whale song) or lek mating. Calves are typically born in the winter and spring months and females bear all the responsibility for raising them. Mothers fast for a relatively long period of time over the period of migration, which varies between species. Baleen whales produce a number of infrasonic vocalizations, notably the songs of the humpback whale.

The meat, blubber, baleen, and oil of baleen whales have traditionally been used by the indigenous peoples of the Arctic.

53.1 Humpback Whale

Humpback Whales is a very large carnivorous aquatic mammal in the Mysticeti parvorder. Adults range in length from 46–56 ft and weigh up 88,000 pounds. Females are larger than males. The humpback has a distinctive body shape, with long pectoral fins and bumps on its head. It has a short dorsal fin that varies from nearly non-existent to somewhat long and curved. As a rorqual, the humpback has grooves between the tip of the lower jaw and the navel. The dorsal or upper side of the animal is generally black; the ventral or underside has various levels of black and white coloration. Whales in the southern hemisphere tend to have more white pigmentation. The flippers can vary from all-white to white only on the undersurface. It is known for breaching and other distinctive surface behaviors. Males produce a complex song typically lasting 4 to 33 minutes. They are slower swimmers than other rorquals, cruising at 4.9–9.4 miles per hour. When threatened, a humpback may speed up to 17 miles per hour. They can dive 500 to 700 feet but rarely exceed 390 feet. Dives typically do not exceed five minutes during the summer but are normally 15–20 minutes during the winter.

Humpback whales are by nature mostly gentle and non-aggressive animals, so it is very unlikely for them to do any harm to humanoids. They are however very large and curious and will sometimes approach boats. Due to their acrobatic tendencies, it is possible for them to breach and strike boats. The powerful flippers of humpback whales, often infested with large, sharp barnacles, are formidable weapons against orcas. When threatened, they will thrash their flippers and tails keeping the orcas at bay. Their method of trap feeding may have inspired the tale of Jonah in the Christian bible.

Humpback Whales have 71 development points to define their potential. During Adolescence they should further develop the *Acrobatics-sea, Awareness-all, Balance, Climbing-free, Control Frenzy, Destroying, Diving-free, Fauna Lore, Fishing, Flora Lore, Flying, Hiding, Hunting, Language(Mysticeti), Meditation, Movement, Navigation, Signaling, Stalking, Survival, Swimming, Striking/Blocking* attacks.

| HumpbackWhale | Δ | Units | DPs |
|---------------------|--------|-------|------|
| Comeliness | -0.60 | z | 0 |
| Speed | 1.00 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 2.00 | z | 0 |
| Strength | 2.80 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -0.50 | z | 0 |
| Intuition | 1.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -0.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | 0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -25.00 | yrs | -1 |
| Curse Resistance | 1.45 | z | 100 |
| Disease Resistance | 0.61 | z | 33.5 |
| Disorder Resistance | 0.85 | z | 50 |
| Gestation Period | 14.00 | wks | 14 |
| Gigantism | 3.15 | z | 214 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.55 | z | -485 |
| Maturity | -0.10 | yrs | -2 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | -1.00 | z | -34 |
| Taste, Standard | -2.00 | z | -80 |
| Vision FOV 2D | 30.00 | deg | 1.5 |
| Vision FOV 3D | -80.00 | deg | -4 |
| Vision, Underwater | 1.24 | z | 44 |
| Visual Acuity | -0.76 | z | -25 |

Habitat

Humpback whales are found worldwide, except for some areas at the equator and the High Arctic (above 81 degrees latitude) and some enclosed seas. They

ORS

are usually coastal and tend to congregate in waters within continental shelves. Their winter breeding grounds are located around the equator; their summer feeding areas are found in colder waters, including near the polar ice caps. They typically migrate up to 9,900 miles each year.

Ecology/Psychology

Baring accident or disease it is mature at 7 years of age and an average lifespan of 50 years with a maximum of 80 years. Mating and breeding take place during the winter months. Humpback whales are promiscuous, with both sexes having multiple partners. Agonistic behavior between males consists of tail slashing, ramming, and head-butting. Gestation in the species lasts 11.5 months, and females reproduce every two years. Mothers typically give birth in mid-winter, usually to a single calf. Calves suckle for up to a year but can eat adult food in six months. Calves are born at around 14 feet long with a weight of 1,500 pounds.

Humpback whales feed from spring to fall. They are generalist feeders, their main food items being krill and small schooling fish. Like other rorquals, humpbacks are "gulp feeders", swallowing prey in bulk. Water is pushed out through the baleen. Humpbacks hunt their prey with bubble-nets. A group of whales swim in a shrinking circle while blowing air from their blowholes, capturing the prey above them in a cylinder of bubbles. Visible scars indicate that orcas prey upon juvenile humpbacks. The great white shark is another confirmed predator of the humpback whale. Humpback whales will defend against or 'mob', killer whales who are attacking either humpback calves or juveniles as well as members of other species, including seals.

Society/Culture

Humpback whales do not live in tight-knit social groups, instead they travel either alone or in transient groupings of two or three individuals (pods). Humpback whale groups, aside from mothers and calves, typically last for days or weeks at the most. They are normally sighted in small groups though large aggregations form during feeding and among males competing for females. Humpbacks may interact with other cetacean species, such as right whales, fin whales, and bottlenose dolphins. Humpbacks are highly active at the surface, performing aerial behaviors such as breaching and surface slapping with the tail (lobtailing) and flippers. These may be forms of play and communication.

In the southern hemisphere, humpbacks have been recorded foraging in large compact gatherings numbering up to 200 individuals. Humpback whales have known vocalizations. "Snorts" are quick low-frequency sounds commonly heard among animals in groups consisting of a mother-calf pair and one or more male escort groups. These likely function in mediate interactions within these groups. "Grumbles" are also low in frequency but last longer and are more often made by groups with one or more adult males. They appear to signal body size and may serve to establish social status. "Thwops" and "wops" are frequency modulated vocals and may serve as contact calls both within and between groups. High-pitched "cries" and "violins" and modulated "shrieks" are normally heard in groups with two or more males and are associated with competition. Humpback whales produce short, low frequency "grunts" and short, modulated "barks" when joining new groups.

Humpback whales are well known for their haunting, evocative calls or 'songs'. Male humpback whales produce complex songs during the winter breeding season. Males may sing for between 4 and 33 minutes, depending on the region. In Hawaii, humpback whales have been recorded vocalizing for as long as 7 hours. Songs are divided into layers; "subunits", "units", "subphrases", "phrases" and "themes". Whale songs are similar among males in a specific area. Males may alter their songs over time, and others in contact with them copy these changes. Females do not appear to approach singers that are alone, but may be drawn to gatherings of singing males, much like a lek mating system.

54 Octopoda

Octopoda is the order containing all the Octopi containing more than 289 different known species in the world. Octopi have eight tentacles (arms) with

each having hundreds of suction cups which they use to smell and taste. Their bodies have no internal skeleton or exoskeleton. Octopi are bilaterally symmetric with two eyes and a beak, with its mouth at the center point of the eight tentacles. Their beak, similar in shape to a parrot's beak, is their only hard part. They vary in size from 1 inch (pygmy octopus) weighing less than an ounce to greater than 35 feet and weighing over 160 pounds (Giant Octopus). Their bulbous and hollow mantle contains most of their vital organs, including 3 hearts and the ink sack. The mantle has muscular walls and contains the gills and a funnel underneath below the mouth. Their soft body can rapidly alter its shape, enabling them to squeeze through small gaps. They trail their eight tentacles behind them as they swim. The siphon is used both for respiration and for locomotion, by expelling a jet of water. Octopuses have a complex nervous system and excellent sight and are among the most intelligent and behaviorally diverse of all invertebrates.

Octopuses inhabit various regions of the ocean, including coral reefs, pelagic waters, and the seabed, some live in the intertidal zone and others at abyssal depths. Octopuses have copper-based blood that is transparent blue in color. Most species grow quickly, mature early, and are short-lived. In most species, the male uses a specially adapted arm to deliver a bundle of sperm directly into the female's mantle cavity, after which he becomes senescent and dies, while the female deposits fertilized eggs in a den and cares for them until they hatch, after which she also dies. A mature female is larger than the mature male.

Octopi employ various strategies to defend themselves against predators including the expulsion of ink, the use of camouflage and threat displays, the ability to jet quickly through the water and hide, and even deceit. The ink sacs will be depleted after three uses and take days to refill. Octopi are not entirely harmless, when angered they can be dangerous to most entities approximately their own mass. With their strong, long arms they can hold an entity underwater until they drown. All octopi are venomous, but only the blue-ringed octopuses are known to be deadly to humans. The bite of an octopus can secrete two types of poison into its saliva. One type of poison secreted is primarily effective against crabs, its primary food source, and the other is very toxic and is used against predators for defensive purposes.

54.1 Blue-ringed Octopus

The blue-ringed octopus (*Hapalochlaena maculosa*) is one of the world's most venomous animals. The blue-ringed Octopus is normally dark brown to dark yellow in color but changes to a vivid yellow with bright blue (50-60) rings when agitated. They have an average length of 6.6 inches to a maximum length of 8 inches when totally spread and weigh around 0.5 pounds. They are relatively docile and when faced with danger, the octopus's first instinct is to flee. If the threat persists, the octopus will go into a defensive stance, and display its blue rings. If the octopus is cornered and touched, it may bite and envenomate its attacker. Their poison (+1.78z) causes muscle weakness, paralysis and death due to respiratory failure within minutes.

Blue-ringed Octopi have 0 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Diving, Fauna Lore, Fishing, Flora Lore, Signaling, Movement, Navigation, Survival, Swimming, Bite, Grappling, and Visual attacks.*

| BlueRingedOctopus | Δ | Units | DPs |
|-------------------|--------|-------|-------|
| Speed | -0.75 | z | 0 |
| Agility | 1.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | -2.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -73.00 | yrs | -2.92 |
| Bodily Fluids | 4.78 | z | 307.3 |
| Camouflage | 2.00 | z | 107 |
| Gestation Period | -12.00 | wks | -12 |
| Gigantism | -3.07 | z | -205 |
| Healing Rate | 1.00 | z | 44 |

ORS

| | | | |
|--------------------|---------|-------------|---------|
| Hearing, Standard | -1.00 | z | -34 |
| Mana | -2.24 | z | -372.58 |
| Maturity | 0.26 | yrs | 5.2 |
| Natural Weapons | 1.00 | z | 44 |
| Polyorgani | 6.00 | Legs&Hearts | 60 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | -1.00 | z | -34 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 90.00 | deg | 4.5 |
| Vision FOV 3D | -110.00 | deg | -5.5 |
| Vision, Underwater | 2.00 | z | 80 |

Habitat

Blue-ringing octopi can be found in shallow reefs and tide pools from Japan to Australia at depths ranging from 0 to 60 feet. They spend most of their time hiding in crevices while displaying effective camouflage patterns with their dermal chromatophore cells.

Ecology/Psychology

Baring accident or disease they are considered mature at 12 months and have an average lifespan of 2 years with a maximum of 3 years. The male blue ringed octopus will attempt to mate with virtually any member of its species, regardless of sex, size, or age. The male never actually transfers any sperm to the mantle of another male. After successfully mating the male will die within a couple of weeks. Blue-ringed octopus females lay only one clutch of about 50 eggs in their lifetimes, towards the end of fall. Eggs are laid and then incubated underneath the female's arms for about six months, during this process the female does not eat. Once the eggs hatch, the female dies, and her offspring will be completely independent, starting out as tiny octopuses hiding from predators on the reef.

Blue-ringed octopi are predatory eating small crustaceans, including crabs, hermit crabs, shrimp, and other small sea animals. The blue-ringed octopus pounces on its prey, seizing it with its arms and pulling it towards its mouth. It uses its horny beak to pierce through the tough crab or shrimp exoskeleton, releasing its venom. Like all octopuses, they can change shape easily, which helps them to squeeze into crevices much smaller than themselves. This, along with piling up rocks outside the entrance to its lair, helps safeguard the octopus from predators. Their predators included eels, birds, and other fish.

Society/Culture

Blue-ringed octopi are loners coming together only to mate.

54.2 Giant Octopus

Giant Octopi, *a.k.a.*, Giant Pacific Octopus (*Eneroctopus dofleini*) is the largest octopus specie. It is reddish pink in color but like all octopi it will attempt to camouflage itself to match its surrounding in less than 0.1 seconds. A mature female averages 150 pounds, arms of over 15 feet giving it a 40-foot wingspan. Their venom (+1z) causes muscle weakness, paralysis and death due to respiratory failure within minutes. They are often confused with the Kracken, and stories relate how they have attacked ships and even whales. These octopi appear in mythology of Norway and the indigenous tales of the Ainu from Hokkaido.

Giant Octopi have 0 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Diving, Fauna Lore, Fishing, Flora Lore, Signaling, Movement, Navigation, Survival, Swimming, Bite, Grappling, and Visual attacks.*

| GiantOctopus | Δ | Units | DPs |
|--------------|-------|-------|-----|
| Comeliness | -2.00 | z | 0 |
| Speed | 1.00 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | 1.00 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 1.00 | z | 0 |

| | | | |
|--------------------|---------|-------------|---------|
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Height | -41.00 | in | -73 |
| Weight | -146.00 | lbs | 40 |
| Age Span | -71.00 | yrs | -2.84 |
| Bodily Fluids | 4.00 | z | 224 |
| Gestation Period | -12.00 | wks | -12 |
| Gigantism | 2.64 | z | 161.5 |
| Healing Rate | 0.78 | z | 32.8 |
| Hearing, Standard | -1.00 | z | -34 |
| Mana | -2.60 | z | -504.66 |
| Maturity | 0.26 | yrs | 5.2 |
| Natural Weapons | 1.00 | z | 44 |
| Polyorgani | 6.00 | Legs&Hearts | 60 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | -1.00 | z | -34 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 90.00 | deg | 4.5 |
| Vision FOV 3D | -110.00 | deg | -5.5 |
| Vision, Underwater | 2.00 | z | 80 |

Habitat

This species can be found in the coastal North Pacific, along Mexico (Baja California), The United States (California, Oregon, Washington, and Alaska), Canada (British Columbia), Russia, Eastern China, Japan, and the Korean Peninsula. It can be found from the intertidal zone down to 3,000 feet, and is best adapted to cold, oxygen-rich water.

Ecology/Psychology

Baring accident or disease they are considered mature at 12 months and have an average lifespan of 4 years with a maximum of 5 years. After successfully mating the male will die within a couple of weeks. Females lay only one clutch of about 20,000 to 75,000 eggs in their lifetimes, towards the end of fall. The eggs are the size of a grain of white rice. Eggs are laid and then incubated underneath the female's arms for about six months, during this process the female does not eat. Once the eggs hatch, the female dies of starvation, and her offspring will be completely independent, starting out as tiny octopuses hiding from predators on the reef.

Giant octopi are predatory; bottom-dwelling octopuses eating mainly crustaceans, worms, and other mollusks, prawns, fish and other cephalopods. They have even been known to prey on small sharks, and marine birds. Marine mammals, such as harbor seals, sea otters, and sperm whales depend upon the giant Pacific octopus as a source of food. Pacific sleeper sharks are also confirmed predators of this species.

Society/Culture

The giant octopus is a loner coming together only to mate.

54.3 Octopus

The Octopus, *a.k.a.*, the Common Octopus (*Octopus vulgaris*) appears reddish brown in color when encountered in the open, but they always camouflage themselves when on the seafloor. They are often seen crawling on the seabed. They average 5.5 feet tip to tip and weigh around 30 pounds. They are shy and tend to avoid confrontation if possible. Their venom (-1z) causes muscle weakness, minor paralysis but rarely death unless the victim drowns.

Common Octopi has 150 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Diving, Fauna Lore, Fishing, Flora Lore, Signaling, Movement, Navigation, Survival, Swimming, Bite, Grappling, and Visual attacks.*

| Octopus | Δ | Units | DPs |
|--------------------|---------|-------------|---------|
| Comeliness | -1.5 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | -0.50 | z | 0 |
| Endurance | -1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -118.00 | lbs | -59 |
| Age Span | -73.00 | yrs | -2.92 |
| Bodily Fluids | 2.00 | z | 80 |
| Camouflage | 2.00 | z | 107 |
| Curse Resistance | 1.20 | z | 77.3 |
| Gestation Period | -16.00 | wks | -16 |
| Healing Rate | 1.00 | z | 44 |
| Hearing, Standard | -1.00 | z | -34 |
| Mana | -2.22 | z | -364.58 |
| Maturity | 0.26 | yrs | 5.2 |
| Natural Weapons | 1.00 | z | 44 |
| Polyorgani | 6.00 | Legs&Hearts | 60 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | -1.00 | z | -34 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 90.00 | deg | 4.5 |
| Vision FOV 3D | -110.00 | deg | -5.5 |
| Vision, Underwater | 2.00 | z | 80 |

Habitat

The common octopus is found in tropical, subtropical, and temperate waters throughout the world between the surface and a depth of 500 feet. They spend most of their time hiding in crevices while displaying effective camouflage patterns with their dermal chromatophore cells.

Ecology/Psychology

Baring accident or disease octopi are considered mature at 12 months and have an average lifespan of two years with a maximum of three years. During mating, the male approaches the female, who plays hard to get. The same pair often repeat mating over a period of a week or so, but a male copulates with other females and a female accepts other males. It is not uncommon for the female to capture and eat the male after mating. On rocky shores, females find a hole, a crevice or sheltered place and they often protect their homes with shells, stones and other solid objects that they gather. Coral reefs provide suitable shelter. The total number of eggs laid by a female varies from 100,000 to 500,000.

During egg laying and subsequent brooding, the female rarely leaves her eggs. She usually does not feed during the entire period of spawning and brooding, which averages five months. Egg care includes cleaning the eggs with the arm tips and directing jets of water from the funnel through the strings. Intruders, including potential prey, are pushed away. As a rule, females die shortly after the hatching of the last embryos after losing one-third of their pre-spawning weight.

The common octopus is predatory, hunting at dusk to dawn. Its prey consists of crabs, crayfish, and bivalve mollusks (two-shelled, such as cockles) are preferred, although the octopus eats almost anything it can catch. It can change color to blend in with its surroundings and will jump upon any unwary prey that strays across its path. Using its beak, it will break into the shells of shelled mollusks.

Society/Culture

Male common octopi are loners coming together only to mate. Sometimes females live in groups up to 40 individuals.

55 Odontoceti

Odontoceti is the parvorder of cetaceans that includes dolphins, porpoises, orcas, narwhales, beaked whales, sperm whales and about 70 other species. All cetaceans are aquatic mammals. Odontoceti range in size from the vaquita at 4.6 feet and 119 pounds to the 66-foot, 120,000 pound sperm whale. Some species exhibit sexual dimorphism. They have streamlined bodies and two limbs that are modified into flippers. Some can travel at up to 22 knots. They have well-developed hearing that is well adapted for both air and water, so much so that some can survive even if they are blind, *Echo Location*. Some species are well adapted for diving to great depths. Almost all have a layer of blubber under the skin to keep warm in the cold water, except for river dolphins. In species that live near the poles, the blubber can be as thick as 11 inches. This blubber can help with buoyancy, protection to some extent as predators would have a hard time getting through a thick layer of fat, energy for fasting during leaner times, and insulation from the harsh climates.

The teeth differ considerably among the species. They may be numerous, with some dolphins bearing over 100 teeth in their jaws. At the other extreme are the narwhals with their single long tusks and the almost toothless beaked whales with tusk-like teeth only in males. Breathing involves expelling stale air from their one blowhole, forming an upward, steamy spout, followed by inhaling fresh air into the lungs. The spout only forms when warm air from the lungs meets cold air, so it does not form in warmer climates, as with river dolphins. Odontocetes eyes are relatively small for their size, yet they do retain a good degree of eyesight. As well as this, the eyes are placed on the sides of its head, so their vision consists of two fields, is very little or no depth perception.

Odontocetes have conical teeth designed for catching fish or squid. Odontocetes feed largely on fish and squid, but a few, like the orca, feed on mammals, such as pinnipeds. Males typically mate with multiple females every year, making them polygynous. Females mate every two to three years. Calves are typically born in the spring and summer, and females bear the responsibility for raising them, but more sociable species rely on the family group to care for calves. Many species, mainly dolphins, are highly sociable, with some pods reaching over a thousand individuals. Cetaceans are known to communicate and therefore can teach, learn, cooperate, scheme, and grieve.

In Aristotle's time, the fourth century BC, whales were regarded as fish due to their superficial similarity. His detailed descriptions were assimilated by the Romans but mixed with a more accurate knowledge of the dolphins, as mentioned by Pliny the Elder in his *Natural History*. In the art of this and subsequent periods, dolphins are portrayed with a high-arched head (typical of porpoises) and a long snout. The harbor porpoise is one of the most accessible species for early cetologists, because it could be seen very close to land, inhabiting shallow coastal areas of Europe. Many of the findings that apply to all cetaceans were therefore first discovered in porpoises.

55.1 Dolphin

Dolphins, an aquatic mammal within the infraorder Cetacea and contains over 40 different species. Dolphins range in size from the 5-foot 7 inch and 110-pound Maui's dolphin to the Risso's Dolphin which can exceed 13 feet and weighing 1,100 pounds. Males are larger than females. The orca and pilot whales are even larger but are given their own entry. Dolphins and porpoises differ in their faces, fins, and body shapes. Dolphins have longer noses, bigger mouths, more curved dorsal fins, and longer, leaner bodies than porpoises. This entry is for the common bottle nosed dolphin but with minor modifications can be used for all dolphins. The bottlenose dolphin weighs an average of 660 pounds and can approach 13 feet long. Its color varies considerably, is usually dark gray on the back and lighter gray on the flanks, but it can be bluish-grey, brownish-grey, or even nearly black, and is often darker on the back from the rostrum to behind the dorsal fin. This is called countershading and is a form of camouflage. Older dolphins sometimes have a few spots. Dolphins have sharp eyesight in both daylight and lowlight conditions and can see in the air and underwater. The dolphin's search for food is aided by a form of sonar, *Echo Location*.

ORS

Bottlenose dolphins typically swim at 3 to 7 miles per hour but are capable of bursts of up to 25 miles per hour. The higher speeds can only be sustained for a short time. Bottlenose dolphins can jump to a height of 20 feet in the air and dive to a depth of 1000 feet. The bottlenose dolphin typically rises to the surface to breathe through its blowhole two to three times per minute, although it can remain submerged for up to 20 minutes. Dolphins are highly intelligent approaching humanoid levels. They can use tools, marine sponges to forage for food sources they normally could not access and transmit cultural knowledge from generation to generation, and their considerable intelligence has driven interaction with humans. In some areas, they cooperate with local fishermen by driving fish into their nets and eating the fish that escape. Some encounters with humans are harmful to the dolphins: people hunt them for food.

Dolphins have 20.5 development points to define their potential. During Adolescence they should further develop the *Acrobatics-sea, Awareness-all, Balance, Climbing-free, Control Frenzy, Destroying, Diving-free, Fauna Lore, Fishing, Flora Lore, Flying, Hiding, Hunting, Language(Odontoceti), Meditation, Movement, Navigation, Signaling, Stalking, Survival, Bite* and *Striking/Blocking* attacks.

| Dolphin | Δ | Units | DPs |
|--------------------|--------|-------|--------|
| Speed | 1.00 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -0.50 | z | 0 |
| Intuition | 1.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -0.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | 0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -60.00 | lbs | -30 |
| Age Span | -35.00 | yrs | -1.4 |
| Camouflage | 0.50 | z | 20 |
| Echo Location | 4.50 | z | 275 |
| Gestation Period | 16.00 | wks | 16 |
| Gigantism | 0.94 | z | 40.5 |
| Hearing, Standard | 2.50 | z | 108.5 |
| Mana | -2.83 | z | -610.1 |
| Maturity | -0.10 | yrs | -2 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 30.00 | deg | 1.5 |
| Vision FOV 3D | -80.00 | deg | -4 |
| Vision, Underwater | 2.00 | z | 80 |

Habitat

Bottlenose dolphins inhabit warm and temperate seas worldwide, being found everywhere except for the Arctic and Antarctic Circle regions.

Ecology/Psychology

Baring accident or disease it is mature at 5 years of age and an average lifespan of 40 years with a maximum of 60 years. During the breeding season, males compete for access to females. This involves fighting other males or of herding females to prevent access by other males. Both sexes have genital slits on the underside of their bodies. Mating occurs belly to belly and occurs even when female is not in heat. Breeding usually occurs from October – December and the gestation period averages 12 months. Births can occur at any time of year, although peaks occur in warmer months with the calf averaging 3.5 feet in length. The young are born in shallow water, sometimes assisted by a "midwife", and usually only a single calf is born. The calf suckles for 18 months and continues to closely associate with its mother for several years after weaning.

Dolphins can breathe while "half-asleep". During the sleeping cycle, one brain hemisphere remains active, while the other hemisphere shuts down. The active

hemisphere handles surfacing and breathing behavior. The daily sleeping cycle lasts for about 8 hours. Dolphins are diurnal carnivores and fish is one of the main items in their diet. They also eat shrimp, squid, mollusks, and cuttlefish, but only swallow the soft parts. They eat 22 pounds of fish a day. When they encounter a shoal of fish, they work as a team to herd them towards the shore to maximize the harvest. Some large shark species, such as the tiger shark, the dusky shark, the great white shark and the bull shark, prey on the bottlenose dolphin, especially calves. The bottlenose dolphin can defend itself by charging the predator; dolphin 'mobbing' behavior of sharks can occasionally prove fatal for the shark.

Society/Culture

Adult males live mostly alone or in groups of two to three and join pods for short periods of time. Adult females and young dolphins normally live in groups of up to 15 animals. Males give strong mutual support if other males help them, but alliances can change on a daily or hourly basis. Smaller groups can join to form larger groups of 100 or more, and occasionally exceed 1,000.

Bottlenose dolphins communicate through burst pulsed sounds, whistles, and body language. Examples of body language include leaping out of the water, snapping jaws, slapping the tail on the surface, and butting heads. Sounds and gestures help keep track of other dolphins in the group, and alert other dolphins to danger and nearby food. Lacking vocal cords, they produce sounds using six air sacs near their blow hole. Each animal has a uniquely identifying, frequency-modulated narrow-band signature vocalization.

55.2 Orca

Orcas, *a.k.a.*, Killer Whale are a toothed whale belonging to the oceanic dolphin family, of which it is the largest member. With minor modifications this entry is also applicable to the other toothed whales of similar size, *e.g.*, false killer whales, pilot whales, and narwhales. A narwhale's unicorn-like horn is actually a tooth. Orcas average 23 feet long and weigh in excess 11,000 pounds. Males are larger than females. The orca typically has a sharply contrasted black-and-white body; being mostly black on the upper side and white on the underside, lower jaw and eye patches. Orca pectoral fins are large and rounded, resembling paddles, with those of males significantly larger than those of females. When seen from a distance, juveniles can be confused with false killer whales or Risso's dolphins. The orca's teeth are very strong, and its jaws exert a powerful grip; the upper teeth fall into the gaps between the lower teeth when the mouth is closed.

Like all cetaceans, orcas are intelligent and have curiosity, playfulness, and the ability to solve problems. Orcas imitate others and seem to deliberately teach skills to their kin. Orcas have good eyesight above and below the water, excellent hearing, and a good sense of touch. They also have exceptionally sophisticated echolocation abilities. Like most marine mammals, orcas have a layer of insulating blubber ranging from 3.0 to 3.9 inches thick beneath the skin.

The indigenous peoples of the Pacific Northwest Coast feature orcas throughout their art, history, spirituality and religion. The Haida regarded orcas as the most powerful animals in the ocean, and their mythology tells of orcas living in houses and towns under the sea. For the Kwakwaka'wakw, the orca was regarded as the ruler of the undersea world, with sea lions for slaves and dolphins for warriors. In Western cultures, orcas were historically feared as dangerous, savage predators. Despite their reputation as fierce predators there have been very few recorded instances of orca whales attacking or harming humans in the wild.

Orcas have 0 development points to define their potential. During Adolescence they should further develop the *Acrobatics-sea, Awareness-all, Balance, Climbing-free, Control Frenzy, Destroying, Diving-free, Fauna Lore, Fishing, Flora Lore, Flying, Hiding, Hunting, Language(Odontoceti), Meditation, Movement, Navigation, Signaling, Stalking, Survival, Swimming, Bite* and *Striking/Blocking* attacks.

| Orca | Δ | Units | DPs |
|------------|-------|-------|-----|
| Comeliness | -0.30 | z | 0 |
| Speed | 1.00 | z | 0 |

| | | | |
|--------------------|--------|-----|--------|
| Agility | 1.50 | z | 0 |
| Vitality | 1.75 | z | 0 |
| Strength | 2.00 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -0.50 | z | 0 |
| Intuition | 1.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -0.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | 0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | 40.00 | lbs | 20 |
| Age Span | -15.00 | yrs | -0.6 |
| Echo Location | 4.25 | z | 249 |
| Gestation Period | 24.00 | wks | 24 |
| Gigantism | 2.00 | z | 107 |
| Hearing, Standard | 2.25 | z | 93.5 |
| Mana | -2.93 | z | -661.4 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48 | Wks | 48 |
| Smell, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 30.00 | deg | 1.5 |
| Vision FOV 3D | -80.00 | deg | -4 |
| Vision, Underwater | 1.79 | z | 69 |

Habitat

Orcas can be found in all of the world's oceans in a variety of marine environments, from Arctic and Antarctic regions to tropical seas.

Ecology/Psychology

Baring accident or disease they are considered mature at 14.4 years of age and have an average lifespan of 60 years and a maximum of 90 years. Males mate with females from other pods, which prevents inbreeding. Gestation averages 15 months. Mothers usually calve a single offspring about once every five years. Calves at birth weigh about 400 pounds and are about 7.9 feet long.

Orcas are apex predators, meaning that they themselves have no natural predators. They are sometimes called "wolves of the sea", because they hunt in groups like wolf packs. Orcas hunt varied prey including fish, cephalopods, mammals, seabirds, and sea turtles. Orcas spend most of their time at shallow depths, but occasionally dive 850 feet deep depending on their prey.

Society/Culture

Orcas have complex societies. Orcas live in pods with their mothers for their entire lives. These pods consisting of the eldest female (matriarch) and her sons and daughters, and the descendants of her daughters, etc. The average size of a matriline is 6 animals. Orcas of the same sex and age group may engage in physical contact and synchronous surfacing. These matrilineal groups are highly stable. Individuals separate for only a few hours at a time, to mate or forage. Occasionally a pod will adopt baby pilot whale, presumably to help a cow who has lost a calf.

Day-to-day orca behavior generally consists of foraging, travelling, resting and socializing. Orcas frequently engage in surface behavior such as breaching and tail-slapping. These activities may have a variety of purposes, such as courtship, communication, dislodging parasites, or play. Spynopping is a behavior in which a whale holds its head above water to view its surroundings. Resident orcas swim alongside porpoises and other dolphins. They produce three categories of sounds: clicks, whistles, and pulsed calls. Clicks are believed to be used primarily for navigation and discriminating prey and other objects in the surrounding environment but are also commonly heard during social interactions.

55.3 Sperm Whales

Sperm Whales, *a.k.a.*, Cacholot is the largest of the toothed whales and contains 3 species. They are named after the semi-liquid, waxy substance, Spermaceti, found within their head which is used for their *Echo Location*. They average 52 feet in length and weigh almost 90,000 pounds. Males are larger than females. The sperm whale's distinctive shape comes from its very large, block-shaped head, which can be one-quarter to one-third of the animal's length. The S-shaped blowhole is located very close to the front of the head and shifted to the whale's left. This gives rise to a distinctive bushy, forward-angled spray. The sperm whale's flukes (tail lobes) are triangular and very thick. Proportionally, they are larger than that of any other cetacean, and are very flexible. In contrast to the smooth skin of most large whales, its back skin is usually wrinkly and has been likened to a prune. The sperm whale's lower jaw is very narrow and underslung. The sperm whale has 18 to 26 teeth on each side of its lower jaw which fit into sockets in the upper jaw. The teeth are cone-shaped and weigh up to 2.2 pounds each. They can cruise at 4.5 miles per hour, spurt up to 23 miles per hour and dive to a depth of over 7000 feet. It is the third deepest diving mammal, exceeded only by the southern elephant seal and Cuvier's beaked whale. The sperm whale uses echolocation and vocalization underwater.

They are hunted for their Spermaceti, which is used in oil lamps, lubricants and candles, and Ambergris which is used in perfumes. The sperm whale's ivory-like teeth were also sought. Rope-mounted teeth are important cultural objects throughout the Pacific. In New Zealand such whale tooth pendants were rare objects because sperm whales were not actively hunted in traditional Māori society. Whale ivory and bone were taken from beached whales. In Fiji the teeth are traditionally given as gifts for atonement or esteem and were important in negotiations between rival chiefs. Herman Melville's novel *Moby-Dick* is based on a true story about a sperm whale that attacked and sank the whaleship *Essex*.

Sperm Whales have 0 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Climbing-free, Control Frenzy, Destroying, Diving-free, Fauna Lore, Fishing, Flora Lore, Flying, Hiding, Hunting, Jumping & Landing, Language(Odontoceti), Meditation, Movement, Signaling, Stalking, Survival, Swimming, Bite and Blocking/Striking* attacks.

| SpermWhale | Δ | Units | DPs |
|--------------------|--------|-------|--------|
| Comeliness | -0.60 | z | 0 |
| Speed | 1.00 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 2.00 | z | 0 |
| Strength | 2.80 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -0.50 | z | 0 |
| Intuition | 1.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -0.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | 0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -5.00 | yrs | -0.2 |
| Echo Location | 4.00 | z | 224 |
| Gestation Period | 24.00 | wks | 24 |
| Gigantism | 3.08 | z | 206 |
| Hearing, Standard | 2.00 | z | 80 |
| Mana | -2.93 | z | -661.8 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 30.00 | deg | 1.5 |
| Vision FOV 3D | -80.00 | deg | -4 |
| Vision, Underwater | 0.85 | Z | 28.5 |

Habitat

Sperm whales can be found in all of the world's oceans in a variety of marine environments, from Arctic and Antarctic regions to tropical seas.

Ecology/Psychology

Baring accident or disease that are considered mature at 16.8 years of age and have an average lifespan of 70 years. Sexually mature females give birth once every 4 to 8 years. Bulls will fight with each other over females, and males will mate with multiple females, making them polygynous, but they do not dominate the group as in a harem. The female gives birth to a single calf after a gestation period of around 15 months. Birth is a social event, as the mother and calf need others to protect them from predators. The aunts and mothers quickly teach them to swim making sure they don't drown. Lactation proceeds for 19 to 42 months. Bulls do not provide paternal care to their offspring but rather play a fatherly role to younger bulls to show dominance.

Sperm whales usually dive in search of food. Such dives can last more than an hour. They feed on several species, notably the giant squid, but also the colossal squid, octopuses, and fish such as demersal rays and sharks, but their diet is mainly medium-sized squid. Sperm whales are prodigious feeders and eat around 3% of their body weight per day. The most common natural predator of sperm whales is the orca, but pilot whales and false killer whales sometimes harass them, especially the young.

Society/Culture

Females and their young live in matriarchal groups called pods, while bulls live apart. Bulls sometimes form loose bachelor groups with other males of similar age and size. As they grow older, they typically live solitary lives, only returning to the pod to socialize or to breed. Sperm whales migrate seasonally for feeding and breeding. Females and young males live together in groups, while mature males (bulls) live solitary lives outside of the mating season. The females cooperate to protect and nurse their young. Females give birth every four to twenty years, and care for the calves for more than a decade. In addition to echo location, they have a variety of vocalization described as creaks, codas and short and fast clicks. They are used for homing in on prey, social situation, breeding and prey detection respectively.

they have a suction-cup like mouth that has teeth arranged in concentric circles. They are parasitic, attaching to host fishes in order to feed on their blood. The lamprey first attaches itself to their prey they then use its rough tongue to rasp away the fish's flesh so it can feed on its host's blood and body fluids. One lamprey kills about 40 pounds of fish every year. They can swim up to 9 miles per hour. Females are larger than males.

Lampreys rarely attack humanoids; a single bite will be painful but not fatal. Untreated wounds can lead to infection. Lampreys have long been used as food for humans. They were highly appreciated by the ancient Romans. The Roman orator Vadius Pollio kept ponds of lampreys and occasionally tossed slaves into them. During the Middle Ages they were widely eaten by the upper classes throughout Europe, especially during Lent, when eating meat was prohibited, due to their meaty taste and texture. In folklore, lampreys are called "nine-eyed eels". The name is derived from the seven external gill slits that, along with one nostril and one eye, line each side of a lamprey's head section. Tales of the nine-eyed eel claim they are 5 feet in length and prey on anything that enters the river during spawning season.

Lamprey have 57 development points to define their potential. During Adolescence they should further develop the *Acrobatics-sea, Awareness-all, Balance, Control Frenzy, Diving-free, Fauna Lore, Flora Lore, Hiding, Hunting, Movement, Signaling, Stalking, Survival, Swimming, Bite and Ablative* attacks.

| Lamprey | Δ | Units | DPs |
|--------------------|---------|-------|---------|
| Comeliness | -0.90 | z | 0 |
| Speed | 0.75 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | -1.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -2.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -1.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -110.00 | lbs | -55 |
| Age Span | -69.00 | yrs | -2.76 |
| Bodily Fluids | 1.24 | z | 44 |
| Disease Resistance | 2.00 | z | 160 |
| Gestation Period | -34.00 | wks | -34 |
| Gigantism | -1.46 | z | -70 |
| Hearing, Standard | -2.00 | z | -80 |
| Mana | -1.94 | z | -283.44 |
| Maturity | 0.26 | yrs | 5.2 |
| Polyorgani -1 | 1.00 | eye | 10 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sense, Life | 2.50 | z | 108.5 |
| Smell, Standard | 1.25 | z | 44.5 |
| Taste, Standard | -1.00 | z | -34 |
| Touch, Standard | 1.00 | z | 34 |
| Vision FOV 2D | 70.00 | deg | 3.5 |
| Vision FOV 3D | -90.00 | deg | -4.5 |
| Vision, Underwater | 1.70 | z | 65 |
| Visual Acuity | -1.00 | z | -34 |
| Riding-Fish | 1.74 | z | 49 |
| Swimming | 1.00 | z | 26 |

Habitat

Lampreys live mostly in coastal and fresh waters and are found in most temperate regions. In Britain, at the time of the Norman Conquest, lampreys were found as far upstream in the River Thames as Petersham. Sea Lampreys are found in the northern and western Atlantic Ocean along the shores of Europe and North America, in the western Mediterranean Sea, and the Black Sea. They have been found at depths up to 12000 feet and can tolerate temperatures of 34–68 degrees Fahrenheit.

56 Petromyzonidae

This Petromyzonidae is the family of fish which includes lampreys and contains 38 species. Petromyzonids have no jaws, scales, or paired fins. They do have a funnel-shaped, sucking mouth, a protrusible tongue bearing horny teeth, seven gill openings on each side, and a single nostril between the eyes. Most species are freshwater inhabitants, and the few marine species migrate back to the rivers to spawn. Instead of true vertebrae, they have a series of cartilaginous structures called arcualia arranged above the notochord.

Parasitic carnivorous lampreys are the most well-known species, and feed by boring into the flesh of other fish to suck their blood. Of the 18 carnivorous species, nine migrate from saltwater to freshwater to breed (some of them also have freshwater populations), and nine live exclusively in freshwater. All non-carnivorous forms are freshwater species. The larvae spend several years burrowed into the bottom of the river before they metamorphose into adult lampreys. They are found on all continents except Africa.

56.1 Lamprey

A Lamprey, *a.k.a.*, vampire fish, is a primitive fish which first appeared in the fossil record during the Ordovician Period 360 million years ago. Their name is from Latin meaning "stone licker". Adults superficially resemble eels in that they have scaleless, elongated bodies, and can range from 5 inches in length for the Miller Lake lamprey to Sea Lamprey which can grow 24 to a maximum of 3.3 feet. Lampreys do not have paired fins, adult lampreys have large eyes, one nostril atop the head, and seven gill pores on each side of the head. Near the gills are the eyes, which are poorly developed and buried under skin in the larvae. Lamprey have a third eye that can see light. This parietal eye rests on the top of the animal's head, and functions to help regulate the circadian rhythm and other hormonal functions. This entry is for the Sea Lamprey that has an eel-like appearance that averages 24 inches in length. Their tubular, scaleless body is mottled brown or black with a grayish belly. They do not have a jaw; instead,

Ecology/Psychology

Baring accident or disease it is mature at 3 years of age and has an average lifespan of 6 years with a maximum of 20. Females deposit thousands of eggs in nests made by males in the substrate of streams with moderately strong current. Spawning is followed by the death of the adults. Some females may live for a few months to guard the eggs but look like dead fish swimming. After hatching from the eggs, young larvae will drift downstream with the current till they reach soft and fine sediment in silt beds, where they will burrow in silt, mud, and detritus, taking up an existence as filter feeders, collecting detritus, algae, and microorganisms. After reaching maturity they enter the sea and will not return till ready to spawn.

Lampreys are nocturnal parasitic carnivores. Lampreys typically prefer cold-blooded animals such as fish, although they can still attack humans when they're starving. Lampreys aren't afraid to target fish bigger than themselves in the ocean, in fact, they've even been known to grab onto specimens as big as sharks. Natural predators include fish, birds, and some aquatic mammals. The helpless larvae often become prey items for bottom feeders.

Society/Culture

The rarity of capture in coastal and estuarine waters suggests that marine lampreys are solitary hunters and widely dispersed at sea. Adult lampreys, on the other hand, can band together and feed on a common host. They can communicate with each other by secreting pheromones.

cockfighting since around 2000 BC. There are numerous cultural references to chickens in myth, folklore, and religion.

Chickens have 125 development points to define their potential. During adolescence that should develop *Awareness-all*, *Balance*, *Control Frenzy*, *Fauna Lore*, *Flora Lore*, *Flying/Gliding*, *Hiding*, *Hunting*, *Jumping/Landing*, *Language* (Phasianidae), *Movement*, *Signaling*, *Survival*, *Swimming*, *Weather Watching*, *Bite and Claw attacks*.

| Chicken | Δ | Units | DPs |
|---------------------|---------|-------|---------|
| Vitality | -0.50 | z | 0 |
| Strength | -1.75 | z | 0 |
| Endurance | -1.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -58.00 | lbs | -29 |
| Age Span | -68.00 | yrs | -2.72 |
| Allergy Resistance | 1.00 | z | 44 |
| Body Density | -1.00 | z | -44 |
| Curse Resistance | 2.30 | z | 198.8 |
| Disease Resistance | 1.06 | z | 65.6 |
| Disorder Resistance | 1.45 | z | 99.4 |
| Gestation Period | -33.00 | wks | -33 |
| Gigantism | -1.39 | z | -66 |
| Hearing, Standard | 0.76 | z | 25 |
| Mana | -2.34 | z | -407.03 |
| Maturity | -0.14 | yrs | -2.7 |
| Poison Resistance | 1.00 | z | 61 |
| Reproductive Rate | 22.00 | wks | 22 |
| Vision FOV 2D | 50.00 | deg | 2.5 |
| Vision FOV 3D | -115.00 | deg | -5.75 |
| Vision, Lowlight | -0.75 | z | -31.5 |
| Visual Acuity | 0.32 | z | 10 |

57 Phasianidae

Phasianidae is the family of heavy, ground-living birds with includes pheasants, partridges, grouse, junglefowl, ptarmigans, chickens, turkeys, quail, and peacocks. This family contains 185 unique species. Phasianids are terrestrial. They range in size from the King Quail which is 5.3 inches tall and 0.11 pounds to the wild Turkey which is 4 feet in length and weighs over 20 pounds. Sexual dimorphism is present, and males are larger than females. They are generally plump, with broad, relatively short wings and powerful legs. Many have a spur on each leg. *They're capable of flying if they must*, but they prefer to spend the majority of their lives on the ground. The bill is short and compact, particularly in species that dig deep in the earth for food. Males often boast brightly colored plumage, as well as facial ornaments such as combs, wattles, and/or crests.

The Phasianidae can be found in the Americas, Europe, Asia, all of Africa except the driest deserts, and south into much of eastern Australia and New Zealand. Their diet includes seeds, leaves, fruits, tubers, and roots, to small animals including insects, insect grubs, and even small reptiles. Compared to birds in general, many species do not engage in monogamy. Nesting usually occurs on the ground and can vary from mounds of vegetation to slight scrapes in the ground.

57.1 Chicken

The chicken is a domesticated junglefowl originally from Southeastern Asia. Rooster or cock is a term for an adult male bird, and a younger male may be called a cockerel. An adult female bird is called a hen and a sexually immature female is called a pullet. Roosters can usually be differentiated from hens by their striking plumage of long flowing tails and shiny, pointed feathers on their necks ('hackles') and backs ('saddle'), which are typically of brighter, bolder colors than those of females of the same breed. Males have a larger combs and wattles and develop of spurs on their legs. They average 26" long head to tail and weigh 5.5 pounds. Their 2-foot wingspan is not suited for long-distant flight.

Chickens rarely attack humanoids; hens might attack if they're sitting on eggs or protecting young chicks. Humans keep chickens primarily as a source of food, consuming both their meat and eggs. They were domesticated by at least 6000 BC, reaching Europe around 100 BC and appear to have been introduced to the Americas from Polynesia before 1400 AD. Chickens have been also bred for

Habitat

Chickens can be found anywhere humanoids exist except for the Arctic and Antarctic. Many have escaped captivity and have become feral living in the wild.

Ecology/Psychology

Baring accident or disease a chicken is mature at 6 months of age and has an average lifespan is 7 years with a maximum of 16. A rooster often dances and circles a hen, when she responds to his 'call', the rooster may mount the hen and proceed with the mating. The hen will clutch, laying around a dozen eggs and then proceed to incubate them. The hen will rarely leave the nest to eat, drink, or dust-bathe. The eggs hatch after around 3 weeks. Chickens can have two broods a year.

Chickens are omnivores. In the wild, they often scratch at the soil to search for seeds, insects, lizards, small snakes, and even young mice.

Society/Culture

Chickens are social birds and live together in flocks. They have a communal approach to the incubation of eggs and raising of young. Individual chickens in a flock will dominate others, establishing a 'pecking order', with dominant individuals having priority for food access and nesting locations. Removing hens or roosters from a flock causes a temporary disruption to this social order until a new pecking order is established. Adding hens, especially younger birds, to an existing flock can lead to fighting and injury. When a rooster finds food, he may call other chickens to eat first. He does this by clucking in a high pitch as well as picking up and dropping the food. This behavior may also be observed in mother hens to call their chicks and encourage them to eat. A

rooster's crowing, 'Cockadoodledoo', is a loud and sometimes shrill call and sends a territorial signal to other roosters.

57.2 Peafowl

Peafowl are birds known primarily for their gorgeous plumage. The male is referred to as a peacock and the female as the peahen. A group of peafowl is called an "ostentation" or a "muster". The male is known for their extravagant iridescent blue and green plumage with eye spots near the end of each tail feather. The female is less extravagant in her size and plumage. Color variations exist from all white to gold. They average around 3 feet in length not including tail, weigh around 8 pounds, and have a 40-inch wingspan.

Peafowl are prominent in folklore all over Asia. Peacocks are believed to deliberately consume poisonous substances to become immune to them, as well as to make the colors of their resplendent plumage all the more vibrant. In Hinduism, the Indian peacock is the mount of the god of war, Lord Kartikeya, and the warrior goddess Kaumari. It is said the founder of the Mauryan Empire was an orphan and raised by a family of peacocks. The Mughal seat of power was called the Peacock Throne. In Persia and Babylonia, the peacock is seen as a guardian of royalty and is often engraved upon royal thrones. Ancient Greeks believed that the flesh of peafowl did not decay after death, so it became a symbol of immortality. The Greek goddess Hera's chariot was pulled by peacocks. Among Ashkenazi Jews, the golden peacock is a symbol for joy and creativity, with quills from the bird's feathers being a metaphor for a writer's inspiration. In ancient Rome, through the Renaissance the peafowl were served as a delicacy. Peacocks can scratch, peck and jump on people, and are more likely to attack small children, especially during mating season.

Peafowl have 125 development points to define their potential. During adolescence that should develop *Awareness-all, Balance, Control Frenzy, Fauna Lore, Flora Lore, Flying/Gliding, Hiding, Hunting, Jumping/Landing, Language (Phasianidae), Movement, Signaling, Survival, Swimming, Weather Watching, Bite and Claw attacks.*

| Peafowl | Δ | Units | DPs |
|---------------------|---------|-------|---------|
| Comeliness | 0.50 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -1.75 | z | 0 |
| Endurance | -1.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -89.00 | lbs | -44.5 |
| Age Span | -60.00 | yrs | -2.4 |
| Allergy Resistance | 1.00 | z | 44 |
| Body Density | -1.00 | z | -44 |
| Camouflage | -0.50 | z | -20 |
| Curse Resistance | 2.17 | z | 181.9 |
| Disease Resistance | 0.99 | z | 60 |
| Disorder Resistance | 1.36 | z | 90.9 |
| Gestation Period | -32.00 | wks | -32 |
| Gigantism | -0.95 | z | -41 |
| Hearing, Standard | 0.76 | z | 25 |
| Mana | -2.32 | z | -397.85 |
| Maturity | -0.14 | yrs | -2.7 |
| Poison Resistance | 1.00 | z | 61 |
| Reproductive Rate | 48.00 | wks | 48 |
| Vision FOV 2D | 50.00 | deg | 2.5 |
| Vision FOV 3D | -115.00 | deg | -5.75 |
| Vision, Lowlight | -0.75 | z | -31.5 |
| Visual Acuity | 0.48 | z | 15 |

Habitat

The peafowl are originally from India and Africa and can be found in both tropical and dry habitats. They have spread all over Asia. Peafowl are lowland forest birds that nest on the ground, but roost in trees. They are also known to inhabit agricultural fields.

Ecology/Psychology

Starting in late February and running until early August, the peacocks display their stunning tail feathers, dance, and call out to attract the females. The male's loud song occurs just before, just after, and sometimes during copulation. The female lays 3-6 yellowish white eggs which take 4 weeks to hatch. Chicks of both sexes in all the species are cryptically colored. They vary between yellow and tawny, usually with patches of darker brown or light tan and "dirty white" ivory.

They are terrestrial omnivores and eat plants, flower petals, seed heads, insects and other arthropods, reptiles, and amphibians. Wild peafowl look for their food scratching around in leaf litter either early in the morning or at dusk. They retreat to the shade and security of the woods for the hottest portion of the day.

Society/Culture

These birds are quite social and live in groups both in the wild and in feral populations. The groups change based on the season. Outside of the breeding season, all-male or all-female groups usually congregate. Once the breeding season begins, the males collect several females into their harem, and protect them from other males. All species of peafowl are believed to be polygamous. In addition to the male's tail fan display their vocalization is very loud and can attract female from over a mile away even in dense forests.

57.3 Pheasant

Pheasant, *a.k.a.*, Ring-necked Pheasant is a large chicken-like bird with a long-pointed tail. It has relatively long legs, small head, long neck, and a plump body. The male has a red face, greenish blue neck with a bold white ring, their body is copper in color with black spots, and they have a very long tail, around 18 inches in length, that is copper in color with black stripes. The female is smaller, their head neck and body are tan to cinnamon in color with black spots and a shorter, 8-inch tail. There are many color variations including green, black, and fawn. They average 28" inches long not including the tail, weigh around 3 pounds and have a wingspan of 24 inches. They are able short-distance fliers at speeds of 35 miles per hour, but they prefer to run at speeds of 8 miles per hour. If startled however, they can suddenly burst upwards at great speed, with a distinctive "whirring" wing sound and often giving kok kok kok calls to alert others. They have good hearing and eyesight.

The pheasant and is perhaps the most common game bird in the world. They are bred to be hunted in Europe and the United Kingdom. Pheasants are quite aggressive. This is most common throughout their breeding season. They are fiercely protective of their young. As a result, approaching their nest would result in an attack.

Pheasants have 125 development points to define their potential. During adolescence that should develop *Awareness-all, Balance, Control Frenzy, Fauna Lore, Flora Lore, Flying/Gliding, Hiding, Hunting, Jumping/Landing, Language (Phasianidae), Movement, Signaling, Survival, Swimming, Weather Watching, Bite and Claw attacks.*

| Pheasant | Δ | Units | DPs |
|------------|-------|-------|-----|
| Comeliness | 0.30 | z | 0 |
| Speed | 1.27 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -1.75 | z | 0 |
| Endurance | -1.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |

| | | | |
|---------------------|---------|-----|---------|
| Stability | 1.00 | z | 0 |
| Reasoning | -2.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -108.00 | lbs | -54 |
| Age Span | -64.00 | yrs | -2.56 |
| Allergy Resistance | 1.00 | z | 44 |
| Body Density | -1.00 | z | -44 |
| Camouflage | 0.50 | z | 20 |
| Curse Resistance | 2.09 | z | 170.9 |
| Disease Resistance | 0.94 | z | 56.4 |
| Disorder Resistance | 1.30 | z | 85.5 |
| Gestation Period | -32.00 | wks | -32 |
| Gigantism | -1.28 | z | -59 |
| Hearing, Standard | 0.76 | z | 25 |
| Mana | -2.29 | z | -390.19 |
| Maturity | -0.14 | yrs | -2.7 |
| Poison Resistance | 1.00 | z | 61 |
| Reproductive Rate | 48.00 | wks | 48 |
| Vision FOV 2D | 50.00 | deg | 2.5 |
| Vision FOV 3D | -115.00 | deg | -5.75 |
| Vision, Lowlight | -0.75 | z | -31.5 |
| Visual Acuity | 0.48 | z | 15 |

Habitat

Pheasants are native to China, East Asia, and parts of Europe, but they are being successfully introduced in other parts of the world starting with the Romans. They will not be introduced to North American until 1773. They inhabit agricultural areas intermixed with areas of taller vegetation, which they use for cover. They are often found along rural roadsides, in overgrown or recently harvested fields, and in brushy areas and hedgerows.

Ecology/Psychology

Baring accident or disease they are considered mature at 6 months and have an average lifespan of 11 years with a maximum of 18. Pheasants nest on the ground in scrapes, lined with some grass and leaves, frequently under dense cover or a hedge. Occasionally they will nest in a haystack, or old nest left by other birds. They roost in sheltered trees at night. The males are polygynous and are often accompanied by a harem of several females. In April to June pheasants produce a clutch of around 8–15 pale olive eggs, over a period of 2-3 weeks. The chicks hatch in 4 weeks and can fly two weeks later and beginning to look like their parents after four months.

Pheasants are omnivores eating a wide variety of animal and vegetable type-food, like fruit, seeds, grain, mast, berries, and leaves as well as a wide range of invertebrates, such as leatherjackets, ant eggs, wireworms, caterpillars, grasshoppers and other insects, small vertebrates like lizards, field voles, small mammals, and even small birds.

Society/Culture

Pheasants are gregarious birds and outside the breeding season form loose flocks. In the autumn, they flock together, sometimes in large groups in areas with food and cover. Usually, the core home range is smaller in the winter than during the nesting season. Flocks formed in the winter may be mixed or single-sexed and may have up to 50 pheasants.

57.4 Quail

Quail, *a.k.a.*, bobwhite, partridge, is a small to medium-sized bird in the Phasianidae family and comprise 130 species. They have short spurless legs, are plump in appearance and are usually light brown with white spots. Males tend to have white and black markings and small ornamental crests on their heads. Although they are capable of short bursts of strong flight, quails prefer to walk, and run, 12 miles per hour from danger (or hide), taking off explosively up to 30 miles per hour only as a last resort. They average 10 inches in length, weigh less

than a pound and have a 13-inch wingspan. Males are bigger and have more brilliant plumage than females.

Some quails are hunted and farmed in large numbers for their meat and eggs. The eggs are ¼ the size of a chicken egg and are tan with brown splotches. It is said quail can eat some poisonous seeds with no apparent ill effects storing the poison in their body fat. It is rumored that humanoids can be poisoned consuming these birds and the Roman Empire prohibited quail consumption during the 1st century AD.

Quail have 125 development points to define their potential. During adolescence that should develop *Awareness-all, Balance, Control Frenzy, Fauna Lore, Flora Lore, Flying/Gliding, Hiding, Hunting, Jumping/Landing, Language (Phasianidae), Movement, Signaling, Survival, Swimming, Weather Watching, and Bite* attacks.

| Quail | Δ | Units | DPs |
|---------------------|---------|-------|---------|
| Speed | 1.25 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -1.85 | z | 0 |
| Endurance | -1.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -108.00 | lbs | -54 |
| Age Span | -73.00 | yrs | -2.92 |
| Allergy Resistance | 1.00 | z | 44 |
| Body Density | -1.00 | z | -44 |
| Camouflage | 1.00 | z | 44 |
| Curse Resistance | 1.25 | z | 81.1 |
| Disease Resistance | 0.50 | z | 26.8 |
| Disorder Resistance | 0.71 | z | 40.6 |
| Gestation Period | -32.00 | wks | -32 |
| Gigantism | -1.91 | z | -100 |
| Hearing, Standard | 0.76 | z | 25 |
| Mana | -2.17 | z | -348.83 |
| Poison Resistance | 2.50 | z | 230 |
| Reproductive Rate | 22.00 | wks | 22 |
| Vision FOV 2D | 50.00 | deg | 2.5 |
| Vision FOV 3D | -115.00 | deg | -5.75 |
| Vision, Lowlight | -0.75 | z | -31.5 |
| Visual Acuity | 0.48 | z | 15 |

Habitat

Quail can be found in many parts of the world, from Canada through to southern Brazil, Africa, Asia, and Europe. Species are found across a variety of habitats from tropical rainforest to deserts, although few species are capable of surviving at very low temperatures.

Ecology/Psychology

Quail are sexually mature at six months and have an average lifespan of 1-2 years. Most species live on the ground but some species roost in the trees. In late spring and early summer, coveys begin to break up as pair bonds form between individual males and females prior to the breeding season. The female lays between 7-28 eggs once or twice a year. The eggs hatch after 3.5 weeks and the chicks are capable of walking and self-sufficiency with a few days but only around 50% survive till maturity. Adult quail like to take dust baths by burrowing two to three inches deep into loose soil and then wriggling around, flapping their wings.

They are diurnal omnivores. Their diet includes insects, seeds, vegetation, and tubers. Quail are preyed upon by humans, hawks, foxes, lynx, owls, raccoons, opossum, snakes and even skunks. They face major sources of mortality beginning the day it is laid in the nest as an egg. On average, 70 percent to 80

percent of the quail population is lost each year; this high mortality rate is offset by large broods.

Society/Culture

Quails are shy and are typically found in small flocks, otherwise known as "coveys", of 8 to 25 birds. Quail spends most of their lives in a relatively small area and usually don't migrate. Quails communicate through high-pitched sounds, grunts, and cackles. These sounds have beats and harmony often sound like human words such as 'wet-my-lips', 'Chicago' or 'Bob White'.

57.5 Turkey

The Turkey is the largest bird in the Phasianidae family containing only two species. Males of both turkey species have a distinctive fleshy wattle, called a snood, that hangs from the top of the beak. The male is bigger and much more colorful than the female. Turkeys are dark overall with a bronze-green iridescence to most of their plumage. Their wings are dark, boldly barred with white. Their rump and fan-shaped tail feathers are broadly tipped with rusty or white. The bare skin of the head and neck varies from red to blue to gray. They average 44 inches in length, weigh over 13 pounds and have a 3.25-foot wingspan. They can run at 25 miles per hour and fly close to the ground for a quarter of a mile at 55 miles per hour.

Habituated turkeys may attempt to dominate or attack people that the birds view as subordinates. Turkeys were likely first domesticated in Pre-Columbian Mexico, where they held a cultural and symbolic importance. Turkeys were first exported to Europe via Spain around 1519, where they gained immediate popularity among the aristocratic classes. Turkeys arrived in England in 1541. Indigenous people of North America, including Muscogee Creek and Wampanoag, wore turkey feather cloaks. The turkey clan is one of the three Lenape clans. It is one of the Navajos' sacred birds, with the Navajo people using the feathers and parts in multiple traditional ceremonies.

Turkeys have 125 development points to define their potential. During adolescence that should develop *Awareness-all, Balance, Control Frenzy, Fauna Lore, Flora Lore, Flying/Gliding, Hiding, Hunting, Jumping/Landing, Language (Phasianidae), Movement, Signaling, Survival, Swimming, Weather Watching, Bite and Claw attacks.*

| Turkey | Δ | Units | DPs |
|---------------------|---------|-------|---------|
| Speed | 1.50 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -1.50 | z | 0 |
| Endurance | -1.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -90.00 | lbs | -45 |
| Age Span | -71.00 | yrs | -2.84 |
| Allergy Resistance | 1.00 | z | 44 |
| Body Density | -1.00 | z | -44 |
| Camouflage | 0.26 | z | 10 |
| Curse Resistance | 2.13 | z | 176.6 |
| Disease Resistance | 1.03 | z | 63.3 |
| Disorder Resistance | 1.27 | z | 83.3 |
| Gestation Period | -32.00 | wks | -32 |
| Gigantism | -0.66 | z | -27 |
| Hearing, Standard | 0.76 | z | 25 |
| Mana | -2.41 | z | -430.91 |
| Maturity | -0.11 | yrs | -2.3 |
| Poison Resistance | 1.00 | z | 61 |
| Reproductive Rate | 48.00 | wks | 48 |
| Vision FOV 2D | 50.00 | deg | 2.5 |
| Vision FOV 3D | -115.00 | deg | -5.75 |
| Vision, Lowlight | -0.75 | z | -31.5 |

| | | | |
|---------------|------|---|----|
| Visual Acuity | 0.48 | z | 15 |
|---------------|------|---|----|

Habitat

The turkey is native to North and Central America. They prefer hardwood and mixed conifer-hardwood forests with scattered openings such as pastures, fields, orchards, and seasonal marshes. They seemingly can adapt to virtually any dense native plant community if coverage and openings are widely available.

Ecology/Psychology

Turkeys like most Phasianidae feed on the ground, but as soon as they can fly, they will roost in trees. Turkey breeding season begins in early April and continues through early June. During this time, the toms perform courtship displays. They will strut, fluff their feathers, drag their wings, and gobble to attract the attention of hens. A single tom will mate with many hens. After mating, the hen goes off by herself to nest. Over a period of two weeks, the hen lays 10 to 12 cream-colored eggs which hatch after 28 days of incubation, and poults can fly in about three weeks. Around 70% of poults die within 4 weeks after hatching due to predation.

In spring and summer, they feed on a wide variety of plants and insects. In the fall, they eat acorns, corn, oats, and other seasonal plants and nuts. When winter comes, they depend on any plants, seeds, nuts, and fruits left over from the fall. Turkeys are known to occasionally forage with deer and squirrels and may even play with them. By foraging together, each can help each other watch for predators with their different senses: the deer with their improved olfactory sense, the turkey with its superior sight, and squirrels providing an additional set of eyes from the air. Young poults are preyed upon by domestic dogs, coyotes, raccoons, skunks, and great-horned owls, among other predators.

Society/Culture

Turkeys travel in flocks, and within each flock they develop a "pecking order." Turkeys will peck at birds that they believe are below them in social status to display their dominance. This behavior is usually seen during the breeding season. Wild turkeys have many calls: gobbles, plain yelp, cluck & purr, clucks, cutting, excited hen, fly down, tree yelp, old hen, kee kee, putts. The gobble of a wild turkey can be heard up to a mile away. Males also emit a low-pitched "drumming" sound, produced by the movement of air in the air sac in the chest, like the booming of a prairie chicken.

58 Pinniped

Pinniped is the clade of carnivorous, fin-footed, semiaquatic marine mammals that includes seals, sea lions, and walrus. Pinnipeds range in size from the 39 inch long and 99-pound Baikal seal to the 16 foot long and 7,100-pound elephant seal. Mature males are larger than females. Pinnipeds have streamlined, spindle-shaped bodies with reduced or non-existent external ear flaps, rounded heads, flexible necks, limbs modified into flippers, and small tails. Though not as fast in the water as dolphins, seals are more flexible and agile. Their terrestrial locomotion is rather slow and clumsy. Their eyesight and hearing are adapted for both air and water, and they have an advanced tactile system in their whiskers. They have a layer of blubber, under the skin to keep warm in the cold water, which also increases their vitality and provides natural armor. Pinnipeds are typically counter shaded, and are darker colored dorsally and lighter colored ventrally, which serves to eliminate shadows caused by light shining over the ocean water.

Except during the molt, pinnipeds usually sleep in the water, in a belly-up orientation. Like other marine mammals, seals sleep in water with half of their brain awake so that they can detect and escape from predators. When they are asleep on land, both sides of their brain go into sleep mode. Most species prefer the colder waters of the Northern and Southern Hemispheres. They spend most of their lives in the water, but come ashore to mate, give birth, molt or escape from predators, such as sharks and orcas. Seals mainly live in marine environments but can also be found in freshwater. They feed largely on fish and marine invertebrates. Predators include orcas, sharks and humans.

The meat, blubber and fur coats of pinnipeds have traditionally been used by indigenous peoples of the Arctic. Seals have been depicted in various cultures worldwide. Pinnipeds mainly inhabit polar and subpolar regions, particularly the North Atlantic, the North Pacific and the Southern Ocean.

58.1 Elephant Seal

Elephant seals are very large, earless pinnipeds. At maturity they average 15 feet long and weigh over 7000 pounds. Males are easily identifiable by their elephant-like trunk. They are grey to dark brown in color. They can hold their breath for over an hour, swim 10 miles per hour and dive 5000 feet deep in search of food and reach speeds of 5 miles per hour on land.

Elephant Seals have 33.8 development points to define their potential. During Adolescent Development Elephant Seals should further develop *Acrobatics-water, Awareness-all, Balance, Diving, Fauna Lore, Fishing, Flora Lore, Hiding, Movement, Manipulation, Stalking, Survival, Swimming, and Bite attacks.*

| ElephantSeal | Δ | Units | DPs |
|--------------------|--------|-------|---------|
| Comeliness | -1.00 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 2.00 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | 0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | 250.00 | lbs | 125 |
| Age Span | -62.00 | yrs | -2.48 |
| Gestation Period | 26.00 | wks | 26 |
| Gigantism | 1.38 | z | 65 |
| Mana | -2.88 | z | -633.72 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Intensity | 2.20 | z | 122.5 |
| Touch, Standard | 0.50 | z | 15.7 |
| Vision, Lowlight | 1.00 | z | 44 |
| Vision, Underwater | 2.00 | z | 80 |
| Diving-Free | 1.00 | z | 26 |
| Swimming | 1.00 | z | 26 |

Habitat

Northern elephant seals are found in the eastern and central North Pacific Ocean. Though they range as far north as Alaska, they typically breed and give birth in the Channel Islands off California or Baja California in Mexico, primarily on offshore islands from December to March. Southern elephant seals live in sub-Antarctic and Antarctic waters. Their main feeding area is at the edge of the Antarctic continent. They come ashore in Antarctica occasionally to rest or to mate, they gather to breed in subantarctic locations.

Ecology/Psychology

Baring accident or disease Elephant seals are considered mature at 3 years of age and have an average lifespan of 13 years. The haul-out in begins in spring. When elephant seals are born, they can weigh up to 79 pounds and reach lengths up to 4 feet. The mothers will fast and nurse up to 28 days, providing their pups with rich milk. Sheathbills, Skuas, Western Gulls, and African feral cats have been reported to directly pilfer milk from the elephant seals' teats. The pups begin swimming at around 12 weeks. After a month the cows are ready to mate. Sexual dimorphism is extreme, with males significantly larger than females, and having a prominent proboscis.

Once a year, elephant seals go through a process called molting where they shed the outer layer of hair and skin. This molting process takes up to a month to complete. When it comes time to molt, they will haul out on land to shed their

outer layer and will not consume any food during this time. The females and juveniles will molt first, followed by the sub adult males, and finally the large mature males.

Elephant seals spend the majority of their life (80%) underwater in search of food and can cover 60 miles a day when they head out to sea. Elephant seals are carnivores and their favorite foods, which are skates, rays, squid, octopuses, eels, small sharks and large fish. The main predators of elephant seals are killer whales, great white sharks and humans.

Society/Culture

The bull's proboscis is used in producing extraordinarily loud roaring noises, especially during the mating season. They fight each other by raising themselves and ramming each other with their chests and teeth. Females cluster in groups called harems, which consist of up to 50 females surrounding one alpha male. They are polygynous breeders with a social hierarchy. Elephant seals are territorial during mating season. They have large, sharp teeth and can bite. They carry bacteria that can cause very serious infections for humans and pets.

58.2 Grey Seal

Grey seals, *a.k.a.* Atlantic Seal, Horsehead Seal are very large, earless pinnipeds and is *ORS™* common seal. At maturity they average 6.5 feet long and weigh over 400 pounds. Males are larger than females. They are light grey to dark grey in color with scattered dark spots. They can hold their breath for over 30 minutes, swim 22 miles per hour and dive 1500 feet deep in search of food and reach speeds of 2 miles per hour on land. They move caterpillar-like on land. Gray seals can be quite curious about humans and boats and will approach vessels and divers. Care must be exercised when observing seals on land as they may be aggressive, particularly during the breeding season.

Grey Seals have 182.3 development points to define their potential. During Adolescent Development Grey Seal should further develop *Acrobatics-water, Awareness-all, Balance, Diving, Fauna Lore, Fishing, Flora Lore, Hiding, Movement, Manipulation, Stalking, Survival, Swimming, and Bite attacks.*

| GreySeal | Δ | Units | DPs |
|--------------------|--------|-------|--------|
| Speed | 0.50 | z | 0 |
| Agility | 2.00 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | 0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | 100.00 | lbs | 50 |
| Age Span | -50.00 | yrs | -2 |
| Gestation Period | 8.00 | wks | 8 |
| Gigantism | 0.16 | z | 6 |
| Mana | -2.62 | z | -515.7 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Intensity | 2.45 | z | 144 |
| Touch, Standard | 0.50 | z | 15.7 |
| Vision, Lowlight | 0.64 | z | 26 |
| Vision, Underwater | 2.00 | z | 80 |
| Diving-Free | 1.00 | z | 26 |
| Swimming | 1.00 | z | 26 |

Habitat

Gray seals are found on both sides of the North Atlantic in temperate and subarctic waters. They prefer remote rocky coasts with small islands and reefs around the British Isles, Iceland and Norway, eastern Canada and northeaster United states and Russia. The beaches they inhabit may be rocky, sandy or ice

ORS

pack. Gray seals migrate far from their rookeries when they are not breeding or molting.

Ecology/Psychology

Baring accident or disease Grey seals are considered mature at 6 years of age and have an average lifespan of 25 years. Gray seals tend to be polygynous, with males in competition to mate. Successful males mate with between 2 and 10 females, but in areas such as ice or sand where females are not so close together, one male will often mate with just one female. Females bear one pup the day after coming to shore at the rookery. Pups are nursed for 3 weeks and will remain on land until weaned. Mother and baby seals form a strong bond at birth. A mother recognizes her pup by its call and scent. All parental care is provided by the female.

The Grey seal is carnivorous and feed on fish (mostly sand eels, hake, whiting, cod, haddock, pollock, and flatfish), crustaceans, squid, octopuses, and sometimes even seabirds. Predators include orcas, sharks and humans.

Society/Culture

Gray seals gather in large groups during the mating/pupping and molting seasons. During the rest of the year, they can be found alone, in small groups or at large aggregations either on land or at sea. It is perfectly normal for grey seals to haul out onto coastal fringes all through their lives and our calendar year. Drying their fur on a hot sunny day is something they appear to enjoy. They communicate by vocalizations and signaling.

58.3 Walrus

Walrus are large, earless pinnipeds. At maturity they average 10.5 feet long and weigh over 2200 pounds. Adult walrus are characterized by prominent tusks and whiskers and males are larger than females. Their tusks can reach 3 feet in length and are used for fighting and maintaining holes in the ice. They are light brown to dark brown in color. They can hold their breath for over 10 minutes, swim 15 miles per hour and dive 295 feet deep in search of food and reach speeds of 6 miles per hour on land. The walrus has an air sac under its throat which acts like a flotation bubble and allows it to bob vertically in the water and sleep. The males possess a large baculum (penis bone), up to 25 inches in length, the largest of any land mammal, both in absolute size and relative to body size.

The walrus has played a prominent role in the cultures of many indigenous Arctic peoples, who have hunted it for meat, fat, skin, tusks, and bone. Walrus have 89.3 development points to define their potential. During Adolescent Development Walrus should further develop *Acrobatics-water*, *Awareness-all*, *Balance*, *Diving*, *Fauna Lore*, *Fishing*, *Flora Lore*, *Hiding*, *Movement*, *Manipulation*, *Stalking*, *Survival*, *Swimming*, and *Bite* attacks.

| Walrus | Δ | Units | DPs |
|-------------------|--------|-------|--------|
| Agility | 0.50 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 1.75 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | 0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | 200.00 | lbs | 100 |
| Age Span | -55.00 | yrs | -2.2 |
| Gestation Period | 26.00 | wks | 26 |
| Gigantism | 0.82 | z | 34.5 |
| Mana | -2.83 | z | -608.5 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Intensity | 2.20 | z | 122.5 |
| Touch, Standard | 0.50 | z | 15.7 |
| Vision, Lowlight | 1.00 | z | 44 |

| | | | |
|--------------------|------|---|----|
| Vision, Underwater | 2.00 | z | 80 |
| Diving-Free | 1.00 | z | 26 |
| Swimming | 1.00 | z | 26 |

Habitat

The Atlantic walrus lives in the seasonally ice-covered northern waters of Canada, Greenland, Norway and Russia. The Pacific walrus has a wide range between Russia and the US (Alaska), from the Bering to the Chukchi Seas, as well as the Laptev Sea.

Ecology/Psychology

Baring accident or disease Walrus are considered mature at 4.8 years of age and have an average lifespan of 20 years. They rut from January through April, decreasing their food intake dramatically. Males aggregate in the water around ice-bound groups of estrous females and engage in competitive vocal displays. The females join them and copulate in the water. Calves are born after a 15-month gestation and average 99 pounds in weight and 4 feet in length. The mothers nurse for over a year before weaning, but the young can spend up to five years with the mothers.

Walrus have diverse and opportunistic diet, feeding on various marine organisms, including shrimp, crabs, tube worms, soft corals, tunicates, sea cucumbers, various mollusks (such as snails, octopuses, and squid), some types of slow-moving fish, and even parts of other pinnipeds. However, it prefers benthic bivalve mollusks, especially clams. Predators include the orca, polar bear and humans.

Society/Culture

The rest of the year (late summer and fall), walrus tend to form massive aggregations of tens of thousands of individuals on rocky beaches or outcrops. The migration between the ice and the beach can be long-distance and dramatic. In late spring and summer, for example, several hundred thousand Pacific walrus migrate from the Bering Sea into the Chukchi Sea through the relatively narrow Bering Strait.

59 Raptoridae

This ORS™ Raptoridae family includes the hyper-carnivorous bird species that actively hunt and feed, *e.g.*, buzzards, condors, eagles, falcons, harriers, hawks, kestrels, kites, ospreys and vultures, but not owls or seriemas. They all have keen eyesight, curved powerful beaks, and sharp talons. They can also see into the ultraviolet spectrum allowing them to track their prey's urine trails. Their sense of smell is below average but does exist. In general raptors do not consider humans as prey but reports exist of children being attacked.

59.1 Eagle

An Eagle is a large bird of prey containing 68 species. ORS™ uses the Bald Eagle as its common eagle. Except for size, this entry is equally applicable to Falcons, Harriers, Hawks, Kestrels Kites, and Ospreys which includes 270 additional species. Eagles are larger than hawks which are larger than falcons. They range in size from the sparrow hawk which is 8.7 inches in length and a wingspan of 20 inches, weighing only 8 ounces to the Steller Sea Eagle with a body 3.35 feet in length, a wingspan of 8.3 feet and weighing 21 pounds. The Bald Eagle has a wingspan of around 6 feet and weighs around 10 pounds. The female is larger than the male. They have heavy heads, hooked beaks, broad wings and are agile fast flyers capable of 45 miles per hour. In a dive Bald Eagles approach 100 miles per hour and a falcon 150. They have excellent vision. Their plumage varies but it well suited to provide camouflage in their environment, *e.g.*, browns, streaks, cinnamon-red, white, and black. The mature Bald Eagle has a brown body, white head and tail, whereas the plumage of the immature Bald Eagle is brown.

ORS

The eagles will only attack humanoids when they are threatened or defending their territory/kill. The eagle has a prominent role in indigenous North American mythology. They are also featured in England, Europe, and Asian folklore.

Eagles have 7.39 development points to define their potential. During adolescence they should focus on *Acrobatics-air, Awareness-all, Diving, Fauna Lore, Fishing, Flora Lore, Flying/Gliding, Hiding, Hunting, Language-S (eagle), Movement, Stalking, Survival, Weather Watching, Bite and Claw attacks.*

| Eagle | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Speed | 2.50 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -1.75 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | -0.90 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.40 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -50.00 | yrs | -2 |
| Body Density | -1.00 | z | -44 |
| Camouflage | 1.00 | z | 44 |
| Gestation Period | -31.00 | wks | -31 |
| Gigantism | -1.34 | z | -63 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.46 | z | -560.11 |
| Maturity | -0.04 | yrs | -0.8 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | -1.00 | z | -34 |
| Vision, Distance | 3.00 | z | 142 |
| Vision FOV 2D | 30.00 | deg | 1.5 |
| Vision FOV 3D | -50.00 | deg | -2.5 |
| Vision, Ultraviolet | 3.00 | z | 141.5 |
| Visual Acuity | 3.00 | z | 142 |
| Flying/Gliding | 1.00 | Z | 52 |

Habitat

Eagles are generally distributed in all types of habitats and nearly all parts of the world. The birds can be found in northern tundra to tropical rainforests and deserts. They can also be found in mountainous plains and tropical, moist areas. In North America, bald eagles and golden eagles are very common. The other nine species are endemic to Central and South America. The birds have a highly concentrated population in the Africa and eastern hemisphere. Several islands in the Indian and Pacific Oceans are also rich and have distinct species of eagles.

Ecology/Psychology

Baring accident or disease bald eagles are considered mature at five years of age and have an average lifespan of 25 years with a maximum of 30 years. Bald Eagles mate for life. Courtship involves elaborate and spectacular flight displays by the male. The eggs are incubated for five weeks. From one to three eggs are laid with two being the average. The older, larger chick frequently kills its younger, smaller sibling once it has hatched. The parents take no action to stop the killing. Eaglets make their first unsteady flights about 10 to 12 weeks after hatching, and leave their nests within a few days after that first flight.

Eagles are diurnal, active during the day, and are opportunistic apex predators in the avian world. Their diet includes small animals, e.g., snakes, lizards, fish, mice, rabbits, squirrels, birds, and any other type of small game that is found on the ground, even bugs like grasshoppers and crickets.

Society/Culture

Bald eagles are generally solitary, but there are exceptions. Some hawks of warm climates, live in small groups. Three or more adults often care for the young in a single nest, and two or three may hunt cooperatively, actively harrying prey animals out into the open. A classic desert sight involves three or four Harris's Hawks perched on adjacent arms of the same giant saguaro. Eagles normally build their nests, called eyries, in tall trees or on high cliffs. If food is abundant, they tend to occupy a territory year-round but will migrate south or to the coasts in winter in search of food. Their territory can range as little as four square miles to as large as 16 square miles depending on availability of food.

59.2 Giant Eagle

The giant eagle (*Argentavis magnificens*), *a.k.a.*, Thunderbird, Giant Teratorn was the largest flying bird ever to exist. It has a body 5.7 feet in length, a wingspan of 25 feet and weighs 96.4 pounds. The female is larger than male. The eyes are bright yellow, and the bill and talons are black. It thrived six million years ago but folktales claim they still exist today. Their plumage varies based on habitat, e.g., they are sky-blue on top and emerald green underneath in South America, and browns and white in North America. It is a great soaring bird and can dive up to 150 miles per hour. The roar of the wind whipping through the five-foot flight feathers on the bird's wings can be heard for miles.

The giant eagle will attack humanoids when they are threatened or defending their territory/kill. The Thunderbird features in North American indigenous people's history and culture. Many tribes believe their wings create the wind and clouds. When flying they are sometimes confused with the Roc.

Giant eagles have 125.3 development points to define their potential. During adolescence they should focus on *Acrobatics-air, Awareness-all, Diving, Fauna Lore, Flora Lore, Flying/Gliding, Hiding, Hunting, Language-S (eagle), Movement, Stalking, Survival, Weather Watching, Bite and Claw attacks.*

| GiantEagle | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Speed | 3.00 | z | 0 |
| Agility | 2.00 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | -1.00 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | -0.90 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -25.00 | yrs | -1 |
| Body Density | -1.00 | z | -44 |
| Disease Resistance | 0.76 | z | 44 |
| Gestation Period | -31.00 | wks | -31 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.60 | z | -558.2 |
| Maturity | -0.14 | yrs | -2.7 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | -1.00 | z | -34 |
| Vision, Distance | 2.75 | z | 124 |
| Vision FOV 2D | 30.00 | deg | 1.5 |
| Vision FOV 3D | -50.00 | deg | -2.5 |
| Vision, Ultraviolet | 2.75 | z | 124 |
| Visual Acuity | 2.50 | z | 108.5 |
| Flying/Gliding | 1.00 | Z | 52 |

Habitat

The giant eagle inhabited central and northwestern Argentina and along North America's west coast. They prefer steep mountainous regions overlooking prey-rich savanna/grasslands.

Ecology/Psychology

Baring accident or disease giant eagles are considered mature at five years of age and have an average lifespan of 50 years with a maximum of 75 years. Mating occurs in the early spring and the female lays one to two eggs, each weighing over 2 pounds, every two years. The eggs are incubated for 5 weeks, and both parents take turns feeding the young. The young are fully independent after 16 months. Giant eagles are capable of hunting and killing prey that is half their body weight and will scavenge carrion as well.

Giant eagles require about 5 to 10 pounds of meat each day. The giant eagle is diurnal and more active during the morning. When hunting actively, they swoop from high above their prey. For smaller prey they grab it in their bill, kill, and swallow without landing. For larger prey they grab it with their talons, climb to an acceptable altitude and location and drop it and then retrieve it from the ground and return to their nesting site to consume and share it.

Society/Culture

Giant eagles are monogamous and mate for life. They actively protect each other and their young. They both participate in nest building. They are territorial and have a range of around 200 square miles.

59.3 Vulture

A Vulture is a large, bald, bird of prey that sniffs out carrion (decaying flesh of dead animals) feasting on the carcasses and comprises 23 species. Except for size, this entry is equally applicable to Condors. They range in size from the hooded vulture which has a body 28 inches long, a wingspan of 5.5 feet and weighs 4.4 pounds to the American Condor which has a body length of 4.5 feet, a wingspan of 11 feet and weighs up to 31 pounds. The male is larger than the female. Their coloration varies from completely black or dark brown to black with a yellow or magenta head and white beak. Some species have a white streak on the underside of their wings.

The vulture exists in Egyptian and Mesoamerican myths and legends. The vulture is often accused of carrying diseases on its feet or bill and is perceived by ranchers as a threat, but in actuality, active diseases are destroyed when passing through their digestive track.

Vultures have 0 development points to define their potential. During adolescence they should focus on *Acrobatics-air, Awareness-all, Fauna Lore, Flora Lore, Flying/Gliding, Hiding, Hunting, Language-S (vulture), Movement, Stalking, Weather Watching, Survival, Bite and Claw attacks.*

| Vulture | Δ | Units | DPs |
|--------------------|--------|-------|--------|
| Comeliness | -1.50 | z | 0 |
| Speed | 1.00 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -1.80 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | -0.90 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -55.00 | yrs | -2.2 |
| Body Density | -1.00 | z | -44 |
| Disease Resistance | 2.00 | z | 159 |
| Gestation Period | -30.00 | wks | -30 |
| Gigantism | -1.12 | z | -50 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.72 | z | -559.8 |
| Maturity | -0.04 | yrs | -0.8 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 0.75 | z | 24.5 |

| | | | |
|---------------------|--------|-----|-------|
| Taste, Standard | -1.50 | z | -55.5 |
| Vision, Distance | 2.50 | z | 108.5 |
| Vision FOV 2D | 30.00 | deg | 1.5 |
| Vision FOV 3D | -50.00 | deg | -2.5 |
| Vision, Ultraviolet | 2.50 | z | 108.5 |
| Visual Acuity | 2.25 | z | 93.5 |
| Flying/Gliding | 0.67 | z | 33.7 |

Habitat

Vultures are found in Africa, Asia, the Americas, and Europe. Condors are found in warm and temperate areas of the Americas.

Ecology/Psychology

Baring accident or disease vultures are considered mature at four years of age and have an average lifespan of 20 years with a maximum of 30 years. Vultures don't make nests. Eggs are generally laid on a bare surface in a protected location, such as a cliff, cave, rock crevice, burrow, inside a hollow tree, or in a thicket. Mating occurs in the spring and eggs are incubated by both parents for six weeks. Females generally lay one to three eggs with two being the average. The eggs are whitish/cream colored and heavily marked with dark brown or lavender spots around their larger end. Chicks are helpless at birth. Both adults feed the chicks by regurgitating food for them, and care for them for 10 to 11 weeks.

The vulture is awkward on the ground with an ungainly, hopping walk. It requires a great deal of effort to take flight, flapping its wings while pushing off the ground and hopping with its feet. Like storks, vultures often defecate on their own legs, using the evaporation of the water in the feces and/or urine to cool itself which causes white uric acid to streak the legs. The vulture has few natural predators.

Vultures find carcasses using both their sense of smell and sight. They can detect carrion from over a mile away. They feed primarily on a wide variety of carrion, from small mammals to large grazers, preferring those recently dead, and avoiding carcasses that have reached the point of putrefaction.

Society/Culture

The courtship rituals involve several individuals gathering in a circle, where they perform hopping movements around the perimeter of the circle with wings partially spread. In the air, one bird closely follows another while flapping and diving. When adults are threatened while nesting, they may flee, or they may regurgitate on the intruder or feign death. If the chicks are threatened in the nest, they defend themselves by hissing and regurgitating. The young fledge at about nine to ten weeks. Family groups remain together until fall.

The vulture is gregarious and roosts in large community groups, breaking away to forage independently during the day. Several hundred vultures may roost communally in groups.

60 Rhinocerotidae

The family Rhinocerotidae contains rhinoceroses and has 5 known living species. Rhinocerotidae originated in the Eocene about fifty million years ago. Rhinos have massive bodies and a large head with 1-2 horns. The horns are dermal in origin; they are very solid and are composed of compressed, fibrous keratin. Rhinos have a broad chest and short, stumpy legs. Both hind and forefeet have 3 digits each; each digit with a small hoof. Rhinos have small eyes and relatively short but prominent and erect ears. They lack teeth at the front of their mouths relying on their lips to pluck food. Their thick skin is scantily haired and wrinkled, furrowed, or pleated, producing the appearance of riveted armor plates in some species. The tail bears stiff bristles. Males are larger than females. Male rhinos are called 'bulls' and females are called 'cows'. Their young are 'calves'. A group of rhinos is called a crash. Despite their size a Rhino can run between 25-34 miles per hour.

ORS

Rhinoceroses generally inhabit savannahs, shrubby regions and dense forests, and the African species usually live in more open areas than do the Asiatic species. All rhinos are generally restricted to areas where a daily trip to water is possible.

60.1 Giant Rhinoceros

The giant rhinoceros (*Coelodonta antiquitatis*) *a.k.a.*, woolly rhinoceros is known to have lived in Northern Eurasia during the Pleistocene. It is thought to be extinct. The giant rhinoceros was 10.5-12.5 feet long from head to tail, stood 6.6 feet tall at the shoulder and weighed 4,000 - 6,000 pounds. Their tail was around 20 inches long with a bushy end. Both males and females had two horns which were made of keratin, with one long horn reaching forward and a smaller horn between the eyes. The front horn was 4 feet in length and the rear was 1.5 feet long. The rhino's long fur coat was reddish-brown, with a thick undercoat that lay under a layer of long, coarse guard hair thickest on the withers and neck. It had a massive hump reaching from its shoulder and fed mainly on herbaceous plants that grew in the steppe. The standard Rhinoceros, see below, can be used with modifications for size, weight, and coat.

Many cave paintings from the Upper Paleolithic depict woolly rhinoceroses. They are dated at over 31,000 years old, probably from the Aurignacian, engraved on cave walls or drawn in red or black. One scene depicts two rhinos fighting each other with their horns. Some images show rhinoceroses struck with spears or arrows, signifying human hunting. It is thought to have gone extinct 12,000 years ago during the retreat of the last glacial maximum.

60.2 Rhinoceros

A Rhinoceros is a member of odd-toed ungulates in the family Rhinocerotidae. Their name is from the Greek meaning 'noise-horned'. There are 5 known living species: Black, Indian, Javan, Sumatran, and White Rhinos. Black, white, and Sumatran rhinos have two horns; Javan and the Indian rhinos have one horn. They range in size from the Sumatran rhino which is 3.5-5 feet in height, weighing 1400-2000 pounds to the Indian rhino which is 5.75-6.5 feet tall and weighs 4000-6000 pounds. This entry is for the Black Rhino, *a.k.a.*, the Hook-Lipped Rhino but with modification for size, coloration and habitat is applicable to all. Black and white rhinos are often confused with each other and are both grey in color.

The Black Rhino averages 5 feet at the shoulder, 11 feet in length and weighs around 2500 pounds. Their protective skin is 1-2 inches thick, formed from layers of collagen positioned in a lattice structure. The have two horns on their nose with the front horn averaging 20 inches in length and the rear at 8 inches. These horns are used for defense, intimidation, and digging up roots and breaking branches during feeding. Black rhinos have hooked upper lips, whereas white rhinos are characterized by a square lip. Their thick-layered skin helps to protect black rhinos from thorns and sharp grasses. Their skin harbors external parasites, such as mites and ticks, which may be eaten by oxpeckers and egrets. The black rhino has powerful tube-shaped ears that can freely rotate in all directions. This highly developed sense of hearing allows black rhinos to detect sound over vast distances. The black rhino is the fastest Rhinocerotidae capable of achieving 34 miles per hour in a sprint.

Rhinos can often be seen rolling around in mud, giving themselves a protective 'mud coat' to keep them cool, stop insects biting and get rid of any parasites. Asian rhinos are excellent swimmers, crossing rivers with ease. But their African relatives are very poor swimmers and can drown in deep water – so they stick to wallowing in mud for a cool-down. Black rhinos have a reputation for being extremely aggressive, and charge readily at perceived threats. They have even been observed to charge tree trunks and termite mounds. The Rhino is hunted for the flesh, skin, and horn. Their horns are used in traditional medicine. Various unsupported myths surround them: rhinoceros are believed to be attracted by campfires, and it would rush over to stamp out and "devour" the fire.

Rhinos have 150 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Control Frenzy, Fauna Lore, Flora Lore, Hiding, Language(Rhinocerotidae)*,

Movement, Signaling, Stalking, Survival, Impaling, and Striking/Blocking attacks.

| Rhinoceros | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Comeliness | -0.50 | z | 0 |
| Speed | 1.33 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 2.00 | z | 0 |
| Strength | 2.10 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.80 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | 118.00 | lbs | 59 |
| Age Span | -35.00 | yrs | -1.4 |
| Body Density | 1.00 | z | 44 |
| Curse Resistance | 1.21 | z | 78.5 |
| Disease Resistance | 0.48 | z | 25.9 |
| Disorder Resistance | 0.70 | z | 39.3 |
| Gestation Period | 26.00 | wks | 26 |
| Gigantism | 0.89 | z | 38 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.51 | z | -467.6 |
| Maturity | -0.11 | yrs | -2.3 |
| Natural Armor | 1.54 | z | 74 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 1.00 | z | 34 |
| Touch, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 60.00 | deg | 3 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Visual Acuity | -1.24 | z | -44 |

Habitat

The natural range of the black rhino includes most of southern and eastern Africa, but it did not occur in the Congo Basin, the tropical rainforest areas along the Bight of Benin, the Ethiopian Highlands, and the Horn of Africa. In western Africa it is abundant in an area stretching east to west from Eritrea and Sudan through South Sudan to southeastern Niger, and especially around Lake Chad. The optimum habitat seems to be one consisting of thick scrub and bushland, often with some woodland, which supports the highest densities.

Ecology/Psychology

Baring accident or disease it is mature at five years of age and has an average lifespan of 40 years with a maximum of 50 years. Mating does not have a seasonal pattern, but births tend to be towards the end of the rainy season in more arid environments. When in season, the cows will mark dung piles and bulls will follow. Courtship behaviors before mating include snorting and sparring with the horns among males. Breeding pairs stay together for 2–3 days and sometimes even weeks. The gestation period for a black rhino is 15 months. The single calf weighs about 80–110 pounds at birth and can follow its mother around after just three days. Weaning occurs at around 2 years of age for the offspring. The mother and calf stay together for 2–3 years until the next calf is born; female calves may stay longer, forming small groups.

Black rhinos are herbivorous browsers that eat leafy plants, branches, shoots, thorny wood bushes, and fruit. Black rhinos also have a tendency to choose food based on quality over quantity. They can live up to 5 days without water during drought. Black rhinos will fight each other, and they have the highest rates of mortal combat recorded for any mammal: about 50% of males and 30% of females die from combat-related injuries. Adult rhinos normally have no natural predators, thanks to their imposing size as well as their thick skin and deadly horns. The young are occasionally taken by hyenas and lions.

Society/Culture

Rhinoceroses are basically solitary and territorial except for the mother-child unit. Groups of adult cows or bachelor bulls are sometimes formed, however, and during the mating season pairs of rhinos may stay together for up to 4 months. Rhinos mark their territories with urine and by dropping their dung in well-defined piles that can reach up to 3 feet in height. They often furrow the areas around these piles with their horns, making the piles even more conspicuous. The urine and feces of one black rhinoceros helps other black rhinoceroses to determine its age, sex, and identity. Less commonly they will rub their heads or horns against tree trunks to scent-mark. During confrontations, they growl and make 'trumpet calls'. Black rhinos snort when they're angry, make sneeze-like calls as alarms, scream if they're scared and 'mmwonk' when relaxed

61 Salamandridae

Salamandridae is a family of amphibians containing salamanders and newts. There are more than 55 species of salamandrids worldwide. They first appeared in the fossil record over 157 million years ago. They are found worldwide except for Antarctica, sub-Saharan Africa, and Oceania. Salamandrids have patterns of bright and contrasting colors, most of these are to warn potential predators of their toxicity. They have four well-developed limbs, with four toes on the fore limbs, and five toes on the hind limbs. Most species range from 3 to 12 inches in length. Their skin is very granular because of the number of poison glands.

Nearly all salamandrids produce a potent toxin in their skin, with some species being deadly to many other animal species. Tetrodotoxin is the most toxic non-protein substance known, leading to paralysis and death.

Salamandrids occur throughout most of Europe, South into northern Africa and east into Asia, e.g., India, Southern China, and mainland Southeast Asia. One-third of the known salamander species are found in North America. Salamandrid larvae are aquatic. Most Salamandrid lay clutches of eggs in the water and the males externally fertilize them, except for a few viviparous species that give birth to fully metamorphosed young. True salamanders live in burrows under logs or stones in moist woodlands and subalpine meadows, emerging only on mild, damp nights. Partially terrestrial adult newts return to the water to breed and often undergo a partial "reverse metamorphosis" back to the larval condition, growing fin-like extensions on their backs and tails. Salamandrids eat small invertebrates and, in some cases, anuran tadpoles, which they detect with both vision and lateral line organs.

All salamandrids have courtship displays in which the male circles the female and rubs her, sometimes grasping her before mating. The female is fertilized by means of a spermatophore, a sperm-containing cap placed by the male in her cloaca. The sperm is stored in spermathecae on the roof of the cloaca until it is needed at the time of oviposition.

61.1 Giant Salamander

Giant Salamanders, *a.k.a.*, Hellbender, Chinese Giant Salamander, Japanese Giant Salamander are large semiaquatic amphibians. They range in size from the Hellbender at 29 inches and 5 pounds to the Chinese Giant Salamander at 5.9 feet and weighing 130 pounds. This entry is for the Japanese Giant Salamander which averages 5 feet in length and weighs 58 pounds, but with modifications can be used for all giant salamanders. They have brown and black mottled skin which provides camouflage against the bottoms of streams and rivers. Its body surface is covered with numerous small warts with distinctive warts concentrating on its head. It has very small eyes with no eyelids and poor eyesight. Its mouth extends across the width of its head and can open to the width of its body. Males are the same size as females.

Unlike typical pond-breeding salamanders whose juveniles migrate to land after losing their gills through metamorphosis, it stays in the aquatic habitat even after metamorphosis and breaches its head above the surface to obtain air, for respiration and ballast, without venturing out of the water and onto land. The

giant salamander also absorbs oxygen through its skin, which has many folds to increase surface area. For normal movement, Giant Japanese salamanders walk on the bottoms of streams whereas an undulating type of movement is used to quickly travel short distances on land.

Despite its ferocious appearance, the giant salamander poses very little danger to people. When threatened, the Japanese giant salamander can excrete a strong-smelling, Olfactory attack (-1.5z), milky substance. The sticky secretion has a pungent odor and smells like Japanese peppers. This has given them a common name in Japan that translates to "big pepper fish." The Japanese giant salamander has been the subject of legend and artwork in Japan for hundreds of years. There is a giant salamander festival every year on August 8 in Yubara, Maniwa City, Okayama prefecture to honor the animal and celebrate its life. The giant salamanders are called "Hanzaki" in Yubara, due to the belief that even if they are ripped in half they continue to survive.

Giant Salamanders have 60 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Control Frenzy, Fauna Lore, Fishing, Flora Lore, Hiding, Hunting, Language(Salamandridae), Meditation, Movement, Navigation, Signaling, Stalking, Survival, Swimming, Bite, Claw and Olfactory attacks.*

| GiantSalamander | Δ | Units | DPs |
|---------------------|--------|-----------|------|
| Comeliness | -1.50 | z | 0 |
| Speed | -2.00 | z | 0 |
| Agility | -0.50 | z | 0 |
| Vitality | -1.00 | z | 0 |
| Strength | -1.75 | z | 0 |
| Endurance | -2.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -1.00 | z | 0 |
| Creativity | -2.00 | z | 0 |
| Weight | -74.00 | lbs | -37 |
| Age Span | -25.00 | yrs | -1 |
| Bodily Fluids | 1.50 | z | 55.3 |
| Camouflage | 1.00 | z | 44 |
| Curse Resistance | 1.13 | z | 71.3 |
| Disease Resistance | 0.54 | z | 29.6 |
| Disorder Resistance | 0.64 | z | 35.6 |
| Gestation Period | -20.00 | wks | -20 |
| Gigantism | -0.16 | z | -6 |
| Hearing, Standard | -1.00 | z | -34 |
| Mana | -2.60 | z | -507 |
| Maturity | -0.14 | yrs | -2.7 |
| Polyorgani -1 | 1.00 | skinLungs | 10 |
| Quickening | 2.00 | z | 80 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sense, Life | 1.51 | z | 56 |
| Smell, Standard | 1.75 | z | 67 |
| Taste, Standard | 1.00 | z | 34 |
| Touch, Standard | 1.00 | z | 34 |
| Vision FOV 2D | 90.00 | deg | 4.5 |
| Vision FOV 3D | -20.00 | deg | -1 |
| Vision, Lowlight | 0.81 | z | 34 |
| Vision, Underwater | 1.00 | z | 34 |
| Visual Acuity | -1.00 | z | -34 |

Habitat

The giant salamander is native to China, Japan, and the eastern United States. The Japanese giant salamander occurs in freshwater habitats ranging from relatively large rivers to small headwater streams. Japanese giant salamanders migrate between a mainstem and tributaries of the same river.

Ecology/Psychology

Baring accident or disease it is mature at 5 years of age and has an average lifespan of 50 years with a maximum of 70 years. During the mating season,

ORS

typically in late August and early September, sexually mature males start actively finding suitable nesting sites and often migrate upstream into smaller sections of the river or its tributaries. During the breeding season, multiple females may enter the den and spawn with the male. Females typically lay a clutch of 400-600 eggs. Once the females have laid their eggs and the male has fertilized them, the females leave the den. It is now the male's job to provide protection, while the eggs develop and hatch after 16 weeks.

They are nocturnal, usually sleeping underneath stream rocks during daylight hours. Giant salamanders are opportunistic predators and eat crabs, fish, small mammals, amphibians, and aquatic insects. Predators include fish which eat the tadpoles and humanoids who use them for food and traditional medicine.

Society/Culture

Males and females have overlapping home ranges and are sedentary and solitary except during the breeding season. Males ferociously defend and occupy a particular spawning pit for many years. Smaller males have been killed and eaten by larger males during the reproductive season.

61.2 Salamander

Salamanders and Newts are a group of amphibians typically characterized by their lizard-like appearance, with slender bodies, blunt snouts, short limbs projecting at right angles to the body, and the presence of a tail in both larvae and adults. Newts are salamanders, but with a few differences, e.g., newts have webbed feet and a paddle-like tail, which make it easier to live in the water. Salamanders typically have longer and more rounded tails with well-developed toes for digging in soil. A newt's skin is rough and looks like it's covered in warts, while a salamander's is wet, slick, and shiny. All salamanders have the ability to regenerate lost limbs. They range in size from *Thorius arboreus* measuring only 1 inch long to the Chinese giant salamanders which can group up to 5.9 feet long and weigh 130 pounds. The skin may be drab or brightly colored, exhibiting various patterns of stripes, bars, spots, blotches, or dots. Male newts become dramatically colored during the breeding season. Cave species dwelling in darkness lack pigmentation and have a translucent pink or pearlescent appearance. Most species of salamander have small teeth in both their upper and lower jaws. This entry is the Fire Salamander a common species found in Europe but is applicable to all but the very large species. The Giant Salamander are given their own entry above.

Fire salamanders average around 9 inches in length and weigh less than an ounce. It is black with yellow spots or stripes to a varying degree. Shades of red and orange may sometimes appear, either replacing or mixing with the yellow according to subspecies. This bright coloration is highly conspicuous and acts to deter predators by honest signaling of its toxicity.

All species of salamanders are poisonous to some extent. The skin contains the toxin; these salamanders tend to be slow-moving and have bright warning coloration to advertise their toxicity. The fire salamander's alkaloid toxin (Oz), samandarin, causes strong muscle convulsions and hypertension combined with hyperventilation in all vertebrates. If eaten the toxicity is (+1z).

Fire Salamanders have 0 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Climbing-free, Control Frenzy, Fauna Lore, Fishing, Flora Lore, Hiding, Hunting, Language(Salamandridae), Meditation, Movement, Navigation, Signaling, Stalking, Survival, Swimming, Bite, Claw and Striking/Blocking* attacks.

| Salamander | Δ | Units | DPs |
|------------|-------|-------|-----|
| Comeliness | -1.50 | z | 0 |
| Speed | -2.00 | z | 0 |
| Agility | -0.50 | z | 0 |
| Vitality | -1.00 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | -2.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |

| | | | |
|---------------------|---------|-----------|--------|
| Reasoning | -3.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Creativity | -2.00 | z | 0 |
| Weight | -120.00 | lbs | -60 |
| Age Span | -65.00 | yrs | -2.6 |
| Bodily Fluids | 3.00 | z | 141.5 |
| Curse Resistance | 1.20 | z | 77.6 |
| Disease Resistance | 0.48 | z | 25.6 |
| Disorder Resistance | 0.69 | z | 38.8 |
| Gestation Period | -20.00 | wks | -20 |
| Gigantism | -2.76 | z | -173 |
| Hearing, Standard | -1.00 | z | -34 |
| Hibernation | 1.00 | NA | 10 |
| Mana | -2.25 | z | -375.4 |
| Maturity | 0.25 | yrs | 5 |
| Polyorgani -1 | 1.00 | skinLungs | 10 |
| Quickening | 2.00 | z | 80 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sense, Life | 1.51 | z | 56 |
| Smell, Standard | 1.75 | z | 67 |
| Taste, Standard | 1.00 | z | 34 |
| Touch, Standard | 1.00 | z | 34 |
| Vision FOV 2D | 90.00 | deg | 4.5 |
| Vision FOV 3D | -20.00 | deg | -1 |
| Vision, Lowlight | 0.81 | z | 34 |
| Vision, Underwater | 1.00 | z | 34 |
| Visual Acuity | -1.00 | z | -34 |

Habitat

Salamanders are almost entirely confined to the habitats of the northern continents, as well as a small part of North Africa north of the Sahara. No species of salamander is native to sub-Saharan Africa or the Australian continent. Approximately 30 species inhabit South America. Salamanders live in or near water or find shelter on moist ground and are typically found in brooks, creeks, ponds, and other moist locations such as under rocks. Fire salamanders are found in most of southern and central Europe. They are most commonly found at altitudes between 820 feet and 3,300 feet. They prefer deciduous forests since they like to hide in fallen leaves and around mossy tree trunks.

Ecology/Psychology

Baring accident or disease they are considered mature at 5 years of age and have an average lifespan of 10 years with a maximum of 30 years. Breeding season begins in spring and lasts until autumn, most common during late spring and early summer, with mating on land biomes. When the male becomes aware of a potential mate, he confronts her and blocks her path. The male rubs her with his chin to express his interest in mating. The eggs develop internally for 16 weeks, usually during hibernation, and the female deposits the larvae into a body of water just as they hatch.

Salamanders are opportunistic predators. They spend much of their time hidden under wood or other objects. They are active in the evening and the night, but on rainy days they are active in the daytime as well. They are generally not restricted to specific foods, but feed on almost any organism of a reasonable size. Prey includes earthworms, flies, beetles, beetle larvae, leafhoppers, springtails, moths, spiders, grasshoppers, and mites. Grass snakes have been known to eat adult fire salamanders, while other predators prefer to catch the young. Larger reptiles, hawks, and eagles may occasionally prey upon the fire salamander if they are immune or develop an immunity to its toxins.

Society/Culture

Unlike other salamanders, these salamanders are gregarious even outside of the breeding season, clustering in small groups in favored areas of seclusion. Salamanders are usually considered to have no voice and do not use sound for communication in the way that frogs do; however, in mating system they communicate by pheromone signaling; some species can make quiet ticking or popping noises, perhaps by the opening and closing of valves in the nose.

62 Scorpaenidae

Scorpaenidae, *a.k.a.*, Scorpionfish, Lionfish, Stonefish, Zebrafish, Firefish, Turkeyfish, is the family of marine fish that includes many of the world's most venomous species. The approximate 200 species all have venomous sharp spines on their body. Scorpaenidae have a compressed body with the head typically having ridges and spines. They are well camouflaged with tassels, warts, and colored specks. Some scorpionfish can change their color to better match their surroundings. The rockfish is a master of disguise and deception; it looks like a piece of coral or sand covered rock. Thus, they can blend in with its surroundings and go unnoticed by its prey. Most scorpionfish live on or near the bottom. They lie in crevices, in caves and under overhangs. They feed on crustaceans, cephalopods and fishes employing a lie-in-wait strategy, remaining stationary and snapping prey that comes near. With their mouth they create a vacuum and suck prey in during a nearly imperceptible split-second movement.

Most species utilize internal fertilization, and some species are ovoviviparous while others lay their eggs in a gelatinous mass. The largest species is the shorttraker rockfish (*Sebastes borealis*) which attains a maximum total length 43 inches while many species have maximum total lengths of 2 inches. Males are larger than females.

Scorpaenidae species are mainly found in the Pacific and Indian Oceans, but some species are also found in the Atlantic Ocean. Some species such as the lionfishes are in the Caribbean and the eastern Mediterranean Sea. They are found in marine and brackish habitats. They typically inhabit reefs, but can also be found in estuaries, bays, and lagoons.

62.1 Rockfish

A rockfish, *a.k.a.*, stonefish, reef stonefish is a highly venomous and dangerous fish within the Scorpaenidae family. The stonefish, derives its name from its grey and mottled camouflage like the color of a stone. They are usually brown or grey, and may have areas of yellow, orange, or red. The dorsal fin contains between 12 and 14 spines and 5 and 7 soft rays while the anal fin has 3 spines and 5 or 6 soft rays. The dorsal spines are of equal length with a thicker sheath of skin containing the venom glands at their base. The skin has no scales but there are numerous very hard wart-like bumps. The pectoral fins are fleshy. The head is wide and flattened. The small upwardly directed eyes have a deep pit behind them with a smaller pit underneath them. This species averages 12 inches in length up to a maximum of 16 inches.

Swimmers may not notice them and inadvertently step on them, triggering a sting. When a rockfish is disturbed, it may inject an amount of venom (+1.89z) proportional to the amount of pressure applied to it. The species has potent neurotoxins secreted from glands at the base of their needle-like dorsal fin spines which stick up when disturbed or threatened. In humanoids the venom causes intense pain, respiratory weakness, damage to the cardiovascular system, convulsions, and paralysis, sometimes death within 15 minutes. First aid includes immersion of the affected limb in hot water; this is thought to help denature the proteins in the venom. The immobilization of venom at penetration site using a tourniquet or firm constrictive bandaging is no longer recommended. Surviving victims may have nerve damage, which can lead to local muscle atrophy.

Rockfish have 65 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Control Frenzy, Diving-free, Fauna Lore, Flora Lore, Hiding, Hunting, Movement, Signaling, Stalking, Survival, Swimming, Bite* and *Impaling* attacks.

| Rockfish | Δ | Units | DPs |
|------------|-------|-------|-----|
| Comeliness | -0.90 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | -1.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -2.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |

| | | | |
|--------------------|--------|-----|---------|
| Reasoning | -2.00 | z | 0 |
| Memory | -1.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | 140.00 | lbs | 70 |
| Age Span | -68.00 | yrs | -2.72 |
| Bodily Fluids | 4.89 | z | 320 |
| Camouflage | 1.39 | z | 66 |
| Gestation Period | -34.00 | wks | -34 |
| Gigantism | -2.35 | z | -135 |
| Hearing, Standard | -1.00 | z | -34 |
| Mana | -2.30 | z | -393.28 |
| Maturity | 0.20 | yrs | 4 |
| Natural Armor | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 60.00 | deg | 3 |
| Vision FOV 3D | -40.00 | deg | -2 |
| Vision, Underwater | 2.00 | z | 80 |

Habitat

This rockfish lives primarily above the Tropic of Capricorn. It is the most widespread species in the stonefish family and is known from shallow tropical marine waters in the western Pacific Ocean and the Indian Ocean, ranging from the Red Sea and coastal East Africa to French Polynesia, southern Japan and surrounding Taiwan. This fish lives in coral reefs. It may settle on and around rocks and plants, or rest on the seabed.

Ecology/Psychology

Baring accident or disease it is mature at three years of age and has an average lifespan of 7 years with a maximum of 10 years. Females are oviparous, laying eggs onto the seabed over which males release sperm. Around one million eggs are fertilized and will be relatively well-developed after hatching. Stonefish can survive up to a huge 24 hours out of water. They do this by absorbing oxygen through the skin, though eventually they will succumb to dehydration and suffocation.

The reef stonefish eats mostly small fish, shrimp, and other crustaceans. It captures prey by sitting motionless on the reef floor and waiting for animals to swim by. The stonefish will then engulf its prey, doing so at incredible speeds. Some stonefish have been recorded striking their prey in 0.015 seconds. Predators of rockfish are marine birds, marine mammals, other fish such as Chinook salmon, and humanoids.

Society/Culture

The reef stonefish lives most of its life as a solitary animal, and during mating season only aggregates with the opposite sex for a short time.

63 Scorpiones

Scorpiones is the order containing over 1,500 species of scorpions. Scorpions are venomous arachnids related to spiders and ticks. Their evolutionary history goes back 435 million years. Scorpions have a hard exoskeleton, eight legs, a pair of grasping pincers and a narrow-segmented tail, often carried in a characteristic forward curve over the back and always ending with a stinger. The stinger at the end of the tail injects a paralyzing poison into the prey. They range from 0.5 to 8.5 inches long. Their coloring can vary based on where they live. They often blend into rocks, bark, and sand. Yellow and black are the most common colors of scorpions, but they can also be brown, red, or orange. Tiny sensory hairs protrude from the exoskeleton, which detect touch, temperature changes, and other information. Comb-like sensors on the bottom of the body also give the scorpion information about their environment. Scorpions fluoresce under ultraviolet light, which attracts insects. The prosoma has two eyes on top and two to five lateral eyes along each side (as many as five pairs). Their vision only detects movement and light and dark. Their sense of smell and touch are very good.

ORS

Scorpions give birth to large litters of live young, who quickly climb onto the mother's back after birth; the mother cares for the young until they are able to hunt. Some scorpions live as long as 25 years.

Most scorpions are nocturnal, resting under rocks, in crevices, or in burrows during the day. Scorpions are carnivores. Their diet usually consists of insects and small rodents. These animals can survive a long time without food due to their slow metabolic rate, general inactivity, and efficient biological method of food storage. Some of them can survive six months without food. Scorpions are preyed upon by humans, large centipedes, tarantulas, lizards, birds (especially owls), and mammals such as bats, shrews, and grasshopper mice. Scorpions can move at a speed of 12 mph, which makes it easy for them to scurry away from attacks.

The sting of most scorpions is only irritating to humans, but about 25 species of scorpions are capable of killing humans. Scorpions may have as many as 45 different toxins in their venom. Some toxins are more useful on insects, some on crustaceans, and some on vertebrates. Properly prepared and utilized scorpion venom will cause pain, numbness, swelling at the injection site, loose stools, hemorrhages of the intestines, stomach and lungs, seizures, and death.

Scorpions live on every continent except Antarctica. Scorpions live in almost every type of habitat, including deserts, rain forests, prairies, grasslands, forests, mountains, caves, ponds, and seashores.

63.1 Deathstalker

The Deathstalker scorpion, *a.k.a.*, Palestine Yellow Scorpion, Omdurman Scorpion, Naqab desert scorpion is the most dangerous species of scorpion. Its sting and associated venom (+1.5z) is extremely painful causing paralysis. It can be lethal due to anaphylaxis, or for any entity under 50 pounds in weight, and is usually from cardiac and/or respiratory failure. It averages 2.2 inches in length and is yellow in color and the back and abdomen have grey stripes.

Deathstalker Scorpions have 26.3 development points to define their potential. During adolescence they should focus on *Awareness-all, Climbing, Fauna Lore, Flora Lore, Hiding, Hunting, Movement, Signaling, Stalking, Survival, Claw, Impaling* and *Grappling* attacks.

| DeathstalkerScorpion | Δ | Units | DPs |
|----------------------|--------|-----------|--------|
| Comeliness | -2.00 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | -1.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -4.00 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Age Span | -65.00 | yrs | -2.6 |
| Bodily Fluids | 4.50 | z | 275 |
| Camouflage | 1.00 | z | 44 |
| Gestation Period | -9.50 | wks | -9.5 |
| Gigantism | -3.74 | z | -290 |
| Hearing, Standard | -1.50 | z | -55.5 |
| Mana | -1.93 | z | -280.6 |
| Maturity | -0.14 | yrs | -2.7 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.00 | z | 44 |
| Polyorgani-4.4 | 8.00 | Legs,eyes | 80 |
| Smell, Standard | 1.50 | z | 55.5 |
| Touch, Standard | 2.00 | z | 80 |
| Vision FOV 2D | 90.00 | deg | 4.5 |
| Vision FOV 3D | -30.00 | deg | -1.5 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Accuracy | -1.00 | z | -34 |

Habitat

The Deathstalker scorpion can be found in desert and scrubland habitats ranging from North Africa through to the Middle East. Its range covers a wide sweep of territory in the Sahara, Arabian Desert, Thar Desert, and Central Asia, from Algeria and Mali in the west through to Egypt, Ethiopia, Asia Minor and the Arabian Peninsula, eastwards to Kazakhstan and western India in the northeast and southeast.

Ecology/Psychology

Baring accident or disease they are considered mature after a year and have an average lifespan of 10 years and a maximum of 25 years. The female must molt roughly 7 times before she is capable of reproducing. After a ritual dance, lasting several minutes, the female decides if the male is the one for her. After mating the pair separate and the eggs develop inside her body. The average gestation period is 26.5 weeks, and the female will give birth to anywhere from 12 to 85 offspring with the average being around 62. After birth she carries them on her back for three weeks until their first molting. At which point they are on their own.

They are nocturnal and feed on insects, some types of spiders, earthworms, centipedes and also other scorpions, even of the same species. Their success is due to their capability to detect vibrations with their sensory hairs distributed all over their legs. They wait under stones, woods or other materials that allow them to conceal and ambush the victim. During the day they seek shelter from the sun underneath rocks or in burrows.

Society/Culture

Deathstalker scorpions are nonsocial, solitary animals that interact only at birth, during courtship, or for cannibalism. They are often so aggressive that they are usually considered "inveterate cannibals."

63.2 Fattail Scorpion

The Fattail Scorpion, *a.k.a.*, Fat-tailed Scorpion, Arabian Fat-Tailed Scorpion is *ORS™* common scorpion and can be used for most scorpions. They are characterized by a relatively large size, 4 inches, small pincers and an extremely large tail when compared with other scorpions. Color can range from light tan/yellow to solid black. They are very aggressive, and their venom (+0.5z) contains powerful neurotoxins and is especially potent. Stings from this species are known to cause several human deaths each year.

Fattail Scorpion have 100 development points to define their potential. During adolescence they should focus on *Awareness-all, Climbing, Fauna Lore, Flora Lore, Hiding, Hunting, Movement, Signaling, Stalking, Survival, Claw, Impaling* and *Grappling* attacks.

| FattailScorpion | Δ | Units | DPs |
|-------------------|--------|-------|-------|
| Comeliness | -2.00 | z | 0 |
| Speed | -1.00 | z | 0 |
| Agility | -1.50 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -1.90 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -4.00 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Age Span | -71.00 | yrs | -2.84 |
| Bodily Fluids | 3.50 | z | 180 |
| Camouflage | 1.00 | z | 44 |
| Curse Resistance | 0.45 | z | 23.8 |
| Gestation Period | -9.50 | wks | -9.5 |
| Gigantism | -3.47 | z | -253 |
| Hearing, Standard | -1.50 | z | -55.5 |

| | | | |
|------------------|--------|-----------|---------|
| Mana | -1.78 | z | -243.66 |
| Maturity | 0.01 | yrs | 0.2 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.00 | z | 44 |
| Polyorgani-4,4 | 8.00 | Legs,eyes | 80 |
| Smell, Standard | 1.50 | z | 55.5 |
| Touch, Standard | 2.00 | z | 80 |
| Vision FOV 2D | 90.00 | deg | 4.5 |
| Vision FOV 3D | -30.00 | deg | -1.5 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Accuity | -1.00 | z | -34 |

Habitat

Fattail Scorpions are found throughout the semi-arid and arid regions of the world including but may not be limited to North and West Africa, the Middle East and eastwards to the Hindukush region. Countries where this species lives include: Egypt, Palestine, Israel, India, Lebanon, Turkey, Jordan, Saudi Arabia, Yemen, Oman, United Arab Emirates, Qatar, Kuwait, Iraq, Iran, Afghanistan, Bahrain, Pakistan and Morocco.

Ecology/Psychology

Baring accident or disease they are considered mature in a year and have an average lifespan of 4 years with a maximum of 5 years. During the hottest hours of the day, they stay in burrows, under stones or wood, crevices, construction debris or inside homes. The breeding process begins when the male leaves his burrow to go in search of a mature and available female. Once and appropriate female is found the courtship ritual begins when he takes his female partner from the pedipalps and starts to walk side to side and front to back, similar to dance. A female can have about 30 to 45 scorplings that will remain on top of her until they make their first molt. After that, they can get their food and defend themselves.

They are nocturnal predators that are guided by their sensory hairs to find prey. Their common foods are some species of spiders, lizards, various types of insects, rodents and other scorpions. Predators include birds, lizards, snakes, carnivorous mammals, frogs and toads. They will bite or break off the tail before consuming.

Society/Culture

Fattail scorpions are nonsocial, solitary animals that interact only at birth, during courtship, or for cannibalism. They are often so aggressive that they are usually considered “inveterate cannibals.”

63.3 Giant Scorpion

The giant scorpion (*Pulmonoscorpion kirktonensis*) is known to have lived in the Carboniferous period 325 million years ago. It was about 30 inches long for head to tip of tail. Its sting and associated venom (+1.75z) is very toxic causing paralysis and death within 10 minutes. It is dark brown to black in color with red blotches.

Giant Scorpions have 0 development points to define their potential. During adolescence they should focus on *Awareness-all, Climbing, Fauna Lore, Flora Lore, Hiding, Hunting, Movement, Signaling, Stalking, Survival, Claw, Impaling and Grappling* attacks.

| GiantScorpion | Δ | Units | DPs |
|---------------|-------|-------|-----|
| Comeliness | -2.00 | z | 0 |
| Agility | 1.50 | z | 0 |
| Strength | -1.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.25 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -4.00 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -1.00 | z | 0 |

| | | | |
|-------------------|--------|-----------|--------|
| Empathy | -2.50 | z | 0 |
| Age Span | -65.00 | yrs | -2.6 |
| Bodily Fluids | 4.75 | z | 304 |
| Camouflage | 1.00 | z | 44 |
| Gestation Period | -9.50 | wks | -9.5 |
| Gigantism | -1.29 | z | -60 |
| Hearing, Standard | -1.50 | z | -55.5 |
| Mana | -2.67 | z | -536.9 |
| Maturity | -0.14 | yrs | -2.7 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.00 | z | 44 |
| Polyorgani-4,4 | 8.00 | Legs,eyes | 80 |
| Smell, Standard | 1.50 | z | 55.5 |
| Touch, Standard | 2.00 | z | 80 |
| Vision FOV 2D | 90.00 | deg | 4.5 |
| Vision FOV 3D | -30.00 | deg | -1.5 |
| Vision, Lowlight | 0.95 | z | 41.3 |
| Visual Accuity | -1.00 | z | -34 |

Habitat

If it still exists it could be found in almost any type of habitat, including deserts, rain forests, prairies, grasslands, forests, mountains, caves, ponds, swamps, and seashores.

Ecology/Psychology

Baring accident or disease they are considered mature after a year and have an average lifespan of 10 years and a maximum of 25 years. The female must molt roughly 7 times before she is capable of reproducing. After a ritual dance, lasting several minutes, the female decides if the male is the one for her. After mating the pair separate where the eggs develop inside her body. The average gestation period is 26.5 weeks, and the female will give birth to anywhere from 12 to 85 offspring with the average being around 62. After birth she carries them on her back for three weeks until their first molting. At which point they are on their own.

They are nocturnal and feed on it is probable that it preyed on spiders, mites, insects, centipedes, and millipedes., and small amphibians, reptiles, birds and even mammals. Their success is due to their capability to detect vibrations with their sensory hairs distributed all over their legs. They wait under stones, woods or other materials that allow them to conceal and ambush the victim. During the day they seek shelter from the sun underneath rocks or in burrows.

Society/Culture

Giant scorpions like most scorpions are nonsocial, solitary animals that interact only at birth, during courtship, or for cannibalism. They are often so aggressive that they are usually considered “inveterate cannibals.”

64 Serpentes

Serpentes are cold-blooded legless reptiles closely related to lizards. There are about 3,900 species of snakes, of these 375 are venomous. All snakes are carnivorous, eating small animals including lizards and other snakes, rodents and other small mammals, birds, eggs, or insects. Snakes get their heat periodically from the sun’s energy and have low metabolism. After eating, snakes become torpid while the process of digestion takes place, a form of *Hibernation*. Most snake species lay eggs, but some species give birth to live young. Snakes lay their eggs in a warm location. Except for some python species, eggs and young are not cared for by the male or female. Their distribution ranges as far northward as the Arctic Circle in Scandinavia and southward through Australia. Snakes can be found on every continent except Antarctica, as well as in the sea, and as high as 16,000 feet in the Himalayan Mountains of Asia. There are numerous islands from which snakes are absent, such as Ireland, Iceland, and New Zealand, although New Zealand’s northern waters are infrequently visited by the yellow-bellied sea snake and the banded sea krait. Poisonous snakes are divided into four families: Crotalidae, Elapidae, Hydrophidae, and Viperidae, all of which have poisons and non-poisonous members.

64.1 Adder

Adders belong to the family Viperidae. Members include: European adder, puff adder, boomslang, Gabon viper, horned viper, Levantine viper, palestina viper, sand viper, sawscaled viper and Russell's viper. This entry is for the European adder, *a.k.a.*, black adder, but with minor modifications to size and description can be used for most adders. Adult European adders average 25 inches long and are relatively thick-bodied. They are usually gray or reddish brown, though they can also be black, white, cream or pale yellow. Adders have a V shape on their heads and scales that partially cover their eyes, giving them a lidded appearance. Most adders have distinctive black or dark brown zig-zag markings on their backs. Females are larger than males.

Though they are venomous (+1z), they are not aggressive, and when threatened only use their venom as a last resort. Like other vipers, European adders have hinged fangs through which venom is injected into prey. Death can take between 20 minutes to 72 hours if left untreated. Hinged fangs fold up and lie against the roof of the snake's mouth. Properly prepared and utilized viper venom will cause swelling, the skin will turn purple, perspire heavily, vomit blood, collapse, unconsciousness, and death due to cardio-respiratory failure.

Adders have 100 development points to define their potential. During adolescence that should develop *Awareness*-all, *Balance*, *Climbing*-free, *Contortions*, *Control Frenzy*, *Fauna Lore*, *Flora Lore*, *Hiding*, *Hunting*, *Language* (Serpentes), *Movement*, *Signaling*, *Stalking*, *Survival*, *Swimming*, and *Bite* attacks.

| Adder | Δ | Units | DPs |
|---------------------|---------|-------|---------|
| Comeliness | -1.50 | z | 0 |
| Speed | -1.30 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | -2.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -143.80 | lbs | -71.9 |
| Age Span | -65.00 | yrs | -2.6 |
| Bodily Fluids | 4.00 | z | 224 |
| Curse Resistance | 1.95 | z | 153 |
| Disease Resistance | 0.86 | | 50.55 |
| Disorder Resistance | 1.19 | z | 76.5 |
| Gestation Period | -22.00 | wks | -22 |
| Gigantism | -1.44 | z | -69 |
| Hearing, Standard | -2.00 | z | -80 |
| Hibernation | 1.00 | NA | 10 |
| Mana | -2.06 | z | -315.75 |
| Maturity | 0.06 | yrs | 1.2 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | 1.00 | z | 34 |
| Vision FOV 2D | 55.00 | deg | 2.75 |
| Vision FOV 3D | -95.00 | deg | -4.75 |
| Visual Acuity | -1.00 | z | -34 |

Habitat

European adders are often found on the edge of the woods, in open countryside. They like to have open meadows or dunes for basking in the sun, but also leaves, scrub, or rocks to hide beneath when threatened. They are not commonly found in urban areas. They have the largest range of any terrestrial snake in the world. They are the only snakes that live above the Arctic Circle. They extend from the upper reaches of Scandinavia south to northern Greece and east to Northern China and Korea. They also live at the highest elevation of any snake, up to 8,500 feet above sea level.

Ecology/Psychology

Baring accident or disease the young are mature at 3 years of age and have an average lifespan of 10 years. During warm spring days, male adders actively search for females by picking up pheromones in the air. They sometimes wrestle other males for the same female. Courtship involves the male flicking the female with his tongue and tapping her rapidly with his chin and the female waves her tail in response. They press their bodies together and mate with tails raised. Copulation may last up to 2 hours followed by period of mate-guarding by male, during which they may mate several times. After the eggs are fertilized and incubate inside the mother, she gives birth to live young. The gestation period is three to four months. Adders typically give birth to about 12, 7-inch-long babies, which are independent soon after birth. The mother may stay with them for a few hours. They stay in abandoned mammal or tortoise burrows. They are primarily terrestrial. European adders in colder climates hibernate for five to seven months during the winter. Many adders will hibernate together.

Adders are commonly seen during sunset when they go out to hunt. Adders feed mostly on small mammals, lizards, nesting birds and frogs. Adders employ both ambush and active hunting techniques. Once they have identified their prey, they strike it and inject venom. They then immediately release the prey so that it cannot bite back. The bitten prey wanders off, dies and the adder uses its sense of smell to find it. Predators include gulls, corvids, buzzards, herons, chickens, and pheasants. Hedgehogs and badgers may take them opportunistically as would small mustelids (stoats & weasels).

Society/Culture

European adders are solitary, shy snakes, coming together to mate. Young adders tend to hibernate in the place they were born. Juveniles may remain in area of birth for a while after birth, but don't appear to interact with siblings or mother.

64.2 Boa

The boa is a non-venomous constrictor snake of the family Boidae. Boas have two functional lungs instead of one, as is found in other snakes, and vestiges of hind limbs; these primitive characteristics are indicative of their relationship to lizards. Each of the two tiny, internal leg bones ends in an external horny claw; the claws are much more prominent in males than in females. Over 30 boa species are found from Mexico to South America. Boas may be terrestrial, arboreal, or burrowing. Some are brightly colored, like the green and white emerald tree boa of the tropics, or iridescent, like the wide-ranging rainbow boa. The South American anaconda is a semiaquatic boa that inhabits swamps and river shallows, catching animals that come to drink. The anaconda is longest member of the boa family and the thickest of all snakes, it may reach 25 feet in length and 3 feet in girth. The best-known species and presented here is the boa constrictor.

The Boa constrictor is a heavy-bodied snake which averages 12 feet in length and weigh over 50 pounds. The coloring of boa constrictors can vary greatly depending on the locality. However, they are generally a brown, gray, or cream base color, patterned with brown or reddish-brown "saddles" that become more pronounced towards the tail. Clear sexual dimorphism is seen in the species, with females generally being larger in both length and girth than males. Other examples of sexual dimorphism in the species include males generally having longer tails to contain the hemipenes and larger spurs.

Boa constrictors hiss and repeatedly strike when they perceive a threat. Their bite can be painful, especially from large snakes, but is rarely dangerous to humans. The boa first strikes at the prey, grabbing it with its teeth; it then proceeds to constrict the prey until death before consuming it whole. Unconsciousness and death likely result from shutting off vital blood flow to the heart and brain, rather than suffocation. They stop squeezing when they can feel the heart stop beating. Anacondas are excellent swimmers and divers. Their eyes and nasal openings are on top of their head, so the snakes can wait for prey while remaining nearly hidden by the water.

ORS

Boas have 100 development points to define their potential. During adolescence that should develop *Awareness-all*, *Balance*, *Climbing-free*, *Contortions*, *Control Frenzy*, *Fauna Lore*, *Flora Lore*, *Hiding*, *Hunting*, *Language* (Serpentes), *Movement*, *Signaling*, *Stalking*, *Survival*, *Swimming*, *Bite* and *Grappling* attacks.

| Boa | Δ | Units | DPs |
|---------------------|---------|-------|---------|
| Comeliness | -1.50 | z | 0 |
| Speed | -1.30 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -0.30 | z | 0 |
| Endurance | -2.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -143.60 | lbs | -71.8 |
| Age Span | -40.00 | yrs | -1.6 |
| Curse Resistance | 1.67 | z | 121.3 |
| Disease Resistance | 0.71 | z | 40 |
| Disorder Resistance | 0.99 | z | 60.7 |
| Gestation Period | -20.00 | wks | -20 |
| Gigantism | 1.15 | z | 52 |
| Hearing, Standard | -2.00 | z | -80 |
| Hibernation | 1.00 | NA | 10 |
| Mana | -2.29 | z | -387.85 |
| Maturity | -0.14 | yrs | -2.7 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | 1.00 | z | 34 |
| Vision FOV 2D | 55.00 | deg | 2.75 |
| Vision FOV 3D | -95.00 | deg | -4.75 |
| Vision, Infrared | 2.00 | z | 80 |
| Vision, Underwater | 1.37 | z | 49.55 |
| Visual Acuity | -1.00 | z | -34 |
| Grappling Attack | 3.00 | z | 99 |

Habitat

They inhabit dry tropical forests and open areas. Boa species are found in northern Mexico through Central America (Belize, Guatemala, Honduras, El Salvador, Nicaragua, Costa Rica and Panama) to South America north of 35°S (Colombia, Ecuador, Peru, Venezuela, Guyana, Suriname, French Guiana, Brazil, Bolivia, Uruguay and Argentina). One species is present in the Lesser Antilles (Dominica and St. Lucia), on San Andrés, Providencia, and many other islands along the Caribbean coasts of Mexico and Central and South America.

Ecology/Psychology

Baring accident or disease a boa is mature after 3.5 years and they can live 35 years with a maximum of 41 years. As semi-arboreal snakes, young boa constrictors may climb into trees and shrubs to forage; however, they become mostly terrestrial as they become older and heavier. Like all snakes, boa constrictors in a shed cycle are more unpredictable. Males use their longer pelvic spurs, to grip and stimulate the female during copulation. Boa constrictors are viviparous, giving birth to live young. They generally breed in the dry season, between April and August, and are polygynous. Ovulation may not occur immediately, but the female can hold the sperm inside her for up to one year. When the female ovulates, a midbody swell can be noticed and appears similar to the snake having eaten a large meal. The female sheds two to three weeks after ovulation and gestation is around 16 weeks. They give birth to 10-60 young which average 17" long. They grow throughout their entire life and potentially can reach 18 feet before death.

They are nocturnal, but they may bask during the day when night-time temperatures are too low. Boa constrictors are ambush predators, so they often lie in wait for an appropriate prey to come along, then they attack a moment before the prey can escape. Boas have special heat-sensing pits on their faces

that allow them to detect the body heat of their prey. Their prey includes a wide variety of small to medium-sized mammals and birds. The bulk of their diet consists of rodents, but larger lizards and mammals as big as monkeys, wild pigs and ocelots are also reported to have been consumed. It takes the snake about 4–6 days to fully digest the food, depending on the size of the prey and the local temperature. After this, the snake may not eat for a week to several months, due to its slow metabolism. Predators of Boa Constrictors include humans, jaguars, and crocodiles. Boas, like many other large snakes, are killed for their skins, which are highly prized in the leather trade.

Society/Culture

Boa constrictors generally live on their own and do not interact with any other snakes unless they want to mate.

64.3 Cobra

Cobras, are venomous snakes from the family Elapidae which are capable of rearing upwards and producing a hood when threatened. Members of the family range in size from the 7.1 inch white-lipped snake to the 19-foot king cobra and comprise over 360 different species. Species include the Black Mamba, Coral Snake, Death Adder, Mulga Snake, Krait, Taipan. This entry is inspired by the King Cobra and to a lesser extent the spitting cobra which averages 13 feet in length and weighs 22 pounds but should be applicable with most Elapidae with size and coloration modifications.

The king cobra's skin is olive green with black and white bands on the trunk that converge to the head. The head is covered by 15 drab colored and black edged shields. The muzzle is rounded, and the sensitive forked tongue is black. It has two fangs and 3–5 teeth in the upper jaw, and two rows of teeth in the lower jaw. The nostrils are between two shields. The large eyes have a golden iris and round pupils. Its hood is oval shaped and covered with olive green smooth scales and two black spots between the two lowest scales. Males are larger than females.

It avoids confrontation with humanoids whenever possible. If provoked, it can strike at long range and may sustain its bite, prolonging the quantity of injected venom. Cobras can spit venom (*Breath Weapon*) over 6.5 feet into an attacker's face aiming for the eyes causing extreme pain and possible blindness. Cobra venom (+2z) will cause pain, fall in blood pressure, convulsions, and death by respiratory failure in 30 minutes. Many Asian countries have myths and legends centered around king cobras. In Hindu mythology, the Naga are semi-divine beings that are half human and half cobra. India, it is also said that if you kill a king cobra, its mate will hunt you down and take revenge.

Cobras have 0 development points to define their potential. During adolescence that should develop *Awareness-all*, *Balance*, *Climbing-free*, *Contortions*, *Control Frenzy*, *Fauna Lore*, *Flora Lore*, *Hiding*, *Hunting*, *Language* (Serpentes), *Movement*, *Signaling*, *Stalking*, *Survival*, *Swimming*, *Bite* and *Breath Weapon* attacks.

| Cobra | Δ | Units | DPs |
|--------------------|---------|-------|------|
| Comeliness | -1.50 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | -2.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -146.00 | lbs | -73 |
| Age Span | -55.00 | yrs | -2.2 |
| Bodily Fluids | 5.00 | z | 335 |
| Curse Resistance | 1.35 | z | 90.7 |
| Disease Resistance | 0.55 | z | 29.9 |

| | | | |
|---------------------|--------|-----|---------|
| Disorder Resistance | 0.78 | z | 45.4 |
| Gestation Period | -25.00 | wks | -25 |
| Gigantism | 1.15 | z | 52 |
| Hearing, Standard | -2.00 | z | -80 |
| Hibernation | 1.00 | NA | 10 |
| Mana | -2.62 | z | -515.05 |
| Maturity | 0.01 | yrs | 0.25 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | 1.00 | z | 34 |
| Vision FOV 2D | 55.00 | deg | 2.75 |
| Vision FOV 3D | -95.00 | deg | -4.75 |
| Breath Weapon | 1.00 | z | 52 |

Habitat

Cobras are endemic to tropical and subtropical regions around the world, with terrestrial forms in Asia, Australia, Africa, and the Americas and marine forms in the Pacific and Indian Oceans. The King Cobra is endemic to South and Southeast Asia. They reside in trees, on land and in water, and are found in the rain forests, mangrove swamps, forests, and grasslands.

Ecology/Psychology

Baring accident or disease the Cobra is mature at five years of age and has a lifespan of 20 years. The female king cobra builds a nest in spring that consists of several layers and has mostly one chamber, into which it lays 7 to 43 eggs. She protects her nests for up to 11 weeks until they begin to hatch. Hatchlings average 17 inches long and weigh around 1 ounce. The venom of hatchlings is as potent as that of the adults.

The cobra is diurnal and preys chiefly on other snakes, lizards, eggs, and small mammals and is also known to cannibalize. Its threat display includes spreading its neck-flap, raising its head upright, making eye contact, puffing, hissing, and spitting. Like other snakes, cobras have a very slow metabolism that allows them to go for days or even months without feeding. Predators include the mongoose, humanoids, and other king cobras.

Society/Culture

Cobras are not social, usually only coming together for mating. The mother leaves the nest before the eggs hatch. Cobras will hunt and kill their own kind. The hiss of the king cobra is a much lower pitch than many other snakes and many people thus liken its call to a "growl" rather than a hiss.

64.4 Flying Snakes

Flying snakes, *a.k.a.*, Gliding snakes, are tree snakes from the Colubridae family containing 5 species. They range in size from the Twin-Barred Tree snake which is two feet long to the Golden Flying snake which is around 4 feet long. They climb using ridge scales along its belly, pushing against the rough bark of tree trunks, allowing it to move vertically up a tree. Once it decides on a destination, it propels itself by thrusting its body up and away from the tree, sucking in its abdomen and flaring out its ribs to turn its body into a "pseudo concave wing". The concave wing nearly doubles the width of their body. Flying snakes can glide better than flying squirrels and other gliding animals, despite the lack of limbs, they glide at an angle of 13 degrees and can move horizontally 100 yards from the upper canopy of the forests and jungles they inhabit. By undulating back and forth, the snake can make turns. This entry is for the Paradise Tree Snake but with minor modification to size and coloration is equally applicable to all flying snakes.

A mature Paradise Tree Snake is three feet in length and weighs 2 pounds. Their bodies are black but covered in rich green scales. Clusters of red, orange, and yellow-colored scales in the shape of flower petals line the dorsal area from the base of the neck to the tail. Flying snakes are mildly venomous (-2z) with 0.1-inch-long rear fangs and are usually only dangerous to their small prey. They are also a constrictor. They will rarely attack humanoids but will bite if unable to escape.

Flying snakes have 100 development points to define their potential. During adolescence that should develop *Acrobatics-air, Awareness-all, Balance, Climbing-free, Contortions, Control Frenzy, Fauna Lore, Flora Lore, Flying/Gliding, Hiding, Hunting, Language (Serpentes), Movement, Signaling, Stalking, Survival, Swimming, Bite and Grappling attacks.*

| FlyingSnake | Δ | Units | DPs |
|---------------------|---------|-------|---------|
| Comeliness | -1.50 | z | 0 |
| Speed | -1.30 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -2.50 | z | 0 |
| Endurance | -2.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -138.80 | lbs | -69.4 |
| Age Span | -65.00 | yrs | -2.6 |
| Bodily Fluids | 1.00 | z | 34 |
| Curse Resistance | 2.32 | z | 201.7 |
| Disease Resistance | 1.07 | z | 66.65 |
| Disorder Resistance | 1.46 | z | 100.9 |
| Gestation Period | -22.00 | wks | -22 |
| Gigantism | -0.93 | z | -40 |
| Hearing, Standard | -2.00 | z | -80 |
| Hibernation | 1.00 | NA | 10 |
| Mana | -2.27 | z | -381.25 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | 1.00 | z | 34 |
| Vision FOV 2D | 55.00 | deg | 2.75 |
| Vision FOV 3D | -95.00 | deg | -4.75 |
| Flying/Gliding | 1.00 | z | 52 |
| Grappling Attack | 1.77 | z | 50 |

Habitat

Their range is in Southeast Asia (Vietnam, Cambodia, Myanmar, and Laos, Indonesia, and the Philippines), southernmost China, India, and Sri Lanka.

Ecology/Psychology

Baring accident or disease they are considered mature after 3 years of age and have a lifespan of 10 years. Mating occurs in the spring and the female make a nest in forked branches high in the canopy. During copulation, the males hemipenes are inserted into the cloacal vent of the female where the male then deposits his sperm to fertilize the females' eggs. This particular species can lay anywhere from 5-11 eggs in a single clutch. The gestation period is around 3.5 months. Like the offspring's parents the young that emerge are very brightly colored and can range from 8 inches in length. Flying snakes rarely leave the tree canopy they inhabit.

Flying snakes are diurnal, which means they hunt during the day. Their diets are variable depending on their range, but they are known to eat lizards, rodents, frogs, birds, and bats. They are mildly venomous snakes, but their tiny, fixed rear fangs make them dangerous only to their small prey. Predators include birds of prey and larger species of snakes.

Society/Culture

Flying snakes are solitary coming together only to mate.

64.5 Pit Viper

Pit Vipers are venomous snakes and members of the Viperidae family. They are distinguished by the presence of a heat-sensing pit organ located between the

ORS

eye and the nostril on both sides of the head. There are over 360 species in this family including the Asian pit vipers, bushmaster, copperhead, cottonmouth, Fer-de-lance, Habu, Jararaca, Lancehead, rattlesnakes, and the sidewinder. Pit vipers range in size from the diminutive hump-nosed viper, that grows to a typical total length (including tail) of only 12–18 inches, to the bushmaster, a species known to reach a maximum total length of 12 feet in length. This entry is for the diamondback rattlesnake but with changes to size and coloration will be sufficient for most pit vipers, sans rattle.

An adult Diamondback rattlesnake, averages 5.5 feet in length and weighs over 7 pounds. The base coloration a dusty-looking gray-brown ground color, but it may also be pinkish-brown, brick red, yellowish, pinkish, or chalky white, overlaid dorsally with a series of 23-45 dorsal body blotches (diamonds) that are dark gray, brown to brown in color. They are best known for the rattles on the end of their tails. The number of segments on a rattlesnake's rattle depends on its age, but typically around eight to thirteen, many falsely believe the number of rattles is how old it is. Males are larger than females.

Like most snakes, rattlesnakes keep to themselves and strike only if cornered or threatened. When threatened, they usually coil and rattle to warn aggressors. They are one of the more aggressive species in the way that they stand their ground when confronted by a foe. If rattling does not work, then the snake will strike in defense. They do not always give a warning; they may strike first and rattle afterwards or not at all. Rattlesnake venom (+1.5z) causes thirst, nausea, vomiting, shock, numbing, paralysis, swelling of lymph nodes, respiratory distress, anemia, drooping eyelids and tissue death at the site of the bite. Kidney failure eventually causes death after 2 days.

Pit Vipers have 100 development points to define their potential. During adolescence that should develop *Awareness-all*, *Balance*, *Climbing-free*, *Contortions*, *Control Frenzy*, *Fauna Lore*, *Flora Lore*, *Hiding*, *Hunting*, *Language (Serpentes)*, *Movement*, *Signaling*, *Stalking*, *Survival*, *Swimming*, and *Bite* attacks.

| PitViper | Δ | Units | DPs |
|---------------------|---------|-------|---------|
| Comeliness | -1.50 | z | 0 |
| Speed | -1.30 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | -2.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -138.60 | lbs | -69.3 |
| Age Span | -55.00 | yrs | -2.2 |
| Bodily Fluids | 4.50 | z | 275 |
| Curse Resistance | 1.25 | z | 81.4 |
| Disease Resistance | 0.50 | z | 26.95 |
| Disorder Resistance | 0.72 | z | 40.7 |
| Gestation Period | -8.00 | wks | -8 |
| Gigantism | -0.19 | z | -7 |
| Hearing, Standard | -2.00 | z | -34 |
| Hibernation | 1.00 | NA | 10 |
| Mana | -2.44 | z | -440.75 |
| Maturity | 0.06 | yrs | 1.2 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | 1.00 | z | 34 |
| Vision FOV 2D | 55.00 | deg | 2.75 |
| Vision FOV 3D | -95.00 | deg | -4.75 |
| Vision, Infrared | 2.00 | z | 80 |
| Visual Acuity | -1.00 | z | -34 |

Habitat

Pit Vipers are found in Eurasia and the Americas. Their habitats range from parched desert, *e.g.*, the sidewinder, to rainforests, *e.g.*, the bushmaster. They may be either arboreal or terrestrial, and at least one species, the cottonmouth, is

semiaquatic. The rattlesnake lives below 6500 feet in elevation in Southern, Southeastern United states and Mexico. Its habitats range from flat coastal plains to steep rocky canyons and hillsides; it is associated with many different vegetation types, including desert, sandy creosote areas, mesquite grassland, desert scrub, and pine-oak forests.

Ecology/Psychology

Baring accident or disease they are mature at 6 years of age, with a lifespan of 20 years and a maximum of 25 years. Mating occurs in the fall. Embryos develop within eggs that remain inside the mother's body until the offspring are ready to hatch. Gestation lasts seven months, and broods average about a dozen young. The young stay with the mother for only a few hours before they set off on their own to hunt and find cover, so that the mortality rate is very high. The young are fully capable of delivering a venomous bite from the moment they are born.

They are mostly nocturnal, but some species are diurnal like the green pit viper of Sir Lanka. The snakes' heat-sensitive pits are also thought to aid in locating cooler areas in which to rest. They tend to be ambush predators, typically wait patiently somewhere for unsuspecting prey to wander by, *e.g.*, prairie dogs, rats, mice, squirrels, rabbits, and moles. In cool temperatures and while pregnant, pit vipers also bask on sunny ledges. Predators include humanoids who hunt them for their skin, raptors such as hawks and eagles, roadrunners, wild hogs, and other snakes.

Society/Culture

They are solitary except during the mating season. Usually inactive between late October and early March. In temperate regions they will congregate in sheltered areas or "dens" to overwinter (hibernation), the snakes benefiting from the combined heat.

64.6 Python

The python is a non-venomous constrictor snake of the Pythonoidea family consisting of 39 species. They range in size from the pygmy python which is 2 feet long and only weighs 0.1 pounds to the Reticulated python which is 26 feet long and weigh 550 pounds. This entry is for the Burmese python but with modification for size and coloration is sufficient for all pythons. An adult Burmese python is over 16 feet long and weighs over 90 pounds. They have two rows of teeth on their upper jaw and one row the teeth on the lower jaw for a total of around 100 teeth each around 0.5 inches long. The Burmese python is a dark-colored with many brown blotches bordered by black down the back. Females are larger than males. It is a good climber and has a prehensile tail. It can stay in water for 30 minutes but mostly stays on land.

Pythons are known for their aggressive behavior. They will typically strike at and bite their prey of choice from ambush to gain hold of it; they then use their physical strength to constrict their prey, by coiling their muscular bodies around the animal, effectively suffocating it before swallowing whole. Attacks on humans, although known to occur, are extremely rare.

Pythons have 100 development points to define their potential. During adolescence that should develop *Awareness-all*, *Balance*, *Climbing-free*, *Contortions*, *Control Frenzy*, *Fauna Lore*, *Flora Lore*, *Hiding*, *Hunting*, *Language (Serpentes)*, *Movement*, *Signaling*, *Stalking*, *Survival*, *Swimming*, *Bite* and *Grappling* attacks.

| Python | Δ | Units | DPs |
|------------|-------|-------|-----|
| Comeliness | -1.50 | z | 0 |
| Speed | -1.30 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -0.30 | z | 0 |
| Endurance | -2.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |

| | | | |
|---------------------|---------|-----|---------|
| Reasoning | -3.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -143.60 | lbs | -71.8 |
| Age Span | -55.00 | yrs | -2.2 |
| Curse Resistance | 1.82 | z | 138.3 |
| Disease Resistance | 0.79 | z | 45.65 |
| Disorder Resistance | 1.10 | z | 69.1 |
| Gestation Period | -25.00 | wks | -25 |
| Gigantism | 1.47 | z | 70.5 |
| Hearing, Standard | -2.00 | z | -80 |
| Hibernation | 1.00 | NA | 10 |
| Mana | -2.27 | z | -382.25 |
| Maturity | -0.14 | yrs | -2.7 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | 1.00 | z | 34 |
| Vision FOV 2D | 55.00 | deg | 2.75 |
| Vision FOV 3D | -95.00 | deg | -4.75 |
| Vision, Infrared | 2.00 | z | 80 |
| Visual Acuity | -1.00 | z | -34 |
| Grappling Attack | 3.00 | z | 99 |

Habitat

Pythons are found in sub-Saharan Africa, Nepal, India, Sri Lanka, Bangladesh, Southeast Asia, southeastern Pakistan, southern China, the Philippines, and Australia. The Burmese python is an excellent swimmer and needs a permanent source of water. It lives in grasslands, marshes, swamps, rocky foothills, woodlands, river valleys, and jungles with open clearings.

Ecology/Psychology

Baring accident or disease pythons are mature at 2 years of age with an average lifespan of 20 years and a maximum of 30 years. Unlike boas, pythons are egg layers. Burmese pythons breed in the early spring, with females laying clutches of 12–36 eggs in March or April. The female coils her body over the eggs for the 11-week incubation period. After they hatch the female will ignore them. In northern habitats they will hibernate in during the cold season in a hollow tree, hole in the riverbank or under rocks.

Burmese pythons are mainly nocturnal rainforest dwellers. When young, they are equally at home on the ground and in trees, but as they gain girth, they tend to restrict most of their movements to the ground. They are ambush predators, in that they typically remain motionless in a camouflaged position, and then strike suddenly at passing prey. Their diet consists primarily of birds and mammals, but also includes amphibians and reptiles. Overall, the entire digestive process from food intake to defecation lasts 8–14 days. Burmese pythons typically feeding every month or two, but sometimes fasting for as long as 18 months. Small, young pythons may be attacked and eaten by a variety of birds, wild dogs and hyenas, large frogs, large insects and spiders, and even other snakes. Adult pythons are also at risk from birds of prey and even lions and leopards.

Society/Culture

They tend to be solitary and are usually found in pairs only when mating.

64.7 Sea Snake

Sea Snakes, *a.k.a.*, Coral Reef snakes belong the Hydrophidae family containing over 69 species. Sea snakes spend most if not all of their lives in marine environments. Most Sea Snakes are venomous and range in size from the little file snake which is around 26 inches to the Yellow Sea Snake which is over 9 feet long. This entry is for the beaked sea snake which is around 47 inches long and weighs 2.3 pounds. They are usually uniformly dark grey above with the sides and lower parts whitish. Young are olive or grey with black transverse bands, broadest in the middle. The nostril in front gives a characteristic beak-like appearance. The fangs are only ¼ of an inch long, but its jaws can stretch widely to allow it to swallow large prey.

Their venom is rated as toxic as cobra venom. They are aggressive and readily provoked. Sea snake venom (+2.25z) will cause muscle pain, penalization of the mouth and tongue, blurred vision, weakness, kidney, and heart damage and eventually death in 20 to 30 minutes. Sea snakes are exploited for their skin, organs, and meat.

Sea Snakes have 66 development points to define their potential. During adolescence that should develop *Awareness-all, Balance, Control Frenzy, Diving-free, Fauna Lore, Flora Lore, Hiding, Hunting, Language (Serpentes), Movement, Signaling, Stalking, Survival, Swimming, and Bite attacks.*

| SeaSnake | Δ | Units | DPs |
|---------------------|---------|-------|---------|
| Comeliness | -1.50 | z | 0 |
| Speed | -1.30 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | -2.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -142.00 | lbs | -71 |
| Age Span | -65.00 | yrs | -2.6 |
| Bodily Fluids | 5.25 | z | 368 |
| Curse Resistance | 1.09 | z | 68 |
| Disease Resistance | 0.42 | z | 22.45 |
| Disorder Resistance | 0.61 | z | 34 |
| Gestation Period | -8.00 | wks | -8 |
| Gigantism | -0.55 | z | -22 |
| Hearing, Standard | -2.00 | z | -80 |
| Hibernation | 1.00 | NA | 10 |
| Mana | -2.11 | z | -331.65 |
| Maturity | -0.04 | yrs | -0.8 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | -2.00 | z | -80 |
| Vision FOV 2D | 55.00 | deg | 2.75 |
| Vision FOV 3D | -95.00 | deg | -4.75 |
| Vision, Underwater | 2.00 | z | 80 |
| Visual Acuity | -1.00 | z | -34 |

Habitat

Sea snakes inhabit the coastal areas of the Indian and Western Pacific oceans, from the east coast of Africa to the Gulf of Panama. Except for the yellow-bellied sea snake, which is found in the open ocean from Africa eastward across the Pacific to the west coast of the America. The beaked sea snake is found in Madagascar, the seas off South Asia (Pakistan, India and Bangladesh), Southeast Asia (Myanmar (formerly Burma), Thailand, Vietnam), and Australia (Northern Territory and Queensland) and New Guinea. These snakes are most common around in coastal waters, mangrove swamps, estuaries, and rivers of India.

Ecology/Psychology

Baring accident or disease they are mature at 2 years of age and have a life span of 8 years. The beaked sea snake mates in September and October and has an average gestation period of 7 months. They give birth to fully formed young at sea, without laying eggs. Beaked sea snakes give birth to up to 30 young each time they breed, but their death rate is high only a small proportion of the young survive to become adults. Young snakes usually spend 6-12 months in the shallow water before they are ready to leave out to sea. On land, their movements become very erratic. They crawl awkwardly in these situations and can become quite aggressive, striking wildly at anything that moves, although they are unable to coil and strike in the manner of terrestrial snakes.

They are active by day and at night. They can dive up to 300 feet and stay underwater for a up to five hours before resurfacing. It feeds mainly on catfish and shrimp by swimming near the bottom in shallow, murky water. They locate

ORS

their victims by smell and touch. Like other fish-eating snakes, it waits until its prey has stopped struggling, before turning it so that it can be consumed head-first. Despite their venom, these snakes are eaten by inshore predators, such as fish, sharks, and estuarine crocodiles.

Society/Culture

During the warmer months they tend to be solitary and are usually found in pairs only when mating. But during cooler weather they are often found in groups at basking in the sun's warmth.

65 Solifugae

Solifugae is an order of arachnids, containing around 900 species. The name Solifugae derives from Latin and means "those that flee from the sun". They are frequently confused with spiders but are not venomous and do not have silk-making capacity. They appear to have 10 legs, but the front pair are pedipalps and act like antennae and well as locomotion, feeding and fighting. They range in size from ½ inch to the largest species that have a body length around 3 inches and are 6 inches long, including legs. They have fierce looking jaws that can move side to side as well as up and down. They have a pair of simple eyes. Females are larger than males. Depending on size they can run from 1 to 10 miles per hour.

The Solifugae are the subject of many legends and exaggerations about their size, speed, behavior, appetite, and lethality. Most Solifugae live in tropical or semitropical regions where they inhabit warm and arid habitats, but some species have been known to live in grassland or forest habitats.

65.1 Camel Spider

Camel Spiders, *a.k.a.*, Wind Scorpions, Sun Spiders are a spider-like animal surrounded in myth and legend. They are neither spiders or scorpions. They have a variety of colorations from all tan, to black and red and black, tan and red. Camel Spiders can reach up to 6 in. long, including legs. These creatures have incredibly large jaws that are like a crab's pincer, which is used for tearing hair and feathers from carrion. They do not have fangs and have no venom. Their jaws are the largest for body size (1/3) among the group of animals that possess these specialized mouthparts—including horseshoe crabs, sea spiders, and arachnids. They are fast on land compared to other invertebrates, with their top speed estimated to be 10 miles per hour.

Many false folktales surround the camel spider. They call them camel spiders because they eat the stomachs of camels. They attach themselves to the under belly of camels and lay eggs under the skin. They can traverse desert sand at speeds up to 25 miles per hour, making screaming noises as they run. They can jump 4 to 6 feet straight up in the air. They will chase you down like a hungry lion. If they bite you, the flesh and muscle fall off, leaving a hole. Their venom contains a powerful anesthetic that allow them to eat their victims while they sleep.

Experienced Bedouins understand their nature and frequently use them to prank their children and foreigners. In Egypt they are known to stage fights between a camel spiders and scorpions for entertainment and betting. In Aelian's *De natura animalium*, "four-jawed spiders" are credited, along with scorpions, as being responsible for the abandoning of a desert region near the Astaboras river.

Camel spiders have 54.5 development points to define their potential. During adolescence they should focus on *Awareness-all*, *Balance*, *Climbing-all*, *Fauna Lore*, *Hiding*, *Hunting*, *Jumping & Landing*, *Language-S* (Solifugae), *Movement*, *Stalking*, *Survival*, *Ablative*, *Bite*, *Claw*, and *Grappling* attacks.

| CamelSpider | Δ | Units | DPs |
|-------------|-------|-------|-----|
| Comeliness | -1.50 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |

| | | | |
|-------------------|--------|------|---------|
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -4.00 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Age Span | -74.00 | yrs | -2.96 |
| Gestation Period | -33.00 | wks | -33 |
| Gigantism | -3.20 | z | -220 |
| Mana | -2.19 | z | -355.54 |
| Polyorgani – 6 | 6.00 | Legs | 60 |
| Poison Resistance | 2.50 | z | 229 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | -1.00 | z | -34 |
| Touch, Standard | 1.26 | z | 45 |
| Vision, Infrared | 3.00 | z | 141.5 |
| Vision, Lowlight | 1.00 | z | 44 |
| Bite Attack | 1.00 | z | 26 |
| Survival-Desert | 1.00 | z | 52 |

Habitat

Camel spiders can be found in areas with dry climates throughout the world – including the Middle East, Mexico, and the southwestern area of the United States.

Ecology/Psychology

Barring accident or disease they are mature at 3 months and live an average of 1 year with a maximum of two. Reproduction can involve direct or indirect sperm transfer; when indirect, the male emits a spermatophore on the ground and then inserts it with his chelicerae in the female's genital pore. To do this, he flings the female on her back. The female then digs a burrow, into which she lays 50 to 200 eggs; some species then guard them until they hatch. Because the female does not feed during this time, she tries to fatten herself beforehand.

Camel Spider are nocturnal and will sometimes mistake another entity's shadow as a source of cool shade and follow them around. Some camel spiders are carnivores, and some are omnivores. They prey on termites, beetles, and other insects and arthropods, including scorpions. They are opportunistic feeders and will eat virtually anything they can capture. Some uncommon but recorded prey includes snakes, small rodents, and lizards. Their prey is then liquefied, and the liquid ingested through the pharynx. Although they do not normally attack humanoids, their jaws can penetrate human skin and nails. Predators include bats, scorpions, toads and other animals that prey on insects.

Society/Culture

The vast majority are solitary, and only interact with others for the purpose of reproduction. Some species are known to cannibalize one another or fight viciously when they interact. They female will guard her eggs until they hatch.

66 Sphyrænaidae

T Sphyrænaidae is the family of large, predatory, ray-finned fish known for its fearsome appearance and ferocious behavior. This family has over 26 different species that range in size from 20 inches for the yellowtail barracuda to more than 6.5 feet for the great barracuda. They all have an elongated body, large mouth with fanglike teeth, and spinous and soft-rayed dorsal fins are widely separated.

Barracudas are ferocious, opportunistic predators, relying on surprise and short bursts of speed, up to 27 miles per hour to overtake their prey. They occur worldwide in near shore tropical and subtropical seas.

66.1 Barracuda

A Barracuda, has a snake-like in appearance, with prominent, sharp-edged, fang-like teeth, all of different sizes, set in sockets of their large jaws. They have large, pointed heads with an underbite in many species. Their gill covers have no spines and are covered with small scales. Their two dorsal fins are widely separated, with the anterior fin having five spines, and the posterior fin having one spine and nine soft rays. The posterior dorsal fin is similar in size to the anal fin and is situated above it. In most cases, barracuda are dark gray, dark green, white, or blue on the upper body, with silvery sides and a chalky-white belly. This entry is for the Great Barracuda but with modification can be used for any. The Great barracuda is blue gray above, fading to silvery and chalky-white below. A row of darker crossbars occurs on its upper side, with black blotches on each lower side. The second dorsal fin and the anal and caudal fins range from dark violet to black with white tips. They can grow to 6 feet and weigh over 100 pounds. Females are larger than males.

Barracuda attacks on humanoids are rare, although bites can result in lacerations and the loss of some tissue. Barracudas are scavengers, and may mistake swimmers for large predators, following them in hopes of eating the remains of their prey. Swimmers have been reported being bitten by barracuda, but such incidents are rare and possibly caused by poor visibility. Barracudas may mistake objects that glint and shine for prey. They are a popular target for recreational fishing, due to the strong fight they put up when hooked. Barracudas have good nutrition and provide attractive and protein-rich meat. However, meat from large barracudas can contain harmful bacteria and viruses to which they are immune. These pathogens can cause ciguatera poison, a harmful infection from eating certain fish. They can achieve burst of speed up to 35 miles per hour.

Barracudas have 106 development points to define their potential. During Adolescence they should further develop the *Acrobatics*-sea, *Awareness*-all, *Balance*, *Control Frenzy*, *Diving*-free, *Fauna Lore*, *Flora Lore*, *Hiding*, *Hunting*, *Language*(Sphyraenidae), *Movement*, *Signaling*, *Stalking*, *Survival*, *Swimming*, and *Bite* attacks.

| Barracuda | Δ | Units | DPs |
|--------------------|--------|-------|---------|
| Comeliness | -0.50 | z | 0 |
| Speed | 1.25 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | -0.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -2.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -1.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -62.00 | lbs | -31 |
| Age Span | -61.00 | yrs | -2.49 |
| Allergy Resistance | 1.91 | z | 100 |
| Disease Resistance | 1.45 | z | 100 |
| Gestation Period | -34.00 | wks | -34 |
| Gigantism | 0.07 | z | 2.5 |
| Hearing, Standard | -1.00 | z | -34 |
| Mana | -2.38 | z | -421.56 |
| Maturity | -0.10 | yrs | -2 |
| Poison Resistance | 2.30 | z | 200 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | -1.00 | z | -34 |
| Touch, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 70.00 | deg | 3.5 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Underwater | 2.00 | z | 80 |
| Swimming | 2.00 | z | 58 |

Habitat

It is found in tropical and subtropical oceans worldwide ranging from the eastern border of the Atlantic Ocean to the Red Sea, on its western border the Caribbean

Sea, and in tropical areas of the Pacific Ocean. Barracudas reside near the top of the water and near coral reefs and sea grasses.

Ecology/Psychology

Baring accident or disease it is mature at two years of age and an average lifespan of 14 years. The spawning season lasts from April to October. Females can release about 5,000 to 30,000 eggs. The great barracuda exhibits external fertilization, where they release eggs and sperm into the currents, which then after fertilization enter the estuaries. After fertilization, the eggs will hatch in less than 2 weeks and the larvae will remain in the estuary until they mature. After maturation, the mature great barracuda ventures out into the open ocean.

Barracuda are a daytime ambush predator. Barracudas prey primarily on fish their own size and smaller, e.g., jacks, grunts, groupers, snappers, small tunas, mullets, killifishes, herrings, and anchovies; often by simply biting them in half. They kill and consume larger prey by tearing chunks out of their prey. They also seem to consume smaller species of sustenance that are in front of them. Barracuda species are often seen competing against mackerel, needle fish and sometimes even dolphins for prey. There are few predators that are large enough and fast enough to feed on adult barracuda. Sharks, tuna, and goliath grouper have been known to feed on small adult barracuda. Juveniles likely fall prey to a variety of inshore predators.

Society/Culture

Adults of most species are more or less solitary, while young and half-grown fish frequently congregate.

67 Strigidae

There are 230 different known owl species in the world and ORSTM incorrectly groups them all under the Strigidae family. Owls are generally solitary and nocturnal birds of prey typified by an upright stance, a large, broad head, binocular vision, binaural hearing, sharp talons with feathers adapted for silent flight. Exceptions include the diurnal northern hawk-owl and the gregarious burrowing owl. Owls range in size from the elf owl which weighs 5.25 ounces, 5.7 inches long and has a wingspan of 10.5 inches to the fish owl, which is up to 9 pounds, 28 inches length and has a wing-span of almost six feet. Owls hunt mostly small mammals, insects, lizards, reptiles and other birds and a few species hunt fish. They are found in all regions of the Earth except the polar ice caps and some remote islands.

They have good low-light and distance vision. Owls can rotate their heads up to 270 degrees. Their plumage provides good camouflage. Female owls are typically larger than the males but can vary depending on species. Many cultures have intriguing folklore involving owls, e.g., the Kikuyu of Kenya think they are harbinger of death, the Japanese consider them lucky, and Europeans considered them wise and vigilant. Humanoids and owls usually live together in harmony but there have been recorded attacks.

67.1 Barn Owl

The Barn Owl is a medium sized owl with a large head and a heart shaped face that has around 28 sub-species. They are known by many names including: white owl, silver owl, demon owl, ghost owl, death owl, night owl, rat owl, church owl, cave owl, stone owl, monkey-faced owl, hissing owl, or hobby owl, dobbie owl, lich owl, white-breasted owl, golden owl, screech owl, straw owl, barnyard owl, and delicate owl. They have long, strong legs with powerful talons. Barn owls have pale-brown speckled colored long wings, back, a short, squarish tail and their chest, legs and faces are white. There is considerable size variation across the subspecies with a typical specimen measuring about 13 to 15 inches overall length, with a wingspan of some 31 to 37 inches. Adult body mass is also variable with male owls from the Galapagos weighing 9.2 ounces and while Pacific barn owls averaging over 1.4 pounds. Their eyes are dark brown, and their beak is pale to dark brown. This owl does not hoot, but utters

ORS

an eerie, drawn-out screech. Females are marginally larger than males and have slightly more showy plumage.

Many people consider them as birds of evil omen, *e.g.*, the Tzeltal people in Mexico regard them as "disease givers", in some cultures they are believed to give special powers when eaten, and in South Africa, barn owls are often associated with witchcraft and are persecuted. Farmers often shoot them on sight.

Barn owls have 125 development points to define their potential but will focus on *Awareness, Balance, Flying/Gliding, Hiding, Hunting, Language-S(owl), Movement, Stalking, Survival, Claw, Grappling* and *Bite Attacks*.

| BarnOwl | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Speed | 1.50 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | 1.15 | z | 0 |
| Eloquence | -0.90 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -70 | lbs | -35 |
| Age Span | -72.00 | yrs | -2.88 |
| Body Density | -1.00 | z | -44 |
| Camouflage | 1.00 | z | 44 |
| Curse Resistance | 78.1 | z | 78.1 |
| Disease Resistance | 25.9 | z | 25.9 |
| Disorder Resistance | 39 | z | 39 |
| Gestation Period | -32.00 | wks | -32 |
| Gigantism | -2.19 | z | -122 |
| Hearing, Standard | 2.00 | z | 80 |
| Mana | -2.26 | z | -379.87 |
| Reproductive Rate | 48.00 | wks | 48 |
| Vision, Distance | 1.00 | z | 34 |
| Vision FOV 2D | -15.00 | deg | -.75 |
| Vision FOV 3D | -50.00 | deg | -2.5 |
| Vision, Lowlight | 1.12 | z | 50 |
| Visual Acuity | 2.00 | z | 80 |
| Flying/Gliding | 1.00 | z | 52 |

Habitat

Barn-owls are a wide-ranging family found everywhere but polar and desert regions. They live in a wide range of habitats from semi-deserts to forests, and from temperate latitudes to the tropics. Within these habitats, they live near agricultural areas with high amounts of human activity.

Ecology/Psychology

The average lifespan for barn owls is three to four years with a maximum of 30 years of age. Starvation and predation accounts for the low lifespan. Females are ready to breed at 11 months of age. They can mate any time of the year but nesting usually occurs during the dry season. The actual dates of egg-laying vary by year and by location, being correlated with the amount of prey-rich foraging habitat around the nest site. The average clutch is five eggs. The female does all the incubation, and she and the young chicks are reliant on the male for food. The female incubates the eggs for around 30 days. By two weeks they are half the size of the parents, by nine weeks they take their first flight and by 13 weeks they can catch their own prey. Predators of the barn owl include opossums, raccoons, and similar carnivorous mammals, as well as eagles, larger hawks, and other owls.

The barn owl is a carnivore specialized to hunt animals on the ground and nearly all of their food consists of small mammals up to twice their own weight. They locate their prey by sound using their acute hearing. They can be active day or night although they mainly forage at night.

Society/Culture

Barn owls usually mate for life unless one of the pair is killed, whereupon a new pair bond may be formed. They live in variety of locations, *e.g.*, a nest in a hollow tree, old building, or fissure in a cliff. When disturbed at its roosting site, an angry barn owl lowers its head and sways it from side to side, or the head may be lowered and stretched forward, and the wings outstretched and drooped while the bird emits hisses and makes snapping noises with its beak.

67.2 Giant Owl

The Giant Owl (*Omimegalonyx*) is the largest known owl standing around 3 feet 7 inches in tall and weighing around 25 pounds. Males and females are similar in size and appearance so display little sexual dimorphism. Giant owls have bright yellow eyes, and their beaks are grey in color; they have a flattened facial disk and do not have ear tufts. Their bodies are variable brown spotting or barring with lighter chests and abdomens. They have long legs for its size with a short tail. It thrived in the late Pleistocene, but their numbers have seriously declined in the last 12,000 years to the point of near extinction. They are not great flyers, and are usually limited to short bursts, and prefer to run on the ground using their wings for balance and increased speed.

They are not aggressive to humanoids and tend to avoid confrontation. If their nesting sites are threatened the entire colony will attack.

Giant owls have 125 development points to define their potential but will focus on *Awareness, Balance, Fishing, Flying/Gliding, Hiding, Hunting, Language-S(owl), Movement, Stalking, Survival, Claw, Grappling* and *Bite Attacks*.

| GiantOwl | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Speed | 1.25 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | -0.25 | z | 0 |
| Strength | -1.75 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Eloquence | -0.90 | z | 0 |
| Quickness | -1.65 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -36 | lbs | -18 |
| Age Span | -66.00 | yrs | -2.64 |
| Body Density | -1.00 | z | -44 |
| Camouflage | 1.00 | z | 44 |
| Curse Resistance | 1.37 | z | 92.2 |
| Disease Resistance | 0.56 | z | 30.5 |
| Disorder Resistance | 0.79 | z | 46 |
| Gestation Period | -32.00 | wks | -32 |
| Gigantism | -0.66 | z | -27 |
| Hearing, Standard | 1.75 | z | 67 |
| Mana | -2.57 | z | -492.11 |
| Maturity | -0.14 | yrs | -2.9 |
| Reproductive Rate | 48.00 | wks | 48 |
| Vision, Distance | 0.75 | z | 24.5 |
| Vision FOV 2D | -15.00 | deg | -.75 |
| Vision FOV 3D | -50.00 | deg | -2.5 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Acuity | 2.00 | z | 80 |
| Flying/Gliding | 0.86 | z | 44 |

Habitat

Their original habitat was the Caribbean, but they have migrated to the Americas between ±30 degrees latitude. It can be found in grasslands, rangelands, agricultural areas, deserts, or any other open, dry area with relatively low vegetation.

Ecology/Psychology

The average lifespan for a giant owl is 9 years with a maximum of 12 years of age. Giant owls nest and roost on the ground. They will opportunistically use existing caves and burrows from other animals if available. They mate in early spring and tend to be monogamous. The female lays four to eight eggs and incubates them for four weeks. Both parents take turns feeding the chicks for two to three months. After two months chicks can make short flights and begin leaving the nest.

The giant owl is carnivorous and primarily feeds on rodents, lizards, small mammals and fish. Any entity less than 50 pounds is potential prey. They are an ambush predator that will pounce on their prey from trees with their crushing talons. The young are vulnerable from all large predators until they learn to fly.

Society/Culture

The giant owls live in small colonies of three to five nests. They communicate with various vocal and non-vocal gestures.

67.3 Great Horned Owl

The Great Horned Owl, *a.k.a.*, Tiger Owl, Hoot Owl is an owl native to the Americas. It gets its name from the tufts of feathers on the top of its head which originally were mistaken as horns. Its plumage provides natural camouflage with the upper body and sides a mottled brown with heavy stripes and blotches. Its underside is significantly lighter with a whitish throat patch. The feathered covered skin of their feet is black. The beak and talons are dark gunmetal gray. They have a reddish-brown or grey facial disk with large bright yellow eyes. The great horned owl has asymmetrical ear holes that allow for the triangulation of sounds when hunting in the dark. They stand 17-25 inches tall, weigh 2.7-3.6 pounds and have a wingspan of around 4.6 feet. The females are larger than the males.

Many American indigenous people admire the great horned owl for their strength, courage and beauty. Great-horned owl attacks on humanoids are rare but well recorded. Adults are very protective of the nest and the area around the nest and attack silently without warning. Some tribes consider them to be spirit guides while other tribes believe their slain ancestors are reborn as owls.

Great Horned owls have 125 development points to define their potential but will focus on *Awareness, Balance, Flying/Gliding, Hiding, Hunting, Language-S(owl), Movement, Stalking, Survival, Claw, Grappling* and *Bite Attacks*.

| GreatHornedOwl | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Speed | 1.50 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | -0.35 | z | 0 |
| Strength | -1.85 | z | 0 |
| Endurance | 1.30 | z | 0 |
| Eloquence | -0.90 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -100 | lbs | -50 |
| Age Span | -50.00 | yrs | -2 |
| Body Density | -1.00 | z | -44 |
| Camouflage | 1.50 | z | 72.5 |
| Curse Resistance | 0.94 | z | 56.9 |
| Disease Resistance | 0.36 | z | 18.9 |
| Disorder Resistance | 0.53 | z | 28.5 |
| Gestation Period | -31.00 | wks | -31 |
| Gigantism | -1.75 | z | -89 |
| Hearing, Standard | 2.00 | z | 80 |
| Mana | -2.32 | z | -399.75 |
| Maturity | -0.14 | yrs | -2.7 |
| Reproductive Rate | 48.00 | wks | 48 |

| | | | |
|------------------|--------|-----|------|
| Vision, Distance | 1.00 | z | 34 |
| Vision FOV 2D | -15.00 | deg | -75 |
| Vision FOV 3D | -50.00 | deg | -2.5 |
| Vision, Lowlight | 1.25 | z | 57.5 |
| Visual Acuity | 2.00 | z | 80 |
| Flying/Gliding | 1.00 | Z | 52 |

Habitat

Their habitat includes North, Central and South America, ranging from northern Canada to southern Argentina. There are many sub-species of great horned owl, differing primarily in coloration and a little in size based on their environment. The great horned owl is the world's most adaptable owl in terms of habitat. The great horned owl can take up residence in trees that border all manner of deciduous, coniferous, and mixed forests, tropical rainforests, pampas, prairie, mountainous areas, deserts, subarctic tundra, rocky coasts, mangrove swamp forests, and some urban areas.

Ecology/Psychology

The average lifespan for the Great Horned owl is 25 years with a maximum of 50 years of age. They begin courtship late October and mate in late December. The male attracts the attention of his mate by hooting emphatically while leaning over (with the tail folded or cocked) and puffing up his white throat to look like a ball. The male also woos his mate with freshly caught prey which they will share. Pairs typically breed together year after year and may mate for life. Males select and build the nest and by late February one to four eggs will be laid. The eggs will be incubated by the female for 5 weeks. Owl young have whitish grey down and weigh about an ounce at birth but weigh over 1.5 pound in a month. They usually take their first flight by 6 weeks and are good flyers by 12 weeks of age.

The Great Horned Owl is considered omnivorous. They hunt rabbits and hares, rats and mice, and voles, basically animal it can overtake, including rodents and other small mammals, larger mid-sized mammals, birds, reptiles, amphibians, and invertebrates. They eat their prey whole and then later regurgitate pellets of skin and bone. They can be active day or night although they mainly forage at night. They have few predators with the exceptions of brown bears and wolves.

Society/Culture

Great horned owls are solitary animals from June through early October. They come together for mating and rearing their young from October through May. Their call is resonant and has warranted descriptions as varied as "solemn" and "terrifying" and is usually a low pitched (hoo, hoo, whoo). The female's call is higher and rises in pitch at the end of the call. Territorial hooting decreases in February or March at the onset of egg laying.

68 Struthionidae

Struthionidae is a family of flightless birds that ORS incorrectly groups all ostriches, emus, kiwis and rheas. Struthionids first appeared during the Early Eocene over 50 million years ago. They are characterized by their long necks and legs. Although flightless, Struthionidae have vestigial wings, averaging around a tenth of their height and having a small claw at the tip. Their feet have only three toes and a similarly reduced number of bones. They have sharp claws which are their major defensive attribute and are used in combat to inflict wounds on opponents by kicking. They have good eyesight, and their eyes are protected by nictitating membranes.

Lacking teeth, they swallow pebbles that act as gastroliths to grind food in the gizzard.

68.1 Emu

Emus are soft-feathered, flightless birds with long necks and legs, and can reach up to 6.2 feet in height and weigh around 100 pounds. They have grey-brown

ORS

plumage of shaggy appearance; the shafts and the tips of the feathers are black. The neck of the emu is pale blue and shows through its sparse feathers. Although flightless, emus have vestigial wings, the wing chord measuring 8 inches, and each wing having a small claw at the tip. Emus flap their wings when running, to stabilize themselves when moving fast. Females are larger than males. Emus can travel great distances, and when necessary, can sprint at 30 miles per hour. When walking, the emu takes strides of about 3.3 feet, but at full gallop, a stride can be as long as 9 feet. Its legs are devoid of feathers and underneath its feet are thick, cushioned pads. Emus have good eyesight and hearing, which allows them to detect threats at some distance.

Emus were used as a source of food by indigenous Australians. In the wild, they may follow and observe people. Every part of the carcass had some use; the fat was harvested for its valuable, multiple-use oil, the bones were shaped into knives and tools, the feathers were used for body adornment and the tendons substituted for string. The emu has a prominent place in Australian Aboriginal mythology, including a creation myth of the Yuwaalaraay and other groups in New South Wales who say that the sun was made by throwing an emu's egg into the sky.

Emus have 125 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Control Frenzy, Destroying, Fauna Lore, Flora Lore, Hiding, Language (Struthionidae), Movement, Signaling, Stalking, Survival, Swimming, Bite, and Claw attacks.*

| Emu | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Speed | 1.40 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | -1.00 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | -0.90 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -76.00 | lbs | -38 |
| Age Span | -67.50 | yrs | -2.7 |
| Allergy Resistance | 1.51 | Z | 73 |
| Camouflage | 1.00 | Z | 44 |
| Curse Resistance | 2.26 | z | 194.1 |
| Disease Resistance | 1.04 | z | 64.1 |
| Disorder Resistance | 1.42 | z | 97.1 |
| Gestation Period | -28.00 | wks | -28 |
| Gigantism | 0.11 | z | 4 |
| Mana | -2.59 | z | -502.8 |
| Maturity | 0.03 | yrs | 0.7 |
| Reproductive Rate | 48.00 | wks | 48 |
| Vision, Distance | 1.00 | z | 34 |
| Vision FOV 2D | -20.00 | deg | -1 |
| Vision FOV 3D | -50.00 | deg | -2.5 |
| Visual Acuity | 0.51 | z | 16 |

Habitat

Their range covers most of Australia. Emus live in various habitats across Australia both inland and near the coast. They are most common in areas of savannah woodland and sclerophyll forest, and least common in heavily populated districts and arid areas.

Ecology/Psychology

Baring accident or disease they are considered mature at 2 years of age and have a lifespan of 7.5 years with a maximum of 12 years. Breeding takes place in May and June, and fighting among females for a mate is common. Females can mate several times and lay several clutches of eggs in one season. A clutch will be five to fifteen very large, thick-shelled, green eggs measuring 5 inches long. The male does the incubation; during this process he hardly eats or drinks and loses a significant amount of weight. The eggs hatch after around eight weeks,

and the young are nurtured by their fathers. They reach full size after around six months but can remain as a family unit until the next breeding season.

Emus are diurnal birds and spend their day foraging, preening their plumage with their beak, dust bathing and resting. They forage for a variety of plants and insects but have been known to go for weeks without eating. They drink infrequently but take in copious amounts of water when the opportunity arises. Emus have very few predators other than dingoes and humanoids.

Society/Culture

They are generally gregarious birds apart from the breeding season, and while some forage, others remain vigilant to their mutual benefit. Emus predominantly travel in pairs, and while they can form large flocks, this is an atypical social behavior that arises from the common need to move towards a new food source. Emus have been shown to travel long distances to reach abundant feeding areas. In Western Australia, emu movements follow a distinct seasonal pattern – north in summer and south in winter. On the east coast their wanderings seem to be more random and do not appear to follow a set pattern. The vocalizations of emus mostly consist of various booming and grunting sounds. The booming is created by the inflatable throat pouch; the pitch can be regulated by the bird and depends on the size of the aperture.

68.2 Kelenken

Kelenken, *a.k.a.*, Axe Beak was a large, flightless birds with long hind limbs, narrow pelvis, proportionally small wings, and huge skulls, with a tall, long, sideways compressed hooked beak. This giant stood 8.5 feet tall and weighed around 500 pounds. It had a skull 28 inches long which included a 17-inch beak with small, rectangular, nostrils located in the upper hind corner of the upper beak. Their plumage is greyish brown with the upper parts being darker. Its eyes are large and yellow, and its beak is orange red. It has large expansions above the eyes to shade the eyes against the sun and had keen eyesight. Their long legs are scaled. It has a top speed of 31 miles per hour. The wings are vestigial and only 20 inches long and are used to improve balance.

Despite its nick name it did not use its beak like an axe, it normally chased down its prey over long distances pounced upon them and then used its monstrous beak to tear into their flesh. They are rumored to peck at the eyes of their prey probably to blind them and make them easier to kill. It is known to have lived 15 million years ago during the late Cenozoic and is thought to have gone extinct 2.5 million years ago. It is likely that the terror birds of South America went extinct due to increased competition with large predators such as saber-tooth tigers and other ancient wolves that migrated into South America through a land-bridge. Regardless, oral tradition amongst the indigenous people claim they still exist.

Kelenken have 125 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Control Frenzy, Destroying, Fauna Lore, Flora Lore, Hiding, Language (Struthionidae), Movement, Signaling, Stalking, Survival, Swimming, Bite, and Claw attacks.*

| Kelenken | Δ | Units | DPs |
|--------------------|--------|-------|-------|
| Comeliness | -0.50 | z | 0 |
| Speed | 1.40 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | 0.70 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | -0.90 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -45.00 | yrs | -1.8 |
| Allergy Resistance | 1.51 | z | 73 |
| Camouflage | 1.00 | z | 44 |
| Curse Resistance | 2.19 | z | 184.5 |

ORS

| | | | |
|---------------------|--------|-----|--------|
| Disease Resistance | 1.00 | z | 60.9 |
| Disorder Resistance | 1.37 | z | 92.2 |
| Gestation Period | -28.00 | wks | -28 |
| Gigantism | 0.49 | z | 19.7 |
| Mana | -2.68 | z | -541.7 |
| Maturity | -0.14 | yrs | -2.7 |
| Reproductive Rate | 48.00 | wks | 48 |
| Vision, Distance | 1.00 | z | 34 |
| Vision FOV 2D | -20.00 | deg | -1 |
| Vision FOV 3D | -50.00 | deg | -2.5 |
| Visual Acuity | 0.51 | z | 16 |

Habitat

It prefers a more open environment with reduced plant covering, similar to semiarid and temperate to warm, dry woodlands or bushlands. Its known range is South America in modern day Chile and Argentina.

Ecology/Psychology

Baring accident or disease they are considered mature at 3 years of age and have a lifespan of 30 years with a maximum of 40 years. Kelenken's reproductive behavior is unknown but may be similar to Emus or Ostriches.

Kelenken are diurnal ground predators or scavengers and have often been considered apex predators that dominated Cenozoic South America in the absence of placental mammalian predators, though they did co-exist with some large, carnivorous borhyaenid mammals.

Society/Culture

Kelenken spends its time in pairs and small groups, and work together cooperatively to take down larger mammalian sources of prey. It is territorial over its nests, with breeding pairs avoiding other Kelenken and fighting with those they come across.

68.3 Ostrich

Ostriches are large flightless birds. They are the heaviest known living birds and lay the largest eggs of any living land animal. It is characterized by its long neck and legs and can run for a long time at a speed of 34 miles per hour with short bursts up to about 40 miles per hour, which is the fastest land speed of any bird. They average around 7 feet tall and weigh 200 pounds. The bird is didactyl, having just two toes on each foot (most birds have four), with the nail on the larger, inner toe resembling a hoof. The outer toe has no nail. They have 50–60 tail feathers, and their wings have 16 primary, four alular, and 20–23 secondary feathers. The feathers of adult males are mostly black, with white primaries and a white tail. Females and young males are grayish-brown and white. The vestigial wings are actively involved in rapid braking, turning, and zigzag maneuvers. Their head and neck of both male and female ostriches are nearly bare, with a thin layer of down. Their skin varies in color depending on the subspecies, with some having light or dark gray skin and others having pinkish or even reddish skin. The strong legs of the common ostrich are unfeathered and show bare skin, with the tarsus being covered in scales: red in the male, black in the female. Their eyes are the largest of any land vertebrate, 2 inches in diameter and have excellent vision both near and far.

Ostriches typically avoid humans in the wild. If approached, they often run away, but sometimes ostriches can be very aggressive when threatened, especially if cornered, and may also attack if they feel the need to defend their territories or offspring. When attacking a person, common ostriches deliver slashing kicks with their powerful feet, armed with long claws, with which they can disembowel or kill a person with a single blow. In some countries, people race each other on the backs of common ostriches. The practice is common in Africa.

Ostriches appear in multiple cultures' folktales and art. They have been hunted and farmed for their meat, skin and feathers for thousands of years. Their skins are valued for their leather. A statue of Arsinoe II of Egypt can be seen riding

an ostrich. Hunter-gatherers in the Kalahari use ostrich eggshells as water containers and jewelry. In Eastern Christianity it is common to hang decorated ostrich eggs on the chains holding the oil lamps. Pliny the Elder incorrectly claimed that they bury their heads in sand to avoid danger. The origin of this myth lies with the fact that ostriches keep their eggs in holes in the sand instead of nests and must rotate them using their beaks during incubation; digging the hole, placing the eggs, and rotating them might each be mistaken for an attempt to bury their heads in the sand.

Ostriches have 125 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Control Frenzy, Destroying, Fauna Lore, Flora Lore, Hiding, Language (Struthionidae), Movement, Signaling, Stalking, Survival, Swimming, Bite, and Claw* attacks.

| Ostrich | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Speed | 1.60 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | -0.90 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -42.00 | lbs | -21 |
| Age Span | -45.00 | yrs | -1.8 |
| Allergy Resistance | 1.51 | z | 73 |
| Camouflage | 1.00 | z | 44 |
| Curse Resistance | 2.23 | z | 190.3 |
| Disease Resistance | 1.02 | z | 62.8 |
| Disorder Resistance | 1.40 | z | 95.2 |
| Gestation Period | -29.00 | wks | -29 |
| Gigantism | 0.24 | z | 9 |
| Mana | -2.63 | z | -519.7 |
| Maturity | -0.14 | yrs | -2.7 |
| Reproductive Rate | 48.00 | wks | 48 |
| Vision, Distance | 1.00 | z | 34 |
| Vision FOV 2D | -20.00 | deg | -1 |
| Vision FOV 3D | -50.00 | deg | -2.5 |
| Visual Acuity | 0.51 | z | 16 |

Habitat

Ostriches occupy Africa north and south of the Sahara, East Africa, Africa south of the rainforest belt, and much of Asia Minor. They occur in a range of open arid and semi-arid habitats such as savannas and the Sahel, both north and south of the equatorial forest zone.

Ecology/Psychology

Baring accident or disease they are considered mature at 3 years of age and have a lifespan of 30 years with a maximum of 40 years. The mating season begins in March or April and ends sometime before September. Territorial males typically boom (by inflating their neck) in defense of their territory and harem of two to seven hens; the successful male may then mate with several females in the area but will only form a pair bond with a 'major' female. The female ostrich lays her fertilized eggs in a single communal nest, a simple pit, 12–24 inches deep and 10 feet wide, scraped in the ground by the male. The dominant female lays her eggs first; when it is time to cover them for incubation, she discards extra eggs from the weaker females, leaving about 20 in most cases. A female common ostrich can distinguish her own eggs from the others in a communal nest. Ostrich eggs are the largest of all eggs, on average they are 6 inches long, 5 in wide, and weigh 3 pounds. They are glossy cream-colored, with thick shells marked by small pits. The eggs are incubated by the females by day and by the males by night and after 7 weeks they hatch. Typically, the male defends the hatchlings and teaches them to feed, although males and females cooperate in rearing chicks.

Ostriches are diurnal but may be active on moonlit nights. When lying down and hiding from predators, the birds lay their heads and necks flat on the ground,

ORS

making them appear like a mound of earth from a distance, aided by the heat haze in their hot, dry habitat. They mainly feed on seeds, shrubs, grass, fruit, and flowers; occasionally they also eat insects such as locusts, small reptiles such as lizards, and occasionally animal remains left by carnivorous predators. Predators include cheetahs, lions, leopards, African hunting dogs, spotted hyenas, and Nile crocodiles. Predators of nests and young ostriches include jackals, various birds of prey, warthogs, mongoose, and Egyptian vultures.

Society/Culture

Ostriches normally spend the winter months in pairs or alone. During breeding season and sometimes during extreme rainless periods ostriches live in nomadic groups of five to 100 birds (led by a top hen) that often travel together with other grazing animals, such as zebras or antelopes.

69 Suina

This Suina is the suborder of omnivorous mammals that includes domestic pigs, swine, warthogs, and peccaries. Suines are largely native to Africa, Asia, Europe, South America, and Southeast Asia including the widespread use in farming of the domestic pig subspecies. Suines range in size from the pygmy hog which averages 9 inches tall at the shoulder, 25 inches long and weighing 18 pounds to the giant forest hog which averages 3 feet at the shoulder, over 6 feet long and weigh over 500 pounds. They are primarily found in forest, shrubland, and grassland biomes, though some can be found in deserts, wetlands, or coastal regions. They have large pointing ears, and tusks curving upwards from their lower jaw. Males are larger than females. They are intelligent as dogs and may be the most intelligent domesticated animal.

69.1 Pig

The Pig, *a.k.a.*, swine, hog, or domestic pig is a domesticated subspecies of the wild boar. Evidence suggests that pigs were domesticated from wild boars over 8000 years ago in China and 11,400 years ago in Cyprus. Mature adults have a body length of over 5 feet and can weigh over 500 pounds. The size and weight of hogs largely depends on their breed. Many breeds of pig exist, with different colors, shapes, and sizes. The normal colors are Pink (with white hair), black, or reddish brown. Pigs are stout-bodied, short-legged, with thick skin usually sparsely coated with short bristles. Their teeth, especially the canine teeth are smaller in size than their wild brethren. Males are called boars and castrated males are called barrow. Females are called sows who will give birth to a farrow of piglets.

Pigs are raised as livestock, primarily for their meat and leather. The head of a pig can be used to make a preserved jelly called head cheese, which is sometimes known as brawn. Liver, chitterlings, blood (for black pudding), and other offal from pigs are also widely used for food. Pigs have a well-developed sense of smell, and they are used in Europe to locate underground truffles. In some religions, such as Judaism and Islam, pork is a taboo food. Traditional Irish fishermen believe that the pig is bad luck and should not be mentioned.

Pigs have 150 development points to define their potential. During Adolescence they should further develop the *Awareness-all*, *Balance*, *Control Frenzy*, *Destroying*, *Fishing*, *Fauna Lore*, *Flora Lore*, *Hiding*, *Hunting*, *Language* (Suina), *Movement*, *Signaling*, *Stalking*, *Survival*, *Swimming*, *Bite* and *Impaling* attacks.

| Pig | Δ | Units | DPs |
|-----------|----------|-------|-----|
| Speed | 0.60 | z | 0 |
| Agility | 1.25 | z | 0 |
| Vitality | 1.30 | z | 0 |
| Strength | -0.30 | z | 0 |
| Endurance | 0.50 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |

| | | | |
|---------------------|--------|-----|--------|
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | 500.00 | lbs | 250 |
| Age Span | -60.00 | yrs | -2.4 |
| Curse Resistance | 1.66 | z | 121.1 |
| Disease Resistance | 0.71 | z | 40.04 |
| Disorder Resistance | 0.99 | z | 60.6 |
| Gestation Period | -19.00 | wks | -19 |
| Gigantism | -0.16 | z | -6 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.46 | z | -451.1 |
| Maturity | -0.14 | yrs | -2.7 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.00 | z | 44 |
| Poison Resistance | 1.00 | z | 61 |
| Smell, Standard | 1.73 | z | 66 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 64.00 | deg | 3.3 |
| Vision FOV 3D | -70.00 | deg | -3.5 |
| Visual Acuity | -1.00 | z | -34 |

Habitat

Pigs can be found anywhere humanoids exist except for the Arctic and Antarctic. Many have escaped captivity and have become feral living in the wild. The Spanish introduced domestic pig into South America in the 16th century.

Ecology/Psychology

Baring accident or disease pigs are considered mature at 1 year and if not slaughtered for food have an average lifespan of 15 years with a maximum of 27 years. Female pigs come into estrus every 18–24 days if they are not successfully bred. Sows root in the ground to create depressions and then build nests in which to give birth. Gestation period is 17 weeks and piglets have the coloration of their parents. Piglets are nursed every 40-60 minutes and will always use the same teat. Pigs like to wallow, rolling in the mud, to control their body temperature when the ambient temperature exceed 70 degrees Fahrenheit. This may also serve as sunscreen and keep parasites away. They will shed their winter coat in spring and regrow it in the fall. Male pigs, especially when left unaltered, can grow large, sharp tusks which may continue growing for years. If pigs get bored, they often become destructive. Pigs have small lungs in relation to their body size and are thus more susceptible than other domesticated animals to fatal bronchitis and pneumonia.

Domestic pigs are omnivores and will eat leaves, stems, roots, fruits, and flowers. Swineherds will feed them grains and left-over table scrapes. If conditions permit, pigs feed continuously for many hours and then sleep for many hours.

Society/Culture

Pigs seek out the company of other pigs and often huddle to maintain physical contact, although they do not naturally form large herds. They typically live in groups of about 8–10 adult sows, some young individuals, and some single males. Pigs like to root, which is characterized as nudging its snout into something, like a cat's kneading. Pigs communicate with grunts, squeals and body language. Olfactory rather than visual stimuli are used in the identification of other pigs.

69.2 Wild Boar

The wild boar, *a.k.a.*, Eurasian wild pig is a member of the Suina suborder and has 18 different species. In Northeastern Asia, large males can reach bear-like sizes, 44 inches at the shoulder and weighing over 750 pounds. In Europe a mature male is 30 inches at the shoulder, 56 inches long, and weighs 220 pounds. This entry is for the European subspecies but with modification for size can be used for any wild boar. Their coat is coarse and stiff and usually black, brown, red, or dark gray in color although variation exists including white and light brown. Compared to pigs, wild boars have darker skin. The wild boar is a bulky, massively built suid with short and relatively thin legs. Their trunk is

short and robust, while the hindquarters are comparatively underdeveloped. The region behind the shoulder blades rises into a hump and the neck is short and thick to the point of being nearly immobile. The animal's head is very large, taking up to one-third of the body's entire length. The head is well suited for digging and the powerful neck muscles allow the animal to upturn considerable amounts of soil: it can dig four inches into frozen ground and can upturn rocks weighing over 100 pounds.

Their eyes are small and deep-set and the ears long and broad. The species has well developed canine teeth, which protrude from the mouths of adult males. The medial hooves are larger and more elongated than the lateral ones and are capable of quick movements. The animal can run at a maximum speed of 25 miles per hour and jump at a height of 55–59 inches. Males also sport a mane running down the back, which is particularly apparent during autumn and winter. The canine teeth are also much more prominent in males and grow throughout life. The upper canines are relatively short and grow sideways early in life, though they gradually curve upwards. The lower canines are much sharper and longer, with the exposed parts measuring 3.9–4.7 inches in length.

Wild boar have 150 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Control Frenzy, Destroying, Fishing, Fauna Lore, Flora Lore, Hiding, Hunting, Language (Suina), Movement, Signaling, Stalking, Survival, Swimming, Bite and, Impaling* attacks.

| WildBoar | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Speed | 1.00 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Endurance | 0.50 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | 188.00 | lbs | 94 |
| Age Span | -63.00 | yrs | -2.52 |
| Camouflage | 1.00 | z | 44 |
| Curse Resistance | 1.01 | z | 62.1 |
| Disease Resistance | 0.39 | z | 20.54 |
| Disorder Resistance | 0.57 | z | 31.1 |
| Gestation Period | -18.00 | wks | -18 |
| Gigantism | -0.26 | z | -10 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.45 | z | -447.98 |
| Maturity | -0.11 | yrs | -2.2 |
| Natural Armor | 1.39 | z | 66 |
| Natural Weapons | 1.39 | z | 66 |
| Poison Resistance | 1.25 | z | 81.5 |
| Smell, Standard | 1.73 | z | 66 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 66.00 | deg | 3.3 |
| Vision FOV 3D | -70.00 | deg | -3.5 |
| Visual Acuity | -1.00 | z | -34 |

Habitat

Wild boars probably originated in Southeast Asia during the Early Pleistocene and outcompeted other suid species as they spread throughout the Old World. They can now be found in North Africa and much of Eurasia, from the British Isles to Korea and the Sunda Islands. The northern limit of its range extended from southern Scandinavia to southern Siberia and Japan. They can inhabit boreal forest characterized by coniferous forests consisting mostly of pines, spruces, and larches. Some species are adapted to the semi-arid deserts. In order to survive in a given area, wild boars require a habitat fulfilling three conditions: heavily brushed areas providing shelter from predators, water for drinking and bathing purposes and an absence of regular snowfall. They will not be introduced to the Americas until the 19th century.

Ecology/Psychology

Baring accident or disease they are considered mature at 18 months and have a lifespan of 12 years with a maximum of 20 years. Mating occurs in early winter. Males compete for the right to breed, often badly mauling each other. A male's sounder number between 5 and 10 sows. Gestation is around 18 weeks and farrowing occurs in the spring. The average litter is 6 piglets, which weigh around 2 pounds at birth and have light brown or rusty-brown fur with pale bands extending from the flanks and back. They are weened by 3.5 months and adult coloration is attained at eight months. Their teeth are fully formed when they reach maturity. The teeth, except for males, stop growing during the middle of the fourth year. The canines in old males continue to grow throughout their lives, curving strongly as they age.

Wild bores are omnivores and typically eat roots, tubers, and bulbs, all of which are dug up throughout the year in the animal's whole range. Nuts, berries, and seeds, which are consumed when ripened and are dug up from the snow when necessary. Leaves, bark, twigs, and shoots, along with earthworms, insects, mollusks, fish, rodents, insectivores, bird eggs, lizards, snakes, frogs and carrion. Piglets are vulnerable to attack from lynx, jungle cats, snow leopards, wolves, brown bears, and yellow-throated martens. Healthy adults are generally immune from wolf predation, but larger felines and even Komodo dragons are still a threat. Humans have been hunting boar for millennia, the earliest artistic depictions of such activities dating back to the Upper Paleolithic.

Society/Culture

Boars are typically social animals, living in female-dominated sounders consisting of barren sows and mothers with young led by an old matriarch. Male boars leave their sounder at the age of 8–15 months, while females either remain with their mothers or establish new territories nearby. Subadult males may live in loosely knit groups, while adult and elderly males tend to be solitary outside the breeding season. The wild boar produces a number of different sounds, contact calls, alarm calls and combat calls. Contact calls are grunting, or a whine for piglets. When feeding they purr. Warning calls are loud *ukh!* *Ukh!* or screeches sounding like *gu-gu-gu*. Combat calls are high pitch battle cries.

70 Testudinidae

Testudinidae is the family of reptiles containing turtles and tortoises containing over 40 species. The major difference between the two is that tortoises dwell on land, while turtles live in the water some or nearly all of the time. The bodies of tortoises and turtles are both shielded by a shell, the upper part of which is called carapace, with the lower portion called a plastron. The carapace and the plastron are attached by a bridge, which means that though the head and limbs of a turtle or tortoise may be withdrawn from the shell, the whole body can never be totally detached from it. They range in size from the speckled tortoise whose carapace 3.5 inches in length to the leatherback turtle with lengths up to six feet and weighing 2000 pounds. Males are larger than females.

Tortoises have large heavy domed shaped shells and turtles have lighter flat streamlined shell. Tortoises have bent legs and short, sturdy feet, where turtles have webbed feet with long claws. Tortoises tend to be herbivores where turtles are omnivores. Tortoise hatchlings move from their nest to their mother's burrow after birth where turtles are on their own. Tortoises live longer than turtles and Tortoises are generally peaceful where turtles can be aggressive.

70.1 Archelon

Archelon, *a.k.a.*, Giant Turtle is a marine turtle from the Late Cretaceous and was the largest turtle to have ever lived. It is thought to be extinct due to climate change, but rumors exist they still may be swimming in the ocean. They measured 15 feet from head to tail, the head is 2 feet long and the neck is 2.4 feet long, and the tail is 2.3 feet long. and weighed over 4400 pounds. In appearance it looks like a giant leatherback sea turtle. Archelon had a leathery carapace, featuring a row of small ridges, each peaking 1 or 2 inches in height. It had an especially hooked beak, and its jaws were adept at crushing. With its

ORS

large and strong fore flippers, Archelon was capable of open-ocean travel and, if need be, escape from fellow marine predators.

Archelons have 57.8 development points to define their potential. During Adolescence they should further develop the *Acrobatics*-sea, *Awareness*-all, *Balance*, *Control Frenzy*, *Diving*-free, *Fauna Lore*, *Flora Lore*, *Hiding*, *Hunting*, *Language* (Testudinidae), *Movement*, *Signaling*, *Stalking*, *Survival*, *Swimming*, *Bite* and *Claw* attacks.

| Archelon | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Comeliness | -1.00 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.25 | z | 0 |
| Memory | -1.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | 108.00 | lbs | 54 |
| Age Span | 25.00 | yrs | 1 |
| Curse Resistance | 1.45 | z | 100 |
| Disorder Resistance | 1.45 | z | 100 |
| Gestation Period | -28.00 | wks | -28 |
| Gigantism | 1.37 | z | 64.5 |
| Hearing, Standard | -1.49 | z | -55 |
| Mana | -2.63 | z | -520.7 |
| Maturity | -0.08 | yrs | -1.7 |
| Natural Armor | 1.49 | z | 72 |
| Natural Weapons | 1.00 | z | 44 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 80.00 | deg | 4 |
| Vision FOV 3D | -90.00 | deg | -4.5 |
| Vision, Ultraviolet | 2.00 | z | 80 |
| Vision, Underwater | 2.00 | z | 80 |
| Swimming | 1.50 | z | 72 |

Habitat

It prefers shallower and calmer waters that have an average temperature of 63 degrees Fahrenheit. Archelon inhabited the shallow Western Interior Seaway in what will be the United States. It spends much of its time on the muddy, oxygen-depleted seafloor, which on average was no more than 600 feet below the surface.

Ecology/Psychology

Baring accident or disease it is mature at 15 years of age and has an average lifespan of 100 years. During breeding season Archelon will come onshore at night to nest; dig out a hollow in the sand and lay several dozens of eggs. After laying its clutch of eggs it returns to the sea and takes no part in child rearing.

It is diurnal obligate carnivore and feeds on hard-shelled crustaceans, mollusks, and possibly even sponges, while slowly moving over the seafloor. It also consumes other animals, whilst swimming closer to the surface, like jellyfish, squid, and nautiloids. Its beak is adapted for shearing flesh, with fish being another possible prey choice. Their predators included sharks and the Mosasaur, a giant sea creature that had an alligator-like head and shark-like body.

Society/Culture

Archelon are generally considered social animals; however and congregate offshore. Archelons gather together to mate. Females travel together to nesting grounds. After hatchlings they enter the water and generally remain solitary until they mate.

70.2 Tortoise

A tortoise is a terrestrial reptile characterized by its domed, hard, heavy shell. They vary in size from the speckled cape tortoise whose shell only measures 3 inches long to the Galapagos tortoise whose carapace is over 3.9 feet and weigh more than 500 pounds. This entry is for the Greek Tortoise, *a.k.a.*, spur-thighed tortoise which has a carapace of 8 inches and weigh 2.7 pounds, but with modifications to size, weight and appearance should be suitable for most tortoises. It can be a range of colors, including black, dark yellow, gold, and brown. This tortoise is named for the patterns on its shell, which have the different colored dots and the borders of a traditional Greek mosaic. A Greek tortoise has a domed carapace, a flat head with large eyes, big scales on its legs, and strong claws. They can fully retract their heads and legs inside the shell when disturbed, protecting the softer body parts from predators. They cannot swim but will drink from streams and creeks.

Tortoises have 87.6 development points to define their potential. During Adolescence they should further develop the *Awareness*-all, *Balance*, *Control Frenzy*, *Fauna Lore*, *Flora Lore*, *Hiding*, *Hunting*, *Language* (Testudinidae), *Movement*, *Signaling*, *Stalking*, *Survival*, and *Bite* attacks.

| Tortoise | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Comeliness | -1.00 | z | 0 |
| Speed | -0.50 | z | 0 |
| Agility | -0.50 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 0.50 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.25 | z | 0 |
| Memory | -1.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | 340.00 | lbs | 170 |
| Age Span | 50.00 | yrs | 2 |
| Body Density | 1.00 | z | -2.4 |
| Curse Resistance | 1.45 | z | 100 |
| Disorder Resistance | 1.45 | z | 100 |
| Gestation Period | -22.00 | wks | -22 |
| Gigantism | -2.83 | z | -180 |
| Hearing, Standard | -1.00 | z | -34 |
| Hibernation | 1.00 | NA | 10 |
| Mana | -2.06 | z | -315.9 |
| Maturity | -0.12 | yrs | -2.4 |
| Natural Armor | 1.91 | z | 100 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 80.00 | deg | 4 |
| Vision FOV 3D | -90.00 | deg | -4.5 |
| Vision, Ultraviolet | 2.00 | z | 80 |
| Swimming | -1.00 | z | -22 |

Habitat

The Greek tortoise's geographic range includes North Africa, Southern Europe, and Southwest Asia. It is prevalent in the Black Sea coast of the Caucasus (from Anapa, Russia, to Sukhumi, Abkhazia, Georgia, to the south), as well as in other regions of Georgia, Armenia, Iran, and Azerbaijan. The Greek tortoise inhabits a variety of habitats, including some that are particularly arid, *e.g.*, rocky hillsides, Mediterranean scrub, forests, fields, and meadows.

Ecology/Psychology

Baring accident or disease it is mature at 15 years of age and has an average lifespan of 125 years with a maximum of 200 years. Immediately after waking from hibernation, the mating instinct starts up. The males follow the females with great interest, encircling them, biting them in the limbs, ramming them, and trying to mount them. During copulation, the male opens his mouth, showing his red tongue and making squeaking sounds. The female will lay a clutch of eggs which will hatch after about 14 weeks.

ORS

They sometimes stay in a burrow during the hotter times of the day, but otherwise are diurnal. They begin their day by basking on rocks, their legs and head extended entirely. Greek tortoises are herbivorous and eat a variety of herbaceous grasses and plants across their range. Adults have few predators but young tortoises, however, are threatened by many predators such as jackals, crows and cats.

Society/Culture

For the most part, Greek tortoises are amiable and mellow creatures if their needs are met and their aversion to handling is respected. They can be relatively social although during the mating season males might kill each other to mate with the female. These animals constantly create an overnight "scrape", which is a nest made beneath sharp oak shrubs. These scrapes are used by several tortoises, and you can see their trails coming out of them.

70.3 Turtle

A turtle is a marine or aquatic reptile characterized by its flat, streamlined shell. They vary in size from the musk turtle with a carapace of 3 inches to the leatherback turtle which can be 8 feet and length and weight 1100 pounds. This entry is for the Green Sea Turtle which has a carapace 3.5 feet long and weighs 350 pounds and is the largest hard-shelled turtle. With modifications to size, weight, coloration and diet it can be used for most turtles. Sea turtles cannot retract their head and limbs into their shells for protection, unlike many other turtles and tortoises. They have dark brown-, grey-, or olive-colored shells and a much lighter, yellow-to-white underside. Their heads are comparatively small, and they serrated beak on the lower jaws and two large scales located between the eyes. Green turtles, like all sea turtles, are reptiles and must surface to breathe. The primarily herbivorian diet is what gives their fat a greenish color (not their shells), which is where their name comes from.

Turtles have 100 development points to define their potential. During Adolescence they should further develop the *Acrobatics*-sea, *Awareness*-all, *Balance*, *Control Frenzy*, *Diving*-free, *Fauna Lore*, *Flora Lore*, *Hiding*, *Hunting*, *Language* (Testudinidae), *Movement*, *Signaling*, *Stalking*, *Survival*, *Swimming*, *Bite* and *Claw* attacks.

| Turtle | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Comeliness | -1.00 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 0.25 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.25 | z | 0 |
| Memory | -1.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | 560.00 | lbs | 280 |
| Age Span | -25.00 | yrs | -1 |
| Curse Resistance | 0.72 | z | 41 |
| Gestation Period | -22.00 | wks | -22 |
| Gigantism | -0.46 | z | -18 |
| Hearing, Standard | -1.49 | z | -55 |
| Mana | -2.50 | z | -465.5 |
| Maturity | -0.10 | yrs | -2 |
| Natural Armor | 1.49 | z | 72 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 80.00 | deg | 4 |
| Vision FOV 3D | -90.00 | deg | -4.5 |
| Vision, Ultraviolet | 2.00 | z | 80 |
| Vision, Underwater | 2.00 | z | 80 |
| Swimming | 1.50 | z | 41 |

Habitat

Green turtles are found throughout the world. They nest in over 80 countries and live in the coastal areas of more than 140 countries. Green turtles are found worldwide primarily in subtropical and temperate regions of the Atlantic, Pacific, and Indian Oceans, and in the Mediterranean Sea.

Ecology/Psychology

Baring accident or disease it is mature at 7 years of age and has an average lifespan of 50 years with a maximum of 100. Green turtles migrate hundreds to thousands of kilometers each way between their foraging grounds and nesting beaches. They are solitary, night-time nesters. After incubating in the warm sand for 8 weeks they emerge from the nest and swim to offshore areas, where they live for several years in pelagic habitat. Juveniles eventually leave the open ocean habitat and travel to nearshore foraging grounds in shallow coastal habitats, where they mature to adulthood and spend the remainder of their lives. Adults migrate every 2 to 5 years from their coastal foraging areas to the waters off the nesting beaches where they originally hatched to reproduce.

Green turtles are omnivores with a diet mainly consists of algae and seagrasses, though they may also forage on sponges, invertebrates, and discarded fish. Common sea turtle predators include fire ants, crabs, lizards, birds, dogs, raccoons, wild pigs, coyotes, dolphins, sharks and many species of carnivorous fish such as snapper, grouper and barracuda. Fire ants will feast on eggs and weak hatchlings.

Society/Culture

Sea turtles are generally solitary creatures that remain submerged for much of the time they are at sea. They rarely interact with one another outside of courtship and mating. Sea turtles spend their earliest years floating around the sea in giant beds of Sargasso weeds, where they do little more than eat and grow.

71 Tetraodontidae

Tetraodontidae is the family containing littoral marine fish and contains 184 species. The family includes many familiar species variously called pufferfish, puffers, balloonfish, blowfish, blowers, blowies, bubblefish, globefish, swellfish, toadfish, toadies, toadle, honey toads, sugar toads, and sea squab. The family name refers to their four large teeth which are used for crushing the hard shells of crustaceans and mollusks. The Puffers are small to medium-sized fish averaging around 12 inches in length and have heavy, thick, and inflatable bodies. They have large blunt heads with eyes high on the sides of their head and four large, fused teeth. Their bodies are covered with small spines. They have the ability to blow themselves up like balloons by swallowing water as a defense mechanism. Their anal fin and single dorsal fin are small of similar size and shape and are found at the rear of their body; their caudal fin can be concave, blunt or convex; and, they do not have pelvic fins or scales.

The majority of the Puffers are found in marine environments and found primarily over sandy bottoms. They are found in both the Atlantic and Pacific Oceans. They are omnivores consuming a wide variety of species including algae, corals, crabs, mollusks, sponges, starfish, urchins, and worms.

They have been eaten by the Japanese for centuries dating back to at least 1603 AD and by the Chinese dating to 400 BC. Most Puffers contain the potent neurotoxins saxitoxin and/or tetrodotoxin, which is found in their skin, viscera, and gonads which is usually sufficient to protect them from normal predation.

71.1 Pufferfish

Pufferfish, *a.k.a.*, Takifugu are characterized by their beak-like four teeth, which are used to break apart and consume small crustaceans. The lack of ribs, a pelvis, and pectoral fins are also unique to pufferfish. The notably missing bone and fin features are due to the pufferfish' specialized defense mechanism,

ORS

ballooning, by sucking in water through an oral cavity. Pufferfish also have many varied structures of caltrop-like dermal spines, which account for the replacement of typical fish scales, and can range in coverage extent from the entire body, to leaving the frontal surface empty. Puffers are most commonly found in black, yellow, green, red, and orange colors. They range in size from the 1-inch-long dwarf or pygmy puffer to the freshwater giant puffer, which can grow to more than 2 feet in length. This entry is for the Takifugu which averages 6 inches in length.

The pear-shaped Takifugu, like all pufferfish, are not fast swimmers as they mainly use their pectoral fins for propulsion, but they are very maneuverable and are able to hover, swim backwards, and change direction much more quickly than most other types of fish. There is little to no sexual dimorphism between the sexes.

Takifugu contains lethal (+2.12z) amounts of the poison tetrodotoxin in its organs, especially the liver, the ovaries, eyes, and skin. There is no known antidote for Takifugu poison and death may occur between 20 minutes and 24 hours. Tetrodotoxin is a central nervous system toxin. Symptoms start within 20 minutes to 2 hours after eating the toxic fish. Initial symptoms include tingling of the lips and mouth, followed by dizziness, tingling in the extremities, problems with speaking, balance, muscle weakness and paralysis, vomiting, and diarrhea. In severe intoxications, death can result from respiratory paralysis. The standard treatment is to support the respiratory and circulatory systems until the poison is metabolized and excreted by the victim's body.

The Takifugu is featured prominently in Japanese art and culture. Lanterns can be made from the bodies of preserved fish. These are occasionally seen outside of fugu restaurants, as children's toys, as folk art, or as souvenirs. Takifugu skin is also made into everyday objects like wallets or waterproof boxes.

Pufferfish have 56.8 development points to define their potential. During Adolescence they should further develop the *Awareness-all, Balance, Control Frenzy, Diving-free, Fauna Lore, Flora Lore, Hiding, Hunting, Language (Tetrodontidae), Movement, Signaling, Stalking, Survival, Swimming, Bite, and Impaling attacks.*

| Pufferfish | Δ | Units | DPs |
|--------------------|--------|-------|--------|
| Comeliness | -0.90 | z | 0 |
| Agility | 1.80 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | -1.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -2.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -1.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -65.00 | yrs | -2.6 |
| Bodily Fluids | 5.12 | z | 350 |
| Disease Resistance | 1.00 | z | 61 |
| Gestation Period | -34.00 | wks | -34 |
| Gigantism | -3.16 | z | -215 |
| Hearing, Standard | -1.73 | z | -66 |
| Mana | -2.07 | z | -321.1 |
| Maturity | -0.14 | yrs | -2.7 |
| Poison Resistance | 1.45 | z | 100 |
| Reproductive Rate | 48.00 | wks | 48 |
| Vision FOV 2D | 30.00 | deg | 1.5 |
| Vision FOV 3D | -90.00 | deg | -4.5 |
| Vision, Underwater | 2.00 | z | 80 |

Habitat

They are most diverse in the tropics, relatively uncommon in the temperate zone, and completely absent from cold waters. Takifugu are native to salt and brackish waters of the northwest Pacific, but a few species are found in freshwater of Asia or more widely in the Indo-Pacific region. They are known from the Sea of Japan, East China Sea, and Yellow Sea north to southern

Sakhalin, at depths of 33–443 feet. It is a demersal species, living close to the floor of the ocean.

Ecology/Psychology

Baring accident or disease they have an average lifespan of 10 years with a maximum of 20 years. Takifugu breed from March to May. The male constantly shovels sand into a circle with intricate details no deeper than 66 feet. Then he decorates the pattern with shells. If a female approves, they will mate, and the circle will become a nest for the developing eggs. Spawning occurs in estuaries; young fish can tolerate a wide range of salinities and will remain in river mouths and lagoons, maturing for one year before migrating permanently to the open ocean.

The diet of the pufferfish includes mostly invertebrates and algae. Large specimens will even crack open and eat clams, mussels, and shellfish with their hard beaks. They have few known predators except for humanoids.

Society/Culture

Pufferfish are known as a social species and can often be found in large shoals. In general, they are very tolerant and accommodating while young, but become much more solitary.

72 Teuthida

It is estimated that there are 300-800 different squid species in the world and *ORST*TM incorrectly groups them all under the Teuthida order. Squids are molluscs with an elongated soft body, large eyes, eight arms, and two tentacles. The inside surfaces of the arms and tentacles are lined with hundreds of hemispherical suction cups. Squid have a distinct head, bilateral symmetry, and a mantle. They are mainly soft-bodied, like octopuses, but have a small internal skeleton in the form of a rod-like gladius or pen, made of chitin. They range in size from the pygmy squid with a mantle of 0.4 inches, to the Giant squid with a mantle of 7 feet in diameter and an overall length of 43 feet. Very few of these species will impact a game. Those that do are detailed below. Should need arise additional species will be added.

Squid are open water predators. The two long tentacles are used to grab prey and the eight arms to hold and control it. The beak then cuts the food into suitable size chunks for swallowing. Squid are rapid swimmers, moving by jet propulsion, and largely locate their prey by sight. Squid breathe using two large gills inside the mantle cavity. They are among the most intelligent of invertebrates, with groups of Humboldt squid having been observed hunting cooperatively. They are preyed on by sharks, other fish, sea birds, seals and cetaceans, particularly sperm whales.

Squid can change color for camouflage and signaling. Some species are bioluminescent, using their light for counter-illumination camouflage, while many species can eject a cloud of ink to distract predators. Squid are used for human consumption in Japan, the Mediterranean, the southwestern Atlantic, the eastern Pacific and elsewhere.

72.1 Giant Squid

The giant squid (*Architeuthis dux*) is a species of deep-ocean dwelling squid. It can grow to a tremendous size at around 40 feet, from the posterior fins to the tip of the two long tentacles and their weight can exceed 600 pounds. The mantle of the giant squid is about 6.5 feet in long. Females are larger than males. Their eyes are the size of a dinner plate. Tales of specimens measuring 60 feet are told.

Giant Squid have 166.3 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Diving, Fauna Lore, Fishing, Flora Lore, Signaling, Movement, Navigation, Survival, Swimming, Bite, Grappling, and Visual attacks.*

ORS

| GiantSquid | Δ | Units | DPs |
|---------------------|---------|-------|---------|
| Comeliness | -2.00 | z | 0 |
| Speed | 1.10 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 1.00 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.60 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Will | 0.50 | z | 0 |
| Age Span | -69.00 | yrs | -2.76 |
| Bodily Fluids | 2.00 | z | 80 |
| Camouflage | 1.91 | z | 100 |
| Curse Resistance | 0.75 | z | 43 |
| Disorder Resistance | 0.44 | z | 23.3 |
| Gestation Period | -30.00 | wks | -30 |
| Gigantism | 0.59 | z | 24 |
| Healing Rate | 1.00 | z | 44 |
| Hearing, Standard | -1.00 | z | -34 |
| Mana | -2.39 | z | -425.74 |
| Maturity | 0.26 | yrs | 5.2 |
| Natural Weapons | 1.00 | z | 44 |
| Polyorgani-6 | 6.00 | Legs | 60 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | -1.00 | z | -34 |
| Taste, Standard | -1.00 | z | -34 |
| Vision, Distance | -1.00 | z | -34 |
| Vision FOV 2D | 90.00 | deg | 4.5 |
| Vision FOV 3D | -110.00 | deg | -5.5 |
| Vision, Lowlight | 1.00 | z | 44 |
| Vision, Underwater | 2.00 | z | 80 |

Habitat

The giant squid is widespread, occurring in all of the world's oceans. It is usually found near continental and island slopes from the North Atlantic Ocean, especially Newfoundland, Norway, the northern British Isles, Spain and the oceanic islands of the Azores and Madeira, to the South Atlantic around southern Africa, the North Pacific around Japan, and the southwestern Pacific around New Zealand and Australia. Specimens are rare in tropical and polar latitudes.

Ecology/Psychology

Baring accident or disease Giant Squid are mature at 3 years of age with an average age span of 6 years. Squids go through elaborate courtship displays with males passing sperm packets to the females, who then deposit hundreds of gelatinous eggs on the ocean, often in communal areas. Females produce from hundreds to a thousand eggs held together in a gelatinous material. The eggs hatch in around 6 weeks. Adult squids do not live long after mating.

Giant squid feed on deep-sea fish and other squid species. They catch prey using the two tentacles, gripping it with serrated sucker rings on the ends. Then they bring it toward the powerful beak and shred it with the radula (tongue with small, file-like teeth) before it reaches the esophagus. The known predators of adult giant squid include sperm whales, pilot whales, southern sleeper sharks, and killer whales.

Society/Culture

They are solitary hunter coming together only to mate.

72.2 Humboldt Squid

The Humboldt squid (*Dosidicus gigas*), *a.k.a.*, red devil, jumbo squid or jumbo flying squid, Pota, and Jibia is a large, predatory squid living in the eastern

Pacific Ocean. These powerful open-ocean predators weigh up to 100 pounds and can stretch 6 feet long although their mantle rarely exceeds 4.5 feet. They sport rings of sharp teeth on their suckers.

Numerous accounts have the squid attacking fishermen and divers. Fishermen claim the squid will rip you apart if you fall in the water. Their coloring and aggressive reputation have earned them the nickname red devils. They can change their color depending on their emotion and background. The squid uses its barbed tentacle suckers to grab its prey and slices and tears the victim's flesh with its beak and radula. They often approach prey quickly with all 10 appendages extended forward in a cone-like shape. Upon reaching striking distance, they open their eight swimming and grasping arms, and extend two long tentacles covered in sharp hooks, grabbing their prey and pulling it back toward a parrot-like beak, which can easily cause serious lacerations to humanoid flesh.

Humboldt Squid have 100 development points to define their potential. During adolescence they should focus on Awareness-all, Balance, Diving, Fauna Lore, Fishing, Flora Lore, Signaling, Movement, Navigation, Survival, Swimming, Bite, Grappling, and Visual attacks.

| HumboldtSquid | Δ | Units | DPs |
|---------------------|---------|-------|---------|
| Comeliness | -1.75 | z | 0 |
| Speed | 0.25 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 1.00 | z | 0 |
| Strength | 0.50 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.60 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Will | 0.50 | z | 0 |
| Age Span | -73.00 | yrs | -2.92 |
| Bodily Fluids | 2.00 | z | 80 |
| Camouflage | 1.91 | z | 100 |
| Curse Resistance | 0.84 | z | 49 |
| Disease Resistance | 0.32 | z | 16.6 |
| Disorder Resistance | 0.46 | z | 24.7 |
| Gestation Period | -30.00 | wks | -30 |
| Gigantism | -0.19 | z | -7 |
| Healing Rate | 1.00 | z | 44 |
| Hearing, Standard | -1.00 | z | -34 |
| Mana | -2.38 | z | -418.58 |
| Maturity | 0.26 | yrs | 5.2 |
| Natural Weapons | 1.00 | z | 44 |
| Polyorgani - 6 | 6.00 | Legs | 60 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | -1.00 | z | -34 |
| Taste, Standard | -1.00 | z | -34 |
| Vision, Distance | -1.00 | z | -34 |
| Vision FOV 2D | 90.00 | deg | 4.5 |
| Vision FOV 3D | -110.00 | deg | -5.5 |
| Vision, Lowlight | 1.00 | z | 44 |
| Vision, Underwater | 2.00 | z | 80 |

Habitat

The Humboldt squid lives at depths of 660 to 2,300 feet in the eastern Pacific (Notably in Chile and Peru), ranging from Tierra del Fuego north to British Columbia. They have also ventured into Puget Sound.

Ecology/Psychology

Baring accident or disease the Humboldt Squid are mature at 1 year of age with an average age span of 2 years. Squids go through elaborate courtship displays with males passing sperm packets to the females. Female squids lay gelatinous egg masses that are almost entirely transparent and float freely in the water column. The size of the egg mass correlates with the size of the female that laid

ORS

it, up to three feet in diameter. The egg masses seem to contain anywhere from 5,000 to a million eggs, depending on size. The eggs hatch in around 6 weeks. Adult squids do not live long after mating.

Humboldt squid are carnivorous marine invertebrates that move in shoals of up to 1,200 individuals. Their diet consists mainly of small fish, crustaceans, cephalopods, and copepods. They are preyed on by sharks, other fish, sea birds, seals and cetaceans, particularly sperm whales.

Society/Culture

Humboldt squids can hunt alone or in groups of thousands.

73 Ursidae

This family encompasses eight species of bears. The fossil record indicates that the Ursidae progenitor originated around 38 million years ago in what is now known as North America. They spread to Eurasia no earlier than 37 million years ago. It was not until around 20 million years ago that the mammal evolved into an appearance similar to today's bears in Asia and returned to North America via the Bering land bridge.

Bears have large bodies with stocky legs, long snouts, small, rounded ears, shaggy hair, and short tails. They have plantigrade paws with five non-retractable claws. They tend to be solitary animals except during mating and when a mother is rearing her cubs. They may be diurnal or nocturnal and have an excellent sense of smell. Despite their heavy build and awkward gait, they are adept runners, climbers, and swimmers. They are capable of short burst of speed and tend to ambush their prey. Gestation typically lasts 6–9 months, including delayed implantation. Bears have delayed implantation, which means the blastocysts suspend further development until they implant in the uterine wall in November. After implantation, the blastocysts develop rapidly and become cubs that are born in early spring. The female will not mate again until her cubs leave. The cubs learn by following and imitating their mother's actions during the period they are with her.

Size and weight can vary to the extreme depending on food availability. In general, males (boars) are usually 30 to 40 percent larger than females (sows). Many bears hibernate. They forage in the late summer and fall, creating stores of fat for the winter. While some bears hibernate the entire winter, others only sleep when the weather is at its most severe. During hibernation, bears don't urinate or defecate, eat or move. Their heart rate drops from a normal 55 bpm to around 9 beats per minute.

Bears have been hunted for religious, sport, food, medicine and fur since prehistoric times. They have also been subjects of art, literature, folklore and mythology. Since the time of Ptolemy two stellar constellations have been associated with bears. Captive bears have been used for entertainment for hundreds of years, *e.g.*, dancing, bearbaiting, and circus attractions.

73.1 American Black Bear

Most black bears are black with a light brown muzzle and often have a white V-shaped fur patch on their chest. However, many subspecies can also be found in other colors, such as the cinnamon bear in reddish brown, the kermode bear in creamy white, and the glacier bear in gray blue. Their fur is soft, with dense underfur and long, coarse, thick guard hairs. They have small eyes, and their ears are rounded and erect. Their claws which are shorter, sharper and more curved than the average bears are well designed for digging and climbing trees. On average, adult black bears stand from 35 to 40 inches high at the shoulder and from 54 to 72 inches in length (tip of nose to end of tail). Their tail is short around 7 inches long. Their mature weight can range anywhere from 400 to over 600 pounds.

American black bears feature prominently in America's indigenous people's folklore and mythology. Although quite capable of killing humanoids, they tend to avoid confrontation.

American black bears have 150 development points to define their potential but will focus on *Awareness-all*, *Balance*, *Climbing*, *Fauna Lore*, *Flora Lore*, *Hiding*, *Hunting*, *Language-S(bear)*, *Movement*, *Survival*, *Swimming*, *Claw*, *Grappling* and *Bite Attacks*.

| AmericanBlackBear | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Speed | 1.40 | z | 0 |
| Agility | 2.00 | z | 0 |
| Vitality | 2.00 | z | 0 |
| Strength | 2.00 | z | 0 |
| Endurance | 0.50 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.00 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -50.00 | yrs | -2 |
| Curse Resistance | 1.23 | z | 79.7 |
| Disease Resistance | 0.49 | z | 26.34 |
| Disorder Resistance | 0.70 | z | 39.9 |
| Gestation Period | -5.00 | wks | -5 |
| Gigantism | 0.50 | z | 20 |
| Hearing, Standard | 1.00 | z | 34 |
| Hibernation | 1.00 | NA | 10 |
| Mana | -2.69 | z | -543 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 2.00 | z | 107 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 3.00 | z | 141.06 |

Habitat

Their habitat includes Canada, much of the United States and even in northern Mexico. They are often found in areas with relatively inaccessible terrain, thick understory vegetation and large quantities of edible material, *e.g.*, forested areas and swamps below 7000 feet of altitude.

Ecology/Psychology

The average lifespan for an American black bear is 25 years with a maximum of 39 years of age. Females become sexually mature at three to five years, and males at four to six years. The gestation period is 31 weeks long and the litter averages two cubs. They are blind, hairless, and can't walk until they are four or five weeks old. At six months, they weigh around 6 pounds and 60 pounds after a year. They will usually stay with their mother for their first 1 to 2 years. The American black bear hibernates during winter, the female's nap ends when she gives birth.

American black bear is considered omnivorous. It feeds on vegetation such as nuts, roots, fruit, insects, honey, bee larvae and animals usually limited to fish, small rodents, and carrion. They can be active day or night although they mainly forage at night. They have few predators with the exceptions of brown bears and wolves.

Society/Culture

American black bears generally live solitary lives but can be found together during mating season. They communicate with various vocal and non-vocal sound, *e.g.*, tongue-clicking and grunting. Cubs squeal, bawl or scream when anxious and make a motor-like humming sound when comfortable or nursing. American black bears often mark trees using their teeth and claws as a form of communication with other bears. The female will avoid other bears during the two years she is raising her cubs. They have a range of 10-50 square miles. Females generally will not share their territory with other females.

73.2 Asiatic Black Bear

Asiatic black bears, *a.k.a.*, moon bear and Sloth Bear are considered to be a "medium" sized bears with bodies ranging from 50 to 77 inches in length and weight variation of 220 to 440 pounds. Females are smaller, weighing from 110 to 275 pounds. On average, adult Asian black bears are slightly smaller than American black bears. They have jet black fur with a thick mane-like ruff around their neck. In addition to the yellow moon on their chest, they have a brown or tan muzzle and a whitish chin. Their ears are fairly large and are set rather far apart. Their claws are short and strong for climbing trees. They are the most bipedal of all bears and have been known to walk upright for over a quarter of a mile.

Asiatic black bears feature prominently in Asian folklore and mythology. Although usually shy and cautious animals, Asian black bears are more aggressive towards humans than the brown bears of Eurasia and American black bears.

Asiatic black bears have 150 development points to define their potential but will focus on *Awareness-all, Balance, Climbing, Fauna Lore, Flora Lore, Hiding, Hunting, Language-S(bear), Movement, Survival, Swimming, Claw, Grappling and Bite Attacks.*

| AsiaticBlackBear | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Speed | 1.35 | z | 0 |
| Agility | 2.00 | z | 0 |
| Vitality | 2.00 | z | 0 |
| Strength | 2.00 | z | 0 |
| Endurance | 0.50 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.00 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -50.00 | yrs | -2 |
| Curse Resistance | 1.29 | z | 85.2 |
| Disease Resistance | 0.52 | z | 28.14 |
| Disorder Resistance | 0.74 | z | 42.6 |
| Gestation Period | -2.00 | wks | -2 |
| Gigantism | 0.26 | z | 10 |
| Hearing, Standard | 1.00 | z | 34 |
| Hibernation | 1.00 | NA | 10 |
| Mana | -2.69 | z | -546 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 2.00 | z | 107 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 3.00 | z | 141.06 |

Habitat

Asiatic black bear habitat spreads across the southern part of Asia, all the way from Pakistan, across the northern part of India and the southern part of China. It can also be found in northeastern China, Taiwan, Korea, Japan, and southern Siberia. It typically inhabits deciduous forests, mixed forests and thorn brush forests. In the summer, it usually inhabits altitudes of around 11,480 feet in the Himalayas but rarely above 12,000 feet. In winter, it descends to altitudes below 4,920 feet. In Japan, it can be encountered at sea level.

Ecology/Psychology

The average lifespan for an Asiatic black bear is 25 years. Females become sexually mature at 4 years of age. Mating usually occurs in May or June. The gestation period is 34 weeks and the litter averages two cubs. They are blind, hairless, and can't walk until they are four or five weeks old. At six months, they weigh around 5 pounds and 50 pounds after a year. They will usually stay with their mother for their first two to three years. The Asiatic black bear is omnivorous, feeding on both vegetation and other animals. Its diet includes fruit, grasses, honey, nuts, invertebrates, birds, fish, rodents, and carrion. The

male Asiatic black bear rarely hibernates during winter, but pregnant sows always hibernate, but only naps after she gives birth.

Asian black bears are diurnal, though they become nocturnal near human habitations. Their dens can either be dug-out hollow trees (60 feet above ground), caves or holes in the ground, hollow logs, or steep, mountainous and sunny slopes. Asian black bears will rest for short periods in nests on trees standing fifteen feet or higher. They have few predators with the exceptions of brown bears and tigers.

Society/Culture

They may live in family groups consisting of two adults and two successive litters of young. They will walk in a procession of largest to smallest. They will share territory with other Asiatic black bears. Asian black bears have a wide range of vocalizations, including grunts, whines, roars, slurping sounds (sometimes made when feeding) and "an appalling row" when wounded, alarmed or angry. They emit loud hisses when issuing warnings or threats, and scream when fighting.

73.3 Brown Bear

Brown bears, *a.k.a.*, Kodiak bears, grizzly bears vary greatly in shape, size, and color. Their colors can be anywhere from beige to yellowish brown to dark brown to black, often depending on their geographical location. Their hair is long and thick. All brown bears have a distinctive hump between their shoulders which is a mass of muscle, giving them extreme upper body strength. They measure 3 to 5 feet when standing on all fours and 5 to 9 feet when standing upright and can weigh anywhere from 900 to 1,500 pounds. Male brown bears are larger than the female. Most brown bears of similar age and sex are smaller than polar bears. Brown bears have very large, curved claws, with their forelimbs being longer than those on the hind limbs. They may reach 2.4 inches and may measure 3.9 inches along the curve.

Brown bears seldom attack humans on sight and usually avoid people, they are unpredictable in temperament and may attack if surprised or if they feel threatened. Brown bears feature prominently in America's indigenous people's folklore and mythology. Although quite capable of killing humanoids, they tend to avoid confrontation.

Brown bears have 150 development points to define their potential but will focus on *Awareness-all, Balance, Fauna Lore, Fishing, Flora Lore, Hiding, Hunting, Language-S(bear), Movement, Survival, Swimming, Claw, Grappling and Bite Attacks.*

| BrownBear | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Speed | 1.25 | z | 0 |
| Agility | 1.90 | z | 0 |
| Vitality | 2.00 | z | 0 |
| Strength | 2.00 | z | 0 |
| Endurance | 0.50 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -0.90 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -46.00 | yrs | -1.84 |
| Curse Resistance | 1.08 | z | 67.7 |
| Disease Resistance | 0.42 | z | 22.34 |
| Disorder Resistance | 0.61 | z | 33.9 |
| Gestation Period | -2.00 | wks | -2 |
| Gigantism | 0.96 | z | 42 |
| Hearing, Standard | 1.00 | z | 34 |
| Hibernation | 1.00 | NA | 10 |
| Mana | -2.69 | z | -546.16 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 2.00 | z | 107 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 3.00 | z | 141.06 |

Habitat

Brown bears inhabit almost all of North America and Eurasia. Once common in Europe, Asia and Russia they are now rare and can only be found in mountainous areas.

Ecology/Psychology

The average lifespan for a brown bear is 28 years. Females become sexually mature at 5 years, and males around 6 years. Mating usually occurs in May or June. Males will try to mate with as many females as they can. The adult female brown bear is similarly promiscuous, mating with up to four, and rarely even eight, males while in heat and potentially breeding with two males in a single day. The gestation period is 34 weeks and the litter averages two cubs. They are blind, hairless, and can't walk until they are 4 or 5 weeks old. At six months, they weigh around 17 pounds and 170 pounds after a year. They will usually stay with their mother for their first two years.

Brown bears are considered omnivorous mammals, feeding mainly on plants but will eat almost anything edible. Though brown bears are powerful enough to kill large animals such as elk, bison, and moose, most of the animals that they feed on are either fish, small rodents, or abandoned kills left by other predators that the bear scares off. They also feed on a variety of plant life, including berries, grasses, flowers, acorns and pinecones, as well as fungi such as mushrooms. In summer through autumn, a brown bear can gain up to 400 pounds of fat, on which it relies to make it through winter, when it becomes very lethargic. The brown bear is not a true hibernator during winter but they are heavy sleepers, the female's nap ends when she gives birth. Brown bears are considered nocturnal, including the hours of dusk and dawn.

Society/Culture

Brown bears generally live solitary lives but can be found together during mating season and can have a range of 100 square miles. Brown bears may gather in large numbers at major food sources *e.g.*, spawning salmon and form social hierarchies based on age and size. Dominance between bears is asserted by making a frontal orientation, showing canines, muzzle twisting and neck stretching to which a subordinate will respond with a lateral orientation, by turning away and dropping the head and by sitting or lying down. During combat, bears use their paws to strike their opponents in the chest or shoulders and bite the head or neck. The female will avoid other bears during the two years she is raising her cubs. Brown bears are territorial, but their territories often overlap.

73.4 Giant Bear

The Giant Bear is representative of the giant short-faced bear *a.k.a.*, (Arctodus simus) and the cave bear (Ursus spelaeus) which lived during Pleistocene epoch 2.5 million to 11,000 years ago. The giant bear is the largest bear to have ever lived. They are currently on the edge of extinction due to depletion of large herbivores, climate change and competition with humans and brown bears. Males are 5.5 feet at the shoulder and range from 10' to 12' when standing upright, and weigh approximately 2000 pounds, females average 8' to 9.5'; tall when standing and weigh around 1,500 to 2500. Their hair is dark brown to black with the muzzle being a lighter brown. With its arms it can reach objects up to 14.5-15 feet above the ground. Their legs are longer in proportion to their bodies than other bears, while their snouts are shorter. In addition to being the largest bear it is also the fastest, sprinting upwards of 40 miles per hour. This giant bear's closest living relative is the spectacled bear which weighs less than a ninth of these behemoths.

Giant bears will attack humanoids on sight as they consider them as easy prey. Giant bears feature prominently in prehistoric people's art and more modern humanoid's folktales.

Giant bears have 150 development points to define their potential but will focus on *Awareness-all, Balance, Climbing, Fauna Lore, Fishing, Flora Lore, Hiding, Hunting, Language-S(bear), Movement, Survival, Swimming, Claw, Grappling and Bite Attacks.*

| GiantBear | Δ | Units | DPs |
|---------------------|--------|-------|-------|
| Speed | 1.65 | z | 0 |
| Agility | 1.85 | z | 0 |
| Vitality | 2.00 | z | 0 |
| Strength | 2.15 | z | 0 |
| Endurance | 0.50 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.00 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -50.00 | yrs | -2 |
| Curse Resistance | 1.16 | z | 74.2 |
| Disease Resistance | 0.46 | z | 24.55 |
| Disorder Resistance | 0.66 | z | 37.1 |
| Gestation Period | -2.00 | wks | -2 |
| Gigantism | 1.24 | z | 57.15 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.69 | z | -546 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 2.00 | z | 107 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 2.75 | z | 124 |

Habitat

Arctodus simus's primary habitat was North and South America and Ursus spelaeus's was Eurasia during the Pleistocene epoch 2.5 million to 11,000 years ago. Arctodus simus crossed the Bering Land bridge and slowly migrated south, and therefore might be found anywhere in the Americas although in decreasing numbers as you go north.

Ecology/Psychology

The average lifespan for giant bear is 25 years. Females become sexually mature at four to six years, and males at six to eight years. Mating usually occurs in the fall. The gestation period is 34 weeks and the litter averages two cubs. They weigh 12 pounds at birth and can walk within hours. At six months, they weigh around 30 pounds and 300 pounds after a year. They will usually stay with their mother for their first 1 to 2 years.

The giant bear is a predator unlike any other. It often challenged the other apex predators of its day, such as saber-toothed cats, and won. As for its diet, it routinely ate other megafauna such as giant armadillos, ancient toxodons, and even camels. Their large cheek teeth are effective at cracking long bones for their marrow and sharp fangs can deflesh the carcass. The giant bear does not hibernate.

Society/Culture

The giant bear generally lives a solitary life but can be found together during mating season. The female will avoid other bears during the two years she is raising her cubs. Females will actively defend their cubs. Giant bears are territorial with overlapping territories. Territorial disputes frequently occur over kills and during the mating season.

73.5 Panda Bear

Panda bears are characterized by their bold black-and-white coat and rotund body. On average adults measure between 5 feet and 6 feet long (nose to end of tail) and weigh between 220 and 350 pounds. Females are about 20 percent smaller than males. Giant pandas have a very heavy fur coat consisting of a long coarse outer layer and an under layer which is dense and wooly. Like polar bears, their fur is very oily to repel water and protect them from the cool damp climate. Their torso and disproportionately large head are both white. They have black rounded ears, black eye patches, a black band across their shoulders, and black legs. Their front paws have a "thumb" and five fingers; the thumb, a modified sesamoid bone, helps it to hold bamboo while eating. The panda's eyes

ORS

have pupils with vertical slits like many nocturnal animals and have excellent night vision. However, they are nearsighted and are thought to have limited color vision. They have extremely sharp senses of both hearing and smelling.

Though the panda is often assumed to be docile, it has been known to attack humanoids, presumably out of irritation rather than aggression.

Panda bears have 150 development points to define their potential but will focus on *Awareness-all, Balance, Climbing, Fauna Lore, Fishing, Flora Lore, Hiding, Language-S(bear), Movement, Survival, Swimming, Claw, Grappling and Bite Attacks.*

| PandaBear | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Speed | 1.25 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 2.00 | z | 0 |
| Strength | 1.60 | z | 0 |
| Endurance | 0.50 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.00 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -55.00 | yrs | -2.2 |
| Curse Resistance | 1.23 | z | 79.7 |
| Disease Resistance | 0.49 | z | 26.37 |
| Disorder Resistance | 0.70 | z | 39.87 |
| Gestation Period | -16.00 | wks | -2 |
| Gigantism | 0.26 | z | 10 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.69 | z | -545.8 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 2.00 | z | 107 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 3.00 | z | 141.06 |
| Vision, Lowlight | 0.50 | z | 20 |

Habitat

Panda bears inhabit most of southern and eastern China, northern Myanmar, and northern Vietnam. They can be found in the bamboo forests in mountain ranges at elevations of 4,000 to 13,000 feet.

Ecology/Psychology

The average lifespan for a panda bear is 20 years, with a maximum of 33 years of age. Females become sexually mature between 5 to 7 years. Mating usually occurs in March to May. The gestation period is around 20 weeks and the litter averages two cubs, but the mother will only suckle the strongest. They are 3-5 ounces in weight, pink, blind, hairless, and can't walk until they are 4 or 5 weeks old. At six months, they weigh around 12 pounds and 100 pounds after a year. They will usually stay with their mother for their first 1.5 years.

Pandas have adapted to a vegetarian diet and now feed almost entirely on bamboo. Over 99% of their diet consists of the leaves, stems and shoots of bamboo and they spend 12 to 16 hours a day eating 20 to 40 pounds of it. They will also occasionally feed on insects, small rodents, and fish. Unlike other bears, pandas do not hibernate during the winter. Instead, they go down the mountain to find warmer weather and move back up to the cooler parts of the forest during the summer. Adult giant pandas have few natural predators other than humanoids. Young cubs are vulnerable to attacks by snow leopards, yellow-throated martens, eagles, feral dogs, and the Asian black bear.

Society/Culture

Panda bears generally live solitary lives but can be found together during mating season. They primarily spend their time roaming and feeding in the bamboo forests located in the hills and mountains. Pandas communicate through vocalization and scent marking such as clawing trees or spraying urine. They

are able to climb and take shelter in hollow trees or rock crevices, but do not establish permanent dens. The female will avoid other bears during the two years she is raising her cubs. They claim smaller territories than most bears, usually between 1 and 3 square miles.

73.6 Polar Bear

The polar bear (*Ursus maritimus*) is the largest species of all modern bears and is the largest terrestrial carnivore on earth. It is believed to have evolved between 250,000 and 100,000 years ago when a number of Siberian brown bears became separated by glaciers. As they moved farther and farther north, they adapted to the harsh environment of the Arctic. Polar bears have an outer coat and a dense undercoat. It appears white and may yellow from sun oxidation. The hairs of the bear's outer coat are transparent and hollow. Both their fur and skin are oily and very water repellant, so they can easily shake off water and quickly dry. They have a large layer of blubber up to 5" thick under their skin serving as additional insulation and an aid in swimming. Due to their bond with the ocean, they are considered to be marine mammals. They are excellent swimmers and can swim up to 60 miles without rest. They have been seen on ice floes up to 200 miles offshore. They can also cruise at depths of 15 to 20 feet and stay submerged for over 2 minutes. They measure 3 to 5 feet when standing on all fours and 7 to 9 feet when standing upright and can weigh anywhere from 1000 to 1,700 pounds. The largest polar bear on record was over 12' and weighed 2,210 pounds. Compared with its closest relative, the brown bear, the polar bear has a more elongated body build and a longer skull and nose. The pads of the paws are covered with small, soft papillae (dermal bumps), which provide traction on the ice.

Polar bears, particularly young and undernourished ones, will hunt people for food. In general, polar bears will aim to avoid confrontation with humanoids. Polar bears feature prominently in the Arctic people's art, folklore and mythology.

Polar bears have 91.44 development points to define their potential but will focus on *Awareness-all, Balance, Climbing, Fauna Lore, Flora Lore, Hiding, Hunting, Language-S(bear), Movement, Survival, Swimming, Claw, Grappling and Bite Attacks.*

| PolarBear | Δ | Units | DPs |
|--------------------|--------|-------|---------|
| Speed | 1.35 | z | 0 |
| Agility | 1.90 | z | 0 |
| Vitality | 2.00 | z | 0 |
| Strength | 2.00 | z | 0 |
| Endurance | 0.50 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.00 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -50.00 | yrs | -2 |
| Gestation Period | -2.00 | wks | -2 |
| Gigantism | 1.09 | z | 48.5 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.82 | z | -604.56 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 2.00 | z | 107 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 3.00 | z | 141.06 |
| Vision, Daylight | 2.00 | z | 80 |
| Vision, Underwater | 2.00 | z | 80 |
| Swimming | 1.00 | z | 26 |

Habitat

Polar bears inhabit the Arctic regions of Alaska, Canada, Russia, Greenland, and Norway. Due to their bond with the ocean, they are considered to be marine mammals. Its preferred habitat is the annual sea ice covering the waters over the continental shelf and the Arctic inter-island archipelagos.

Ecology/Psychology

The average lifespan for a polar bear is 25 years with a maximum of 32 years. Mating occurs every two or three years anywhere from late March to the middle of July. The gestation period is 34 weeks. When the cubs are born, anywhere from one to four, they are hairless and toothless, and they are no bigger than a rat. At six months, they weigh around 22 pounds and 220 pounds after a year. The cubs usually stay with their mother for one to two years.

Polar bears feed almost exclusively on meat. Seals, walrus and beluga whales make up the majority of their diet. They have huge stomachs and can eat up to 150 pounds of food in a single sitting. When pack ice melts in the summer, making it difficult to hunt seals, polar bears will hunt on land and feed on just about anything edible such as birds, rodents, eggs, berries, etc. Polar bears do not hibernate. Only pregnant polar bears den, this ensures the cubs will stay warm. The dened polar bear does not eat but relies on her fat reserves to sustain herself and her cubs while in the den.

Society/Culture

Polar bears generally live solitary lives but can be found together during mating season. The female will avoid other bears during the two years she is raising her cubs. Polar bears are not territorial.

74 Varanidae

There are over 60 different known monitor lizard species in the Varanidae family. They first appeared in the late Cretaceous 65 million years ago. They range in size from the Dampier Peninsula Monitor which is less than 10 inches long and weighs 0.04 pounds to the Komodo Dragon which was 10.3 feet long and weighs over 350 pounds. Males are larger than females. Monitor lizards have long necks, powerful tails and claws, and well-developed limbs. They have a good sense of smell and taste having a forked tongue. Monitor lizards are the most intelligent lizard on the planet. They forage widely and have large home ranges and good stamina. Monitor lizards are oviparous, laying from seven to 38 eggs, which they often cover with soil or protect in a hollow tree stump. Some monitor lizards, including the Komodo dragon, are capable of parthenogenesis. Their location is quadrupedal where the two diagonally opposite feet are raised and advanced while the other pair supports the body and propels it forward. The head is normally swung slowly from side to side, with the tail swung oppositely.

Most species are carnivorous, eating eggs, smaller reptiles, fish, birds, insects, and small mammals, three species are primarily frugivores. As a family they have a slow metabolic rate, a form of Hibernation, and may only need to eat 12 times a year. Monitor lizards do secrete venom, it is usually not fatal to humanoids. The main cause for concern would be bacterial infection from the bite. They are native to Africa, Asia, and Oceania. The meat of monitor lizards is eaten by some tribes in India, Nepal, the Philippines, Australia, South Africa, and West Africa as food and traditional medicine. Both meat and eggs are also eaten in Southeast Asian countries such as Vietnam and Thailand as a delicacy.

74.1 Asian Water Monitor

The Asian water monitor is a large semiaquatic lizard and is one of the most common monitor lizards in Asia. This entry is equally applicable to the Nile monitor, Papuan Monitor and the Perentie except for color and habitat. Adults average 5.5 feet in length and weigh 50 pounds. Their bodies are muscular, with long, powerful, laterally compressed tails. The scales in this species are keeled; scales found on top of the head are larger than those located on the back. They have dark brown or blackish coloration with yellow spots found on their underside and smaller ones on the back and sides. This species is also denoted by the blackish band with yellow edges extending back from each eye. These monitors have very long necks and an elongated snout. They are excellent swimmers, using the raised fin on their tails to steer through water. They can run rapidly in brief sprints up to 20 miles per hour and can hold their breath for up to 30 minutes.

They use their powerful jaws, serrated teeth and sharp claws for both predation and defense. Their bite is only mildly toxic (-1z) but secondary infection due to their oral bacteria can become life threatening. Asian water monitors are hunted by humanoids for their skin, which is used to make leather. Water monitors are also used as food in some parts of Asia, such as Indonesia and India. Some Indian tribes harvest the lizard's skin, meat, fat, and even their eggs.

Asian Water Monitors have 66 development points to define their potential. During adolescence that should develop *Awareness-all, Balance, Climbing-free, Contortions, Control Frenzy, Diving-free, Fauna Lore, Flora Lore, Hiding, Hunting, Language (Varanidae), Movement, Signaling, Stalking, Survival, Swimming, Bite, Claw, Grappling, and Tail Sweep* attacks.

| AsianWaterMonitor | Δ | Units | DPs |
|---------------------|--------|-------|---------|
| Comeliness | -1.50 | z | 0 |
| Speed | 0.90 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | -1.10 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -2.50 | z | 0 |
| Intuition | -1.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -94.00 | lbs | -47 |
| Age Span | -60.00 | yrs | -2.4 |
| Bodily Fluids | 2.00 | z | 80 |
| Curse Resistance | 1.51 | z | 105.7 |
| Disease Resistance | 0.63 | z | 34.95 |
| Disorder Resistance | 0.89 | z | 52.9 |
| Gestation Period | -10.00 | wks | -10 |
| Gigantism | -0.04 | z | -1.5 |
| Hearing, Standard | -1.00 | z | -34 |
| Hibernation | 1.00 | NA | 10 |
| Mana | -2.56 | z | -490.35 |
| Maturity | -0.11 | yrs | -2.2 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 1.00 | z | 34 |
| Taste, Standard | 1.00 | z | 34 |
| Vision FOV 2D | 55.00 | deg | 2.75 |
| Vision FOV 3D | -95.00 | deg | -4.75 |
| Vision, Infrared | 1.50 | z | 55.5 |
| Vision, Lowlight | -1.00 | z | -44 |
| Vision, Underwater | 1.60 | z | 60 |
| Swimming | 1.00 | z | 26 |

Habitat

The Asian water monitor is widely distributed from India, Bangladesh, Sri Lanka, Myanmar and Thailand, Cambodia, Laos, Vietnam, the Chinese Guangxi and Hainan provinces, Malaysia, Singapore to the Sunda islands Sumatra, Java, Bali, Borneo and Sulawesi. It inhabits primarily lowland freshwater and brackish wetlands in forests and mangrove swamps. It has been recorded up to an elevation of 5,900 feet.

Nile monitors are native to Sub-Saharan Africa and along the Nile. Perenties are found in the arid desert areas of Western Australia, South Australia, the Northern Territory, and Queensland. Their habitats consist of rocky outcroppings and gorges, with hard-packed soil and loose stones. Papuan monitor is found on the island of New Guinea inhabiting the high and low canopies of the lowland rainforests and coastal mangrove swamps.

Ecology/Psychology

Baring accident or disease they are mature around 2 years of age and have an average lifespan of 15 years up to a maximum of 25 years. Asian water monitors breed from April and until October. Males often wrestle each other for

ORS

the right to mate. Females lay their eggs a month after mating usually in rotting logs or tree stumps. A clutch usually contains about 10-40 eggs which are incubated 6-7 months. The young are fully developed and independent at birth.

Water monitors are diurnal carnivores and will often eat carrion, including dead humanoids. They have a keen sense of smell and smell a carcass a mile away. They are known to eat fish, frogs, rodents, birds, crabs, turtles, young crocodiles, eggs, and snakes. When encountering smaller prey items, the water monitor will subdue it in its jaws and proceed to violently thrash its neck, destroying the prey's organs and spine which leaves it dead or incapacitated. The lizard will then proceed to swallow it whole. For larger prey they tear off chunks of meat while holding it with their claws. Predators include the King Cobra, Crocodiles, and humanoids. Water monitors defend themselves using their tails, claws, and jaws.

Society/Culture

Asian water monitors are mostly solitary but have been found to congregate in groups as large as 25 in areas where water is scarce. They quickly establish a dominance hierarchy. Large monitors will intimidate smaller individuals by chasing or slapping them with their tails. In general, male water monitors are fiercely territorial and will chase any strangers out of their territory.

74.2 Komodo Dragon

The Komodo dragon is a carnivorous monitor lizard and part of the Varanidae family. It has an average length of 9.8 feet and weighs over 175 pounds. The Komodo dragon has a tail as long as its body. It has about 60 frequently replaced, serrated teeth that can measure up to 1 inch in length. It also has a long, yellow, deeply forked tongue. Komodo dragon skin is reinforced by armored scales, which contain tiny bones called osteoderms that function as a sort of natural chainmail. The only areas lacking osteoderms on the head of the adult Komodo dragon are around the eyes, nostrils, mouth margins, and pineal eye, a light-sensing organ on the top of the head. They have four varying patterns or shapes of osteoderms: rosette, platy, dendritic, and vermiform. Additionally, these osteoderms become more extensive and variable in shape as the Komodo dragon ages, ossifying more extensively as the lizard grows. They can run rapidly in brief sprints up to 12 miles per hour, diving up to 15 feet, and climbing trees proficiently when young through use of their strong claws.

Komodo dragons are apex predators and dominate the ecosystems in which they live. Attacks on humanoids are rare, but Komodo dragons have been responsible for several human fatalities. Their bite is only mildly toxic (-1z) but secondary infection due to their oral bacteria can become life threatening. Their rugged hide makes Komodo dragon skin a poor source of leather.

Komodo Dragons have 100 development points to define their potential. During adolescence that should develop *Awareness-all*, *Balance*, *Climbing-free*, *Contortions*, *Control Frenzy*, *Diving-free Fauna Lore*, *Flora Lore*, *Hiding*, *Hunting*, *Language* (Varanidae), *Movement*, *Signaling*, *Stalking*, *Survival*, *Swimming*, *Bite*, *Claw*, *Grappling*, and *Tail Sweep* attacks.

| KomodoDragon | Δ | Units | DPs |
|------------------|---------|-------|-------|
| Comeliness | -1.50 | z | 0 |
| Speed | 0.10 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | -0.30 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -2.50 | z | 0 |
| Intuition | -1.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -112.00 | lbs | -56 |
| Age Span | -45.00 | yrs | -1.8 |
| Bodily Fluids | 2.00 | z | 80 |
| Curse Resistance | 1.50 | z | 104.5 |

| | | | |
|---------------------|--------|-----|---------|
| Disease Resistance | 0.62 | z | 34.45 |
| Disorder Resistance | 0.88 | z | 52.3 |
| Gestation Period | -6.00 | wks | -6 |
| Gigantism | 0.68 | z | 28 |
| Hearing, Standard | -1.24 | z | -44 |
| Hibernation | 1.00 | NA | 10 |
| Mana | -2.44 | z | -443.45 |
| Natural Armor | 1.50 | z | 72.5 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 1.00 | z | 34 |
| Taste, Standard | 1.00 | z | 34 |
| Vision FOV 2D | 55.00 | deg | 2.75 |
| Vision FOV 3D | -95.00 | deg | -4.75 |
| Vision, Infrared | 1.50 | z | 55.5 |
| Vision, Lowlight | -1.00 | z | -44 |

Habitat

This reptile is found in dry open grassland, savanna, and tropical forest at low elevations. Komodo dragons are found on a few small islands east of Bali and south of Borneo including Komodo Island, Flores Island, Rinca Island and Padar Island.

Ecology/Psychology

Baring accident or disease they are considered mature at 8 years of age and have an average lifespan of 30 years. Mating begins between May and August, and the eggs are laid in September having as many as 20 eggs are deposited at a time in an abandoned megapode nest or in a self-dug nesting hole. In the absence of a mate Komodo dragons can reproduce via parthenogenesis. The eggs are incubated for seven to eight months, hatching in April, when insects are most plentiful. Hatchlings are 18 inches long and weigh 1/4 of a pound. Osteoderms are absent in hatchlings and juveniles, indicating that the natural armor develops as a product of age and competition between adults for protection in intraspecific combat over food and mates.

For shelter, the Komodo dragon digs holes that can measure from 3.3 to 9.8 feet wide with its powerful forelimbs and claws. Because of its large size and habit of sleeping in these burrows, it can conserve body heat throughout the night and minimize its basking period the morning after.

Komodo dragons are diurnal carnivores and eat deer, invertebrates, birds, small mammals, and a considerable amount of carrion. They will also attack, kill, and eat humanoids. They hunt in the afternoon and stay in the shade during the hottest part of the day. When suitable prey arrives near a dragon's ambush site, it will suddenly charge at the animal at high speeds and go for the underside or the throat. To catch out-of-reach prey, the Komodo dragon may stand on its hind legs and use its tail as a support. As it matures, its claws are used primarily as weapons. If unable to swallow the prey whole Komodo dragons eat by tearing large chunks of flesh and swallowing them whole while holding the carcass down with their forelegs. Young Komodo dragons are vulnerable and dwell in trees to avoid predators, such as cannibalistic adults.

Society/Culture

Komodo dragons are generally solitary animals, except during the breeding season. Males maintain and defend a territory and patrol up to 1.2 miles per day. Territories are dependent on the size of the dragon. When prey is scarce Komodo dragons exhibit group hunting behavior.

Section IV: Humans



Presented here are the six standard ORS™ races and their attributes: Birdmen, Dwarves, Elves, Goblins, Humans and Mermen. These races are not limited to any genotypic and/or phenotypic traits, *i.e.*, each race could have members of any ethnic group.

75 Birdmen

Birdmen have an average height of 62” and a weight of 78 pounds. As a race they tend to have a deep chest (from spine to sternum) but are otherwise slim and wiry. Their density is less than average. Their complexion varies from brown to olive, with all shades of hair color, which tends to be naturally curly. They have long graceful fingers and toes.

Birdmen have the natural ability to morph their bodies, effectively growing wings with a 12-foot wingspan. Their body mass remains unchanged and their visible exterior appearance, except for the wings, remains virtually unchanged. This process takes several minutes modified by their natural abilities. Although natural flyers Birdmen must still learn to fly. Their flying ability (speed, turning rate, etc.) and the amount of weight they can carry depends on their skill and abilities. In addition to normal vision, birdmen have good long distant vision, with all other senses being average. Birdmen have an above average rate of healing and within their habitat this is doubled. Birdmen have an average resistance to disease. Birdmen have an affinity for magic dealing with air and below average with earth magic. Birdmen have 477.3 development points to define their potential. In addition to the suggested skills discussed in *Adolescent Development (ORS™ Standard Rules)*, Birdmen should further develop the *Flying/Gliding* skill and *Codex* skills if desired.

| Birdmen | Δ | Units | DPs |
|-------------------|--------|-------|-------|
| Speed | 0.25 | z | 0 |
| Agility | 1.25 | z | 0 |
| Endurance | 0.25 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Age Span | -15.00 | yrs | -0.6 |
| Body Density | -1.00 | z | -44 |
| Gigantism | -0.13 | z | -5 |
| Healing Rate | 0.50 | z | 20 |
| Morphing | 50.00 | % | 25 |
| Reproductive Rate | 12.00 | wks | 12 |
| Sleep Required | -2.00 | hrs | -2 |
| Vision, Distance | 0.50 | z | 15.7 |
| Armor-Medium | -1.00 | z | -22 |
| Armor-Heavy | -1.00 | z | -44 |
| Codex-Earth | -1.00 | z | -44 |
| Codex-Air | 1.00 | z | 52 |
| Diving-Free | -0.86 | z | -19.1 |
| Flying/Gliding | 1.00 | z | 52 |
| Mining-Subsurface | -1.00 | z | -22 |
| Shield-Large | -1.00 | z | -44 |
| Shield-Medium | -1.00 | z | -22 |

Habitat

Birdmen inhabit remote forested mountain ranges, river valleys, stream-cut mesas, shrub-steppes and deserts, with accessible cliff ledges, mountain ridges and persistent updrafts. Birdmen actively avoid the Arctic and Antarctic. Birdmen tend to live in cliff dwellings. Cliff dwellings can be natural or excavated niches or caves in high cliffs. Natural cliff dwellings will be improved further with additional excavations and/or masonry. The cliff-houses in the southwest United States, attributed to the Anasazi, are classic examples of abandoned dwellings. Birdmen dwellings are often disguised as sheer cliffs to discourage unwanted attention. Birdmen cliff dwellings are found all over the world: the Ajanta Caves, India, the Guyaju Caves in China, Bamiyan in central Afghanistan, Sassi di Matera in southern Italy, Bandigara Escarpment in Mali, Mesa Verde in the United States, Vardzia in southern Georgia, Ortahisar and Uchisar in Turkey. The affluent cities and communities often enlist the aid of Dwarven masons and spell casters to create airy, lacelike architecture, with large overhanging balconies. As humans penetrate the remote areas Birdmen will abandon their communities, e.g., Ajanta Caves around 300 AD. If Birdmen ever abandon a site they will transform their current dwellings to appear primitive, dating from prehistory.

Ecology/Psychology

Baring accident or disease birdmen are considered mature at 14.31 years of age (177 lunar cycles) and have an average lifespan of 60 years with a maximum of 84 years. Birdmen have transformed overtime in a symbiotic relationship with their environment. The female comes into heat three times per year during the spring, summer and fall with a gestation period of nine months. During the third trimester she is physically unable to fly. Birdmen tend to be most active during the daylight hours and require on average six hours of sleep a night. As a race they tend to be insular.

Birdmen only relate well with the Elves and Dwarves, attempting to avoid all other races except for Goblins. As a race, Birdmen despise Goblins and when possible, attempt to exterminate them. This genocidal tendency is due to the fact that Goblins consider Birdmen young as a delicacy. All Birdmen tend to shun weapons, armor and possessions that would hinder their flying ability. Their ability to fly is a key component of their psyche. Birdmen will become depressed and suicidal should they ever permanently lose the ability to fly. Many in this situation choose to throw a final celebration of life, with friends and family and then take a final flight off a tall cliff and join the gods.

They tend to live in small communities trading with their fellow birdmen, elven and dwarvish neighbors. The soils adjacent to the communities tend to be rocky and dry. Regardless, Birdmen farm many small plots of land other races would consider non-arable. Birdmen have invented pebble mulch gardening to increase soil moisture, reduce erosion, moderate soil temperature and increase crop yields. All humanoid and animal waste is collected and used to enrich the soils. They raise small game: goats, rabbits and fowl in areas not amenable to farming. Their settlements blend into the environment and are virtually invisible from the ground. To supplement their diet, they often go hunting and fishing. They will butcher their kills on site and only return with the useable portions of the kills.

The Birdmen actively thin the forest surrounding their communities. They harvest windfall and dead trees and reduce the number of small-diameter trees for their lumber and fuel. This aids them in their hunting as they can see animals on the forest floor as well as breaking the ‘fuel ladders’ from the forest floor into the canopy of the overhead trees. Their semi-domesticated goats also vigorously eat fire prone vegetation.

Society/Culture

Birdmen society is matriarchal. They tend to live in groups related by marriage. Dozens of family groups often live in close proximity, forming a clan. Birdmen tend to be monogamous. When an adult female reaches maturity, she will leave the family group and fly off to find a mate from another clan, returning only when she has successfully found a mate. The population of Birdmen communities and cities are limited by the geographical site. They tend to have between 800 and 3300 individuals. If the population grows above the area’s ability to sustain them, a sub-community will split off and immigrate to another area many miles away. All adjacent Birdmen communities are in constant contact ready to assist each other if attacked by Goblins or other enemies.

All political, economic and legal matters are presided over by the local woman’s circle. All Birdmen laws are written to ensure the continued harmony of the community. The woman’s circle rarely decides to go to war, the exception of course is if a pack of Goblins are discovered within twenty miles of their community. Only females that have borne children are eligible to be part of the circle. A community’s circle consists of the wisest 11 females. The entire adult community, male and female, votes on the spring equinox to elect members of the circle. The elected circle then selects one of their members to be the leader for a year, starting their term on the spring equinox. Males provide advice and suggestions but are never part of the circle. The women’s circle has the power to banish any individual who disrupts the harmony of the community.

Their architecture is inspired by the wind, clouds and nature. Dwarven masons who execute the designs keep their opinions to themselves. Birdmen education tends to focus on the sciences, although history has shown the Birdman society has produced some remarkable philosophers, musicians and poets. Birdmen usually know the language spoken by their neighbors. Their neighbors (Elves

ORS

and Dwarves) will most likely speak the most common language of the country in which they reside. Birdmen religious beliefs vary depending on country, climate and habitat, but all tend to focus on the wind and the air. Examples include but are not limited to: Shu, Anemoi, Taranis, Tuuletari, Enlil, Ehecatl, Taku Skanskan, Feng Po Po, and Vayu from Egyptian, Greek, Celtic, Finnish, Mesopotamian, Aztec, Lakota, Chinese, and Vedic mythology respectively.

76 Dwarves

Dwarves have an average height of 55” and a weight of 124 pounds. As a race they tend to be strong, brave and bold, as well as determined, obstinate and uncompromising. Their complexion varies from pale white to olive, with all shades of hair color, which tends to be thick and straight. They have short fingers and toes.

Dwarves have naturally strong bones and their body density is above average. In addition to normal vision, dwarves have limited infrared vision, below average long-distance vision, with all other senses being average. Dwarves have an average rate of healing within their habitat and below average outside their habitat. Dwarves have an above average resistance to disease. Dwarves have an affinity for magic dealing with earth and below average with air magic. Dwarves have 507.6 development points to define their potential. In addition to the suggested skills discussed in *Adolescent Development (ORS™ Standard Rules)*, Dwarves should further develop the *Codex skills* if desired.

| Dwarves | Δ | Units | DPs |
|--------------------|-------|-------|-------|
| Agility | 0.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | 0.35 | z | 0 |
| Eloquence | -0.25 | z | 0 |
| Memory | 0.10 | z | 0 |
| Empathy | -0.10 | z | 0 |
| Age Span | 85.00 | yrs | 3.4 |
| Body Density | 1.00 | z | 44 |
| Disease Resistance | 0.50 | z | 27 |
| Gigantism | -0.30 | z | -11.5 |
| Healing Rate | -0.27 | z | -10.2 |
| Reproductive Rate | 22.00 | wks | 22 |
| Sleep Required | 1.00 | hrs | 1 |
| Vision, Distance | -0.50 | z | -15.7 |
| Vision, Infrared | 1.24 | z | 44 |
| Codex-Earth | 1.00 | z | 52 |
| Codex-Air | -1.00 | z | -44 |
| Diving-Free | -1.00 | z | -22 |
| Diving-High | -1.00 | z | -22 |
| Rowing | -1.00 | z | -22 |
| Sailing | -1.00 | z | -22 |
| Swimming | -1.00 | z | -22 |

Habitat

Dwarves inhabit the hills and mountains of the upper latitudes, including the sub-Arctic and sub-Antarctic.

Ecology/Psychology

Baring accident or disease dwarves are considered mature at 38 years, and have an average lifespan of 160 years with a maximum of 224 years. Dwarves have transformed overtime in a symbiotic relationship with their environment. The female comes into heat twice per year during the summer and winter with a gestation period of nine months. It is not uncommon for both sexes to sport long beards. Dwarves tend to be most active during the daylight hours and require on average nine hours of sleep a night. As a race they tend to be taciturn

Society/Culture

Dwarven society is patriarchal. They tend to live in large military communities hewn out of the mountains, where each mountain range is considered a different clan. Dwarves continuously train in the weapons and tactics of war. Dwarves tend to be monogamous. When an adult dwarf reaches maturity, they will leave

their family and spend years adventuring, serving as mercenaries, blacksmiths, etc., only returning once they have made a substantial amount of wealth and or fame. After returning, they tend to find a mate within their own clan and then work towards the good of the community. Dwarves tolerate humans but will trade with all other races except Goblins. As a race, Dwarves distrust Goblins and will never tolerate them living within their territory.

Dwarves are master masons and their architecture illustrates this. Entire cities have been carved into the bedrock of the hills and mountains of Terra. In addition, Dwarves are some of the best metal smiths upon the planet. Many of the weapons and armor of myth and folklore have their roots based upon Dwarven craftsmanship. Dwarves are second only to Elves on their education level. It is said that not all Dwarven treasure is measured in gold and gems, some of it reside in libraries thousands of years old. Dwarven religious beliefs are based on ancestor worship. Ancestor worship is a variety of religious beliefs and practices concerned with the spirits of dead relatives, some of whom may be mythical. The core of ancestor worship is the belief in the continuing existence of the dead and in a close relation between the living and the dead (who continue to influence the affairs of the living).

77 Elves

Elves have an average height of 64” and a weight of 132.5 pounds. As a race they tend to be well formed and handsome. Their complexion varies from light olive to cream, with all shades of hair color. In addition to normal vision, elves have excellent low light vision, with all other senses being average. Elves have an average rate of healing within their habitat and below average outside their habitat. Elves need more sleep than average and sleep deeper. Elves have an average resistance to disease. Elves have an affinity for magic dealing with plants and animals and below average with fire magic. Elves have 498.2 development points to define their potential. In addition to the suggested skills discussed in *Adolescent Development (ORS™ Standard Rules)*, Elves should further develop the *Codex skills* if desired.

| Elves | Δ | Units | DPs |
|----------------------------|--------|-------|-------|
| Comeliness | 0.36 | z | 0 |
| Agility | 1.15 | z | 0 |
| Strength | -0.35 | z | 0 |
| Eloquence | 0.10 | z | 0 |
| Memory | 0.20 | z | 0 |
| Empathy | 0.20 | z | 0 |
| Age Span | 245.00 | yrs | 9.8 |
| Gigantism | -0.07 | z | -2.6 |
| Healing Rate | -0.5 | z | -20 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Intensity | -0.32 | z | -12.2 |
| Sleep Required | 2.00 | hrs | 2 |
| Vision, Lowlight | 1.00 | z | 44 |
| Codex-Fire | -1.00 | z | -44 |
| Codex-Plant | 0.50 | z | 25 |
| Codex-Animal-Body | 0.50 | z | 25 |
| Codex-Animal-Mind | 0.50 | z | 25 |
| Codex-Animal-Soul | 0.50 | z | 25 |
| Engineering-Design | -1.00 | z | -44 |
| Engineering-Fabrication | -1.00 | z | -22 |
| Engineering-Use | -1.00 | z | -11 |
| Weapon Artillery-Gunpowder | -1.00 | z | -44 |

Habitat

Elves inhabit the forests and jungles of Terra, in all climatic conditions that support moderate to dense growth.

Ecology/Psychology

Baring accident or disease elves are considered mature at 76.8 years of age (48 synodic periods of Venus), and have an average lifespan of 320 years with a maximum of 448 years. Elves have transformed overtime in a symbiotic relationship with their environment. The female comes into heat randomly, rarely more than once a year. The gestation period is nine months. Elves tend to

ORS

be most active during the twilight hours near dawn and dusk and require on average ten hours of deep sleep a night. Elves detest 'modern' technology and to a lesser extent gunpowder. Elves tend to take a long-term view of life and situations. Humans and goblins view this as indecision. Elves are at home in all manner of wooded territory.

Society/Culture

Elven society is neither matriarchal, nor patriarchal but instead depends on the head of the ruling council. The head of the ruling council tends to be the eldest, wisest, and most experienced elf in a particular woodland. They tend to live in large well-ordered communities either building on the ground or when permitting, in the trees. Elves tend to be monogamous. Elves rarely leave their woods and attempt to isolate themselves from all other races. With that said they do have limited trade with Birdmen, Dwarves and humans. Even this is performed in such a way that the human merchants are unaware of their client's origin. Elven architecture is almost exclusively constructed with wood, brick and stone, with balconies and buttresses intricately carved and engraved. Their traditions reflect their love of nature and long-life spans. Elves love performance art, and many devote their lives to singing, music, poetry, dance and acting. As a race they are highly educated in all fields of study, including magic. Senior elves may be some of the most powerful wizards on Terra. Their diet consists primarily of the plants and animals that inhabit their habitat. Their religious beliefs are diverse depending on locale having a common theme of nature and peace. Although peaceful by nature all elves are required to train in the weapons and tactics of war..

78 Goblins

Goblins have an average height of 58" and a weight of 103 pounds. As a race they tend to be slim and wiry. Their complexion varies from white to albino, with all shades of hair color. They have long gnarled fingers and toes. In addition to normal vision, Goblins have excellent low-light and above average infrared vision, with all other senses being average. The intensity of normal daylight is painful for Goblins to bear and they will avoid traveling above ground during the day. Goblins have an above average rate of healing and above average resistance to disease. Goblins are below average with all forms of magic. Goblins have 394 development points to define their potential. In addition to the suggested skills discussed in *Adolescent Development (ORSTTM Standard Rules)*, Goblins should further develop the *Bite Attack*, *Claw Attack* skills if desired.

| Goblins | Δ | Units | DPs |
|--------------------|--------|-------|--------|
| Speed | 0.17 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | 1.00 | z | 0 |
| Intuition | 0.35 | z | 0 |
| Stability | -0.25 | z | 0 |
| Reasoning | -0.50 | z | 0 |
| Will | -0.50 | z | 0 |
| Age Span | -35.00 | yrs | -1.4 |
| Disease Resistance | 1.00 | z | 61 |
| Gestation Period | -4.00 | wks | -4 |
| Gigantism | -0.23 | z | -8.6 |
| Healing Rate | 1.00 | z | 44 |
| Mana | -1.80 | z | -247.5 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | -2.00 | wks | -0.5 |
| Sleep Required | -4.00 | hrs | 4 |
| Vision, Daylight | -1.25 | z | -44.5 |
| Vision, Infrared | 2.48 | z | 107 |
| Vision, Lowlight | 1.00 | z | 44 |

Habitat

Goblins inhabit the subterranean spaces of Terra, *e.g.*, caves and caverns. Because of the unique properties of their habitat they can be found in all climatic regions.

The Redcaps are an example of a malevolent, murderous clan of goblins that originally inhabited ruined castles along the Anglo-Scottish border. When travelers take refuge in their lair, they will attack and kill them if at all possible, soaking their caps in their blood, giving it a crimson hue. To become a Redcap a goblin must have a +2.0z in their chosen weapon and have won 13 duels to the death.

Ecology/Psychology

Baring accident or disease goblins are considered mature at 9.6 years of age, and have an average lifespan of 40 years with a maximum of 56 years. Goblins have transformed overtime in a symbiotic relationship with their subterranean environment. The female comes into heat every other week with a gestation period of eight months. Goblins tend to be most active during the nighttime hours and require on average four hours of sleep per day. Goblins as a race tend to be impatient and tend to make hasty decisions.

Society/Culture

Goblins society is patriarchal. They tend to live in family groups led by a dominate male. Dozens of family groups often live in close proximity, forming a clan, ruled by the strongest male. Goblins tend to be polygamous. When an adult male reaches maturity he is forced to leave the family, or he will be attacked by the dominant male. Goblin females of childbearing years tend to live a harsh life being pregnant most of the time. For this reason, females occasionally flee and attempt to integrate into the underworld of human society. Goblins do not relate well with any of the other races and barely tolerate each other. As a race, Goblins fear Birdmen and avoid confrontation if at all possible. Goblin communities have simple traditions that change based on the whims of the dominant male. Goblins have very little technology, and most activities revolve around survival, eating and procreating.

79 Humans

Humans have an average height of 67" and a weight of 148 pounds. As a race they encompass all the possible body sizes and builds seen in our modern society. Their complexion and hair color includes everything found on present day Earth. Humans as a group have no special abilities, but as individuals they have the largest diversity. All human senses are average. Humans have an average rate of healing and an average resistance to disease. Humans have no special affinity or restrictions regarding magic. Humans have 700 development points to define their potential. Suggested skills discussed in *Adolescent Development (ORSTTM Standard Rules)* should be used as a guide.

Habitat

Humans are the perpetual wanderers; they have spread to all landmasses on Terra, excluding the Arctic and Antarctic.

Ecology/Psychology

Baring accident or disease humans are considered mature at 18 years of age, and have an average lifespan of 75 years with a maximum of 112 years. Humans have changed very little over time, due primarily to that wandering nature. The female comes into heat once per month with a gestation period of nine months. Humans tend to be most active during the daylight hours and require on average eight hours of sleep a night.

Society/Culture

Human society is patriarchal. They tend to live in cities and towns in both rural and urban settings. Humans tend to be territorial, forming countries/nations with a variety of governments, *e.g.*, monarchy, theocracy, republic, democracy, councils, etc. Humans tend to be monogamous. Human communities have diverse traditions, religions, institutions, art, technology, activities and interests.

80 Mermen

Mermen have an average height of 72” and a weight of 182 pounds. As a race they tend to be lean and homogeneous. Their complexion varies from olive, to red with all shades of hair color, but black predominating. Their hands are slightly larger than normal, and their fingers have an almost imperceptible webbing.

Mermen have the natural ability to morph their bodies, transforming their legs into the tail of a dolphin. Their body mass remains unchanged and their visible exterior appearance, except for the tail, remains virtually unchanged. This process takes several minutes modified by their natural abilities. In general, Mermen are superior swimmers, able to hold their breath for 8-10 minutes based on their swimming skill, and dive to depths of up to 1000 feet. Although natural swimmers Mermen must still learn to swim to become superior. Their swimming ability (speed, max depth, etc.) and the amount of weight they can carry depends on their skill and abilities. In addition to normal vision, Mermen have good under water vision, with all other senses being average. Mermen have an above average rate of healing within their habitat and average outside their habitat. Mermen have a below average resistance to airborne allergies. Mermen have an affinity for magic dealing with water and below average with fire magic. Mermen have 462.99 development points to define their potential. In addition to the suggested skills discussed in *Adolescent Development (ORS™ Standard Rules)*, Mermen should further develop the *Codex, Diving, Swimming* skills if desired.

| Mermen | Δ | Units | DPs |
|----------------------------|--------|-------|-------|
| Agility | 1.00 | z | 0 |
| Strength | 0.25 | z | 0 |
| Endurance | 0.45 | z | 0 |
| Eloquence | -0.10 | z | 0 |
| Intuition | -0.35 | z | 0 |
| Age Span | -15.00 | yrs | -0.6 |
| Allergy Resistance | -1.00 | z | -44 |
| Gigantism | 0.07 | z | 2.51 |
| Healing Rate | 0.50 | z | 20 |
| Morphing | 40.00 | % | 20 |
| Reproductive Rate | 22.00 | wks | 22 |
| Sleep Required | -2.00 | hrs | -2 |
| Vision, Underwater | 2.00 | z | 80 |
| Codex-Fire | -1.00 | z | -44 |
| Codex-Water | 1.00 | z | 52 |
| Diving-Free | 0.50 | z | 12.5 |
| Skating | -1.00 | z | -22 |
| Skiing | -1.00 | z | -22 |
| Swimming | 1.00 | z | 26 |
| Tracking | -0.23 | z | -5.37 |
| Weapon Artillery-Missile | -1.00 | z | -44 |
| Weapon Artillery-Gunpowder | -1.00 | z | -44 |
| Weather Watching | -1.00 | z | -11 |

Habitat

After the destruction of Atlantis numerous merman pods joined resources to create fabulous underwater cities surrounded by magically created domes of air. All underwater cities are located on a water ley line, some are located on nodes. Others chose to inhabit small isolated islands and shroud themselves from unfriendly eyes by magic. All Mermen cities under the sea are located on a continental shelf in the euphotic (sunlit) zone. The depth of this zone is never more than 660 feet and usually around 200 feet. In this zone there is enough light for photosynthesis to take place. Many plants and other photosynthetic organisms live in this zone and food is abundant. They are found in all climates but the Arctic and Antarctic.

All Mermen cities are of a classical design, loosely based upon the original Atlantis. This design incorporates ever expanding circles of land and water. There are ten merman cities, with Athos being the most northern and one of the smallest. The other cities are New-Atlantis, Eurmelus, Ampheres, Evaemon, Meneseus, Elaippus, Mestor, Azaes, and Diaprepes. The cities are named after Poseidon’s and Cleito’s five pairs of twins.

Their cities are divided into circles and quadrants (North, East, South and West). All major (4/8) avenues are 30 feet wide, arcs are 20 feet wide and alleys are 10 feet wide. There are four avenues (North-South, East-West, Northeast-Southwest, and Northwest-Southeast). Each avenue is bisected by the palace, so you could say there are eight avenues. Locations in a city are specified by Circle, Quadrant (N, E, S, W), Half (Left, Right {viewed from palace}), and Arcs (Inner/Outer). When walking down the ‘arcs’ if you are walking counter clock-wise from an avenue it is the left-half and if you are walking clockwise you would be in the right-half. The inner circle is reserved for the gods (temples) and nobility. The middle circles are reserved for the middle class and the outer circle is for the lower-class families, *i.e.*, people who do not own land, they rent their homes and businesses.

No public gatherings that would hamper the flow of traffic are allowed in the streets. It is for this reason you will find no squares in a merman city. There are no public parks in a Mermen city; though individuals often have a small garden next to their homes. The water circles are connected to the ocean/sea via huge stainless-steel-barred stone tunnels located between the bridges. There are no cemeteries in the city as most are ‘consigned to the sea’. For those who do not worship Poseidon, a cemetery with mausoleums and stone-vaults is located outside the western city walls.

Ecology/Psychology

Baring accident or disease merman are considered mature at 14.3 years of age (354 King Tides) and have an average lifespan of 60 years with a maximum of 84 years. Mermen have transformed overtime in a symbiotic relationship with their marine environment. The female comes into heat twice per year during the summer and winter with a gestation period of nine months. Mermen tend to be most active during the daylight hours and require on average six hours of sleep a night. As a race Mermen tend to be logical, seeming to always require facts before making decisions.

All merman cities are in a perpetual state of readiness. Attacks from neighboring entities are common and merman cities are often maneuvering in the game of houses. Armed and armored city guards are constantly patrolling the avenues and inner circles and can be seen every 20 minutes. In the middle circles patrols will only be encountered every 45 minutes and the outer circles they will be encountered no more than once per hour. Although the outer circles appear lax it is home to most of the defensive crenelated towers of the city and if need arises soldiers can be anywhere in less than 7 minutes. All residents must make way for guards and soldiers under the law. Because of their high state of readiness, no-one other than military can wear armor in the city, and only staffs/canes and one-handed edged weapons are allowed to be carried.

Merman cities endeavor to be self-sufficient and require little trade with the outside world. This fact limits the diet of most merman to a fish and vegetable diet, all of which are harvested from the surrounding oceans/seas. Mermen are good shepherds of their environment and minimize their impact on their surroundings. The vegetables are almost all obtained from the sea. Land based food is considered a delicacy and is priced accordingly. Few other than the nobility can afford them.

Mermen live in a military state and a minimum of two years of military service is usually required of all adult merman. As a race they tend to be very well organized and handle chaotic and trauma-filled situations well, *e.g.*, battle, national emergencies, allied response, hostage negotiations and disaster response. There is no civilian police force as the military serves this role. Active military are required to undergo a psychological evaluation every six months. Promotion and opportunities are based on this evaluation as well as merit. All imported resources, coal, wood, food, etc., are strictly regulated by the government. It is perhaps for these reasons that organized crime elements are well-entrenched in all merman cities.

The ‘Men of the Night’ (Mafia) is the colloquial term used to refer to the organized crime elements. This should not be confused with street gangs or thieves who are involved with smaller street crime. The ‘Godfathers of the Night’ (bosses) operate openly as great trading houses. These great trading houses have infiltrated and manipulated multiple types of businesses and government officials to successfully smuggle internationally. Each crime family has its own territory and operates independently. They are involved in murder,

ORS

loansharking, kidnapping, slavery, arson, robbery, drug trafficking, extortion, illegal gambling and labor racketeering.

Society/Culture

Mermen society is matriarchal. They tend to live in family groups related by marriage called a pod. Mermen tend to be monogamous. Mermen tend to isolate themselves from all other races. As a race, they have no prejudices towards any other race. Mermen architecture is reminiscent of classical Greek. Their traditions combine the creatures and elements of the sea. Their art reflects the materials and scenes of the oceans and sea.

Mermen are ethnically diverse; around 35% are dark/brown skinned 35% light-skinned, the remaining 30% are of any other ethnic type including Asian. The dark-skinned merman trace their ancestry to Northern Africa and the light skinned can trace their origins to the Mediterranean. Mermen cities are also religiously tolerant provided they do not interfere with secular priorities. The majority worship Poseidon and pay homage to his wife and offspring with the remaining worshipping other gods, usually Greek. Mermen also esteem the titans Oceanus and Tethys who produced the oceans, seas and rivers. Mermen society and their cities are class based.

Mermen hold a market festival outside the city in a temporary dome, four times a year on the Solstices and Equinoxes. These events are quite lively and the normal military atmosphere of the city can almost be forgotten.

Section V: Supernatural

This section includes creatures and monsters, *e.g.*, dragons, giants, undead and werewolves. Some supernatural creatures will find it difficult to cross a threshold of a home or consecrated building uninvited. Should they force their way in they will encounter serious negative ramifications for performing actions, including spells. It should be understood there is a difference between a home and a house. A house is just a building, where a home has physical, emotional, and spiritual connections to those who live and who have lived there. Only someone who lives at a home can invite you to enter.

81 Al-mi'raj

Al-Mi'raj, *a.k.a.*, Jackalope, Rasselbock, Wolpertinger are supernatural entities resembling a black horned or antlered hare. It is mentioned in Zakariya Ibn Muhammad Al-Qazwini's *Marvels of Things Created and Miraculous Aspects of Things Existing*. They can have a singular horn like a unicorn, a pair of antelope horns or antlers like a deer. They have fluffy short tails, whiskers, and distinctive long ears. They average 24 inches from head to tail, the ears are 7 inches long and they weigh about 8 pounds. Their coloration varies from all yellow to tannish brown. Al-Mi'raj are larger than rabbits, with ears that are more elongated, and with hind legs that are larger and longer. Al-Mi'raj are swift animals and can run up over 45 mph over short distances and can leap horizontally 12 feet and vertically around 5 feet.

They are fearless and will charge and attempt to impale prey and threats. Some tales relate that they can teleport, but in actuality they are just extremely fast and agile. They are sometimes confused with the voral bunny. Other alcohol inspired tales relate they have fangs and wings like a pheasant. Spell casters sometimes attempt to summon them as a familiar, but they are very independent and virtually impossible to domesticate. The Al-Mi'raj can mimic the human voice in tone and inflection, but the words will just be repetitive of what was recently spoken. Other tales claim that in the wild they will join in song, usually as a tenor. Hunters recommend wearing armor when facing an Al-Mi'raj to keep from being gored.

Al-Mi'raj have 94.1 development points to define their potential and should focus on the following skills: *Acrobatics, Awareness-all, Balance, Flora Lore, Fauna Lore, Hiding, Mimicry, Movement, Navigation, Survival, Swimming, Bite, Claw, Impaling* and *Striking/Blocking* attacks.

| Almiraj | Δ | Units | DPs |
|-------------------|--------|-------|---------|
| Speed | 1.80 | z | 0 |
| Agility | 2.50 | z | 0 |
| Strength | -1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Will | 0.50 | z | 0 |
| Weight | -50.00 | lbs | -25 |
| Age Span | -67.00 | yrs | -2.68 |
| Camouflage | 1.00 | z | 44 |
| Gestation Period | -29.00 | wks | -29 |
| Gigantism | -1.46 | z | 13 |
| Hearing, Standard | 1.00 | z | 34 |
| Luck | 2.00 | z | 300 |
| Mana | -2.52 | z | -474.72 |
| Maturity | -0.14 | yrs | -2.7 |
| Natural Weapons | 2.50 | z | 148 |
| Reproductive Rate | 13.00 | wks | 13 |
| Vision, Distance | 0.50 | z | 15.7 |
| Vision FOV 2D | 90.00 | deg | 4.5 |
| Vision FOV 3D | -90.00 | deg | -4.5 |
| Vision, Lowlight | 1.00 | z | 44 |

Habitat

Al-Mi'raj originally lived on a mysterious island called Jazirah al-Tennyn (Sea-Serpent Island) within the confines of the Indian Ocean. Al-Mi'raj have now spread to Africa, Eurasia, and North America. Jackalopes primarily live in open fields with scattered brush for shelter. They inhabit grassland habitats and at woodland edges, and open farmland, favoring a mosaic of arable fields, grasses, and hedgerows.

Ecology/Psychology

Al-Mi'raj are considered mature at eight months and have an average lifespan of 8 years and a maximum of 12 years. Al-Mi'raj do not dig burrows, but shelter in nests, which are shallow depressions in the ground or grass. A lightning storm will initiate the rut. During the spring rut hares can be seen chasing each other and boxing one another with their paws. This is present not only in inter-male competition, but also among females toward males to prevent copulation. Typically, a female will have between four and eight kits. They are precocial, born relatively mature and mobile with hair and good vision. The young can fend for themselves shortly after birth.

Al-Mi'raj prefer to feed at dusk or in darkness along "hare lines", which are well-defined browse lines that allow the Al-Mi'raj to use their speed and agility to escape predators. The summer diet consists of tender buds and growing twigs or succulent herbs, such as grasses, clover, or jewel weed. During winter, twigs and bark of high-bush blueberry, birches, alder, and maple become the primary food items. Bobcat, coyotes, foxes, weasels, great-horned owls, and northern goshawks attempt to prey on Al-Mi'raj but few are successful.

Society/Culture

Al-Mi'raj tend to live alone or in pairs in above-ground nests. Al-Mi'raj display dominance hierarchies. Males are most dominant in the winter, but females are most dominant during the summer breeding season.

82 Amphisbaena

Amphisbaena is a supernatural snake inspired from Greek mythology. It is a venomous snake that has a head at each end. It averages 4 feet long and weighs around 1.7 pounds. According to Greek mythology, the amphisbaena was spawned from the blood that dripped from the Gorgon Medusa's head as Perseus flew over the Libyan Desert with her head in his hand, after which Cato's army then encountered it along with other serpents on the march. Amphisbaena fed on the corpses left behind. It has a relatively thick body covered in yellowish tan keeled scales which blends into their desert habitat. In addition to ½ inch fangs they have teeth designed for carving up their prey. Females are larger than males.

Amphisbaenas are aggressive when threatened or hunting and both heads are venomous (+1z). When threatened, the amphisbaena curls and produces rasping sounds by rubbing its keeled scales together and both heads rise to attack the target. Like other vipers, amphisbaena have hinged fangs through which venom is injected into prey. Hinged fangs fold up and lie against the roof of their mouth. The venom will cause swelling, the skin will turn purple, heavy perspiration, vomit blood, collapse, unconsciousness, and death due to cardio-respiratory failure within 10 to 20 minutes.

Amphisbaenas have 100 development points to define their potential. During adolescence that should develop *Awareness-all, Balance, Climbing-free, Contortions, Control Frenzy, Fauna Lore, Flora Lore, Hiding, Hunting,*

ORS

Language (Serpentes), Movement, Signaling, Stalking, Survival, Swimming, and Bite attacks.

| Amphisbaena | Δ | Units | DPs |
|---------------------|---------|-------|--------|
| Comeliness | -1.75 | z | 0 |
| Speed | -1.30 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | -0.25 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | -2.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -144.00 | lbs | -72 |
| Age Span | -65.00 | yrs | -2.6 |
| Bodily Fluids | 4.00 | z | 224 |
| Camouflage | 2.01 | z | 108 |
| Curse Resistance | 1.34 | z | 89.8 |
| Disease Resistance | 0.54 | z | 29.6 |
| Disorder Resistance | 0.78 | z | 44.9 |
| Gestation Period | -22.00 | wks | -22 |
| Gigantism | -0.52 | z | -21 |
| Hearing, Standard | -2.00 | z | -80 |
| Mana | -2.23 | z | -368.4 |
| Maturity | 0.06 | yrs | 1.2 |
| Polyorgani | 1.00 | head | 10 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | 1.25 | z | 44.5 |
| Vision FOV 2D | 55.00 | deg | 2.75 |
| Vision FOV 3D | -95.00 | deg | -4.75 |
| Visual Acuity | -1.00 | z | -34 |

Habitat

Found throughout the deserts of North Africa it is geographically proximate to the horned viper and the sand viper. Though it can only be found in desert environments, the versatility and lethality of this species have allowed its spread from North Africa to Sudan to Israel.

Ecology/Psychology

Baring accident or disease the young are mature at 3 years of age and have an average lifespan of 10 years. During dusk and dawn the male amphisbaena actively searches for females by picking up pheromones in the air. They sometimes wrestle other males for the same female. Courtship involves the male flicking the female with his tongue and tapping her rapidly with his chin; the female waves her tail in response. Sexes press bodies together and mate with both heads raised. Copulation may last over an hour followed by period of mate-guarding by the male, during which they may mate several times. After the eggs are fertilized and incubate inside the mother, she gives birth to live young. The gestation period is three to four months. Amphisbaena typically give birth to about 12, 7-inch-long babies, which are independent soon after birth. The mother may stay with them for a few hours.

They hide from the heat of the day in abandoned mammal or tortoise burrows. Amphisbaenas are most commonly seen during sunset, when they go out to hunt. Amphisbaena feed mostly on small mammals, lizards, and carrion, but will prey on larger animals should the opportunity present itself. Amphisbaena employ both ambush and active hunting techniques. Once they have identified their prey, they strike it and inject venom. They then immediately release the prey so that it cannot bite back. The bitten prey wanders off, dies and the adder uses its sense of smell to find it. When feeding they will bite and spin their bodies to carve out chunks of meat. After feeding they return to their den and enter a form of hibernation to digest their prey over many days. Predators include honey badgers, Nile monitors, various feral wild cats, and humanoids.

Society/Culture

Amphisbaena are solitary, shy snakes, coming together to mate. Juveniles may remain in area of birth for a while after birth, but don't appear to interact with siblings or mother.

83 Aqrabuamelu

Aqrabuamelu, *a.k.a.*, Scorpion Man, Tzitzimime is a supernatural entity originating from Ancient Mesopotamia and the Aztec folklore of South America. They were first created by Tiamat to wage war against the younger gods for the murder of her mate Apsu. They are featured in several myths, including the *Enûma Elish* and the Babylonian version of the *Epic of Gilgamesh*. They appear to have the head, torso and arms of a human and the body of a huge deathstalker scorpion. They have six arachnid legs; the forward pair have formidable claws and the remaining four increase their agility. Their stinger is used to attack facing opponents only. Aqrabuamelu are slim and wiry in build and have an average height of 6'7" and a weight of 148 pounds. Their complexion is olive to tan and hair color is black.

They are excellent guards, fantastic archers, and fierce warriors. They can sense danger beyond the horizon using their *Sense Reality* trait. They terrorize humanoids within their territory and encounters usually result in death. Aqrabuamelu are good climbers modified by their skills and abilities. Aqrabuamelu have average human senses, except for their sense of touch which is superhuman.

Aqrabuamelu have 111.5 development points to define their potential. In addition to the suggested skills discussed in Adolescent Development (ORSTM Standard Rules), key skills developed during adolescence should include on *Armor-Medium, Awareness-Active, Climbing, Fauna Lore, Movement, Shield-Small, Survival, Two Weapon Combat, Claw, Impaling, Grappling Attack, Striking/Blocking, Weapon Edged-1H and Weapon Missile-2H.*

| Aqrabuamelu | Δ | Units | DPs |
|-----------------|-------|-------|--------|
| Comeliness | -1.50 | z | 0 |
| Agility | 1.16 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Bodily Fluids | 4.50 | z | 275 |
| Mana | -2.78 | z | -588.5 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.00 | z | 44 |
| Polyorgani - 4 | 4.00 | Legs | 40 |
| Sense, Reality | 2.00 | z | 107 |
| Smell, Standard | 1.00 | z | 34 |
| Touch, Standard | 1.25 | z | 44.5 |

Habitat

Aqrabuamelu can be found in desert and scrubland habitats covering a wide sweep of territory which includes all the land between the Euphrates and Tigris rivers, including Iraq, Kuwait, Turkey, and Syria. They are also native to the Central and South America in similar biomes.

Ecology/Psychology

Baring accident or disease Aqrabuamelu are considered mature at 18 years of age and have an average lifespan of 75 years with a maximum of 100 years. The female must molt multiple times before she is capable of reproducing. After mating the eggs develop inside her body. The average gestation period is 36 weeks, and the female will give birth to anywhere from 12 to 24 offspring with the average being around 18. After birth she carries them on her back for three years until their third molting. At which point they learn skills appropriate to their role in society. They are diurnal omnivores and can eat anything a human can eat.

Society/Culture

Aqrabuamelu live in bermed houses which may be built above grade or partially below grade, with earth covering one or more walls. They live in villages ranging from 1000 to 10,000 individuals. The society is patriarchal where the males have authority over the family and a council of males over the community. The males serve as warriors, bodyguards, and workers. The females raise the children and keep the home.

84 Bakeneko

Bakeneko are supernatural creatures inspired by Japanese folklore. The have appearance, coloring, and body type of any domestic cat. They average 10” at the shoulder and weigh 10 pounds. As they begin their third zodiac cycle, their tail becomes two and they are known as nekimate. Cat owners following local customs have been known to prune a cat’s tail to prevent them from becoming bakeneko and sometimes fear leads them to kill cats before they turn 12 years of age.

If encountered before completing their first zodiac cycle they are indistinguishable from a normal domestic cat, i.e., abilities and traits. Normal cats, see entry on cats, are normally playful and mischievous. They often knock things over and steal small objects and clothing. A mundane cat can inadvertently do a lot of damage.

Many tales have been written about these strange creatures. After they complete their first cycle as they tend to bring bad luck and disorder. Many claim they have incredible strength. It is written that their snake-like tail can beguile and bewitch people. It is said they begin to wear clothes, often putting towels on their heads and dancing on their hind legs. Some stories relate how they can steal the breath from babies and enjoy watching ghosts of the recently dead depart the body. Still other tales relate how they begin to talk. Others relate how they drink blood and lamp oil and sometimes eat their owners who pass away. It is said they can animate corpses by jumping over them. Others say they have the ability to cast fireballs and use their tails like torches. Some say they have two tails and can shape change into a human. Reality is just as interesting.

After reaching maturity, they can use their tail as per the *Hypnosis* skill. They gain the ability to change form into a human. They actually do begin to wear clothes and dance with each other when they think no one is around. Their ultraviolet vision allows them to see ethereal supernatural entities, e.g., ghosts. They gain the ability to speak languages they have been hearing during their first cycle. Bakeneko do lick blood, lamp oil (fish oil) and will eat their owner when they pass away. Their tongues become very rough, and they can shred skin with a lick, i.e., *Ablative Attack*. They can’t curse people, but they can maliciously destroy things to make them think they have been cursed. They can’t cast fireballs, but they can knowingly knock over lamps and candles accomplishing the same. Beginning in the second cycle their abilities change to that of a human but keep their cat senses. Many owners are shocked by their increased strength. After finishing their second cycle they gain two tails and the power of shapeshift but only to a humanoid appearing entity.

Bakeneko have the senses of a domestic cat, i.e., vision, smell and FOV. Bakeneko have 329.3 development points to define their potential. The key skills developed during adolescence should include on *Acrobatics, Awareness-all, Balance, Climbing, Control Frenzy, Dancing, Destroying, Fauna Lore, Flora Lore, Hiding, Hunting, Hypnosis, Jumping & Landing, Languages, Manipulation-Direct, Meditation, Movement, Navigation, Stalking, Survival, Trance, Two Weapon Combat, Ablative, Bite, Claw and Grappling* attacks.

| Bakeneko | Δ | Units | DPs |
|-----------|-------|-------|-----|
| Speed | 1.25 | z | 0 |
| Agility | 2.50 | z | 0 |
| Strength | -1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |

| | | | |
|------------------------------------|--------|-----|-------|
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -25.00 | yrs | -1 |
| Entropy | -1.00 | z | -100 |
| Gestation Period | -27.00 | wks | -27 |
| Gigantism | -1.57 | z | -77 |
| Hearing, Standard | 1.00 | z | 34 |
| Reproductive Rate | 22.00 | wks | 22 |
| Sleep Required | 6.00 | hrs | 6 |
| Smell, Standard | 0.50 | z | 15.7 |
| Supernatural Body-Change-Polymorph | 3.00 | z | 99 |
| Taste, Standard | -0.50 | z | -15.7 |
| Vision FOV 2D | -60.00 | deg | -3 |
| Vision FOV 3D | 20.00 | deg | 1 |
| Vision, Lowlight | 1.25 | z | 57.5 |
| Vision, Ultraviolet | 3.00 | z | 141.5 |
| Transference-All | -0.26 | z | -141 |

Habitat

Bakeneko coexist with humanoids and human-appearing entities living as a domestic cat. After reaching maturity their true nature begins to emerge and they become more mischievous and sometimes dangerous. As they change into a nekimate it will be even more challenging to hide what they are. If they are forced to leave, they tend to live as a feral urban cat or make a home away from humans in the countryside.

Ecology/Psychology

For unknown reasons bakeneko are always born in the year of the tiger/cat in the Asian zodiac cycle to normal domestic cats. Their birth must coincide with a full moon, never more than one per litter and the queen must reside in a home, temple or shrine. Baring accident or disease bakeneko are considered mature at 12 years of age and have an average lifespan of 50 years with a maximum of 72 years. Their first zodiac cycle (12) years is spent as a normal cat. After reaching maturity they gain their supernatural powers, except for the ability to shape change.

When they begin their third cycle bakeneko’s tail will split/branch into two tails and they will be known a nekimate. At this point they gain the ability to change shape into a human-like entity. If their ‘owner’ dies they will eat them and bury their bones and often take on their appearance and live as a human. If their ‘owner’ is killed they will seek revenge. If their true nature is discovered and they are forced to flee they tend to gain control of the local urban feral pack. They love to watch people and can sometimes be used as a spy by those who befriend them.

Society/Culture

Immature bakeneko live in and amongst human and human-like entities living as a domestic cat. After maturity they prefer to continue this existence but become more mischievous and potentially dangerous. Their culture mimics that in which they grew up in.

85 Baku

A Baku, *a.k.a.*, Mo, Dream Eater, is a male supernatural entity from Japanese mythology. According to folklore the Baku was created by assembling the left-over parts and pieces used in creating all the other entities. Baku average 7 feet long, weigh 550 pounds and are 3.5 feet tall. Physical sexual dimorphism is so extreme the male and the female, Nue, are listed separately. The mature male is smaller than the female. The male is shy, with a small trunk and tusks of an elephant, the ears of a rhinoceros, tail of a cow, and the paws of a tiger. Their facial features, ignoring the trunk and tusks are vaguely simian. They have a distinctive color pattern where the front and back parts are black, and the midsection is white.

The Baku is skilled in beneficial *Animal, Humanoid, and Supernatural Mind* magic. Their magic can also be used to allow them to fly, usually appearing as a

ORS

black cloud. They are known to heal addictions, reverse amnesia, eliminate confusion, restore memories, remove mental disorders, relieve pain, and counter *Domination*, and magical *Suggestion*. They are especially known for devouring, and stopping nightmares. Legends say that if a child having a nightmare wakes up and repeats three times, "Baku-san, come eat my dream." A Baku will come into the child's room and devour the bad dream, allowing the child to go back to sleep peacefully. However, calling to the Baku must be done sparingly, because if he remains hungry after eating one's nightmare, he may also devour their hopes and desires as well, leaving them to live an empty life. The Baku can also be summoned for protection from bad dreams prior to falling asleep at night.

Baku have 131.6 development points to define their potential. During adolescences they should focus on *Awareness-all*, *Balance*, *Codex*, *Control*, *Drama-acting*, *Frenzy*, *Fauna Lore*, *Flora Lore*, *Hiding*, *Hunting*, *Manipulation-direct*, *Movement*, *Psychology*, *Signaling*, *Stalking*, *Survival*, *Tracking*, *Bite*, *Claw* and *Grappling* attacks.

| BakuNue | Δ | Units | DPs |
|-------------------------|--------|-------|--------|
| Comeliness | -1.25 | z | 0 |
| Speed | 1.35 | z | 0 |
| Agility | 2.00 | z | 0 |
| Vitality | 2.00 | z | 0 |
| Strength | 1.70 | z | 0 |
| Endurance | 0.50 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.00 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.00 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -0.60 | z | 0 |
| Weight | 140.00 | lbs | 70 |
| Age Span | -50.00 | yrs | -2 |
| Camouflage | 1.00 | z | 44 |
| Gestation Period | 20.00 | wks | 20 |
| Gigantism | 0.24 | z | 9 |
| Mana | 1.00 | z | 100 |
| Maturity | -0.12 | yrs | -2.4 |
| Natural Armor | 1.50 | z | 72.5 |
| Vision FOV 2D | 70.00 | deg | 3.5 |
| Vision FOV 3D | -64.00 | deg | -3.2 |
| Vision, Lowlight | 1.00 | z | 44 |
| Codex-Animal-Mind | 1.00 | z | 52 |
| Codex-Human-Mind | 1.76 | z | 99 |
| Codex-Supernatural-Mind | 1.00 | z | 52 |
| Trance-all | -0.53 | z | -281.6 |
| Transference-all | -0.53 | z | -281.6 |

Habitat

They originated in China but quickly spread all over Asia. With the dawn of the Age of Exploration they are now diffusing across the world. They will live anywhere Animal, Human and Supernatural entities reside. They opportunistically hide during the daylight hours in cellars, basements, burrows, and caves.

Ecology/Psychology

Baring accident or disease Baku are considered mature at 3 years of age and have an average lifespan of 25 years with a maximum of 35 years. Baku are in perpetual rut; they are always searching for a female. When a female is discovered or revealed he will chase her, canceling active *Nightmares*. Once he captures her, he will mate with her until she becomes pregnant, never leaving her side. At which point he leaves in search of new sustenance.

Baku feed on the negative mental health of animal, humanoid and supernatural entities, with the benefit of healing. Their prehensile nose is used to sniff out negative mental health which often leads to a female Nue. The process of improving mental health is especially tasty to them. In ancient Chinese legends, the Baku is hunted for its pelt to make a blanket that would protect the sleeper from nightmares.

Society/Culture

The Baku is solitary, always in search of a female. The male will only remain with the female until his sense of smell indicates she is pregnant. He will then leave and begin he search anew.

86 Banshee

The Banshee, *a.k.a.*, Bean Sidhe, is a supernatural entity born from of an elderly female Faerie's spirit who died tragically on the Physical Plane. Their name is connected to the tumuli or "mounds" that dot the Irish countryside, which are known as sídhe (singular síd) in Old Irish. She gains additional powers upon her transformation. Banshees are not undead and are often confused with Ghosts.

A Banshee's body is mostly non-corporal, but she can use her *Glamour* trait to take on any appearance. Their appearance often has long streaming red hair wearing a gray cloak of over a green dress with red eyes from her continual weeping. Her cry is mournful beyond all other sounds on earth and betokens certain death to some member of the family whenever it is heard in the silence of the night. Her cry is very powerful and can shatter glass and damage hearing. She is only able to use her *Sonic Attack* if she is within hearing distance of the location of the prophesied death. When several banshees appear at once, it indicates the death of someone great or holy.

The trait of *Prophecy* is limited to foreseeing an entity's death and is limited to sentient entities whose death will occur within one week on the Physical Plane. Banshees can improve their skills through use though they seem not to care. The banshee should not be allowed as a player character. A banshee has all the powers she did before her transformation and the additional ones listed below:

Banshee Changes and Additional Talents/Flaws

| Talent/Flaw | Cost (DP) | Result |
|----------------------------|-----------|--------|
| Immunity to Normal Weapons | Δ | +2.5z |
| Prophecy | Δ | +2.0z |
| Sonic Attack | Δ | +3.0z |

Habitat

Banshees only exist on the Physical Plane, Terra. They cannot be seen or heard during the day. They will forever roam the earth always seeking the foreshadows of death.

Ecology/Psychology

Banshees are not true undead. Therefore, all undead type spells will be ineffectual. It is said her wailing shriek (keening) is due to her empathy with the family of the soon to be departed. Others claim her cry is her despair of being forever separated from the Faerie-lands. A banshee will not actively harm any entity but will defend herself by all means if attacked.

Society/Culture

Originally Banshees were Faerie and had their society/culture. After their death they live solitary and lonely lives avoiding any attempts at communication.

87 Basilisk

Basilisks are a supernatural snake-like entity inspired from Roman mythology. In 79 AD, Pliny the Elder recorded in his *Naturalis Historia*, "The Basilisk is not more than 12 fingers long. It has on its head a white spot after the fashion of a diadem. It scares all serpents with its whistling. It resembles a snake but does not move by wriggling but from the center forwards to the right. It is said that one of these, being killed with a spear by one who was on horse-back, and its venom flowing on the spear, not only the man but the horse also died. It spoils the wheat and not only that which it touches, but where it breathes the grass dries, and the stones are split." Their origin is unknown but some tales claim,

ORS

that they were born from the egg of a snake that was hatched by a rooster; other claim they are a product of *Magic Rituals* involving chickens and snakes, the reverse of the cockatrice and perhaps the source of the confusion between the two entities.

It averages a little over a foot in length and is yellowish tan in color with iridescent scales and a white spot on its head. Their hollow fangs are diminutive only ¼ of an inch in length and the rest of their teeth, in double rows, are even smaller. Basilisks have hinged fangs through which venom is injected into prey. Hinged fangs fold up and lie against the roof of their mouth. Males are larger than females. Their movement is strange, first the rear half moves forward, causing the midsection to arch up. Then the basilisk lifts its front half forward. Their body secretes a highly corrosive fluid (fluoroantimonic acid) which damages most things it touches. Fluoroantimonic acid is a colorless liquid with toxic vapor. It's fatal if it's swallowed or inhaled. Fluoroantimonic acid will dissolve glass, every organic compound (including the human body) and will explode in water. Their bite will inject the acid. Their *Breath Weapon* involves them spitting the fluid which will corrode organics matter and will decompose into hydrogen fluoride gas, which occurs at temperatures above 65-degree Fahrenheit.

Humanoids have died in a matter of hours from having as little 2.5% of their skin exposed to their bodily fluid. The bite is lethal (+3z) with death in less than a minute, and the breath will damage lung tissue within seconds.

Basilisks have 97.75 development points to define their potential. During adolescence that should develop *Awareness-all, Balance, Climbing-free, Contortions, Control Frenzy, Fauna Lore, Flora Lore, Hiding, Hunting, Language (Serpentes), Movement, Signaling, Stalking, Survival, Bite and Breath Weapon* attacks.

| Basilisk | Δ | Units | DPs |
|-------------------|--------|-------|--------|
| Comeliness | -1.50 | z | 0 |
| Speed | -1.30 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | -2.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -65.00 | yrs | -2.6 |
| Bodily Fluids | 6.00 | z | 482 |
| Camouflage | 1.51 | z | 73 |
| Gestation Period | -24.00 | wks | -24 |
| Gigantism | -2.37 | z | -137 |
| Hearing, Standard | -2.00 | z | -80 |
| Magic Resistance | -2.07 | z | -319.5 |
| Taste, Standard | 1.25 | z | 44.5 |
| Vision FOV 2D | 55.00 | deg | 2.75 |
| Vision FOV 3D | -95.00 | deg | -4.75 |
| Visual Acuity | -1.00 | z | -34 |

Habitat

Its origin is from Cyrenaica, the eastern region of Libya. It is now found throughout the deserts of North Africa. It is geographically proximate to the Amphisbaena, horned viper and the sand viper. Though it can only be found in desert environments, the versatility and lethality of this species have allowed its spread from North Africa to Sudan to Israel.

Ecology/Psychology

Baring accident or disease the young are mature at 2.4 years of age and have an average lifespan of 10 years. From dusk to dawn the male basilisk actively search for a mature female by picking up pheromones in the air. Courtship

involves the male flicking the female with his tongue and tapping her rapidly with his chin; the female will reciprocate if interested. The female will lay on average 9 eggs in her burrow. They will hatch after three months and be 5-inches long. Young are independent shortly after birth.

They hide from the heat of the day and rainstorms in abandoned mammal or tortoise burrows. Basilisks are most commonly seen during sunset, when they go out to hunt. Basilisks feed mostly on small mammals, lizards, and insects. Basilisks employ both ambush and active hunting techniques. Once they have identified their prey, they strike it and inject their acidic venom. They then immediately release the prey so that it cannot bite back. The bitten prey wanders off, dies and the basilisk uses its sense of smell to find it. They will eat their prey whole. They have no known predators as their whistling-like hiss, unique to their environment, deters most entities wishing to live. Unlike snakes, the basilisk does not become torpid after eating a meal and needs to eat rather more frequently.

Society/Culture

Basilisks are solitary, shy snakes, coming together to mate.

88 Behemoth

The Behemoth is a giant supernatural quadrupedal entity inspired by the biblical *Book of Job*. He generally has the head and body of Paraceratherium, the horns of a white rhinoceros and a strong whip-like tail. It is 15 feet tall at the shoulder, and 27 feet in length, and when it stretches his cedar-like tail another 6.6 feet can be added. It weighs over 25,000 pounds and the earth shakes when it runs. The muscular 8-foot-long neck supports a 4.5-foot-long head. It has large teeth and two horns on its snout. The front horn is larger than the other horn and is 4 feet long whereas the second is half that long. The legs are long and pillar-like, somewhat like an elephant's. It has a grey-brown hide with skin folds, which provides it with *Natural Armor*.

The Behemoth has 0 development points to define its potential. During adolescence they should focus on *Awareness-all, Balance, Codex, Destroying, Fauna Lore, Flora Lore, Hiding, Language, Movement, Stalking, Survival, Swimming, Weather Watching, Bite, Impaling and Striking/Blocking (ram)* attacks.

| Behemoth | Δ | Units | DPs |
|------------------|---------|-------|--------|
| Comeliness | -1.00 | z | 0 |
| Speed | 2.75 | z | 0 |
| Agility | 2.00 | z | 0 |
| Vitality | 2.50 | z | 0 |
| Strength | 2.25 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Spirituality | 1.00 | z | 0 |
| Will | 1.00 | z | 0 |
| Age Span | 1973.00 | yrs | 78.95 |
| Entropy | -0.49 | z | -40.36 |
| Gigantism | 2.54 | z | 150 |
| Natural Armor | 2.63 | z | 160 |
| Natural Weapons | 1.00 | z | 44 |
| Quickening | 3.15 | z | 152.36 |
| Vision FOV 2D | 70.00 | deg | 3.5 |
| Vision FOV 3D | -40.00 | deg | -2 |
| Vision, Infrared | 1.77 | z | 68 |
| Vision, Lowlight | 1.00 | z | 44 |
| Trance-all | -0.62 | z | -330 |
| Transference-all | -0.62 | z | -330 |

Habitat

Behemoth lives in an arid savanna-like region east of the Garden of Eden. It is never far from water and is even home in a flooded, raging river.

Ecology/Psychology

Like his siblings, Behemoth is a beast of indescribable destructive power. Various Jewish legends relate that the righteous will witness a spectacular battle between Behemoth and the Leviathan in the messianic era and later feast upon their flesh. The Behemoth is a herbivore, eating grasses, shrubs and the leaves and twigs of trees. Behemoth does not crave the flesh of any being or animal. He also does not roam in search of trouble, but instead lays peacefully under the shade of trees and reeds. During the summer solstice, the Behemoth lets out a mighty roar that makes all other animals of earth tremble with fear.

Society/Culture

Behemoth is unique and has no society or culture. It is therefore a solitary entity that follows the directions and path of its creator.

| | | | |
|-------------------|--------|-----|--------|
| Hearing, Standard | -2.00 | z | -80 |
| Hibernation | 1.00 | NA | 10 |
| Magic Resistance | -2.38 | z | -419.4 |
| Maturity | -0.14 | yrs | -2.7 |
| Natural Armor | 1.50 | z | 72.5 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | 1.25 | z | 44.5 |
| Vision FOV 2D | 55.00 | deg | 2.75 |
| Vision FOV 3D | -95.00 | deg | -4.75 |
| Visual Acuity | -1.00 | z | -34 |

Habitat

It is native to the Scottish Highlands, but it has spread throughout the UK and Europe. It dwells in mountainous caves and corries (valleys).

Ecology/Psychology

Baring accident or disease a Beithir is mature after 5 years and they can live 50 years with a maximum of 75 years. Mating season occurs in the spring after the ice melts. Both sexes return to a river or loch and mutually seek out a mate. Males will engage in combat, usually not fatal, for the rite to mate. The female will lay 6-12, five-inch diameter eggs in the water body and they will hatch after 12 weeks. Due to predation only about half hatch into 20-inch beithirllets. As semi-aquatic beithirllets are often encountered in the water of their birth, however they become mostly terrestrial as they become older. Beithir do not shed their skins as they grow instead new scales sprout in as needed. They continue to grow throughout their lives. Unconfirmed tales claim the creature can exceed 20 feet in length.

Beithirs are nocturnal, but they may bask during the day when night-time temperatures are too low. They are strictly carnivorous, preying on anything they can swallow. This tends to be lizards, frogs, fish, worms, snails, and other snakes when young and mammals, including humanoids after maturity. After eating, Beithirs become dormant, *Hibernation*, to allow the process of digestion to take place which can resemble sleep. From digestion to defecation this process takes 7 days. After this, the Beithir may not eat for a several months, due to its slow metabolism. Beithirs are ambush predators, so they often lie in wait for an appropriate prey to come along. They tend to attack a moment before the prey can escape. Humanoids and a few Supernatural and Extrplanar entities hunt them for their scales and poison. A skilled armorer can use the scales to make medium armor.

Society/Culture

Beithirs are solitary, shy snakes, coming together to mate. Neither sex protects the eggs or the young, they are self-sufficient shortly after birth.

90 Boggart

Boggarts *a.k.a.*, bugbears, bodach, bogey, bauchans, boggle, bogeymen and Kobolds are malevolent supernatural household entities inspired by English, German and Welsh folklore. They can be helpful, but their reputation is that of troublemakers that plague humanoids with misfortune or simple pranks, escalating to more serious acts of violence only when ignored or offended.

Most of the tales involve their attachments to homes, but they can also attach themselves to mines and ships. They are often blamed for causing milk to sour, minor sickness, disturbing sleep, laming dogs and livestock and even missing possessions. Many consider them to be dangerous. Similar to will-o-wisps, they were often said to lure lost travelers to their deaths in deep bogs or over precarious rock faces using floating lights, usually described as resembling pale blue candles. They were also frequently blamed for the abduction of children.

For homes that include a workshop, boggarts can be particularly troublesome. They take perverse pleasure in tripping, pushing, and blowing things into worker's eyes. They despise machinery of any sort and will go out of their way

89 Beithir

Beithirs, *a.k.a.*, Nathair are a supernatural, semi-aquatic snakes inspired from Scottish mythology. John Campbell wrote in *Superstitions of the Highlands and Islands of Scotland* that it "is the largest and most deadly kind of serpent and is equipped with a venomous sting." It averages 17 feet long with a girth of over 3 feet and weighs close to 230 pounds. It is dark grey in color with green splotches and its hard scales are 2 inches in diameter. It is often confused for a dragon. It naturally blends into the Scottish rocky countryside. Beithirs have 3-inch-long, hollow fangs through which venom is injected into prey. Their eyes are autumn orange in color and their forked tongue is black. The end of their tail sports a 12-inch-long stinger that can also deliver its venom. Despite its size it can easily move at 12 miles per hour downhill towards the nearest river or loch. Females are larger than males.

Beithirs' consider humanoids as prey and their bite or sting (1z) will cause dizziness after five minutes, disorientation after 10 minutes and death after 15 minutes. If a person stung/bitten by a Beithir can get to the waters of their birth, usually the nearest river or loch, and wash their wounds before they succumb, they will survive. If the monster reaches it first, then the victim is doomed.

Beithir have 67.55 development points to define their potential. During adolescence that should develop *Awareness-all, Balance, Climbing-free, Contortions, Control Frenzy, Fauna Lore, Flora Lore, Hiding, Hunting, Language (Serpentes), Movement, Signaling, Stalking, Survival, Swimming, Bite, and Impaling attacks.*

| Beithir | Δ | Units | DPs |
|------------------|---------|-------|-------|
| Comeliness | -1.50 | z | 0 |
| Speed | 0.12 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Endurance | -2.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -138.60 | lbs | -69.3 |
| Age Span | -25.00 | yrs | -1 |
| Bodily Fluids | 4.00 | z | 224 |
| Camouflage | 2.01 | z | 108 |
| Gestation Period | -24.00 | wks | -24 |
| Gigantism | 1.55 | z | 76 |

ORS

to sabotage their ability to function. These machinery hating boggarts, *a.k.a.*, gremlins, will increase in number as the industrial revolution dawns and the technology level increases.

A boggart appears to be a small, wrinkled old man, dressed in tattered clothing with saucer-sized yellow or red eyes. They are on average 50" tall and weigh 71 pounds. They are hairy and the hair on their heads is long, oily and tangled. They are very strong for their size and have very long arms. They skip and dance in a lively playful way when they move, sometimes on all fours. Boggarts have 576.6 development points to define their potential.

| Boggart | Δ | Units | DPs |
|--------------------|--------|-------|------|
| Comeliness | -0.50 | z | 0 |
| Agility | 1.0 | z | 0 |
| Vitality | 0.90 | z | 0 |
| Strength | 0.60 | z | 0 |
| Intuition | 0.80 | z | 0 |
| Stability | -0.50 | z | 0 |
| Reasoning | -0.45 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Will | -0.45 | z | 0 |
| Age Span | -35.00 | yrs | -1.4 |
| Curse Resistance | 0.62 | z | 34.4 |
| Disease Resistance | 1.10 | z | 69 |
| Entropy | -1.00 | z | -100 |
| Gestation Period | -4.00 | wks | -4 |
| Gigantism | -0.46 | z | -18 |
| Healing Rate | 0.50 | z | 20 |

Habitat

They inhabit lonely bogs or valleys, sometimes visiting nearby dwellings at night to wreak havoc. If a boggart is befriended it will attach itself to the *friend's* nearby household, mine or even a ship. For the remainder of its life the boggart will live in difficult to access portions of the dwelling and start a family.

Ecology/Psychology

Baring accident or disease boggarts are considered mature at 9.6 years of age and have an average lifespan of 40 years with a maximum of 55 years. The male and the females are very similar in appearance. Due to their long hair, it is virtually impossible to tell them apart. Because the Boggart is human-like the sexual modifications are identical to a humanoid. A male must attach itself to a humanoid dwelling by invitation of a resident of that dwelling. The male will then find a mate and begin a family. A boggart and family will never leave this home even when the owners move. Boggarts will be minimally helpful around the dwelling. Boggarts should never be fed; given clothing or a name as their nature will turn dark, destructive and they can never be reasoned with again.

Society/Culture

Boggart society is based on small family units anchored to a humanoid dwelling. Male children boggarts will be kicked out of the home upon reaching maturity and scratch out an existence in marshes, bogs and valleys near a humanoid settlement. Female children will help the family until they are stolen away by a bachelor boggart to start a new family.

91 Bonnacon

The bonnacon, *a.k.a.*, bonasus, bonacho is a supernatural entity with the appearance of a large bovine with inward-curving horns and a horse-like mane. Pliny the Elder's *Naturalis Historia* describes its fur as reddish-brown or black. The bonnacon is 5.5 feet tall at the shoulder, weighs over 1230 pounds and has broad curved horns reaching 16 inches in length. Except for minor ramming their horns are useless for defense, and they will attempt to flee when attacked. If pursued, the beast expels its dung which travels up to 100 yards and burns (+1.73z) anything it touches. This attack can only be performed three times a day. The associated gas will bring tears to the eyes and uncontrolled gagging to

all those within 25 feet. The male is larger than the female and both sexes have horns.

Bonnacons have 100 development points to define their potential. During adolescence that should develop *Awareness-all*, *Balance*, *Fauna Lore*, *Flora Lore*, *Hiding*, *Language (Bovini)*, *Movement*, *Signaling*, *Survival*, *Swimming*, *Weather Watching*, *Ablative (dung)* and *Striking/Blocking (Ram)* attacks.

| Bonnacon | Δ | Units | DPs |
|-------------------|--------|-------|--------|
| Comeliness | -0.20 | z | 0 |
| Speed | 1.00 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.25 | z | 0 |
| Strength | 1.75 | z | 0 |
| Endurance | 1.50 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.80 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | 280.00 | lbs | 140 |
| Age Span | -62.50 | yrs | -2.5 |
| Bodily Fluids | 4.73 | z | 301.8 |
| Gestation Period | -10.00 | wks | -10 |
| Gigantism | 0.42 | z | 16.5 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.74 | z | -569.5 |
| Maturity | -0.14 | yrs | -2.7 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 1.00 | z | 34 |
| Vision FOV 2D | 60.00 | deg | 3 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Lowlight | 0.50 | z | 20 |
| Visual Acuity | -0.48 | z | -15 |

Habitat

Its origin is from Paionia in Northern Greece but has now spread over much of Europe and Western Asia. The Bonnacon prefers everything from plains of Eurasia to riparian forests and wetlands along lakes.

Ecology/Psychology

Baring accident or disease a Bonnacon is mature at 15 months of age and has an average lifespan is 12.5 years with a maximum of 18. Mating season is in September, when the bulls fight for the right to mate. Calves are born in the spring. Calves are born with a chestnut color and turn darker as they age. Calves stay with their mother until they were strong enough to join and keep up with the herd on the feeding grounds. When a Bonnacon reaches maturity, their dung becomes flammable. In autumn, Bonnacons feed up for the winter, and get fatter and shinier than during the rest of the year.

Bonnacons are diurnal. Social activity and feeding usually peak during dawn and dusk. They typically rest before dawn, during midday, and after dark. The Bonnacon is a grazing herbivore, with a food selection very similar to domesticated cattle feeding on grass, twigs, and acorns. The young are vulnerable to predation by large predators, *e.g.*, wolves, bears, and humans, while healthy adults probably do not have to fear predators.

Society/Culture

Bonnacons form small herds mainly in winter and live singly or in smaller groups during the summer. Social status was gained through displays and fights, in which both cows and bulls engaged. They have a number of different vocalizations to communicate with other members of the species or give warnings to potential threats identical to cattle.

92 Brownie

A Brownie *a.k.a.*, broonie, brùnaidh, bwbach, fenodyree, gruagach, hob is a benevolent supernatural creature inspired by folklore of the United Kingdom. They will often adopt a humanoid family. They are helpful creatures that come out at night while the owners of the house are asleep and perform various chores and farming tasks. It is understood that the family should leave an offering of food or drink by the hearth as a token of appreciation. Furthermore, it is polite to leave a small chair by the hearth, so they can rest and warm themselves. Brownies will leave the home forever if the family mentions them to outsiders or if they are insulted or taken advantage of. If truly angered, they will invite a boggart into the home.

Brownies appear to be similar in appearance to boggarts. They are small, rather ugly, brown or darkly tanned skin, hairy with normal eyes, but their arms are proportional to their size. They stand around 4 feet tall and weigh around 65 pounds. Unlike boggarts they are clean and tidy in appearance though their clothes are worn and mended. They tend to be a bit rotund about the middle. Tales indicate they have some magic, being able to turn themselves invisible and take the appearance of animals. They tend to be shy and somewhat fearful.

Brownies have 516.8 development points to define their potential. During adolescence they are free to develop any skill but tend to always improve *Codex*, *Stalking* and *Hiding* skills.

| Brownie | Δ | Units | DPs |
|------------------|--------|-------|--------|
| Comeliness | -0.40 | z | 0 |
| Agility | 0.90 | z | 0 |
| Vitality | 0.90 | z | 0 |
| Strength | 0.40 | z | 0 |
| Intuition | 0.80 | z | 0 |
| Stability | -0.50 | z | 0 |
| Reasoning | -0.45 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Will | -0.45 | z | 0 |
| Age Span | -35.00 | yrs | -1.4 |
| Gestation Period | -4.00 | wks | -4 |
| Gigantism | -0.51 | z | -20.5 |
| Mana | 1.00 | z | 100 |
| Maturity | 0.06 | yrs | 1.2 |
| Sleep Required | -4.00 | hrs | -4 |
| Hiding | 1.00 | z | 26 |
| Stalking | 1.00 | z | 52 |
| Transference-all | -0.29 | z | -157.3 |

Habitat

Brownies inhabit lightly wooded areas near creeks and streams near the edges of farmland and pastures. If they adopt a humanoid family, they will often move into the house if there is an unused room or cellar. Humanoids often provide them with a room for their use. Absent that they will reside in barns, stables or remain in the woods.

Ecology/Psychology

Baring accident or disease brownies are considered mature at 12 years of age and have an average lifespan of 40 years with a maximum of 55 years. If a humanoid ever aids, knowingly or not, a brownie they feel honor bound to adopt them and help with various chores around the house, *e.g.*, cleaning, crafts (sewing, cobbler, etc.) and even tending to domestic livestock. They will introduce themselves, usually to the wife, and offer their services. As a race they tend to be introverts and appreciate quiet and order. If a humanoid ever mentions them outside their family, gives them clothing or attempts to baptize them they will consider their debt paid and will leave forever. When cleaning, they often organize things in a way they think makes sense much to the frustration of their humanoid hosts who can't seem to find what they are looking for.

Despite their idiosyncrasies, household brownies are usually appreciated and keeping the little creatures happy was a natural part of a lucky humanoid

family's daily rituals. This is understandable because peasants and farm owners usually didn't have enough hours in each day to perform all the tasks necessary to survive.

Society/Culture

Brownie society is based on small family units anchored to a humanoid dwelling. The eldest able-bodied male of the household sets the rules. Children are prized and loved. Marriages are almost always arranged, by the parents.

93 Caladrius

Caladrius is a supernatural snow-white dove. It has the distinctive plump body, short legs, beak, small head and exuberant and fanned out tail of a dove. They are typically 13 inches long from the beak to the tip of the tail, weigh 8.5 ounces and have a wingspan of 22 inches. Their wings make a whistling sound when they take off and land. There is very little difference between the sexes.

Folktales claim if it looks into the face of a sick man, it means that he will live, but if the caladrius looks away, the sick man will die of his illness. To cure the sick man, the caladrius looks at him, and draws the sickness into itself, the bird flies up toward the sun, where the disease is burned up and destroyed.

Caladrius has 100 development points to define their potential. During adolescence they should focus on *Acrobatics-air*, *Awareness-all*, *Balance*, *Fauna Lore*, *Flora Lore*, *Flying/Gliding*, *Hiding*, *Jumping & Landing*, *Language-S* (Columbidae), *Movement*, *Navigation*, *Signaling*, *Weather watching*, *Survival*, *Trance-Cleansing*, *Trance-Healing*, *Bite*, and *Claw* attacks.

| Caladrius | Δ | Units | DPs |
|-------------------|---------|-------|---------|
| Comeliness | 0.20 | z | 0 |
| Speed | 2.00 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.10 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Morality | 0.30 | z | 0 |
| Will | 0.30 | z | 0 |
| Weight | -100.00 | lbs | -49 |
| Age Span | -68.00 | yrs | -2.72 |
| Body Density | -1.00 | z | -44 |
| Gestation Period | -33.00 | wks | -33 |
| Gigantism | -2.29 | z | -130 |
| Hearing, Standard | -0.32 | z | -10 |
| Mana | -2.12 | z | -333.08 |
| Maturity | -0.14 | yrs | -2.7 |
| Reproductive Rate | 22.00 | wks | 22 |
| Smell, Standard | -0.50 | z | -15.7 |
| Taste, Standard | -0.65 | z | -21 |
| Vision, Daylight | 0.65 | z | 21 |
| Vision, Distance | 0.65 | z | 21 |
| Vision FOV 2D | 80.00 | deg | 4 |
| Vision FOV 3D | -90.00 | deg | -4.5 |
| Vision, Lowlight | 0.66 | z | 27 |
| Flying/Gliding | 1.00 | z | 52 |
| Trance-Cleansing | 2.00 | z | 225 |
| Trance-Healing | 1.67 | z | 181.3 |

Habitat

They live in the houses of princes, kings, and emperors. They also nest in cathedrals and other places of worship with high ceilings. They like to fly outside when the weather is nice.

Ecology/Psychology

Baring accident or disease they are considered mature at 9 months and live on average 7 years with a maximum of 14 years. Breeding occurs during spring and summer year when abundant food is available. Males display a ritual mating flight, consisting of aerial acrobatics in and around the rafters of the main hall. Two broods per year is common. The female lays two white eggs at a time, and both parents care for the young. The female incubates them during the night and the male during the day for a total of 3 weeks before they hatch. They are generally able to fly at 5 weeks of age and leave the nest after 12 weeks.

The Caladrius is often fed by the humanoids who own the house, sometimes the king himself. If not feed they must search out food and will live on wild seed, berries, and insects. Calidris are known for stealing yarn from the queen's basket, presumably for its nest. If Caladrius is ever attacked they will leave the building in which they live. Otherwise, owls, raptors, raccoons, and cats, are their chief predators.

Society/Culture

Caladrius are a monogamous species and share parental duties when caring for young. The pair-bond jointly builds a nest out of sticks and grasses. They will use the same nesting site for as long as they live. They do not flock and young depart after three months. They have a melancholy coo-coo-coo song.

94 Catoblepas

The catoblepas is a supernatural entity with the appearance of a large bovine with a 2-foot-long neck and a huge head. Pliny the Elder described them as resembling a gaunt cape buffalo with its head always pointing downward. The catoblepas is 4.5 feet tall at the shoulder, a body length of 10 feet, and weighs over 1500 pounds and has relatively short legs. The horns are thick with a fused base and 40 inches across and curve upward and around. Their hide has short dark brown or black hair. The male is larger than the female and both sexes have horns.

Pliny claimed their gaze could turn a humanoid to stone, but their bloodshot eyes and fearsome gaze are just frightening (Fear +1.39z). In actuality it is their breath that is dangerous. Aelian writing in the second century AD documented that "it emits from its throat pungent and foul-smelling breath, so that the whole air overhead (10-foot radius) is infected, and any entities that approach and inhale it are grievously afflicted, lose their voice, and are seized with fatal convulsions." Their breath (Bodily Fluids +1.01z) causes permanent epilepsy and Grand mal seizures. Loss of consciousness for 10 to 20 seconds, loss of bowel and bladder control, convulsions lasting two minutes, vomiting which usually results in death by suffocation. Tales relate that the creature is passive and not known to physically attack others.

Catoblepas have 0 development points to define their potential. During adolescence that should develop *Awareness-all*, *Balance*, *Control Frenzy*, *Fauna Lore*, *Flora Lore*, *Hiding*, *Language* (Bovini), *Movement*, *Signaling*, *Survival*, *Swimming*, *Weather Watching*, *Gaze* and *Breath Weapon* attacks.

| Catoblepas | Δ | Units | DPs |
|-------------------------------|--------|-------|------|
| Comefines | -0.70 | z | 0 |
| Speed | 0.75 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.25 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 1.50 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.80 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | 86.00 | lbs | 43 |
| Age Span | -60.00 | yrs | -2.4 |
| Bodily Fluids (Breath Weapon) | 4.01 | z | 225 |

| | | | |
|---------------------------------------|--------|-----|--------|
| Body Density | 0.50 | z | 20 |
| Entropy | -2.89 | z | -638.6 |
| Gestation Period | -10.00 | wks | -10 |
| Gigantism | 0.74 | z | 31 |
| Hearing, Standard | 1.00 | z | 34 |
| Maturity | -0.14 | yrs | -2.7 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | -0.51 | z | -16 |
| Supernatural Soul-Destroy-Fear (Gaze) | 2.92 | z | 95.3 |
| Human Soul-Destroy-Fear (Gaze) | 3.00 | z | 99 |
| Animal Soul-Destroy-Fear (Gaze) | 3.00 | z | 99 |
| Vision FOV 2D | 60.00 | deg | 3 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Visual Acuity | -0.89 | z | -30 |

Habitat

Its origin is from Ethiopia and has spread over all of Africa south of the Sahara. It prefers the plains and open woodlands.

Ecology/Psychology

Baring accident or disease a Catoblepas is mature at 1.5 years of age and has an average lifespan is 15 years with a maximum of 20. Mating season is in September, when the bulls fight for the right to mate with calves being born in spring. Calves are born with a chestnut color and turn darker as they age. Calves stay with their mother until they were strong enough to join and keep up with the herd on the feeding grounds. When a Catoblepas reaches maturity, their breath becomes harmful to other entities, but not themselves, which they can learn to control this using their *Control Frenzy* skill.

Catoblepas are diurnal. Social activity and feeding usually peak during dawn and dusk. They typically rest before dawn, during midday, and after dark. They can move and lift their head but prefer not to as they might miss a succulent root. The Catoblepas is a grazing herbivore, with a food selection very similar to domesticated cattle feeding on grass, twigs, and roots. It is their fondness for poisonous roots that fuels their magical breath. The young are vulnerable to predation by large predators, e.g., wolves, bears, and humans, while healthy adults probably do not have to fear predators.

Society/Culture

Animals have learned over time not to associate with them as their Entropy trait decreases their survival. Catoblepas form small herds mainly in winter and live singly or in smaller groups during the summer. Social status is gained through displays and fights, in which both cows and bulls engaged. They have several noisy vocalizations to communicate with other members of the species or give warnings to potential threat, e.g., moans and explosive snorts.

95 Centaur

Centaur are supernatural entities that originated from the union of Ixion and Nephele. As the story goes, Nephele was a cloud made into the likeness of Hera in a plot to trick Ixion into revealing his lust for Hera to Zeus. Ixion seduced Nephele and from that relationship centaurs were created. They have the body of a small horse, but the head and neck are replaced by the upper body of a human. Their human half is of average size with hair ranging from blonde to dark brown; their eyes are brown; and their skin ranges from pale to light brown. Their horse body around 3.7 feet at the withers and is brown-red or chestnut hued, sometimes white or grey brown, rarely blond. The average weight of a centaur is only around 400 pounds, but it is all muscle. The heart, lungs and diaphragm are in the human half with the remaining organs are in the animal half.

They are highly skilled soldiers conversant in military tactics and procedures. They prefer the short sword (xiphos) with a two-foot blade and medium shield. They are also renowned for their archery skills. Upon their deaths, they frequently, are picked to patrol the first ring of the seventh circle of Hell. Those

ORS

that agree to this pact gain the *Metempsychosis* trait and must serve for all eternity in Hell.

Centaur's have 637.1 development points to define their potential. During adolescence they are free to develop any skill but tend to always improve *Armor, Awareness, History, Jumping & Landing, Language, Shield, One Handed Edge Weapon, Two Handed Missile, and Striking/Blocking* attacks.

| Centaur | Δ | Units | DPs |
|-----------------|-------|-------|-------|
| Speed | 1.50 | z | 0 |
| Agility | 0.40 | z | 0 |
| Vitality | 1.00 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Gigantism | 0.39 | z | 15.4 |
| Natural Armor | 0.50 | z | 20 |
| Natural Weapons | 0.67 | z | 27.5 |
| Bite Attack | -0.85 | z | -18.9 |
| Rowing | -1.00 | z | -22 |
| Sailing | -1.00 | z | -22 |

Habitat

The centaurs initially lived in the forests of Thessaly (Greece), beyond the laws of man. Over the centuries they have spread to many of the plains and forests on Terra. They prefer mild temperatures found between the latitude of 33-42 degrees in both the Northern and Southern hemisphere.

Ecology/Psychology

Baring accident or disease centaurs are considered mature at 18 years of age and have an average lifespan of 75 years with a maximum of 112 years. The female comes into heat once per month with a gestation period of nine months. Centaurs tend to be most active during the daylight hours and require on average eight hours of sleep a night. Most centaurs know how to swim but prefer not to travel beyond sight of land and will not willingly learn how to sail or row a boat.

Centaurs like humans are omnivores and are skilled hunters and have learned cultivation. Centaurs will trade with Birdman, Elves and Dwarves but actively avoid Humans, and Goblins. Humans are like rabbits slowly spreading into the areas the Centaurs live. The Centaurs will not be bullied and have been known to exterminate human settlements given cause. Centaurs are insulted by anyone calling them a horse and will immediately seek satisfaction usually in the form of a duel.

Society/Culture

Centaur society is patriarchal. They are nomadic, traveling to a new location, free of humans, every spring. They follow the wild animals on which they hunt. Centaur villages usually contain less than 100 family groups, their structures are usually single-story with no stairs. Centaurs are territorial and prefer to have no other humanoids or centaurs within 20 miles. Centaurs are governed by a council of elders. They tend to be monogamous. Centaur communities separated by more than 500 miles may have diverse traditions, religions, institutions, art, technology, activities and interests.

96 Cerastes

Cerastes, is a supernatural venomous snake from Greek mythology with inspiration from Native American folklore. Adults average 5 feet in length and weigh a little over 6 pounds. It has distinctive forward curving goat-like horns. Both the 1.25-inch horns and the 0.75-inch-long hollow fangs are venomous. Their color pattern consists of a yellowish, pale grey, or pale brown ground color, which matches the substrate color where the animal is found. Dorsally, a series of dark, semi-rectangular blotches runs the length of the body. Their belly is white, and their thin tail has a black tip. There is significant sexual dimorphism, with males having larger heads and larger eyes than females.

After death their brain hardens into an iridescent gemstone that is highly prized for its prophetic powers, see 'Cerastes Cirlet' in the *GM's Guide*. Cerastes will usually be encountered hiding its head and body in the sand with only the horns protruding out of the surface; this attracts small animals who perceive it as food. Cerastes identifies potential threats using its *Prophecy* trait. Threats within 10 feet are flooded by confusing prophetic images from the snake's previous prophecies (*Mind-Move-Share Memories*). If the *Mind* attack does not frighten away the potential threat, then Cerastes will strike in defense. Cerastes venom is rarely fatal in humanoids but does cause disturbing hallucinations within seconds growing in intensity for a day and then tapering off for a day. The hallucinations are so realistic the entity will be virtually incapacitated. Additional symptoms at the injection site include swelling, sweating, hemorrhaging, nausea, vomiting, and blood in the urine.

Cerastes have 0 development points to define their potential. During adolescence that should develop *Awareness-all, Balance, Climbing-free, Contortions, Control Frenzy, Fauna Lore, Flora Lore, Hiding, Hunting, Language (Serpentes), Movement, Signaling, Stalking, Survival, Swimming, Bite and Grappling* attacks.

| Cerastes | Δ | Units | DPs |
|---------------------------------------|---------|-------|---------|
| Comeliness | -1.50 | z | 0 |
| Speed | -1.30 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | -2.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -140.00 | lbs | -70 |
| Age Span | -65.00 | yrs | -26 |
| Bodily Fluids | 4.00 | z | 224 |
| Camouflage | 1.00 | z | 44 |
| Gestation Period | -8.00 | wks | -8 |
| Gigantism | -0.19 | z | -7 |
| Hearing, Standard | -2.00 | z | -80 |
| Magic Resistance | -2.57 | z | -493.65 |
| Maturity | -0.14 | yrs | -2.7 |
| Prophecy | 3.34 | z | 167.05 |
| Supernatural Mind-Move-Share Memories | 2.00 | z | 58 |
| Human Mind-Move-Share Memories | 3.00 | z | 99 |
| Animal Mind-Move-Share Memories | 2.00 | z | 58 |
| Taste, Standard | 1.25 | z | 44.5 |
| Vision FOV 2D | 55.00 | deg | 2.75 |
| Vision FOV 3D | -95.00 | deg | -4.75 |
| Visual Acuity | -1.00 | z | -34 |

Habitat

Cerastes is common in Iraq but is also found in Syria, Saudi Arabia, Yemen, Jordan, Israel, and Kuwait. They can also be found in Libya, Egypt, and Sudan. These snakes favor dry, sandy areas with sparse rock outcroppings, and tend to avoid coarse sand. Occasionally they are found around oases, and up to an altitude of 4,900 feet. They prefer region when the annual average temperature is 68 degrees or warmer.

Ecology/Psychology

Baring accident or disease they are mature at 1 year of age, with a lifespan of 10 years and a maximum of 14 years. Mating occurs in the fall. Embryos develop within eggs that remain inside the mother's body until the offspring are ready to hatch. Gestation lasts seven months, and broods average about a dozen young. The young stay with the mother for only a few hours before they set off on their own to hunt and find cover, so that the mortality rate is very high. The young are fully capable of delivering a venomous bite from the moment they are born but their *Mind* attack develops after Maturity.

ORS

They are active from dusk until dawn. They are typically ambush predators, lying submerged in sand adjacent to rocks or under vegetation. When approached, they strike very rapidly, using its very flexible body to hold on to the captured prey (small birds, lizards, and rodents) until the venom takes effect. Predators include humanoids who hunt them for their gemstone, raptors such as hawks and eagles, roadrunners, wild hogs, and other snakes.

Society/Culture

They are solitary except during the mating season.

97 Chimera

The chimera has its origins in Greek mythology and is a supernatural fire-breathing hybrid creature composed of the body of a lion, with the head of a goat protruding from its back and a tail with a snake's head. The lion's head can deliver a vicious bite as well as a defining roar. For the goat's head to ram (*Striking/Blocking*), the lion must tuck its head. In addition, the goat's head can beath fire, *Breath Weapon*. This normal fire is in the shape of a cone 30 feet long and 10 feet at the base. The snake bite delivers a +1.0z poison. Each of the three heads can operate independently.

The chimera can be either male or female with the female being virtually indistinguishable from the male in size and weight. If the female has cubs, she gets a +1z environmental zScore stressor for all attacks. The *Natural Weapon* attacks are formidable even at a young age. Because their progenitor was slain by Bellerophon under King Iobates orders, all Chimera will immediately attack any humanoid of Greek ancestry or who speaks Greek or has a Greek accent.

Chimeras have 171 development points to define their potential. During adolescence they are free to develop any skill but tend to always improve *Two Weapon Combat, Bite, Breath Weapon, Claw, Grappling, Sonic* and *Striking/Blocking* attacks.

| Chimera | Δ | Units | DPs |
|-------------------------------|--------|-------|--------|
| Comeliness | -1.50 | z | 0 |
| Speed | 2.00 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -35.00 | yrs | -1.4 |
| Bodily Fluids (Breath Weapon) | 4.01 | z | 225 |
| Gestation Period | -22.00 | wks | -22 |
| Gigantism | 0.42 | z | 16.5 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.56 | z | -487.9 |
| Maturity | -0.07 | yrs | -1.3 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.50 | z | 72.5 |
| Polyorgani - 2 | 2.00 | heads | 20 |
| Reproductive Rate | 22.00 | wks | 22 |
| Sleep Required | 2.00 | hrs | 2 |
| Smell, Standard | 0.50 | z | 15.7 |
| Taste, Standard | -0.50 | z | -15.7 |
| Vision FOV 2D | 90.00 | deg | 4.5 |
| Vision FOV 3D | 20.00 | deg | 1 |
| Vision, Lowlight | 1.50 | z | 72.5 |

Habitat

Chimera inhabits remote locales from ±60 degrees latitude, but prefer the warmer tropical and sub-tropical zones.

Ecology/Psychology

Baring accident or disease chimeras are considered mature at 7 years of age and have an average lifespan of 40 years with a maximum of 56 years. They are around 42" tall at the shoulder, around 8 feet in length and weigh around 425 pounds. The chimera is one of the offspring of Typhon and Echina and have siblings of Cerberus and the Hydra.

Society/Culture

Female chimeras raise the young until there are around two years of age and have average a litter of 3-4. The male chimera is solitary and only can be seen with others during the mating season which is early spring. Females only come into heat once every two years. Male chimeras are rare due to fact that males will not share the same territory. In general, the chimera is in no way civilized. It loves to devour livestock primarily cattle and pigs but is not above slaughtering humanoids if it is hungry.

98 Cockatrice

The Cockatrice is a rare supernatural entity that has the body of a chicken and the tail of a serpent. Many use the words cockatrice and basilisk synonymously, but they are uniquely different entities. Their origin is unknown, but many tales have been recorded. According to Alexander Neckam's *De naturis rerum* (ca 1180), the cockatrice was the product of an egg laid by a rooster and incubated by a toad or a snake. Other stories relate that a cock's egg will hatch out a cockatrice, and this can be prevented by tossing the egg over the family house, landing on the other side of the house, without allowing the egg to hit the house. In the late Middle Ages through the Renaissance, they were thought to be a chicken-dragon hybrid. Masters of the occult claim they are the product of *Magic Rituals* involving chickens and snakes.

Roosters, cocks, can usually be differentiated from hens by their striking plumage of longer tails and shiny, pointed feathers on their necks ('hackles') and backs ('saddle'), which are typically of brighter, bolder colors than those of females of the same breed. Males have a larger combs and wattles and develop of spurs on their legs. Both sexes have serrated beaks allowing them to carve out and consume flesh. They average 26" long head to tail and weigh 5.5 pounds. Their 2-foot wingspan is not suited for long-distant flight.

A male cockatrice has the ability to paralyze entities simply by looking at them (+1z with a 20 foot range). Both sexes have a poisonous breath (+1.96z). Late-medieval bestiaries claim that the weasel is the only animal that is immune to the glance of a cockatrice. It was also thought that a cockatrice would die instantly upon hearing a rooster crow, and according to legend, having a cockatrice look at itself in a mirror is one of the few sure-fire ways to kill it.

Cockatrice have 0 development points to define their potential, including *Mana*. During adolescence that should develop *Awareness-all, Balance, Fauna Lore, Flying, Hiding, Language* (Phasianidae), *Movement, Signaling, Survival, Swimming, Bite, Breath Weapon, Claw, and Gaze* attacks.

| Cockatrice | Δ | Units | DPs |
|-------------------------------|--------|-------|-------|
| Comeliness | -1.00 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -1.75 | z | 0 |
| Endurance | -1.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -58.00 | lbs | -29 |
| Age Span | -68.00 | yrs | -2.72 |
| Bodily Fluids (Breath Weapon) | 4.96 | z | 329.8 |
| Body Density | -1.00 | z | -44 |

| | | | |
|-----------------------------------|---------|-----|---------|
| Gestation Period | -33.00 | wks | -33 |
| Gigantism | -1.39 | z | -66 |
| Hearing, Standard | 0.76 | z | 25 |
| Maturity | -0.14 | yrs | -2.7 |
| Poison Resistance | 1.00 | z | 61 |
| Reproductive Rate | 22.00 | wks | 22 |
| Human Body-Move-Paralysis (Gaze) | 3.00 | z | 99 |
| Animal Body-Move-Paralysis (Gaze) | 3.00 | z | 99 |
| Vision FOV 2D | 50.00 | deg | 2.5 |
| Vision FOV 3D | -115.00 | deg | -5.75 |
| Vision, Lowlight | -0.75 | z | -31.5 |
| Visual Acuity | 0.48 | z | 15 |
| Trance-all | -0.48 | z | -266.03 |
| Transference-all | -0.48 | z | -265.99 |

Habitat

A cockatrice can be found anywhere humanoids exist except for the Arctic and Antarctic. Because they are part snake they avoid to living cold regions, *i.e.*, anything above 55 degrees latitude.

Ecology/Psychology

Baring accident or disease a cockatrice is mature at 6 months of age and has an average lifespan is 7 years with a maximum of 16. Cockatrices are immune to their own and other cockatrice's gaze. A rooster often dances and circles a hen, when she responds to his dance, the rooster mounts the hen and proceeds with the mating. The hen will clutch, laying around a dozen eggs and then proceed to incubate them. The hen will rarely leave the nest to eat, drink, or dust-bathe. The average clutch is 1-2 greenish brown eggs that will hatch after around 3 weeks. Cockatrice can have two broods a year.

Cockatrices are omnivores, but prefer to eat the flesh that the male paralyzes. The paralyzed victim is literally eaten alive. In the wild, they often scratch at the soil to search for seeds, insects, lizards, small snakes, and mammals.

Society/Culture

Males are relatively solitary, with a territory of a few miles containing a few females. Females live together in flocks and take a communal approach to the incubation of eggs and raising of young. Cockatrice in a flock will dominate others, establishing a 'pecking order', with dominant individuals having priority for food access and nesting locations. When a rooster paralyzes an animal, they will eat their fill before calling his harem to eat. He does this by clucking in a high pitch as well as picking up and dropping the food. The male does not have a chicken rooster's crowing ability.

99 Couatl

Couatls, *a.k.a.*, Feathered Serpent, are supernatural flying snakes inspired by Aztec mythology. They are the mortal offspring of Quetzalcoatl and Flying Snakes. For details on Quetzalcoatl see *ORS™ Gods and Goddesses*. Couatls are expert tree climbers using their ridge scales along their belly, pushing against the rough bark of tree trunks, allowing it to move vertically up a tree. On its sides and back it has brightly colored plumage and a wingspan of over four feet. Their predominantly green plumage is marked with other bright colors, red, yellows and blue; the sexes look alike. They are graceful flyers and have retained the gliding ability of the snake ancestor allowing them to suck in their abdomen and flare out their ribs to turn its body into a "pseudo concave wing". The concave wing nearly doubles the width of their body. A mature Couatl is 7 feet in length and weighs 4 pounds. Couatls are constrictors as well as venomous (+0.5z) with 1 -inch-long rear fangs.

They are intelligent and can even speak humanoid languages within their territory. They have an affinity for Air Magic and are poor in Fire and Illusionary Magic. They will rarely attack humanoids but will bite if unable to escape.

Couatls have 129.55 development points to define their potential. During adolescence that should develop *Acrobatics-air, Awareness-all, Balance, Climbing-free, Codex, Contortions, Control Frenzy, Fauna Lore, Flora Lore, Flying/Gliding, Hiding, Hunting, Language (Serpentes, humanoid), Movement, Signaling, Stalking, Survival, Swimming, Bite and Grappling* attacks.

| Couatl | Δ | Units | DPs |
|--------------------|---------|-------|---------|
| Comeliness | -1.50 | z | 0 |
| Speed | 1.00 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -1.00 | z | 0 |
| Eloquence | -0.25 | z | 0 |
| Quickness | -0.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -144.80 | lbs | -72.4 |
| Age Span | -30.00 | yrs | -1.2 |
| Bodily Fluids | 3.50 | z | 180 |
| Body Density | -1.00 | z | -44 |
| Gestation Period | -24.00 | wks | -24 |
| Gigantism | 0.24 | z | 9 |
| Mana | 1.00 | z | 100 |
| Maturity | -0.14 | yrs | -2.7 |
| Reproductive Rate | 48.00 | wks | 48 |
| Taste, Standard | 2.00 | z | 80 |
| Vision FOV 2D | 55.00 | deg | 2.75 |
| Vision FOV 3D | -95.00 | deg | -4.75 |
| Codex-Air | 1.00 | z | 52 |
| Codex-Fire | -1.00 | z | -44 |
| Codex-Illusion-all | -1.00 | z | -220 |
| Flying/Gliding | 1.00 | z | 52 |
| Trance-all | -0.38 | z | -204.06 |

Habitat

Their range is in Central and South America. They mostly inhabit forests such as scrub forests, palm groves and rainforests, but some prefer drier areas sometimes even savannas.

Ecology/Psychology

Baring accident or disease they are considered mature after 4 years and have a lifespan of 45 years to a maximum of 60 years. Mating occurs in the spring and the female makes a nest in forked branches high in the canopy. During copulation, the male's hemipenes are inserted into the cloacal vent of the female where the male then deposits his sperm to fertilize the females' eggs. Couatls can lay anywhere from 5-11 eggs in a single clutch. The gestation period is around 3 months. Like the offspring's parents the young that emerge are very brightly colored and can range from 12 inches in length.

Couatls are diurnal, which means they hunt during the day. Their diets are variable depending on their range, but they are known to eat lizards, rodents, frogs, birds, and bats. Predators include birds of prey and larger species of snakes.

Society/Culture

Couatls live solitary lives, in pairs, or in flights of 3-6 individuals. Their intellect allows them to converse with each other and humanoids which live in their region.

100 Doppelganger

A juvenile doppelganger is an androgynous supernatural entity that is average (0.0z) in all abilities, appearance and skills. They tend to wander the wilderness, avoiding all entities, living the life of a solitary monk with a vow of silence until they reach maturity (age 6). At maturity they gain the following talents/flaws:

Doppelganger Talents/Flaws

| Talent/Flaw | Cost (DP) | Result |
|-------------------------|-----------|--------|
| Analyze Humanoid Form | Δ | +2.0z |
| Polymorph | Δ | +3.0z |
| Imprint Humanoid Mind | Δ | +2.0z |
| Link Humanoid Mind | Δ | +2.0z |
| Imprint Humanoid Soul | Δ | +2.0z |
| Steal Humanoid Memories | Δ | +2.0z |

After maturity the doppelganger will seek out a desirable humanoid entity and begin the process of taking over their lives. The first step is successfully *imprinting* the target's mind, soul and *analyzing* their physical form. Next the doppelganger will *Link* with the victim's mind and over a period of days or weeks steal their memories. When satisfied the Doppelganger will *Polymorph* and will be physically indistinguishable from the target entity. The process is permanent and can only be successfully done once. After success, the above talents are lost and the Doppelganger is a twin to the target in terms of talents/flaws, ability scores, and skill experience. It has origins in German folklore (Doppelgänger) and literally means double-goer. In Irish folklore they are called a Fetch, the sighting is often regarded as an omen, usually for impending death.

The doppelgangers memories are only those of the victim that he was able to steal, they do not know they are a doppelganger. Its personality and motivations will be the same as determined by a successful zScore outcome. If the doppelganger was unable to steal sufficient memories from its victim it will be unstable and immediately attempt to kill its twin, otherwise it will be devious.

In some situations, the doppelganger can be seen performing the victim's tasks in advance. Associates and loved ones will be unable to tell the twins apart, provided the doppelganger achieves a successful memory result. Regardless, the doppelganger will do everything within its power to survive, this includes murder. Their twin is usually deemed a threat to their existence.

Habitat

Juvenile doppelganger's can be found in any wilderness habitat where humanoid entities exist.

Ecology/Psychology

Baring accident or disease doppelgangers are considered mature at 6 years of age and have an average/max lifespan of the humanoid they turn into. Doppelgangers are terribly deformed humanoids that were abandoned in the wilderness and left (exposed) to die shortly after birth. It is postulated that some unknown powerful entity(s) 'saves' their life and transforms them into a 5-6' tall supernatural entity. Their juvenile metamorphosis period lasts six years.

Society/Culture

Doppelgangers have no society or culture of their own. After reaching maturity their goal in life is to replace another humanoid entity and live their victim's life, existing in their society and culture.

101 Dragon

Dragons are supernatural entities that appear in the folklore of almost every culture of the world. Beliefs about dragons vary considerably depending on the region, but they all describe long-lived, gargantuan reptile-like creatures that are incredibly powerful. Their scales are like armor and their teeth and claws are razor sharp. Their tongues are forked, and they have vertical cat-like slit eye pupils. In western cultures since the High Middle Ages dragons have often been depicted as winged, horned, and capable of breathing fire. Dragons in eastern cultures are usually depicted as wingless, four-legged, serpentine creatures with above-average intelligence and worshiped as Gods. Regardless female dragons are always larger than males. Dragons have a diverse selection of *Natural Weapons* which include: *Bite, Claw, Impaling, Gaze, Grappling, Sonic* attacks, *Tail Sweeps, Wing Buffets*, and perhaps the most dreaded attack is their *Breath*

Weapon. Naive entities often confuse them with Wyverns, Giant Serpents or Worms, but they are superior. A group of dragons is called a thunder.

Dragons have intelligence equal to humanoids. Most dragons can speak multiple languages and a skilled in various parts of the *Codex*. They forage widely and have large home ranges and good stamina. Dragons are oviparous, laying from one to three eggs, which the female incubates and guards with her life. If unable to find a mate all female dragons are capable of parthenogenesis which always hatch as a male. All hatchlings are born without horns, spikes, or wings, but those will begin to develop during their first year of life. After birth the female will not have another clutch until her hatchlings leave the nest. Their quadrupedal movement is lizard-like where the two diagonally opposite feet are raised and advanced while the other pair supports the body and propels it forward. The head is normally swung slowly from side to side, with the tail swings oppositely. Dragons, unlike lizards and snakes never molt, instead missing scales or gaps due to growth are replenished with new scales.

All mature dragons can easily serve as mounts to humanoid sized entities. Tales are told of supernatural entities using them as aerial cavalry. Dragons tend to horde gold and treasure making them tempting targets for those who covet wealth. In addition to teaching her own young, female dragons, will occasionally take on other entities and teach them in the ways of magic, provided they swear an oath to protect her hatchlings with their lives. All dragons are carnivorous and prey on virtually everything including humanoids, occasionally they will supplement their diet with gemstones, which are a necessary ingredient for their scale health.

101.1 Celestial Dragons

Celestial Dragons, *a.k.a.*, Tianlong, are supernatural entities inspired by Chinese mythology. Their appearance is similar to a horned monitor lizard with five toes on each foot and their tail is half their body length. Mature individuals can reach 60 feet in length and their scales are peerless in color, their eyes are green, and their horns are ivory. Their *Bodily Fluids* (+1.5z) *Breath Weapon* is equivalent to a cone of *Ether-Destroy-Bolt* with a base of 30 feet. They have no wings but have the natural ability to fly. They are skilled magic users, who prefer Ether magic but have no specific affinity for any form of magic. They will always have *Supernatural Body-Change-Polymorph* as they frequently take on the form of a humanoid. When encountered on the prime material plane they are benevolent and willing to help those whose goal aligns with the Gods. They are noble and honorable but tend to be ridged in the application of divine law.

Celestial Dragons have 0 development points to define their potential. During adolescence that should develop *Awareness-all, Balance, Bureaucracy-law, Climbing-free, Codex, Contortions, Control Frenzy, Diving-free Fauna Lore, Flora Lore, Flying/Gliding, Hiding, Hunting, Jumping and Landing, Languages, Movement, Signaling, Stalking, Survival, Swimming, Bite, Breath Weapon, Claw, Grappling, Sonic, and Tail Sweep* attacks.

| CelestialDragon | Δ | Units | DPs |
|----------------------------|--------|-------|-------|
| Comeliness | -1.00 | z | 0 |
| Speed | 2.50 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 2.50 | z | 0 |
| Strength | 2.25 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | 0.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Spirituality | 1.00 | z | 0 |
| Will | 1.00 | z | 0 |
| Age Span | 925.00 | yrs | 37 |
| Bodily Fluids | 4.50 | z | 275 |
| Body Density | -1.00 | z | -44 |
| Camouflage | -2.00 | z | -107 |
| Gigantism | 3.36 | z | 239 |
| Mana | 1.00 | z | 99.75 |
| Natural Armor | 2.00 | z | 107 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Intensity | -1.30 | z | -50.5 |
| Smell, Standard | 1.25 | z | 44.5 |
| Supernatural Body-Move-Fly | 3.00 | z | 99 |

ORS

| | | | |
|------------------|--------|-----|--------|
| Vision FOV 2D | 55.00 | deg | 2.75 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Trance-all | -0.68 | z | -513 |
| Transference-all | -1.00 | z | -356.5 |

Habitat

Their original habitat was in Asia but are now found almost exclusively in one of the upper planes.

Ecology/Psychology

Baring accident or disease they are considered mature at 240 years of age and have an average lifespan of 1000 years with an unknown maximum. The female will come into heat once a year but will only mate when she has no hatchlings under her care. She will lay one to three, 4-foot diameter eggs, averaging two. She incubates the eggs for 9 months and will care for them until they reach maturity. After ascending to heaven eons ago they now serve as mounts to the Gods and guardians to their dwellings. The Gods ensure they are well feed and protected. In addition, they are frequently consulted for their opinions and wisdom on earthly matters.

Society/Culture

Celestial dragons are very social. Members of a thunder are typically very affectionate, and cuddle and groom each other. The thunder also works as a team to bring down prey which is shared with the entire family. A Celestial dragon's roar is used to signal territoriality and to locate distant pride members. Both male and female celestial dragons demonstrate ownership of territories via roaring and are able to gauge the strength of opposition based on the number of roars heard from other groups.

101.2 Cloud Dragon

Cloud Dragons, *a.k.a.*, Unryu, are supernatural entities inspired by Japanese mythology. Their appearance is similar to a horned monitor lizard with three toes on each foot and their tail is half their body length. Mature individuals can reach 30 feet in length and their scales are light grey in color, their eyes are red, and their horns are ivory. Their *Bodily Fluids (1.5z) Breath Weapon* is equivalent to *Air-Destroy-Bolt*. They have no wings but have the natural ability to fly. They are skilled magic users, who have an affinity for Air Magic and like Water magic. They will always have *Supernatural Body-Change-Polymorph* as they like to take on the form of entities and interact with them. They are mercurial in nature and are frequently distracted and descend to investigate something on the ground. They have been known to simply pluck something off the ground and examine/converse with it while flying, occasionally dropping them if they get distracted by something else. Despite their benevolent nature they can cause heavy winds and tornados when annoyed or angry.

Cloud Dragons have 0 development points to define their potential. During adolescence that should develop *Acrobatics-air, Awareness-all, Balance, Climbing-free, Codex, Contortions, Control Frenzy, Diving-free Fauna Lore, Flora Lore, Flying/Gliding, Geography, Hiding, Hunting, Jumping and Landing, Languages, Movement, Signaling, Stalking, Survival, Swimming, Bite, Breath Weapon, Claw, Grappling, Sonic, and Tail Sweep* attacks.

| CloudDragon | Δ | Units | DPs |
|---------------|--------|-------|-----|
| Comeliness | -1.00 | z | 0 |
| Speed | 3.00 | z | 0 |
| Agility | 1.16 | z | 0 |
| Vitality | 2.50 | z | 0 |
| Strength | 2.25 | z | 0 |
| Endurance | 2.20 | z | 0 |
| Stability | 1.00 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Spirituality | 1.00 | z | 0 |
| Will | 1.00 | z | 0 |
| Age Span | 925.00 | yrs | 37 |
| Bodily Fluids | 4.50 | z | 275 |
| Body Density | -1.62 | z | -80 |

| | | | |
|----------------------------|--------|-----|-------|
| Camouflage | 0.63 | z | 25.55 |
| Gigantism | 2.36 | z | 136.2 |
| Mana | 1.00 | z | 100 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Intensity | -0.29 | z | -11 |
| Smell, Standard | 1.25 | z | 44.5 |
| Supernatural Body-Move-Fly | 3.00 | z | 99 |
| Vision FOV 2D | 55.00 | deg | 2.75 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Codex-Air | 1.00 | z | 52 |
| Flying/Gliding | 1.00 | z | 52 |
| Trance-all | -1.00 | z | -513 |
| Transference-all | -1.00 | z | -513 |

Habitat

Cloud Dragons inhabit the Cumulus, Cumulonimbus, Nimbostratus, and the Stratus clouds all over the world. They prefer elevations ranging from one mile to 7.5 miles but will occasionally descend lower if something or someone catches their attention.

Ecology/Psychology

Baring accident or disease they are considered mature at 240 years of age and have an average lifespan of 1000 years with an unknown maximum. The female will come into heat once a year and will mate with any male that captures her fancy. She incubates the embryo within her body and give birth to live young who are able to immediately fly. Their diet consists entirely of airborne entities, *e.g.*, birds, mammals and occasionally Birdmen. Cloud dragons have no stationary horde, if they can't use it, wear it or swallow it they will drop it.

Society/Culture

Cloud dragons are very social. They are constantly moving with the clouds and intermixing with various thunders. They play and frolic and have no territory or hierarchy. Females will protect any young within her sight regardless of parentage.

101.3 European Dragons

European Dragons, are supernatural entities inspired by various European myths and folklore. Their appearance is similar to a horned monitor lizard with 5 toes on the front feet and 4 on the rear. Their head has vaguely horse like features with yellow eyes. They have a prehensile tail that is a half of their body length. Mature individuals can reach 45 feet in length and their scales are orange red in color, and their horns and back spikes are ivory. Their *Bodily Fluids (1.5z) Breath Weapon* is equivalent to a cone *Fire-Destroy-Bolt* with a base of 30 feet. They have leathery, bat-like wings and are agile flyers. They are skilled magic users, who have an affinity for Fire magic and an aversion to Water magic. They will always have *Supernatural Body-Change-Polymorph* as they like to blend in when mixing with humanity.

Tales are told, in taverns and recorded in bestiaries that they can have multiple heads, feathered wings, crests, ear frills, fiery manes and various other exotic decorations. As encounters with dragons are rare and usually to the death these tales are probably false. Another claims bathing in their blood will give you the skin of a dragon. This is literally true, scales and all, the blood must be pumping arterial blood and care must be taken to achieve complete coverage.

European Dragons have 0 development points to define their potential. During adolescence that should develop *Acrobatics-air, Awareness-all, Balance, Climbing-free, Codex, Contortions, Control Frenzy, Diving-free Fauna Lore, Flora Lore, Flying/Gliding, Geography, Hiding, Hunting, Jumping and Landing, Languages, Movement, Signaling, Stalking, Survival, Swimming, Bite, Breath Weapon, Claw, Grappling, Sonic, Tail Sweep, and Wing Buffet* attacks.

| EuropeanDragon | Δ | Units | DPs |
|----------------|-------|-------|-----|
| Comeliness | -1.50 | z | 0 |

ORS

| | | | |
|-------------------|--------|-------|--------|
| Speed | 2.00 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | 2.50 | z | 0 |
| Strength | 2.25 | z | 0 |
| Endurance | 1.75 | z | 0 |
| Stability | 1.00 | z | 0 |
| Empathy | -1.00 | z | 0 |
| Will | 1.00 | z | 0 |
| Age Span | 925.00 | yrs | 37 |
| Bodily Fluids | 4.50 | z | 275 |
| Body Density | -1.00 | z | -44 |
| Gigantism | 2.94 | z | 191 |
| Hibernation | 1.00 | NA | 10 |
| Mana | 1.00 | z | 100 |
| Natural Armor | 1.62 | z | 80 |
| Natural Weapons | 1.00 | z | 44 |
| Polyorgani - 2 | 2.00 | Wings | 20 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Intensity | -1.30 | z | -60.5 |
| Smell, Standard | 1.25 | z | 44.5 |
| Vision FOV 2D | 55.00 | deg | 2.75 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Infrared | 2.22 | z | 91.75 |
| Codex-Fire | 1.00 | z | 52 |
| Codex-Water | -1.00 | z | -44 |
| Trance-all | -0.80 | z | -419.5 |
| Transference-all | -1.00 | z | -513 |

Habitat

European dragons inhabit caves and caverns in high inaccessible mountain ranges.

Ecology/Psychology

Baring accident or disease they are considered mature at 240 years of age and have an average lifespan of 1000 years with an unknown maximum. The female will come into heat once a year but will only mate when she has no hatchlings under her care. She will lay one to three, 3-foot diameter eggs, averaging two. She incubates the eggs for 9 months and will care for them until they reach maturity. Their diet consists of entities that are warm blooded, including humanoids. They are gluttonous and have voracious appetites and often sleep for weeks or months after a good meal (*Hibernation*). European dragons love and horde gold, silver, gems, and magic. They tend to use the gold, silver, and gems as bedding material but if they can use a magical item, they will. The older the dragon the more treasure it will have. A European dragon will never tolerate theft of a single copper of his horde, but they might be willing to trade something for an item of greater value.

Society/Culture

Mature male European dragons are solitary and only come together to mate. Female dragons and their juvenile offspring are mildly social and will defend and hunt with each other. All European dragons are very territorial and will not tolerate challenges to their dominion.

101.4 Gold Dragon

Gold Dragons, *a.k.a.*, Yellow Dragon, are supernatural entities inspired by Chinese mythology. Golden dragons symbolize wealth, prosperity, strength, harvest, and power. Their appearance is similar to an Komodo Dragon having five toes on each foot and a tail that is half their body length. Their head has a crocodile-like appearance with long yellow barbels. Mature individuals can reach 47.75 feet in length and their scales are gold, or yellow in color, their eyes are brown, and their horns are ivory. Their *Bodily Fluids* (1.5z) *Breath Weapon* is equivalent to *Earth-Destroy-Bolt*. They prefer to strut around but do have the natural ability to fly despite having no wings. They are skilled magic users, who have an affinity for Earth Magic, like Plant magic but have an aversion to Air magic. They will always have *Supernatural Body-Change-Polymorph* as they like to take on the form of entities and interact with them. The golden dragon is considered to be an extremely benevolent deity like most other Chinese dragons

and its arrival or presence is said to bring great prosperity to the land. For this reason Emperors and Kings seek them out as advisors. Despite their benevolent nature they can cause earthquakes when annoyed or angry.

Gold Dragons have 0 development points to define their potential. During adolescence that should develop *Acrobatics-air*, *Awareness-all*, *Balance*, *Climbing-free*, *Codex*, *Contortions*, *Control Frenzy*, *Diving-free Fauna Lore*, *Flora Lore*, *Flying/Gliding*, *Geography*, *Hiding*, *Hunting*, *Jumping and Landing*, *Languages*, *Movement*, *Signaling*, *Stalking*, *Survival*, *Swimming*, *Bite*, *Breath Weapon*, *Claw*, *Grappling*, and *Tail Sweep* attacks.

| GoldDragon | Δ | Units | DPs |
|----------------------------|--------|-------|--------|
| Comeliness | -1.00 | z | 0 |
| Speed | 1.50 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 2.50 | z | 0 |
| Strength | 2.50 | z | 0 |
| Endurance | 1.80 | z | 0 |
| Stability | 1.00 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Spirituality | 1.00 | z | 0 |
| Will | 1.00 | z | 0 |
| Age Span | 925.00 | yrs | 37 |
| Bodily Fluids | 4.50 | z | 275 |
| Body Density | -1.00 | z | -44 |
| Camouflage | -2.00 | z | -107 |
| Gigantism | 3.02 | z | 200 |
| Mana | 1.00 | z | 100 |
| Natural Armor | 1.82 | z | 93.75 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Intensity | -1.30 | z | -60.5 |
| Smell, Standard | 1.25 | z | 44.5 |
| Supernatural Body-Move-Fly | 3.00 | z | 99 |
| Vision FOV 2D | 55.00 | deg | 2.75 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Codex-Earth | 1.00 | z | 52 |
| Codex-Air | -1.00 | z | -44 |
| Trance-all | -0.59 | z | -312.5 |
| Transference-all | -1.00 | z | -513 |

Habitat

Gold Dragons inhabit caves and caverns all over the world. Males often attach themselves to a powerful noble in a weird symbiotic relationship.

Ecology/Psychology

Baring accident or disease they are considered mature at 240 years of age and have an average lifespan of 1000 years with an unknown maximum. The female will come into heat once a year but will only mate when she has no hatchlings under her care. She will lay one to three, 4.5-foot diameter eggs, averaging two. She incubates the eggs for 9 months and will care for them until they reach maturity. Both parents take turns incubating the eggs, but the male will fly off when the eggs begin to hatch.

Their diet consists of warm-blooded entities that they can catch. Gold dragons tend to horde gold, armor and magical weapons and items. If they can use an item, they will. People of China worship dragons and respect them. Gold dragons take advantage of this and come to expect gifts of food and gold. Gold dragons will only hunt and eat humanoids if starving. Instead, they will help people in trouble and provide a supportive role. They are wise and thoughtful and can overcome many situations using their wisdom and experience.

Society/Culture

Gold dragons are territorial and only come together to mate. The female will raise, educate, protect her young until they reach maturity and leave the nest. Gold dragons assume all creatures living within their territory should be subservient to them, and in payment they will serve as protectors.

101.5 River Dragon

River Dragons, *a.k.a.*, Panlong, Coiled Dragon, Seiryu, Blue Dragon are supernatural entities inspired by Chinese and Japanese mythology. Their appearance is similar to an Asian Water Monitor lizard having four toes on each foot and a tail that is half their body length. Their head has a crocodile-like appearance with long pale blue barbels. Mature individuals can reach 40 feet in length and their scales are blue, azure, or teal in color, their eyes are blue, and their horns are ivory. Their *Bodily Fluids* (1.5z) *Breath Weapon* is equivalent to *Water-Destroy-Bolt*. Their preferred method of travel is swimming but do have the natural ability to fly despite having no wings. They are skilled magic users, who have an affinity for Water Magic, like Plant magic, and have an aversion to Fire magic. They will always have *Supernatural Body-Change-Polymorph* as they like to take on the form of entities and interact with them. They are cool and stable in nature and are not easily distracted. They are very quiet and reserved and will endeavor to react and act such that the result is smooth and almost undetectable. A fanciful tale relates that if a carp can swim upstream and leap the falls of the Yellow River at the dragon's gate it will be transformed into a river dragon. Despite their benevolent nature they can cause heavy rains and flooding when annoyed or angry.

River Dragons have 0 development points to define their potential. During adolescence that should develop *Acrobatics-water, Awareness-all, Balance, Climbing-free, Codex, Contortions, Control Frenzy, Diving-free Fauna Lore, Flora Lore, Flying/Gliding, Geography, Hiding, Hunting, Jumping and Landing, Languages, Movement, Signaling, Stalking, Survival, Swimming, Bite, Breath Weapon, Claw, Grappling, and Tail Sweep* attacks.

| RiverDragon | Δ | Units | DPs |
|----------------------------|--------|-------|--------|
| Comeliness | -1.00 | z | 0 |
| Speed | 1.75 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 2.50 | z | 0 |
| Strength | 2.25 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Spirituality | 1.00 | z | 0 |
| Will | 1.00 | z | 0 |
| Age Span | 925.00 | yrs | 37 |
| Bodily Fluids | 4.50 | z | 275 |
| Body Density | -1.00 | z | -44 |
| Gigantism | 2.77 | z | 173.5 |
| Mana | 1.00 | z | 100 |
| Natural Armor | 1.62 | z | 80 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Intensity | -1.30 | z | -60.5 |
| Smell, Standard | 1.25 | z | 44.5 |
| Supernatural Body-Move-Fly | 3.00 | z | 99 |
| Vision FOV 2D | 55.00 | deg | 2.75 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Underwater | 1.15 | z | 40.25 |
| Codex-Fire | -1.00 | z | -44 |
| Codex-Water | 1.00 | z | 52 |
| Trance-all | -0.80 | z | -419.5 |
| Transference-all | -1.00 | z | -513 |

Habitat

River Dragons inhabits the rivers, ponds and lakes all over the world. They will make their lair in submerged grottos and caves that have fresh air and water. Widowed river dragons migrate downstream to the ocean and are often called Sea Dragons.

Ecology/Psychology

Baring accident or disease they are considered mature at 240 years of age and have an average lifespan of 1000 years with an unknown maximum. The female will come into heat once a year but will only mate when she has no hatchlings under her care. During mating their long bodies coil around each other. She will lay one to three, 2.5-foot diameter eggs, averaging two. She incubates the eggs for 9 months and will care for them until they reach maturity. Both parents

take turns incubating the eggs and feeding and protecting the young. The young do not look like their parents and take years to mature and are called Jaiolong. They are 12 feet long, hornless, their scales have the appearance of river pebbles and will not leave the water until two years of age. They are viewed as wise trying to bring the mysteries to light. Adults are constantly learning the intricacies, paradoxes and enigmas of life and can astutely share these insights to her offspring. They have good situational awareness and are rarely caught off guard.

Their diet consists of entities that live or frequent the water basin in which they live, including humanoids. River dragons tend to collect gold, nuggets, gold dust, and coins that fall are in their river basin. They also horde sapphires and emeralds for their intrinsic beauty.

Society/Culture

River dragons are territorial, and a mated pair will usually claim a tributary and defend it against other River dragons. The territorial response does not apply to the dry land of the river body which is considered neutral ground. When hatchlings reach maturity, they are forced out and must find an unclaimed river or tributary to inhabit. The young frequently play and frolic in the riffles and rapids while one or both of the parents keep a watchful eye. Should a river dragon ever lose their mate they swim downstream and make their way into the ocean to live out their remaining lifespan.

101.6 Spirit Dragon

Spirit Dragons, *a.k.a.*, Bialong, are supernatural entities inspired by Chinese mythology. Their appearance is similar to a horned monitor lizard with three toes on each foot and their tail is half their body length. Mature individuals can reach 25 feet in length and their scales are translucent white in color, their eyes are black, and their horns are ivory. Their *Bodily Fluids* (1.5z) *Breath Weapon* is a cone 25-foot-long cone with a 20-foot base of freezing mist which is equivalent to *Soul-Change-Healing//Harm*. This mist affects animals, humans, supernatural and extraplanar entities. They have no wings but have the natural ability to fly. They are skilled magic users and have an affinity for Soul Magic. They will always have *Supernatural Body-Change-Polymorph* as they like to take on the form of entities and interact with them. Their nature is calm, dignified, patient, and peaceful. They focus on the spirit and the dying process. They enjoy conversing on religious topics and philosophy especially those in their autumn years. They are never in a hurry, seeming to have all the time in the world. They will detect as good creatures despite their association with death. Despite their benevolent nature they can cause fear and panic when annoyed or angry.

Spirit Dragons have 0 development points to define their potential. During adolescence that should develop, *Acrobatic-air, Awareness-all, Balance, Climbing-free, Codex, Contortions, Control Frenzy, Diving-free Fauna Lore, Flora Lore, Flying/Gliding, Geography, Hiding, Hunting, Jumping and Landing, Languages, Movement, Philosophy, Religion, Signaling, Stalking, Survival, Swimming, Bite, Breath Weapon, Claw, Grappling, Sonic, and Tail Sweep* attacks.

| SpiritDragon | Δ | Units | DPs |
|---------------|--------|-------|-------|
| Comeliness | -1.00 | z | 0 |
| Speed | 2.00 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 2.50 | z | 0 |
| Strength | 2.25 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | 0.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Empathy | 0.50 | z | 0 |
| Morality | 1.00 | z | 0 |
| Spirituality | 1.00 | z | 0 |
| Will | 1.00 | z | 0 |
| Age Span | 925.00 | yrs | 37 |
| Bodily Fluids | 4.50 | z | 275 |
| Body Density | -1.00 | z | -44 |
| Camouflage | 0.36 | z | 14.25 |
| Gigantism | 2.11 | z | 115.2 |

ORS

| | | | |
|-----------------------------|--------|-----|--------|
| Mana | 1.00 | z | 100 |
| Natural Armor | 1.62 | z | 80 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Intensity | -1.30 | z | -60.5 |
| Smell, Standard | 1.25 | z | 44.5 |
| Supernatural Body-Move-Fly | 3.00 | z | 99 |
| Vision FOV 2D | 55.00 | deg | 2.75 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Codex-Animal-Soul | 0.90 | z | 46.5 |
| Codex-Human-Soul | 1.00 | z | 52 |
| Codex-Supernatural-Soul | 0.75 | z | 38 |
| Trance-Cleansing | -0.90 | z | -463.5 |
| Transference-Attractiveness | -1.00 | z | -513 |

Habitat

Spirit Dragons inhabit the caves and caverns in snowy inaccessible mountains.

Ecology/Psychology

Baring accident or disease they are considered mature at 240 years of age and have an average lifespan of 1000 years with an unknown maximum. The female will come into heat once a year but will only mate when she has no hatchlings under her care. She will lay one to three, 2.5-foot diameter eggs, averaging two. She incubates the eggs for 9 months and will care for them until they reach maturity. Their diet consists of sick and dying entities. Spirit Dragons horde religious and philosophical texts and items, both magic and mundane.

Society/Culture

Spirit dragons are social and are constantly mixing with other entities especially geriatrics, the terminally sick or dying. They will never spend more than six days away from their lair. Each sex takes turns caring for the young and educating them.

102 Echeneis

The Echeneis is a supernatural fish from roman mythology. In appearance it is similar to the Remora, grey to silver in color and a mature entity averages 3.5 feet in length and weighs 31 pounds. By sliding backward, the Echeneis can increase the suction, or it can release itself by swimming forward. They are better swimmers than Remora but have the same sinuous, or curved, motion.

Pliny the Elder, blamed the Echeneis for the defeat of Mark Antony at the Battle of Actium and, indirectly, for the death of Caligula. This was probably a coincidence due to their strange mating habits, see *Ecology/Psychology*.

Echeneis have 82.8 development points to define their potential. During adolescence that should develop *Acrobatics-water, Awareness-all, Balance, Diving-free, Fauna Lore, Fishing, Hiding, Movement, Riding, Signaling, Survival, Swimming, Ablative, Bite and Grappling* attacks.

| Echeneis | Δ | Units | DPs |
|------------|--------|-------|-----|
| Comeliness | -1 | z | 0 |
| Speed | 1.00 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -1.00 | z | 0 |
| Endurance | -1.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -2.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -1.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -48.00 | lbs | -24 |

| | | | |
|--------------------|--------|-----|--------|
| Age Span | -65.00 | yrs | -2.6 |
| Gestation Period | -32.00 | wks | -32 |
| Gigantism | -0.71 | z | -29.5 |
| Mana | -2.48 | z | -456.6 |
| Maturity | -0.14 | yrs | -2.7 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | -1.00 | z | -34 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 70.00 | deg | 3.5 |
| Vision FOV 3D | -90.00 | deg | -4.5 |
| Vision, Underwater | 2.00 | z | 80 |
| Ablative Attack | 2.00 | z | 225 |
| Grappling Attack | 2.00 | z | 58 |
| Riding-Ship | 2.00 | z | 58 |
| Riding-Whale | 2.00 | z | 58 |
| Riding-Shark | 2.00 | z | 58 |
| Swimming | 1.00 | z | 26 |

Habitat

They are found in warm marine waters including the Mediterranean, Atlantic and even the North Sea. Their preferred habitat is coral reefs at depths of 60-170 feet.

Ecology/Psychology

Baring accident or disease Echeneis are considered mature in 1 year and have an average lifespan of 10 years. During late August and early September sexually mature Echeneis gather in great numbers and attach themselves to whales and ships. The mating ritual involves females laying eggs in egg sacks (Ablative attack) resembling a three-foot diameter parachute. The parachute is attached by lines which may trail the fish 20-50 feet. Its numbers and the parachute's design stop the whale or vessel's forward progression through the water and stabilize it position relative to the wind allowing the male to fertilize the eggs. After 30 – 60 minutes the lines are released, and the whale or ship can proceed normally. The fertilized egg sacks sink to a depth of 200-300 feet depending on temperature and currents. The eggs have a hard shell, which protects them from damage and desiccation. At birth they are around 1 inch long and the sucking disc begins to form. When they reach about 1.5 inches in length the disc is fully formed, and Echeneis can then attach to other animals.

The Echeneis consumes food scraps from its host, as well as plankton and parasitic copepods. They have no known predators, but some sharks will eat them if in a frenzy.

Society/Culture

Echeneis is very social and swim in schools. During the mating season they will attach by the hundreds to sailing and fishing ships.

103 Eurytion Dog

Eurytion Dog is one of two breeds of supernatural dogs inspired by Greek Mythology. Eurytion was a giant shepherd and kennel master to Geryon. He and his dogs were charged with guarding the magnificent red oxen of Geryon. He and the original Orthrus were killed by Heracles as part of his tenth labor. Cerberus is primarily known as the guardian of Hell and his capture by Heracles was part of his twelve labor. Eurytion selectively mated both Cerberus and Orthrus with dire wolves to create two breeds noted for intelligence, viscousness and guarding/herding ability. The coloration is dark brown, and they have a hair-less tail that some confuse with a snake.

103.1 Cerberus

Cerberus is a supernatural breed of dog inspired by Greek Mythology. The F1 sire, Cerberus, was the offspring of the monsters Echidna and Typhon and provides the breed's name. This breed is best known for its huge size, three heads and guarding ability. From nose to tail it is 6.4 feet long and weighs 220

ORS

pounds. All three heads have the capability of attacking simultaneously. Their bite can cause tetanus and infections.

A Cerberus dog has 202.2 development points to define their potential. During adolescence they are free to develop any skill but tend to always improve *Awareness-all, Balance, Climbing, Hiding, Fauna Lore, Flora Lore, Hunting, Language-S (Eurytion), Movement, Service-guard, Signaling, Stalking, Survival, Weather Watching, Bite, and Claw attacks.*

| Cerberus | Δ | Units | DPs |
|--------------------|--------|-------------|---------|
| Comeliness | -0.05 | z | 0 |
| Speed | 1.40 | z | 0 |
| Agility | 1.90 | z | 0 |
| Vitality | 1.75 | z | 0 |
| Strength | 1.50 | z | 0 |
| Endurance | 1.50 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.75 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -66.00 | yrs | -2.64 |
| Disease Resistance | 0.25 | z | 12.5 |
| Gestation Period | -26.00 | wks | -26 |
| Gigantism | 0.14 | z | 5.1 |
| Healing Rate | 1.00 | z | 44 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.38 | z | -422.16 |
| Maturity | -0.01 | yrs | -0.2 |
| Natural Armor | 1.62 | z | 80 |
| Natural Weapons | 1.62 | z | 80 |
| Polyorgani - 3 | 7.00 | Heads,necks | 70 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 2.00 | z | 80 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Acuity | -0.32 | z | -10 |

Habitat

The birthplace of this breed was on the island Erytheia of the mythic Hesperides in the far west of the Mediterranean. The Greeks associated the region with Tartessos in southern Iberia. Regardless, this rare breed can now be found anywhere on Eurasia and Africa.

Ecology/Psychology

Baring accident or disease this breed is considered mature at 24 months and have an average lifespan of 9 years with a maximum of 17 years. Cerberus dogs are very social animals within their own breed and with their family. They will not tolerate other breeds, except for Orthrus, and will attempt to kill them on sight. They are loyal and devoted to their owners and very protective of their homes.

Cerberus dogs are carnivores, they only eat meat that is provided by their owner, or from entities that they kill. Their periods of activity mimic those of their owners. Cerberus dogs reach sexual maturity around 24 months. Cerberus dogs come into heat once a year and remain sexually active until old age. The gestation period is 10 weeks, and the average litter is 4. The mother is very protective of her young and will attack all but her owner if they get too close.

Society/Culture

Cerberus dogs adopt themselves into the society and culture of their owner. Their pack behavior is based upon the number of dogs within the household. Cerberus dogs communicate via body language as well as vocalization. Communication involves, movements of the ears, eyes and eyebrows, mouth,

head, tail, and entire body, as well as barks, growls, whines and whimpers, and howls.

103.2 Orthrus

Orthrus is a supernatural breed of dog inspired by Greek Mythology. The F1 sire, Orthrus, was the offspring of the monsters Echidna and Typhon and provides the breed's name. This breed is best known for its huge size, two heads and herding ability. From nose to tail it is 6.4 feet long and weighs 220 pounds. Each head can look in any direction and has the capability of attacking simultaneously. Their bite can cause tetanus and infections.

A Orthrus dog has 221.7 development points to define their potential. During adolescence they are free to develop any skill but tend to always improve *Awareness-all, Balance, Climbing, Hiding, Fauna Lore, Flora Lore, Hunting, Language-S (Eurytion), Movement, Service-herding, Signaling, Stalking, Survival, Weather Watching, Bite, and Claw attacks.*

| Orthrus | Δ | Units | DPs |
|--------------------|--------|------------|--------|
| Comeliness | -0.05 | z | 0 |
| Speed | 1.40 | z | 0 |
| Agility | 1.80 | z | 0 |
| Vitality | 1.75 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.75 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.34 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -65.00 | yrs | -2.6 |
| Disease Resistance | 0.25 | z | 12.5 |
| Gestation Period | -26.00 | wks | -26 |
| Gigantism | 0.14 | z | 5.1 |
| Healing Rate | 1.00 | z | 44 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.33 | z | -402.7 |
| Maturity | -0.04 | yrs | -0.7 |
| Natural Armor | 1.62 | z | 80 |
| Natural Weapons | 1.62 | z | 80 |
| Polyorgani - 2 | 5.00 | Heads,neck | 50 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 2.00 | z | 80 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Acuity | -0.32 | z | -10 |

Habitat

The birthplace of this breed was on the island Erytheia of the mythic Hesperides in the far west of the Mediterranean. The Greeks associated the region with Tartessos in southern Iberia. Regardless, this rare breed can now be found anywhere on Eurasia and Africa.

Ecology/Psychology

Baring accident or disease this breed is considered mature at 24 months and have an average lifespan of 10 years with a maximum of 17 years. Orthrus dogs are very social animals within their own breed and with their family. They will not tolerate other breeds, except for Cerberus, and will attempt to kill them on sight. They are loyal and devoted to their owners and very protective of their homes.

Orthrus dogs are carnivores, they only eat meat that is provided by their owner, or from entities that they kill. Their periods of activity mimic those of their owners. Orthrus dogs reach sexual maturity around 24 months. Orthrus dogs come into heat once a year and remain sexually active until old age. The

ORS

gestation period is 10 weeks, and the average litter is 4. The mother is very protective of her young and will attack all by her owner if they get too close.

Society/Culture

Orthrus dogs adopt themselves into the society and culture of their owner. Their pack behavior is based upon the number of dogs within the household. Orthrus dogs communicate via body language as well as vocalization. Communication involves, movements of the ears, eyes and eyebrows, mouth, head, tail, and entire body, as well as barks, growls, whines and whimpers, and howls.

Fairy Dragon

The Fairy Dragon *a.k.a.*, Pseudo Dragon is a supernatural creature that evolved from the Flying Lizard (Draco Volans) millions of years ago. An adult fairy dragon's body, including head is around 12" long and has a wingspan of 3 feet and weighs around 2.9 pounds. The prehensile tail gives it a length overall of around 2 feet. The wings are brilliantly colored changing with their background and mood. The humerus of fairy dragon's front legs and wings are one. The elbow joint serves double duty for foreleg and wings. During powered flight the dragon grasps the wings forearm to control the leading edge. They have a flap on the neck (gular flag) which serves as a horizontal stabilizer. The connecting membrane of the wing is virtually identical to that of Draco Volans, flaps of skin stretched over elongated ribs. Fairy dragons have amazing camouflage skill that is controllable and grants them near invisibility.

They love to soar using the updrafts like birds and are often mistaken for birds. They are graceful flyers but will never fly in bad weather (wind and precipitation). In addition to being great flyers they are great climbers and can scale trees, buildings and cliff sides with equal ease. Their claws and teeth are very sharp enabling them to take down prey their size and smaller. When they bite, they can inject a powerful neurotoxin that can kill a humanoid (Oz).

Fairy Dragons have 0 development points to define their potential. During adolescence they are free to develop any skill but tend to always improve *Acrobatics-air, Awareness-all, Climbing, Fauna Lore, Fishing, Flora Lore, Flying, Hunting, Survival, Two Weapon Combat, Weather Watching, Bite*, and *Claw* attacks.

| FairyDragon | Δ | Units | DPs |
|------------------------------------|--------|-------|---------|
| Comeliness | 0.66 | z | 0 |
| Speed | 1.50 | z | 0 |
| Agility | 2.50 | z | 0 |
| Strength | -1.00 | z | 0 |
| Eloquence | 0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | 146.52 | lbs | 73.26 |
| Age Span | -50.00 | yrs | -2 |
| Bodily Fluids (poison) | 3.00 | z | 141.5 |
| Body Density | -1.00 | z | -44 |
| Camouflage | 1.50 | z | 72.5 |
| Gestation Period | -26.70 | wks | -26.7 |
| Gigantism | -2.35 | z | -135 |
| Mana | 0.81 | z | 74.74 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Supernatural Mind-Divine-Telepathy | 2.57 | z | 80 |
| Human Mind-Divine-Telepathy | 2.32 | z | 70 |
| Taste, Standard | -0.69 | z | -22.46 |
| Flying/Gliding | 1.00 | z | 52 |
| Transference-all | -1.00 | z | -513.84 |

Habitat

Their habitat is along coasts and cliff sides. They tend to dig or appropriate burrows on the side of the cliffs or tree hollows nearby.

Ecology/Psychology

Baring accident or disease they are mature at 6 years of age and have an average lifespan of 25 years. They spend almost their entire lives in the trees, their burrows or in the air. They mate in early summer. The female digs a nest on the ground in a protected sunny spot to lay her eggs, usually two to four. The first 24 hours the female guards the eggs while they harden to a rock, covers them up and then returns to the air. The eggs take around 65 days to hatch. The dragons will hatch in the late summer eat insects, worms and fry, depending on their camouflage ability to survive. Only about 25% survive their first four weeks of life on the ground. After four weeks they learn to fly.

Fairy dragons eat small rodents, fish and insects. Fairy dragons are diurnal being active in the morning and then again during the afternoon. During the hours around noon, they rest and eat. Fairy dragons have no ability to vocalize. They communicate via telepathy with each other, Supernatural and Humanoid entities they learn to trust. For unknown reasons they are drawn to music. Any threats or violence will startle them, and they will flee and not return for a day. In addition to music, they like shiny and pretty objects of gold, silver, gems and even colored glass. They will often steal these objects and take it back to their burrow.

Society/Culture

They are playful with each other but shy with respect to all other entities. When playing, their wings change colors based on their mood, usually red, yellow, blue and orange. When the male comes in contact with unknown entities it partially exposes its gular flag and wings and bobs its head and neck. During mating season, the male completely extends its flag and wings and circles the female. Mating occurs in flight. All dragons within a mile will attempt to aid a fairy dragon in need.

104 Futakuchi-onna

Futakuchi-onna is a supernatural creature inspired by Japanese folklore. This creature usually appears to be a beautiful woman (Futakuchi-onna) and very rarely a handsome man (Futakuchi-otoko) with pale skin and long glossy black hair. They have impeccable manners and appear to maintain their figure by eating very little. They are always unmarried or a widow(er) and never have any children.

Futakuchi-onna are characterized by their two mouths – a normal one located on their face and a second one hidden on the back of their head beneath their hair. The mouth reveals itself by mumbling spiteful and threatening things to the host and demanding food. If it is not fed, it will screech obscenely and cause the host tremendous pain. The host's skull will split apart, forming fat lips, hideous shark-like teeth, and a cat-like tongue, creating an entirely functional second mouth. Eventually, the host's hair begins to animate (*Supernatural-Body-Animate*) like a nest of serpents attacking opponents and feeding the monstrous mouth. While little or no food passes through their normal lips, the other mouth consumes double what the other one would. Futakuchi have an average height of 67" and a weight of 148 pounds.

Futakuchi have 450 development points to define their potential. In addition to the suggested skills discussed in *Adolescent Development (ORS™ Standard Rules)*, key skills developed during adolescence should include on *Bite Attack, Sonic Attack* and *Manipulation*.

| Futakuchi | Δ | Units | DPs |
|------------|-------|-------|-----|
| Comeliness | 0.75 | z | 0 |
| Agility | 0.50 | z | 0 |
| Eloquence | 0.50 | z | 0 |
| Morality | -1.00 | z | 0 |

| | | | |
|--------------------------------|-------|-------|------|
| Will | -0.50 | z | 0 |
| Curse Resistance | -1.00 | z | -61 |
| Disorder Resistance | -1.00 | z | -61 |
| Luck | -1.00 | z | -100 |
| Mana | -0.36 | z | -28 |
| Natural Weapons-Teeth | 1.75 | z | 89 |
| Polyorgani | 1.00 | mouth | 10 |
| Supernatural Body-Move-Animate | 3.00 | z | 99 |
| Bite Attack | 1.00 | z | 26 |
| Sonic Attack | 1.00 | z | 26 |

Habitat

They originated in Asia but have now spread to all landmasses on Terra, excluding the Arctic and Antarctic.

Ecology/Psychology

Futakuchi-onna are limited to the human race. They have been damned by the gods because they let their stepchild die of starvation while keeping themselves and their own offspring well fed. Metamorphosis begins forty-nine days after the death of the child with the only symptom being a terrible headache. Their first act after being transformed is to consume their own children and if possible, their spouse. Baring accident or disease Futakuchi have a normal human lifespan and as long as they are fed, they look fantastic for their current age. If a Futakuchi-onna becomes pregnant she will attempt consume her baby shortly after it is born. Futakuchi tend to be most active during the daylight hours and require on average eight hours of sleep a night.

Society/Culture

Futakuchi-onna tend to live in human cities and towns in both rural and urban settings attempting to blend in while continuing their existence. They easily find a new spouse due to their comeliness and flawless manners. They can live harmoniously with their spouse as long as they are never confronted with their true nature, e.g., the larder is depleted faster than normal. Should their spouse ever confront them, they will attack and attempt to devour them. They will always attempt to relocate to a new town before their true nature is discovered.

105 Giants

Giants (*a.k.a.* Titans, Jötunn) are supernatural creatures of humanoid appearance having prodigious size and strength. They were the first humanoid looking entities to arise from the primordial chaos and according to the Greeks and the Norse they are the progenitors of the Gods. Giants are naturally long lived and with the aid of magic many are virtually immortal. Many giants are great wizards often using polymorph to appear as normal humanoids. Giants can be found in all regions of the Earth, and in almost every culture’s mythology including: Asian, Greek, Hindu, Norse, European, and the Americas. Their beginnings are synonymous to the formation of the classical elements and ORS™ groups them accordingly. This categorization was heavily influenced by the giants (Jötnar) from Norse mythology, but it can easily be used by all cultures. In Old English, the cognate to jötunn is eoten, whence modern English ettin.

In appearance they encompass the entire spectrum of standard humanoid, e.g., risi (beauty); jötnar (size); and þursar (stupidity). As mentioned earlier many giants are powerful casters and using magic could appear with hideous appearances – claws, fangs, deformed features, large or small, multiple heads, such as Þrivaldi who had nine of them, or an overall non-humanoid shape. Greek mythology has numerous examples: cyclopes have a single eye and hecatoncheires were 100-handed giants. All types of giants can and often do mate with each other. Offspring of two different types of giants must choose their path on their 40th birthday, which is their naming day. After their naming day they will mature into the type of giant chosen. To this day no Giant understands why they seem to be unlucky in major battles, but it is due to the cumulative effect of their *Entropy* traits.

105.1 Air Giants

The Air Giants (*a.k.a.*, Wind Giants, Storm Giants) are associated with the wind and weather. Hræsvelgr (corpse swallower), a jötunn who often takes the form of an eagle, flaps his wings to create the wind. Other wind giants from folklore include: Ecke, Vasolt, Thrym and Thjazi. In their normal humanoid form, an average Air Giant is around 11.5 feet tall and weighs 873 pounds. Air Giants have 279.3 development points to define their potential.

| AirGiant | Δ | Units | DPs |
|-------------------------------|--------|-------|--------|
| Speed | 0.50 | z | 0 |
| Agility | 0.25 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 1.60 | z | 0 |
| Stability | -0.25 | z | 0 |
| Reasoning | -0.25 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Will | 0.40 | z | 0 |
| Weight | -40.00 | lbs | -20 |
| Age Span | 500.00 | yrs | 20 |
| Entropy | -1.00 | z | -100 |
| Gigantism | 0.96 | z | 42 |
| Immunity to Normal Weapons | 1.00 | z | 61 |
| Mana | 1.00 | z | 100 |
| Maturity | -0.14 | yrs | -2.7 |
| Natural Weapons | 1.00 | z | 44 |
| Air-Create-Element Resistance | 3.00 | z | 99 |
| Codex-Earth | -1.00 | z | -44 |
| Codex-Air | 1.00 | z | 52 |
| Codex-Fire | -1.00 | z | -44 |
| Codex-Water | -1.00 | z | -44 |
| Codex-Ether | -1.00 | z | -44 |
| Transference-all | -0.23 | z | -124.7 |

Habitat

Air Giants frequently take service with and live with Ether Giants in their castles in the sky. Those giants not in service to the Ether Giants often find windy, deserted regions following a nomadic life.

Ecology/Psychology

Baring accident or disease Air Giants are considered mature at 60 years and have an average lifespan of 575 years with a maximum of 750 years. Air Giants’ psychology has the aspects of wind, ranging from calm and gentle to frenzied and destructive. When encountered, Air Giants will attempt to remain neutral and avoid conflict, but if another Giant’s life is at stake they will ally with their kin. Their happiness is based on open spaces and the environment and depends very little on material possessions.

Society/Culture

This section pertains to the Wind Giants living in the wind-swept regions of the Earth; for those in service refer to Ether Giant *Society/Culture*. Their society is focused on their animals and their community. They build sturdy yurts in which to live, which can withstand snow up to 100-pound psf and wind up to 142 mph. Each yurt contains a blazing stove in the center flanked by posts aligned east and west. The east side is considered male and the west female. The space with the yurt is considered public and there is no privacy. Everyone knows everyone’s secrets. Privacy is found outside.

Air Giants are nomadic and move based on the ability of the surrounding areas to support the needs of their herds. Minor problems are decided by the family, and major problems impacting the community are decided by all the family heads.

105.2 Earth Giants

The Earth Giants (*a.k.a.*, Bergrisi, Mountain Giants, Stone Giants) are associated with mountains and rugged terrain. Jörð is the ultimate leader of the Earth

ORS

Giants. The giant Thiassi lived on the mountain called Thrymheim, with his daughter Skadi. The so-called Hill Giant is actually just an immature Mountain Giant. In their normal humanoid form, an average Earth Giant is around 17' tall and weighs around 4650 pounds. Earth Giants have 245.3 development points to define their potential.

| EarthGiant | Δ | Units | DPs |
|---------------------------------|--------|-------|--------|
| Speed | 0.60 | z | 0 |
| Agility | 0.25 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 1.80 | z | 0 |
| Stability | -0.25 | z | 0 |
| Reasoning | -0.25 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Will | 0.40 | z | 0 |
| Weight | -40.00 | lbs | -20 |
| Age Span | 500.00 | yrs | 20 |
| Entropy | -1.00 | z | -100 |
| Gigantism | 1.55 | z | 76 |
| Immunity to Normal Weapons | 1.00 | z | 61 |
| Mana | 1.00 | z | 100 |
| Maturity | -0.14 | yrs | -2.7 |
| Natural Weapons | 1.00 | z | 44 |
| Earth-Create-Element Resistance | 3.00 | z | 99 |
| Codex-Earth | 1.00 | z | 52 |
| Codex-Air | -1.00 | z | -44 |
| Codex-Fire | -1.00 | z | -44 |
| Codex-Water | -1.00 | z | -44 |
| Codex-Ether | -1.00 | z | -44 |
| Transference-all | -0.29 | z | -158.7 |

Habitat

Earth Giants live in structures made of rock located in the mountains of the world. These structures, made from native rock blend with the natural environment.

Ecology/Psychology

Baring accident or disease Earth Giants are considered mature at 60 years and have an average lifespan of 575 years with a maximum of 750 years. In general, Earth Giants endeavor (usually fail) to be calm and composed. But when their territory is invaded, or storms lash their homes they become restless, angry and unsettled creatures. During these times minor inconveniences can agitate them inducing unhinged behavior like smashing, bashing and hurling rocks. It is prophesied that the Earth Giants will join both the Fire Giants and the Frost Giants at Ragnarök to avenge the death of Ymir.

They often decline requests that would interfere with their solitude. They think before they speak, they are observant and choose their friends wisely. But once chosen they are friends for life.

Society/Culture

Earth Giants live in small communities of a few dozen. The eldest is usually considered the leader. They barter for what they need and prefer to be left alone. Visitors to a community often feel unwelcome and it is understood they should conclude their business as quick as possible.

105.3 Ether Giants

The Ether Giants (*a.k.a.*, Cloud Giants) are shy and tend to isolate themselves in their castles and keeps high in the clouds. In their normal humanoid form, an average Ether Giant is around 34' tall and weighs around 20,000 pounds. Ether Giants have 169.3 development points to define their potential.

| EtherGiant | Δ | Units | DPs |
|------------|------|-------|-----|
| Speed | 0.90 | z | 0 |
| Agility | 0.25 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 2.20 | z | 0 |

| | | | |
|---------------------------------|--------|-----|--------|
| Stability | -0.25 | z | 0 |
| Reasoning | -0.25 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Will | 0.40 | z | 0 |
| Weight | -40.00 | lbs | -20 |
| Age Span | 500.00 | yrs | 20 |
| Entropy | -1.00 | z | -100 |
| Gigantism | 2.54 | z | 152 |
| Immunity to Normal Weapons | 1.00 | z | 61 |
| Mana | 1.00 | z | 100 |
| Maturity | -0.14 | yrs | -2.7 |
| Natural Weapons | 1.00 | z | 44 |
| Ether-Create-Element Resistance | 3.00 | z | 99 |
| Codex-Earth | -1.00 | z | -44 |
| Codex-Air | -1.00 | z | -44 |
| Codex-Fire | -1.00 | z | -44 |
| Codex-Water | -1.00 | z | -44 |
| Codex-Ether | 1.00 | z | 52 |
| Transference-all | -0.44 | z | -234.7 |

Habitat

Ether Giants as a rule live in castles/keeps in the sky, of which there are many. The only exception to this is if they are banished from the Kingdom. Daidarabocchi, from Japanese mythology, is a classic example of a banished Ether Giant enjoying his time on the Earth.

Ecology/Psychology

Baring accident or disease Ether Giants are considered mature at 60 years and have an average lifespan of 575 years with a maximum of 750 years. Of all the giants, Ether Giants have risen above their brethren. They defy the prophecies and believe the future is not written. They spend their lives studying magic and the cosmos. They depend on their Air Giant servants for virtually all their needs.

Society/Culture

Their society and culture resemble that of England during the Renaissance. The dominate Ether Giant is King/Queen, and the remaining Ether Giants act as courtiers and advisers. Air Giants tend to fill the role of servants and merchants. In all things, Ether Giants will remain neutral, but their will defend themselves and their vassals. It is an open question whether they shall take the field at Ragnarök.

105.4 Fire Giants

The Fire Giants (*a.k.a.*, Eldþursar) are associated with volcanoes and all have an ebony complexion. They originated from the realm of Muspelheim, the world of flame, but have now spread to all worlds. Surt is the ultimate leader of the Fire Giants; he is supported by his queen Sinmore. In their normal humanoid form, an average Fire Giant is around 28.5' tall and weighs around 11600 pounds. Fire Giants have 191.3 development points to define their potential.

| FireGiant | Δ | Units | DPs |
|--------------------------------|--------|-------|------|
| Speed | 0.80 | z | 0 |
| Agility | 0.25 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 2.10 | z | 0 |
| Stability | -0.25 | z | 0 |
| Reasoning | -0.25 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Will | 0.40 | z | 0 |
| Weight | -40.00 | lbs | -20 |
| Age Span | 500.00 | yrs | 20 |
| Entropy | -1.00 | z | -100 |
| Gigantism | 2.29 | z | 130 |
| Immunity to Normal Weapons | 1.00 | z | 61 |
| Mana | 1.00 | z | 100 |
| Maturity | -0.14 | yrs | -2.7 |
| Natural Weapons | 1.00 | z | 44 |
| Fire-Create-Element Resistance | 3.00 | z | 99 |

ORS

| | | | |
|------------------|-------|---|--------|
| Codex-Earth | -1.00 | z | -44 |
| Codex-Air | -1.00 | z | -44 |
| Codex-Fire | 1.00 | z | 52 |
| Codex-Water | -1.00 | z | -44 |
| Codex-Ether | -1.00 | z | -44 |
| Transference-all | -0.40 | z | -212.7 |

Habitat

Fire Giants not living in Muspelheim live in volcanic caves and lava tubes.

Ecology/Psychology

Baring accident or disease Fire Giants are considered mature at 60 years and have an average lifespan of 575 years with a maximum of 750 years. Fire Giants' psychology has the aspects of fire, untamed and destructive. Their dislike for the Gods and humankind in general leaves little room for diplomacy. In fact, both the Fire Giants and the Frost Giants will never be happy until the death of Ymir is revenged. Surt believes his life's purpose is to ensure that the world burns at Ragnarök, which will begin the next cycle.

Society/Culture

Their society is chaotic. Might makes right and the strongest rule.

105.5 Water Giants

The Water Giants (*a.k.a.*, Hrímbursar, Frost Giants, and Ice Giants) have two different factions, a land-dwelling faction and sea dwelling faction. The marine dwelling giants are associated with seas and oceans. The terrestrial giants prefer the Arctic and Antarctic regions and areas of perpetual snow and ice. In their normal humanoid form, an average Water Giant is around 23' tall and weighs around 6,250 pounds.

Water Giants have 115.3 development points to define their potential.

| WaterGiant | Δ | Units | DPs |
|---------------------------------|--------|-------|--------|
| Speed | 0.70 | z | 0 |
| Agility | 0.25 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 2.00 | z | 0 |
| Stability | -0.25 | z | 0 |
| Reasoning | -0.25 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Will | 0.40 | z | 0 |
| Weight | -40.00 | lbs | -20 |
| Age Span | 500.00 | yrs | 20 |
| Entropy | -1.00 | z | -100 |
| Gigantism | 1.99 | z | 106 |
| Immunity to Normal Weapons | 1.00 | z | 61 |
| Mana | 1.00 | z | 100 |
| Maturity | -0.14 | yrs | -2.7 |
| Natural Weapons | 1.00 | z | 44 |
| Water-Create-Element Resistance | 3.00 | z | 99 |
| Codex-Earth | -1.00 | z | -44 |
| Codex-Air | -1.00 | z | -44 |
| Codex-Fire | -1.00 | z | -44 |
| Codex-Water | 1.00 | z | 52 |
| Codex-Ether | -1.00 | z | -44 |
| Transference-all | -0.35 | z | -188.7 |

Habitat

Water Giants live in the oceans and seas or any region of perpetual snow and ice depending on their faction. In Irish mythology the Fomorians are hostile giants who come from under the sea or the earth. Fomorians are enemies/opponents/spouses of the Tuatha Dé Danann and have thus been likened to the Jötnar of Norse mythology.

Ecology/Psychology

Baring accident or disease Water Giants are considered mature at 60 years and have an average lifespan of 575 years with a maximum of 750 years. The marine Water Giants in general are on good terms with the gods and other races. The terrestrial Frost Giants despise the male gods and lust after many of the female gods.

Society/Culture

Ægir is a sea jötunn and is known for being a friend of the Gods and hosting elaborate parties for them. He lives in a golden hall and is a master brewer. He is a benevolent monarch, but his wife is often moody. The goddess is frequently associated with a net, which she uses to capture sea-goers. Ran is the death deity of the sea. Ægir is a son of the giant Fornjótr, the king of "Jotlandi, Kvænlandi and Finnlandi", and brother of Logi ("fire") and Kári ("wind"). Gymir, Hymir and Hlér may be other names for Ægir, his sons or additional sea giants. Ægir's wife is Rán. She is mother of the Nine Daughters of Ægir. Blóðughadda, Bylgja, Dröfn, Dúfa, Hefring, Himinglæva, Hrönn, Kólga, Uðr

The terrestrial Frost Giants are polar opposites of their sea dwelling brethren. The frost giants are associated with cold and frost. They originated from the realm of Jotunheim but have migrated to other worlds. Útgarda-Loki, (Skrymir) "Loki of the Outyards", is the ultimate leader of the terrestrial Frost Giants. As a group they are cold and cruel. They always enjoy testing their mental and physical skills against anyone and enjoy pulling a prank on an unsuspecting victim. Frost Giant society/culture in a nutshell is survival of the fittest and they tend to have mob mentality. In fact, both the Frost Giants and the Fire Giants will never be happy until the death of Ymir is revenged.

106 Gnome

A gnome *a.k.a.*, Nisse, Nome, Tomte is a small supernatural creature inspired by German-Swiss folklore. They were first mentioned in the 16th century by Paracelsus as a creature that lives underground. It is said they are fond of friendship and wealth and will guard their mines (homes) and underground treasure with a passion. Masters of lore theorize that gnomes were once larger but adapted to the world around them. Gnomes are often seen in the company of badgers.

These diminutive creatures averaging 22" tall and weighing 20 pounds have a natural affinity for Earth magic. Although short they are stout and strong. In later years they often develop a hunchback, probably due to their diet. Tales are told that gnomes can move through solid earth as easily as a fish moves through water. They have tan skin, gnarled hands and long hair varying in hue from light brown to black. Male gnomes sport thick beards with pride. They can see in near darkness and into the infra-red. They are mildly sensitive to the sun and prefer to only come out of their burrows at night. They tend to be shy and somewhat fearful and are experts in *Hiding*. Gnomes tend to dress in rugged earth toned clothes while working and in their burrows. Should they venture out at night they will don cloaks and hats of dark red to improve their hiding ability.

Gnomes have 224.3 development points to define their potential. Legend indicates that gnomes tend to specialize in the skills of *Alchemy, Awareness, Geology, Hiding, Mining, Crafts, Earth & Supernatural Codex* and *Potions*.

| Gnome | Δ | Units | DPs |
|------------|-------|-------|------|
| Comeliness | -0.25 | z | 0 |
| Speed | -0.25 | z | 0 |
| Agility | 1.00 | z | 0 |
| Strength | -1.00 | z | 0 |
| Endurance | -0.25 | z | 0 |
| Eloquence | 0.60 | z | 0 |
| Intuition | 0.35 | z | 0 |
| Stability | -0.25 | z | 0 |
| Reasoning | -0.50 | z | 0 |
| Creativity | 0.50 | z | 0 |
| Weight | 80.00 | lbs | 40 |
| Age Span | -5.00 | yrs | -0.2 |

| | | | |
|--------------------|-------|-----|---------|
| Body Density | 1.00 | z | 44 |
| Disease Resistance | 0.75 | z | 43 |
| Gestation Period | -8.00 | wks | -8 |
| Gigantism | -1.59 | z | -78 |
| Healing Rate | 1.00 | z | 44 |
| Mana | 1.00 | z | 100 |
| Maturity | -0.01 | yrs | -0.2 |
| Porphyria | 1.00 | z | 34 |
| Vision, Daylight | -1.00 | z | -34 |
| Vision, Infrared | 2.50 | z | 108.5 |
| Vision, Lowlight | 1.00 | z | 44 |
| Codex-Earth | 1.00 | z | 52 |
| Swimming | -1.00 | z | -34 |
| Trance-all | -0.56 | z | -299.48 |

Habitat

Gnomes inhabit burrows in the hills and mountains in the temperate zone (23.5-66.5 degrees latitude) of the northern hemisphere. The tunnels connecting the burrows are about two feet in diameter and are often mistaken for animal dens.

Ecology/Psychology

Baring accident or disease gnomes are considered mature at 16 years of age and have an average lifespan of 70 years with a maximum of 85 years. The gestation period is 7 months resulting in a single birth and rarely twins. At birth they are frequently linked with a young badger. These animals become guardians and mounts for the young gnome.

Gnomes are generally vegetarian with a diet of nuts, mushrooms, peas, beans, potatoes, applesauce, fruit, berries, tubers, spices, vegetables, and preserves for dessert. Gnomes major vice is mead, which they love to drink and brew. Gnomes have a natural fear of predators of all types including humanoids. If personally threatened or their treasure is at risk gnomes will collapse a corridor or chamber of their city smothering would be attackers. In addition to their own treasure gnomes pride themselves on knowledge of numerous 'treasure crocks' buried by humanoids in time of war.

Society/Culture

Gnome society is patriarchal. The form of government is a ruling council elected by all mature gnomes every 7 years. Gnomes are mostly peaceful beings and will avoid conflict if at all possible. Education is the apprentice system, and at 16 years of age they are considered journeymen. Marriages by tradition must be approved by both set of parents. Occasionally gnome society is infiltrated by a lone boggart transformed into the appearance of a gnome. These crazed bachelor boggarts will seduce and get with child 'old-maid' gnomes. This union produces a male hybrid known as a leprechaun.

107 Golem

A golem is a supernatural animated anthropomorphic entity inspired by Jewish folklore. In ORS™ it is a mindless entity that serves a particular purpose under controlled conditions. A golem's purpose must be simple and unambiguous, usually involving guarding a room, chamber of passageway from anyone but a person or persons designated by the caster. In battles, golems are also used as 'shock troops' leading an attack. Tales are even told of golems assigned to household chores. The golem's creator can usually turn the monster on or off. But should the creator ever die it can never be turned off. The creator, and only the creator, can change the purpose of a golem by successfully *Possessing* the creature and changing their task.

A single caster must perform all steps in the construction. The construction of a golem is usually a multi-day endeavor. In theory they can be made of almost anything but only the few listed below are ever seen, e.g., a glass, ice, fabric or straw golem are just not durable. The caster must craft a roughly humanoid sized and looking object out of a common substance. Next, flaws in the substance are removed using the reverse *Damage* spell, this may require multiple spells. Next *Animate* and *Permanence* must be successfully cast.

Finally, a successful *Possession* and *Permanence* must be cast to lock in the task, which is relatively simple as there is no Soul to displace. Should any spells fail the underlying substance is ruined and the entire project must be started again.

Any attempt to modify this simple recipe will contaminate the underlying substance or cause the golem to go insane and attack the caster. A Clay Golem cannot be turned into a Stone Golem using the reverse of the *Stone to Earth* spell; *Shape Stone* spell cannot be used to simplify construction; and a *Flesh to Stone* spell cannot be used to turn a Flesh Golem into a Stone Golem. Furthermore, attempting to enhance the golem during construction with additional spells will also cause the project to fail, e.g., *Spell Defense*, *Enhance Movement*, *Fly*, *Reflection*, *Teleport*, just to name a few.

A golem is a magical construct and can be *Dispelled*. Depending on how it was constructed it may take multiple successful interaction rolls, like peeling an onion. Each attempt will be based on the exhaustion points used by the golem's creator.

Golems cannot improve their skills with use. Their talents and skills are set at the time of their fabrication using the 700 DP points in the entity creation process. Because they are fabricated, Golems are immune to all *Mind* and *Soul* magic except for *Dispel* and *Exorcism* spells. Similarly, as they are not alive, they are immune to allergies, diseases, curses, poisons, etc. Golems do not bleed and can only be destroyed by physical damage.

107.1 Clay Golem

A Clay Golem is constructed of natural clay by an adept of Earth, the overall shape and function will be based on caster's *Ceramic-Crafts* skill. If eyes, nose, mouth, and ears are missing the associated sense will be missing as well. The non-uniformity of the clay must be removed using one or more *Change-Earth-Damage* spells. When the crafting is complete a successful *Move-Earth-Animate* followed by a *Change-Earth-Permanence* spell must be cast. Finally, the simple unambiguous purpose of the golem is set by successfully casting a *Destroy-Earth-Possession* followed by another *Change-Earth-Permanence* spell. The exhaustion points used for these steps will set the difficulty of any *Dispel* attempts.

To destroy a Clay golem requires 150 points of damage. The standard ORS™ Clay golem is generic having no unused development points and the following talents/flaws:

| ClayGolem | Δ | Units | DPs |
|---------------------------------------|--------|-------|--------|
| Vitality | 1.50 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Eloquence | -2.50 | z | 0 |
| Quickness | -4.50 | z | 0 |
| Intuition | -4.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -4.50 | z | 0 |
| Memory | -3.00 | z | 0 |
| Charisma | -3.00 | z | 0 |
| Empathy | -3.50 | z | 0 |
| Creativity | -3.00 | z | 0 |
| Age Span | -65.00 | yrs | -2.6 |
| Mana | -2.83 | z | -697.4 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.50 | z | 72.5 |
| Awareness-Surveillance | 3.15 | z | 106.5 |
| Striking/Blocking | 4.04 | z | 160 |
| Two Weapon Combat (Striking-Striking) | 4.02 | z | 317 |

Habitat

Their habitat is variable. It can be any location the caster desires.

Ecology/Psychology

The 'life-span' of a Clay golem is the dependent on humidity of the environment it operates in. *ORS™* assumes it is optimal and will last ten years, otherwise it will dry out within 72 hours. In general, the Clay Golem has no memories or motivations other than fulfilling its assigned task. It cannot speak. It is lifeless, mindless and has no soul. They cannot procreate.

Society/Culture

Clay Golems have no society or culture; they are an animated construct.

107.2 Flesh Golem

A Flesh Golem is constructed of the flesh of an animal, humanoid, or supernatural entity by a skilled caster with knowledge in that domain of the Codex. The obvious choice is to select a mature newly dead body in good condition. The dead body cannot be contaminated, *i.e.*, it cannot have died from disease, old age, or poison, or have been embalmed. The cause of death must be replaced. For example, a severed limb must be sewn back on; a crushed limb, damaged organ, must be replaced. The assembled parts must be from nearly equally sized individuals. The final shape and function will depend on the availability of body parts and the caster's *Textile-Crafts* skill.

After attachment, the replaced areas must be joined using one or more *Change-Body-Damage* spells leaving only the suture scars. When the crafting is complete a successful *Move-Body-Animate* followed by a *Change-Body-Permanence* spell must be cast. Finally, the simple unambiguous purpose of the golem is set by successfully casting a *Move-Soul-Possession* followed by another *Change-Mind-Permanence* spell. The exhaustion points used for these steps will set the difficulty of any *Dispel* attempts.

The value to effort ratio of creating a flesh golem is quite low due to their short 'lifespan'. This fact has led to various *Magic Rituals* to 'improve' the flesh golem. If the caster utilizes a *Magic Ritual* there is the possibility that the monster gains a form of life. It would be able to breathe, bleed and eat and depending on the condition of the brain it might even have some mental capacity, but it will have no soul. It would also now be vulnerable to *Mind* type spells. This may have mixed results as was described in Mary Shelly's opus, *Frankenstein*.

To destroy a flesh golem requires 100 points of damage. The standard *ORS™* Flesh Golem is generic having no unused development points and the following talents/flaws:

| FleshGolem | Δ | Units | DPs |
|---------------------------------------|--------|-------|---------|
| Comeliness | -1.00 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | 0.50 | z | 0 |
| Endurance | 0.50 | z | 0 |
| Eloquence | -2.50 | z | 0 |
| Quickness | -4.50 | z | 0 |
| Intuition | -4.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -4.50 | z | 0 |
| Memory | -3.00 | z | 0 |
| Charisma | -3.00 | z | 0 |
| Empathy | -3.50 | z | 0 |
| Creativity | -3.00 | z | 0 |
| Age Span | -74.00 | yrs | -2.96 |
| Mana | -3.00 | z | -697.04 |
| Natural Armor | 0.50 | z | 20 |
| Natural Weapons | 1.00 | z | 44 |
| Awareness-Active | 1.00 | z | 52 |
| Awareness-Surveillance | 3.16 | z | 107 |
| Striking/Blocking | 4.04 | z | 160 |
| Two Weapon Combat (Striking-Striking) | 4.02 | z | 317 |

Habitat

Their habitat is variable. It can be any location the caster desires.

Ecology/Psychology

Baring the successful use of a *Magic-Ritual*, the 'life-span' of a Flesh Golem is very short. Typically, by three days the bacteria in the body breaks out of the intestine and start digesting the surrounding internal organs. Flies will be attracted to the body and will lay eggs around wounds and natural body openings (mouth, nose, eyes, anus, genitalia). These eggs hatch and move into the body, often within 24 hours. The body will bloat, and fluids will leak from the mouth and nose after a week. The bloated body eventually collapses, leaving a flattened body whose flesh has a creamy consistency. The exposed parts of the body are black in color and there is a very strong smell of decay. After a year the construct will fall apart. In general, the Flesh Golem has no memories or motivations other than fulfilling its assigned task. It cannot speak. It is lifeless, mindless and has no soul. They cannot procreate.

Society/Culture

Flesh Golems have no society or culture; they are an animated construct.

107.3 Iron Golem

An Iron Golem is constructed of wrought iron, *not* cast iron, by an adept of Earth, the overall shape and function will be based on caster's *Metal-Crafts* skill. The size is limited to humanoid norms. If eyes, nose, mouth, and ears are missing the associated sense will be missing as well. The non-uniformity and cracks of the iron must be removed using one or more *Change-Earth-Damage* spells. When the crafting is complete a successful *Move-Earth-Animate* followed by a *Change-Earth-Permanence* spell must be cast. Finally, the simple unambiguous purpose of the golem is set by successfully casting a *Destroy-Earth-Possession* followed by another *Change-Earth-Permanence* spell. The exhaustion points used for these steps will set the difficulty of any *Dispel* attempts.

To destroy an Iron golem requires 250 points of damage. The standard *ORS™* Iron golem is generic having no unused development points and the following talents/flaws:

| IronGolem | Δ | Units | DPs |
|---------------------------------------|-------|-------|------|
| Vitality | 2.50 | z | 0 |
| Strength | 2.00 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | -2.50 | z | 0 |
| Quickness | -4.50 | z | 0 |
| Intuition | -4.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -4.50 | z | 0 |
| Memory | -3.00 | z | 0 |
| Charisma | -3.00 | z | 0 |
| Empathy | -3.50 | z | 0 |
| Creativity | -3.00 | z | 0 |
| Age Span | 25.00 | yrs | 1 |
| Mana | -3.00 | z | -700 |
| Natural Armor | 2.50 | z | 148 |
| Natural Weapons | 2.50 | z | 148 |
| Awareness-Surveillance | 3.12 | z | 105 |
| Striking/Blocking | 4.04 | z | 160 |
| Two Weapon Combat (Striking-Striking) | 2.30 | z | 138 |

Habitat

Their habitat is variable. It can be any location the caster desires.

ORS

Ecology/Psychology

The 'life-span' of an Iron Golem is 100 years. In general, the Iron Golem has no memories or motivations other than fulfilling its assigned task. It cannot speak. It is lifeless, mindless and has no soul. They cannot procreate.

Society/Culture

Iron Golems have no society or culture; they are an animated construct.

107.4 Stone Golem

A Stone Golem is constructed of stone (granite or marble) by an adept of Earth, the overall shape and function will be based on caster's *Stone-Crafts* skill. The size is limited to humanoid norms. If eyes, nose, mouth, and ears are missing the associated sense will be missing as well. The non-uniformity and cracks of the stone must be removed using one or more Change-Earth-Damage spells. When the crafting is complete a successful Move-Earth-Animate followed by a Change-Earth-Permanence spell must be cast. Finally, the simple unambiguous purpose of the golem is set by successfully casting a Destroy-Earth-Possession followed by another Change-Earth-Permanence spell. The exhaustion points used for these steps will set the difficulty of any Dispel attempts.

To destroy a Stone golem requires 200 points of damage. The standard ORS™ Stone golem is generic having no unused development points and the following talents/flaws:

| StoneGolem | Δ | Units | DPs |
|---------------------------------------|--------|-------|------|
| Vitality | 3.50 | z | 0 |
| Strength | 2.00 | z | 0 |
| Endurance | 3.00 | z | 0 |
| Eloquence | -2.50 | z | 0 |
| Quickness | -4.50 | z | 0 |
| Intuition | -4.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -4.50 | z | 0 |
| Memory | -3.00 | z | 0 |
| Charisma | -3.00 | z | 0 |
| Empathy | -3.50 | z | 0 |
| Creativity | -3.00 | z | 0 |
| Age Span | 125.00 | yrs | 5 |
| Mana | -3.00 | z | -700 |
| Natural Armor | 2.00 | z | 107 |
| Natural Weapons | 2.00 | z | 107 |
| Awareness-Surveillance | 3.12 | z | 105 |
| Striking/Blocking | 4.04 | z | 160 |
| Two Weapon Combat (Striking-Striking) | 3.18 | z | 216 |

Habitat

Their habitat is variable. It can be any location the caster desires.

Ecology/Psychology

The 'life-span' of a Stone Golem is 200 years. In general, the Stone Golem has no memories or motivations other than fulfilling its assigned task. It cannot speak. It is lifeless, mindless and has no soul. They cannot procreate.

Society/Culture

Stone Golems have no society or culture; they are an animated construct.

108 Gorgon

A Gorgon is a supernatural creature inspired from Greek mythology. Ovid and Plindar wrote that Medusa and her two sisters Stheno and Euryale were acolytes at a temple of Athena. Medusa was a beautiful maiden with gorgeous hair and

somehow attracted the attention of Poseidon. He seduced her and made love to her in the temple. When Athena discovered this, she transformed Medusa and her sisters, by association, into immortal, infertile, hideous monsters to serve as a warning to others. Their hair became a nest of snakes, and their face took on the appearance of a repulsive reptile, *i.e.*, scaly face, lidless eyes, distorted nose, snake-like fangs, and a forked tongue. Meeting their gaze would turn any living entity to stone.

Only Stheno and Euryale became immortal as Medusa was pregnant with Poseidon's children. The children were fruitful and multiplied over the years and are the subject of this entry. Years later Medusa was beheaded by the Greek hero Perseus, who then used her head, which retained its ability to turn onlookers to stone, as a weapon until he eventually gave it to the goddess Athena to place on her shield. Some tales claim from her death's blood a winged horse (Pegasus) and a giant (Chrysaor) sprang.

The mortal children of Medusa have an average height of 6'7" and a weight of 148 pounds. They can be male or female. As a race they encompass all the possible body sizes and builds seen in our modern human society. Their facial appearance is no longer reptilian, but is still rather unattractive, their hair is still a nest of snakes. The 3-foot-long hair snakes can bite and are venomous (+0.5z) and anywhere from 1-6 can attack simultaneously. Meeting their gaze can turn humanoids and supernatural entities into stone. Their vision is normal with the addition of weak infrared capability.

Gorgons have 140 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, a Craft, Climbing, Fauna Lore, Fishing, Hiding, History, Hunting, Jumping & Landing, Languages, Medicine, Movement, Stalking, Survival, Swimming, Weather Watching, Bite, Gaze, and Grappling, and Striking/Blocking* attacks.

| Gorgon | Δ | Units | DPs |
|---|-------|-------|------|
| Comeliness | -0.50 | z | 0 |
| Bodily Fluids (Hair) | 3.50 | z | 180 |
| Entropy | -1.32 | z | -150 |
| Supernatural Body-Change-Petrify (Gaze) | 3.90 | z | 150 |
| Human Body-Change-Petrify (Gaze) | 3.90 | z | 150 |
| Vision, Infrared | 2.00 | z | 80 |
| Trance-all | -0.79 | z | -410 |

Habitat

Gorgons like humans are the perpetual wanderers. They have spread to all landmasses on Terra, excluding the Arctic and Antarctic.

Ecology/Psychology

Due to their supernatural ancestry, the children of Medusa can reproduce with humans and have changed very little over time. Baring accident or disease Gorgons are considered mature at 18 years of age and have an average lifespan of 75 years with a maximum of 112 years. The female comes into heat once per month with a gestation period of nine months. The parents actively work on helping their children to blend into society. From a very young age they learn to hide their eyes and always wear a hat or headpiece to coral their nest of snakes. They gain their *Gaze* attack at puberty. Gorgons tend to be most active during the daylight hours and require on average eight hours of sleep a night.

Society/Culture

Gorgons attempt to blend into human society. They tend to live in cities and towns in both rural and urban settings. Gorgons tend to be monogamous.

109 Griffin

A Griffin, *a.k.a.*, Gryphon, Shirdal is a supernatural entity with the body of a lion and the front legs, head and wings of an eagle. Their fur is tan in color with a whitish belly ideally suited for the savanna and flying. Their head and wings are light grey or white in color. Their eyes and beak are bright yellow in color.

ORS

Adult males are larger than females. They average 283 pounds in weight and have a body 6 feet long and their tail add another 3 feet. Their claws are typically 2 inches in length.

The griffin is thought to be an especially powerful and majestic creature, because the lion was traditionally considered the king of the beasts, and the eagle the king of the birds. Since classical antiquity, griffins were known for guarding treasures and priceless possessions. Griffins are not well suited as a mount, due to size and temperament. The total weight they can effectively carry is 75 pounds which includes the saddle. Mixed calvary with horses is virtually impossible as the horses innate fear is extremely hard to overcome.

Griffins have 333 development points to define their potential. During adolescence they should focus on *Acrobatics-air, Awareness-all, Balance, Climbing, Diving, Fauna Lore, Flying/Gliding, Fishing, Hiding, Hunting, Jumping & Landing, Language-S (griffin), Movement, Stalking, Survival, Swimming, Weather Watching, Bite, Claw, and Grappling* attacks.

| Griffin | Δ | Units | DPs |
|---------------------|--------|-------|--------|
| Speed | 2.25 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Eloquence | -0.90 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.40 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -45.00 | yrs | -1.8 |
| Camouflage | 1.00 | z | 44 |
| Disorder Resistance | 0.76 | z | 44 |
| Gestation Period | -31.00 | wks | -31 |
| Gigantism | 0.24 | z | 9 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -1.98 | z | -293.7 |
| Maturity | -0.08 | yrs | -1.5 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Required | 4.00 | hrs | 4 |
| Taste, Standard | -1.00 | z | -34 |
| Vision, Distance | 1.25 | z | 44.5 |
| Vision FOV 2D | 30.00 | deg | 1.5 |
| Vision FOV 3D | -50.00 | deg | -2.5 |
| Visual Acuity | 1.25 | z | 44.5 |
| Flying/Gliding | 1.00 | z | 52 |

Habitat

They nest in cliff ledges and caves all over the world. Pliny the Elder wrote, griffins were said to lay eggs in nests that often-contained gold nuggets.

Ecology/Psychology

Baring accident or disease griffins are considered mature at five years of age and have an average lifespan of 30 years with a maximum of 50 years. Mating occurs in the early spring and the female lays one to two eggs, each weighing over 2 pounds, every two years. The eggs are incubated for 5 weeks, and both parents take turns feeding the young. The young are fully independent after 18 months. Griffins are capable of hunting and killing prey that is twice their body weight up to and including horses. They are known to scavenge carrion as well.

Griffins require about 10 to 20 pounds of meat each day. The griffin is diurnal and more active during the morning. When hunting actively, they swoop from high above their prey. For smaller prey they grab it in their bill, kill, and swallow without landing. For larger prey they grab it with their talons and slash with their beaks, tear off chunks and return to their nesting site to consume and share it.

Griffins rarely hunt humanoids, but sometimes old males seek them out. Running they can achieve 50 miles per hour in a charge and can jump vertically

12 feet and 36 feet with a running start. Flying/Diving they can reach 100 miles per hour.

Society/Culture

Griffins are monogamous and mate for life. The male can be promiscuous and if they discover a mare in heat, they will overcome their predatory instincts and mate. The offspring will be a hippogriff. They actively protect each other and their young. They both participate in nest building. They are territorial and have a range of around 200 square miles.

110 Gyūki

Gyūki are supernatural creatures inspired by Japanese folklore. Gyūki are also known as Ushi-oni (ox-demon), but this is misleading as they are not an extraplanar creature. Gyūki have a huge spider-like crab's body and a horned ox head. They are covered with a thick exoskeleton, composed primarily of highly mineralized chitin and armed with a pair of chelae (claws). Their bodies are dark green to black in color, their bovine head is black, and their horns are cream colored. They are six feet tall, 11 feet, 7 inches long and weigh around 1200 pounds. Unlike crabs gyūki do not walk sideways they walk forwards and backwards. They smell of fish, garbage and waste. Immature gyūki are indistinguishable from a normal crab except for its size.

Many unsubstantiated tales surround this creature. It is said just encountering a gyūki one can contract a terrible *Disease*. Gyūki are said to *Curse* those who attack them, and the only way to prevent this is to offer them barrels of alcohol on New Year's Day. Depending on the region, many tales have described them having the body of a demon, a huge cat, a huge spider, an octopus, a human and even a white butterfly. One tale advises you should never catch their eyes as they can drain your soul of energy. Other fantastic tales relate they can shape change to a woman carrying a baby and then ask you to hold it. If you agree you are frozen in place and the baby gets heavier and heavier while a giant spider with the head of an ox appears and attacks. Another tale relates that if a gyūki ever saves a humanoid's life it will die to balance the scales.

These varied tales arise from the gyūki's natural affinity with human magic. Gyūki are home in the water, but they can survive on land as long as their gills remain wet. Gyūki have above average underwater vision with all other senses be average. Mature gyūki have a *Breath Weapon* that causes *Paralysis (+1.45z)*.

Gyūki have 100 development points to define their potential. In addition to the suggested skills discussed in *Adolescent Development (ORS™ Standard Rules)*, key skills developed during adolescence should include on *Awareness-Active, Balance, Climbing, Destroying, Fauna Lore, Fishing, Hiding, Movement, Navigation, Signaling, Stalking, Codex, and Survival, Swimming, Breath Weapon, Claw, Grappling, and Impaling* attacks.

| Gyuki | Δ | Units | DPs |
|---------------------------|--------|-------|--------|
| Comeliness | -1.00 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Reasoning | -1.00 | z | 0 |
| Empathy | -1.00 | z | 0 |
| Will | 1.00 | z | 0 |
| Age Span | -45.00 | yrs | -1.8 |
| Bodily Fluids (Paralysis) | 4.45 | z | 269.5 |
| Gestation Period | -32.00 | wks | -32 |
| Gigantism | 0.96 | z | 42 |
| Natural Armor | 1.74 | z | 88 |
| Natural Weapons | 1.50 | z | 72.5 |
| Reproductive Rate | 8.00 | wks | 8 |
| Sleep Required | -1.00 | hrs | -1 |
| Vision, Underwater | 1.24 | z | 44 |
| Codex-Fire | -1.00 | z | -44 |
| Codex-Human-All | 0.50 | z | 75 |
| Codex-Illusion-All | -1.00 | z | -220 |
| Magic Ritual | -1.00 | z | -44 |
| Transference-all | -0.31 | z | -170.2 |
| Weapon Artillery-All | -1.00 | z | -88 |

Habitat

Gyūki are found in all of the world's oceans, as well as in fresh water and even stagnant water. They like rocky coasts, mountain streams, pools and waterfalls. They originated in Japan but have now spread to all of Asia.

Ecology/Psychology

Baring accident or disease Gyūki are considered mature at 7 years of age and have an average lifespan of 30 years with a maximum of 38 years. Gyūki are cruel and savage beasts. Gyūki are omnivores, feeding on plants, animals and detritus, depending on their availability. They prefer domestic livestock but have been known to eat humanoids and wild animals. The female mates shortly after molting and can store the sperm for over a year. In good times a female can hatch a brood of 4 times a year. Hundreds of fertilized eggs hang from the female's abdomen for around a month until they hatch. During gestation the female will remain in the water to protect them. The gyūki young must stay in the water until they reach maturity, slowly growing in size until they reach adult size. Fewer than 1% survive to maturity. After reaching maturity the head slowly changes over a few weeks to that of an ox. Males have larger claws than females. Gyūki tend to be most active during the day and require on average seven hours of sleep a night.

Society/Culture

Gyūki tend to be aggressive towards one another, and males often fight to gain access to females. On rocky seashores, where nearly all caves and crevices are occupied, gyūki may also fight over hiding holes. They are aggressive to anything and anyone that invades their territory. They have been known to lurk in their caves and attack humanoids and animals as they walk by. Gyūki are known to work together to provide food and protection for their family, and during mating season to find a comfortable spot for the female to release her eggs.

Manipulation, Movement, Navigation, Stalking, Codex, Codex Lore, Survival, Swimming and Striking/Blocking attacks.

| Hag | Δ | Units | DPs |
|-------------------------------|--------|-------|------|
| Comeliness | -1.00 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Eloquence | 0.50 | z | 0 |
| Stability | -0.33 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -0.50 | z | 0 |
| Age Span | 950.00 | yrs | 38 |
| Disease Resistance | 1.00 | z | 61 |
| Entropy | -2.32 | z | -398 |
| Mana | 1.00 | z | 100 |
| Illusion Sight-Change-Glamour | 3.00 | z | 99 |
| Undead Craving | 1.00 | NA | 100 |

Habitat

Their habitat is any location on Terra, excluding the Arctic and Antarctic. This includes the sea, swamps, bogs, quagmires, and other undesirable locations.

Ecology/Psychology

Baring accident, death in battle or murder, hags have an average lifespan of 1024 years with a maximum lifespan of over 1200 years. They can obviously be older depending how many daughters they have. They complete their adolescences at 12 years of age but are not considered mature until they reach 246 years of age. A Hag will sometimes appear to have other Hag(s) living with her, but these are actually her 'daughters', see above. At 12 years of age the daughter is taught the *Magic Ritual* to create more hags and it then kicked out of the house. As part of the *Magic Ritual* which created them, they are sterile and can never have kids of their own.

Hags hate Faeries and dislike most other intelligent entities. This animosity has driven them virtually insane. They often lay traps for innocent children hoping for a nice meal. They prize their personal freedom. They are raised to be smart, tricky, selfish, and power hungry. Often, desperate entities seek them out hoping they can solve their problems. They, like the Faye manipulate situations/people to increase their power at the expense of bringing tragedy, fear, sloth, disappointment, and disillusionment to others. Unlike Sidhe they can lie and are very adept at word play (*Manipulation*). Their ability with words often allows them to snare an unsuspecting mortal to their advantage. Like the Sidhe they love to gather information and power which they guard as ferociously as a dragon guards his gold.

Society/Culture

Hags tend to live a solitary existence, on the fringes of a humanoid society. They are no longer considered Faerie and will never align with them for any reason. They build their primary residence in a secluded location near a crossroad. They occasionally will infiltrate a humanoid settlement and establish a secondary residence. Hags will form a coven with their children to help in achieving their objectives.

112 Hakutaku

Hakutaku, *a.k.a.*, Kutabe, Bai Ze, are supernatural bovine entities inspired by Japanese and Chinese folklore. Hakutaku resemble a white ox with nine eyes and six horns. Three eyes are located on the bovine head with human like features, and three on each side above the shoulder. The slightly backward curving horns are ivory in color and 15 inches long and are located above the eyes. The Hakutaku is 6 feet tall at the shoulder, 10.5 feet long from the nose the end of the tail and weighs over 2100 pounds. The tail is over 2.5 feet long and has a black bushy end. Males are larger than females.

Hakutaku are extremely good omens and symbols of good luck. Hakutaku can speak human languages and are highly knowledgeable about many things in

111 Hag

A Hag is a supernatural entity inspired by innumerable myths, legends, folklore and even literature, *e.g.*, *Hansel and Gretel*, and *Baba Yaga*. Hags appear to be a very old, bent, sometimes deformed old woman with a nasty, unpleasant disposition. They may or may not be evil, but they are selfish. They may or may not be physically horrendous, it depends on how they aged and any deformities. Their natural form appears to be that of a normal human of any race. As part of their magic, they can use Glamour (only on themselves) to change their appearance, even to the point of being undetectable.

Hags are born Faerie but with an obvious and serious birth defect, either mental or physical. One of the Faye's dark secrets is that they practice infanticide whenever a child isn't born 'perfect'. As a rule, they will be abandoned in some rural area on Terra. Hags will always be on the lookout for these types of offerings. If the child is a male it is eaten, for Hags have the *Undead Craving* trait although they are obviously not undead. If female, the Hag will perform a complex *Magic Ritual* which will 'heal' any *life-threatening* wounds/conditions, remove their allergic reaction to iron, add the *Undead Craving* trait, and finally age the girl-child to 81% of her maximum lifespan. The impacts of aging on traits are not applicable to a hag. The Hag performing this ritual gets to add 50% of the stolen years to her own lifespan. This child-hag will be raised as her daughter. A hag's *Entropy* trait affects all those around them, including her daughter(s), and vis-a-versa.

Tales about hags are not consistent and do not describe them well enough to distinguish between a crone, a witch or supernatural being. Hags have an attraction for *Alchemy* and *Ritual Magic*. Skills having to do with science are not their forte.

Hags have 302 development points to define their potential. In addition to the suggested skills discussed in Adolescent Development (ORS™ Standard Rules), key skills developed during adolescence should include on *Alchemy, Awareness, Balance, Climbing, Destroying, Fauna Lore, Fishing, Hiding, Magic Ritual,*

ORS

creation, past, present, and future. Hakutaku have prophetic dreams each night, are skilled in ritual magic and are masters of Lore. They are usually knowledgeable about what did, is, or will happen but may not know how or why. Because of their knowledge of the future, a hakutaku is rarely surprised and usually chooses who they will meet, *e.g.*, a wise and virtuous leader. Regardless, they seem to know how the encounter will go and will use this knowledge aggressively if they are forced to defend themselves.

A legend from Toyama prefecture tells of an encounter on Mount Tateyama where a villager is warned of a deadly plague that would soon sweep through the lands. It taught the villagers how to create magical talismans that would protect them from the plague, and they were saved. Since then, the hakutaku has been revered as a symbol of medicine. A tale from China relates the encounter with Huang Di, the Yellow Emperor. The Bai Ze appeared as a white tiger with horns and proceeded transmit the forms and habits of all 11,520 supernatural creatures in the world and how to overcome them. The emperor had this information written down in a book called the Bai Ze Tu which has since been lost or destroyed.

Hakutaku have 0 development points to define their potential. During adolescence that should develop *Awareness-all, Balance, Bureaucracy, Circle Lore, Codex Lore, Extraplanar Creature Lore, Fauna Lore, Flora Lore, Geography, Herbology, Hiding, History, Languages (multiple), Magic Ritual, Movement, Planar Lore, Religion, Signaling, Stalking, Supernatural Creature Lore, Survival, Swimming, Symbol Lore, Toxicology, Transference, Weather Watching, Impaling and Striking/Blocking* attacks.

| Hakutaku | Δ | Units | DPs |
|--------------------|--------|-------|--------|
| Comeliness | -0.80 | z | 0 |
| Speed | 1.00 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.25 | z | 0 |
| Strength | 2.10 | z | 0 |
| Endurance | 1.50 | z | 0 |
| Eloquence | 0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.80 | z | 0 |
| Memory | 1.75 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | 120.00 | lbs | 60 |
| Age Span | 897.00 | yrs | 35.88 |
| Body Density | 0.75 | z | 31.5 |
| Gestation Period | -10.00 | wks | -10 |
| Gigantism | 0.82 | z | 34.5 |
| Mana | 1.00 | z | 100 |
| Maturity | -0.12 | yrs | -2.5 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.00 | z | 44 |
| Prophecy | 4.17 | z | 240.12 |
| Reproductive Rate | 48.00 | wks | 48 |
| Vision FOV 2D | 90.00 | deg | 4.5 |
| Vision FOV 3D | 60.00 | deg | 3 |
| Codex-Illusion-all | -0.95 | z | -210 |
| Magic Ritual | 1.00 | z | 52 |
| Trance-all | -0.93 | z | -360 |

Habitat

The hakutaku inhabits remote mountainous regions that are usually considered holy or blessed. They originated in China but have now spread east to Japan and Korea and south to Brunei, Cambodia, Timor, Indonesia, Laos Malaysia, Myanmar, Philippines, Singapore, Thailand, and Vietnam.

Ecology/Psychology

Baring accident or disease a hakutaku is considered mature at 108 years of age and has a lifespan of 972 years. This life span represents 9 cycles of 108, where 9 represents the ninth and final consciousness, and 108 is the number reached by multiplying the senses smell, touch, taste, hearing, sight, and consciousness by whether they are painful, pleasant, or neutral, and then again by whether these are internally generated or externally occurring, and yet again by past, present

and future. Mating occurs once every 27 years which represents the highest level of spiritual attainment in the material world. Suitable bonding pairs will prophetically meet and reproduce at this time. After the female is pregnant the male will depart, and the female will give birth to a single calf which she will raise until maturity at which point it will follow its fate.

A hakutaku is neither inherently good or evil, their goal and purpose in life is to gain knowledge of all things. Their relatively clear prophetic dreams show them possible futures, and their long lives allow them to know the past. Hakutaku may decide to encounter an individual or group of entities to exchange knowledge and wisdom. The hakutaku will never give knowledge away for free, and its *Awareness* skills enable them to detect lies. If a hakutaku does not know something they can perform a *Magic Ritual* to gain knowledge from the upper or lower planes. Occasionally a hakutaku will take disciples for a year and a day and teach them the arcane skill of *Transference*, which they actively use when performing magic rituals. In exchange the student must also teach the hakutaku skills.

Hakutaku are diurnal. Social activity and feeding usually peak during dawn and dusk. Hakutaku typically rest before dawn, during midday, and after dark. The hakutaku is a grazing herbivore, with a food selection grass, twigs, fruit, and acorns. The young are actively protected by their mother who will use her powers to avoid any hazardous situation and thus they have little to fear from predators.

Society/Culture

Hakutaku males are solitary, spending their time gaining knowledge and only coming together to mate. The female is a dutiful mother but after the calf reaches maturity happily returns to her life of solitude.

113 Harionago

Harionago is a supernatural creature inspired by Japanese folklore. This creature usually appears to be a beautiful woman or occasionally a handsome man with smooth skin and long glossy black hair. Harionago have an average height of 67" and a weight of 148 pounds.

When the sun has set or is absent harionago have the ability to morph their hair into wire-like strands each ending in a barbed point. Their hair grows to over 8 feet in length and is under their direct control allowing them multiple simultaneous attacks against an opponent.

Harionago have 444 development points to define their potential. In addition to the suggested skills discussed in *Adolescent Development (ORSTM Standard Rules)*, key skills developed during adolescence should include on *Impaling Attack* and *Manipulation-Direct*.

| Harionago | Δ | Units | DPs |
|---------------------------------------|-------|-------|------|
| Comeliness | 1.00 | z | 0 |
| Agility | 1.00 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Morality | -0.50 | z | 0 |
| Morphing | 10.00 | % | 5 |
| Natural Weapons (Hair) | 1.91 | z | 100 |
| Supernatural Body-Move-Animate (Hair) | 3.00 | z | 99 |
| Codex-Illusion-All | -1.00 | z | -220 |
| Impaling Attack-Hair | 1.00 | z | 52 |
| Magic Ritual | -0.81 | z | -36 |

Habitat

They originated in Asia but have now spread to all landmasses on Terra, excluding the Arctic and Antarctic.

Ecology/Psychology

Baring accident or disease harionago are considered mature at 18 years of age and have an average lifespan of 75 years with a maximum of 112 years. They can procreate with humans and their own kind. During the day they go about their mundane existence living and working appropriately for the society and culture they reside. At night or during situations where sunlight is absent, they wander roads and backstreets looking like an ordinary young humanoid with disheveled hair.

They are looking for victims on which to feed. When she comes across a suitable victim, they smile coyly at them. If the smile is returned, they attack. Their hair morphs into barbed ends that lash out with blinding speed, sinking deep into their victim's flesh. The strength of the wire-like hair is so great that even the strongest man is unable to free himself if they succeed in getting four or more barbed hooks into their flesh. Once her victim is ensnared and rendered helpless, she rips him into pieces with her hooks and devours the remains. Harionago are not undead despite their ghoulish appetites. Harionago tend to be most active during the night hours and require on average eight hours of sleep a day.

Society/Culture

Harionago live in human cities and towns in both rural and urban settings. They blend into the society and culture in which they live.

114 Harpy

The Harpy is a supernatural entity from Greek and Roman mythology. It is a half-human and half-bird hybrid with dark brown plumage. They have the head and torso of a beautiful human female with the hips, legs and wings of a vulture. They are on average 5 feet 1.6 inches tall, weigh 95 pounds, and have a wingspan of 31 feet. Their large, white, scaled, flat, webbed feet have three forward toes and one rear facing toe all armed with sharp talons. Their humanoid half is usually clean and attractive, but the avian half can be filthy usually covered in gore and the talons caked with blood. They tend to have horrendous body odor. They are self-conscious of this fact and frequently bathe in the sea where they are confused with Sirens.

Harpies are viewed as being evil because of their appearance, abductions, thieving, and their known alliance with the Erinyes. The harpies were seen as being bad luck as they could come out of nowhere, steal, destroy property, and wreak havoc on people's lives. They are the 'Hounds of Zeus' who punish people on behalf of the gods and goddesses. They have the thankless job of abducting people and torturing them on their way to Tartarus. They are always ravenous and steal food and soil the remaining scraps. They carried off the daughters of King Pandarus and gave them as servants to the Erinyes. They are vicious, cruel, and violent.

Harpies have 473.8 development points to define their potential. During adolescence they must develop *Acrobatics-air, Awareness, Balance, Fauna Lore, Flora Lore, Flying, Language, Signaling, Survival skills, Bite, Claw* and *Wing Buffet* attacks.

| Harpy | Δ | Units | DPs |
|--------------------|--------|-------|------|
| Comeliness | -1.00 | z | 0 |
| Speed | 1.33 | z | 0 |
| Agility | 1.25 | z | 0 |
| Vitality | 0.25 | z | 0 |
| Strength | 0.50 | z | 0 |
| Endurance | 0.25 | z | 0 |
| Stability | -0.50 | z | 0 |
| Reasoning | -0.25 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -0.50 | z | 0 |
| Will | 0.50 | z | 0 |
| Age Span | -15.00 | yrs | -0.6 |
| Body Density | -0.52 | z | -21 |
| Disease Resistance | 1.00 | z | 61 |
| Entropy | -1.00 | z | -100 |

| | | | |
|------------------|-------|-----|--------|
| Gigantism | -0.13 | z | -5 |
| Healing Rate | 1.00 | z | 44 |
| Mana | -1.14 | z | -120.6 |
| Sleep Required | -2.00 | hrs | -2 |
| Vision, Distance | 0.50 | z | 15.7 |
| Flying/Gliding | 1.50 | z | 61 |

Habitat

Their original home was on the island of Strophades off the Greek coast but have now spread over much of the Mediterranean. Harpies build filthy nests on cliff ledges or in cliff caves, to sleep and raise their young.

Ecology/Psychology

Baring accident or disease harpies are considered mature at 14.31 years of age (177 lunar cycles) and have an average lifespan of 60 years with a maximum of 84 years. During the early summer bands of harpies search out and abduct human males to serve as sperm donors. They mate in the summer and lay one to two eggs that must be incubated for nine months and hatch in the spring. The human males serve as food while the females are incubating the eggs. The hatchlings are almost always female. Harpies learn to fly shortly after their first birthday.

It is said that harpies are not sane as the absence of arms and hands have complicated their already difficult lives. As part of their coming-of-age ceremony harpies have their teeth filed into sharp points. Flying at a distance they are often confused with Birdmen, whom they resent because of simple jealousy.

Society/Culture

Harpies live in bands of females only. All the members of the band live in the same cave system or cliff ledges. Harpies are led by the alpha female. The alpha female is the strongest and sometimes the smartest of the band. Every full moon all adult females vote to confirm or elect a new alpha. Harpies hunt together, share sperm donors and assist in raising their young.

115 Hippocampus

The Hippocampus is a supernatural creature seen in Greek, Etruscan, Phoenician, Pictish and Roman mythology. In appearance it has the upper body of a horse and the lower body of a fish. The scales are green in color, and they have golden fish-fin manes. Their upper horse portion is usually tan to dark brown dolphin-like skin, although other colorations are possible. They only have two hoofs and are incapable of moving around on land but can move at speeds of up to 48 mph on and under the water. Unlike their land cousins their gait is very smooth and gentle. Hippocampus weigh on average 1600 pounds and are 65" at the withers. Some eyewitness accounts confuse their great speed and wakes on the surface for wings. On the surface hippocampi and kelpies are also confused with each other.

Hippocampus have 356.6 development points to define their potential. They should be used to define personality, intelligence, temperament. During adolescence they must develop *Acrobatics-sea, Awareness, Fauna Lore, Flora Lore, Language (Hippocampi), Signaling, Survival, Swimming skills, Bite and Striking/Blocking* attacks. For domesticated animals it can define training.

| Hippocampus | Δ | Units | DPs |
|-------------|-------|-------|-----|
| Comeliness | -1.00 | z | 0 |
| Speed | 1.50 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.25 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 1.50 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |

| | | | |
|--------------------|--------|-----|--------|
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | 84.00 | lbs | 42 |
| Age Span | -47.50 | yrs | -1.9 |
| Gestation Period | 16.00 | wks | 16 |
| Gigantism | 0.87 | z | 37 |
| Hearing, Standard | 0.50 | z | 15.8 |
| Mana | -1.96 | z | -288.8 |
| Maturity | -0.05 | yrs | -1.1 |
| Natural Armor | 1.00 | z | 44 |
| Smell, Standard | 1.00 | z | 34 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | 70.00 | deg | 3.5 |
| Vision FOV 3D | -60.00 | deg | 3 |
| Vision, Lowlight | 1.00 | z | 44 |
| Vision, Underwater | 2.00 | z | 80 |
| Visual Accuity | -0.50 | z | -15.7 |
| Swimming | 1.00 | z | 26 |

Habitat

They can be found in any freshwater or saltwater body of the world.

Ecology/Psychology

Baring accident or disease hippocampus are considered mature at 5 years and have an average lifespan of 27 years with a maximum of 50 years. They have a gestation period of 12 months. An adult male is called a stallion and an adult female is called a mare. The young are called foals until six months of age and then colts/fillies. Normal sex modifiers can be applied. It is said that they are the children of Poseidon and are known to pull his chariot. They also frequently serve as mounts to nymphs (Nereid). They are strictly herbivores.

Society/Culture

Hippocampi are majestic and carefree creatures. They are very social and group in herds, led by the dominant stallion. Hippocampi enjoy the company of dolphins and are often seen in their company. They arrange themselves in a well-defined hierarchy, based on sex and age and demonstrate both dominant and submissive behaviors.

They have three phases of sexual behavior in horses: courtship, mating, and post mating behavior. During courtship, the stallion will approach the mare, swim, sniff her, nuzzle her, and groom her. The mare may squeal, bite, kick, or move away to show the stallion she is not ready. After mating the mare joins other females in a harem of aunts, mothers and young. The dominant male will challenge any other male during the mating season.

116 Hippogriff

A Hippogriff, *a.k.a.*, Hippogryph, is a supernatural entity with the body of a horse and the front legs, head and wings of an eagle. It was first documented by Ludovico Ariosto in his Orlando Furioso, at the beginning of the 16th century. They are usually light brown to dark brown in color, but depending on the mare could be any color. Their eyes and beak are bright yellow in color. Adult males are larger than females. They have a wingspan of 45 feet, they are around 15 hands (5 feet) tall at the withers and weigh 1000 pounds.

Hippogriffs have 464.95 development points to define their potential. During adolescence they should focus on Acrobatics-air, Awareness-all, Balance, Climbing, Diving, Fauna Lore, Flying/Gliding, Fishing, Hiding, Hunting, Jumping & Landing, Language-S (griffin), Movement, Stalking, Survival, Swimming, Weather Watching, Bite, Claw, and Wing Buffet attacks.

| Hippogriff | Δ | Units | DPs |
|------------|-------|-------|-----|
| Comeliness | -1.00 | z | 0 |
| Speed | 2.75 | z | 0 |
| Agility | 0.50 | z | 0 |

| | | | |
|-------------------|--------|-----|---------|
| Vitality | 1.25 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | -0.90 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.40 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -48.00 | yrs | -1.92 |
| Gestation Period | 8.00 | wks | 8 |
| Gigantism | 0.87 | z | 37 |
| Mana | -1.55 | z | -192.63 |
| Maturity | -0.13 | yrs | -2.55 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | -1.00 | wks | -1 |
| Sleep Required | 4.00 | hrs | 4 |
| Taste, Standard | -1.00 | z | -34 |
| Vision, Distance | 1.25 | z | 44.5 |
| Vision FOV 2D | 30.00 | deg | 1.5 |
| Vision FOV 3D | -50.00 | deg | -2.5 |
| Visual Accuity | 1.25 | z | 44.5 |
| Flying/Gliding | 1.00 | z | 52 |

Habitat

Hippogriffs live in temperate climates. They nest on the ground protected on two to three sides by trees or rocks.

Ecology/Psychology

Hippogriffs are the offspring of a griffin and a mare, or between two hippogriffs. Baring accident or disease hippogriffs are considered mature at 3 years and have an average lifespan of 27 years with a maximum of 40 years. Foals are usually born in the spring. The estrous cycle of a mare occurs roughly every 3 weeks and occurs from early spring into autumn. The gestation period is around 11 months, and they give birth to a single foal, twins are rare, and are able to stand shortly after birth. Foals are feed by both parents a variety of regurgitated meat. Their wings begin to bud and grown after 5 months and can begin gliding by 9 months of age.

The Hippogriff is easier to tame than a griffin. Sorcerers prize them as steeds and status symbols. The hippogriff is an omnivore, eating either plants or meat. When hunting from the air they dive and strike at their prey with their clawed forelegs. On the ground they slash with their claws and beaks.

Society/Culture

Hippogriffs are monogamous and mate for life and both participate in nest building. They are not territorial and are often seen with other hippogriffs and even horses. Mated pairs attack in concert, diving repeatedly to drive away or kill intruders. Hippogriffs fight to the death to defend their nests and their hatchlings, which are prized as aerial mounts and fetch a handsome price in many civilized areas.

117 Homunculus

A Homunculus is a supernatural humanoid created through an alchemical assisted *Magical Ritual*. These creatures are prized by some for their knowledge and the ability to glimpse the future. The homunculus first appears by name in the alchemical writings, *De natura rerum*, of Paracelsus (1493–1541), but the concept is based on the Aristotelian belief that the sperm is greater than the ovum in procreation. The alchemical Magic Ritual involves:

Using the sperm of a dying man, mandrake and other alchemical ingredients a phosphorescent elixir is concocted that is inserted into the womb of a horse, cow or ewe. The animal must never be exposed to direct sunlight and feed a diet of human blood and brain tissue from the donor. After 40 days it is removed from

ORS

the animal. The strange twitching translucent humanoid-like creature is immediately placed in a huge glass jar and immersed into another alchemical fluid containing powdered sunstone, magnet filings, sulfate of iron and white willow. The animal is then slaughtered, and its blood collected. The jar is kept warm, and the homunculus is fed another elixir containing the blood of the animal for 40 weeks. At the completion of the ritual the homunculus is fully grown and appears as a deformed mature humanoid about half the size of its father.

The body of the homunculus is hairless and distorted. The hands are 2X larger than normal. The torso, arms and legs look relatively small and weak. The head is 1.5X larger than normal and the lips and tongue are too large for their head.

Homunculus have 404.8 development points to define their potential. During toddler and adolescence, talents and skills should mimic the parent's developed talents and skills at 50% proficiency at a minimum.

| Homunculus | Δ | Units | DPs |
|---------------------|--------|-------|-------|
| Comeliness | -1.00 | z | 0 |
| Strength | -0.50 | z | 0 |
| Intuition | 0.50 | z | 0 |
| Memory | 0.50 | z | 0 |
| Age Span | -37.50 | yrs | -1.5 |
| Disorder Resistance | -1.00 | z | -61 |
| Gestation Period | 9.70 | wks | 9.7 |
| Gigantism | -0.95 | z | -41 |
| Luck | -1.24 | z | -136 |
| Mana | 1.00 | z | 100 |
| Porphyria | 1.51 | z | 180 |
| Prophecy | 3.00 | z | 141.5 |
| Sense, Reality | 1.00 | z | 44 |

Habitat

Their habitat is identical to the humanoid caster who created them.

Ecology/Psychology

Baring accident or disease a homunculus' life span should be half of the humanoid from which they have sprung. According to literature homunculi are always male, sterile and cannot procreate, but *ORS*TM allows them also to be female. At 'birth' they have all the memories of their parent but only a normal adolescent's skill knowledge. They psychologically find it very difficult to make friends and are emotionally dependent on their maker. They withdraw from society, experience depressive episode and become easily frustrated.

Society/Culture

Homunculus lives in the shadow of the alchemist caster who created them. During their lifetime a homunculus rarely if ever meet another homunculus. Because there are no known female homunculi and by nature, they are sterile they are unable to form any society or culture.

118 Hydra

Hydras, *a.k.a.*, Lernaean Hydra are semi-aquatic supernatural entities from Greek and Roman mythology. According to Hesiod, the first Hydra was the offspring of Typhon and Echidna and was raised by Hera. Hydras have seven heads, poisonous blood, and breath, so virulent that even its scent was deadly. The first Hydra was killed by Heracles as the second of his Twelve Labors. Before passing it mated with sea snakes and ensured a its legacy. Adult hydras average around 21 feet long and weigh 2000 pounds, their heads split from the main body around 12 feet from the tip of the tail. Each head can rear up over 9 feet above the ground. They are usually uniformly dark green above with the belly having an olive tone. Their nostrils in front gives it a characteristic beak-like appearance. The fangs are 3 inches long and they have 50, inch-long teeth on their upper and lower jaws. Its jaws can stretch widely to allow it to swallow large prey. Females are larger than males.

Tales from Alcaecus and Simonides claim that they have nine or even 50 heads but obviously this was an encounter with a female guarding its offspring. Each head can perform independent, limited by the body position, actions. Hydras can regrow severed heads, and a severed head will grow into a new hydra. In addition, severed heads will continue to attack while they regenerate. Their venom is rather weak (+0.35z) but when multiplied by the number of heads makes them a fearsome monster. They are aggressive and easily provoked. Hydra venom will cause muscle pain, paralyzation of the mouth and tongue, blurred vision, weakness, kidney, and heart damage and eventually death within 7 minutes.

Hydras have 0 development points to define their potential. During adolescence that should develop Awareness-all, Balance, , Control Frenzy, Diving-free, Fauna Lore, Flora Lore, Hiding, Hunting, Language (Serpentes), Movement, Signaling, Stalking, Survival, Swimming, and Bite and Breath Weapon attacks.

| Hydra | Δ | Units | DPs |
|----------------------|--------|-------|---------|
| Comeliness | -1.50 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Endurance | 0.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -80.00 | lbs | -40 |
| Age Span | -25.00 | yrs | -1 |
| Bodily Fluids | 3.35 | z | 167.55 |
| Body Density | -1.00 | z | -44 |
| Dismemberment Attack | 1.00 | NA | 50 |
| Gestation Period | -8.00 | wks | -8 |
| Gigantism | 1.86 | z | 97 |
| Magic Resistance | -2.90 | z | -646.25 |
| Maturity | -0.14 | yrs | -2.7 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.00 | z | 44 |
| Polyorgani - 6 | 6.00 | Heads | 60 |
| Quickening | 2.00 | z | 80 |
| Reproductive Rate | 48.00 | wks | 48 |
| Vision FOV 2D | 55.00 | deg | 2.75 |
| Vision FOV 3D | -95.00 | deg | -4.75 |
| Vision, Underwater | 1.00 | z | 34 |
| Swimming | 1.00 | z | 52 |

Habitat

Its original lair was the lake of Lerna in the Argolid, which was also the site of the myth of the Danaïdes. Lerna was reputed to be an entrance to the Underworld. The offspring of the originally hydra has now spread to the lands, North, West and East of the Mediterranean Sea. They inhabit littoral regions as well as swamps and lakes.

Ecology/Psychology

Baring accident or disease they are mature at 5 years of age and have an average life span of 50 years. The hydra mates in late September, and the female has a gestation period of 7 months. They give birth to fully formed young at sea, without laying eggs. Hydra give birth to up to 5-7 young each time they breed. Young hydra are around two feet long at birth and are a miniature version of their parent. They usually spend 6 months in the shallow water, growing quickly before they are ready to leave the birthing area. The female will do her best to protect them from predators during this period. In addition to normal reproduction, if a head is ever severed it will grow into another hydra. On land, their movements become slow and rather awkwardly and can become quite aggressive, striking wildly at anything that moves.

They are active by day and at night. They are able to dive up to 300 feet and stay underwater for a up to five hours before resurfacing. They are good

ORS

swimmers and can reach speeds of 10 miles per hour but can only move around 1 mile per hour on dry ground. It is carnivorous and will feed on anything it can swallow whole, including humanoids. They have average senses above water and good underwater vision. Adults have few predators but the young despite their venom, are eaten by inshore predators, such as fish and sharks.

Society/Culture

During the warmer months males tend to be solitary while females are often found protecting her young. During Autumn they can be seen in mated pairs.

119 Itsumade

The Itsumade is a strange bird from Japanese folklore. They have the face of a diminutive human with a pointed beak, the body of a boa constrictor, wings, and terrible claws. Their wingspan is 15 feet. Itsumade appear in the night sky during times of trouble, such as plagues, disasters, and battlefields. They fly over places where there is suffering or death, yet little has been done to alleviate the pain of the living or pacify the spirits of the dead. The strange birds fly about in circles all night long, crying out in a terrible voice (Human Soul-Destroy-Fear), "Itsumade?". The Itsumade averages 12 feet in length and weighs 50 pounds. The Itsumade has a green snakelike body with a cream belly. The legs and claws are like a raptor's. The head is humanoid in complexion with an eagle's beak and an orange ruff around the neck. The wings are olive on the leading edge and the flight feathers are orange. Clear sexual dimorphism is seen in the species, with females generally being larger than males.

Its origin is unknown, but scholars theorize that the itsumade was previously a spirit of the dead that became an onryō (vengeful spirit) over time due to being ignored. It then took the form of a monstrous bird and called out from above to ask the people below how much longer their pain must go on unnoticed. Their bite can be painful but is rarely dangerous to humans. Their terrible voice is their true weapon because in addition to causing *Fear* the outcome result does soul damage upon which they feed. If forced to fight their claws and their ability to constrict their prey should not be ignored.

Itsumade have 250.3 development points to define their potential. During adolescence that should develop *Acrobatics-air*, *Awareness-all*, *Balance*, *Climbing-free*, *Contortions*, *Control Frenzy*, *Fauna Lore*, *Flora Lore*, *Flying/Gliding*, *Hiding*, *Hunting*, *Language (Serpentes)*, *Movement*, *Signaling*, *Stalking*, *Survival*, *Swimming*, *Bite Claw*, *Grappling*, and *Sonic* attacks.

| Itsumade | Δ | Units | DPs |
|-------------------------|---------|-------|--------|
| Comeliness | -1.50 | z | 0 |
| Speed | 1.50 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -0.30 | z | 0 |
| Endurance | -0.50 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -139.40 | lbs | -69.7 |
| Age Span | -40.00 | yrs | -1.6 |
| Body Density | -1.00 | z | -44 |
| Gestation Period | -20.00 | wks | -20 |
| Gigantism | 1.02 | z | 45 |
| Magic Resistance | -2.20 | z | -358.4 |
| Maturity | -0.14 | yrs | -2.7 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Human Soul-Destroy-Fear | 4.17 | z | 170 |
| Vision, Lowlight | 1.00 | z | 44 |
| Flying/Gliding | 1.00 | z | 52 |

Habitat

Their range includes Asia and Southeast Asia. Their habitat is unknown but assumed to be trees or cliff ledges or caves.

Ecology/Psychology

Baring accident or disease an Itsumade is mature after 3.5 years and they can live 35 years with a maximum of 41 years. Itsumade have an unknown and therefore unpredictable shed cycle. Their reproduction is unknown but may be similar to a boa constrictor's. Itsumade constrictors are viviparous, giving birth to live young. They generally breed in the dry season, between June and August, and are polygynous. The female sheds two to three weeks after ovulation and gestation is around 16 weeks. They give birth to 2-4 young which average 17 inches long. Young Itsumade constrictors may climb into trees and shrubs to forage. Young Itsumade take their first flight 4 weeks after birth but will stay with the female for 5-6 months at which point they will spend more and more time on their own. They are fully grown when they reach maturity.

They are nocturnal, hiding away during the daylight and roaming the night sky during troubled times. Itsumade feed on the *Soul* damage their eerie cry produces. In peaceful and productive times, Itsumade supplement their diet as a carnivorous ambush predator. They often lie in wait for appropriate prey to come along, then they attack a moment before the prey can escape. Their prey includes a wide variety of small to medium-sized mammals and birds. Itsumade do not share the snake's slow metabolism and is constantly looking for places to feed. Predators of Itsumade include humans, and large mammalian predators.

Society/Culture

Male Itsumade constrictors generally live on their own and do not interact with any other itsumade unless they want to mate. Females will nest and fly with her young while she trains them to hunt.

120 Jormungandr

Jormungandrs, *a.k.a.*, Jormungandrs Git, Horned Serpent, Oillipheist, Piast, Peist are semiaquatic supernatural snakes inspired by Norse and Native America mythologies. Jormungandr's Git are the offspring of Jormungandr, *a.k.a.*, the Midgard Serpent, and anacondas. Where Jormungandr encircles the Earth (Midgard) and is biting his tail until Ragnarök begins, his Git are only 60 feet long, 18 feet in girth and weigh over 22,000 pounds. For details on Jormungandr the middle child of Loki and Angroða see *ORSTM Gods and Goddesses*. Jormungandr's Git are dark green in color with alternating oval black spots. Similar spots with yellow-ochre centers are along the sides of its body. It has a large narrow head with 18-inch-long horns sprouting from the top. The eyes and nostrils are set on the top of its head, which enables it to see and breathe while mostly submerged. Clear sexual dimorphism is seen in the species, with females generally being larger in both length and girth than males.

Juvenile Jormungandrs living in freshwater habitats appear in the oral history of numerous Native American cultures especially in the Southeastern Woodlands and Great Lakes. The Cherokee people's say, "Uktena is a great snake, as large around as a tree trunk, with horns on its head, and a bright blazing crest like a diamond on its forehead, and scales glowing like sparks of fire. It has rings or spots of color along its whole length and cannot be wounded except by shooting in the seventh spot from the head, because under this spot are its heart and its life, a blazing diamond. The blazing diamond is called Ulun'suti (Transparent) and he who can win it will become the greatest wonder worker of the tribe. But it is worth a man's life to attempt it, ... the breath of the Uktena is so pestilential, that no living creature can survive should they inhale the tiniest bit of the foul air expelled". Juvenile Jormungandrs are hunted for their hide, horns, iridescent scales, crystal crest and secondarily for their meat. The scales, crystal crest and horns, are used in *Ritual Magic*, and divination, and medicine.

Jormungandrs hiss and spit poison (*Breath Weapon*) and repeatedly strike (Impaling Attack) or bite when they perceive a threat. They have 40 teeth on the upper and lower jaw, most are 2 inches long, but their fangs are 12 inches long.

Their bite can be very painful but their venom and (Breath Weapon) are poisonous +1.54z. In addition to pain their spit (venom) causes swelling, blistering, and severe local necrosis as well as acute systemic envenoming; ptosis, diplopia, external ophthalmoplegia, and descending paralysis. The bite causes local necrosis and death within 5 to 10 minutes due to respiratory failure.

Jormungandr have 0 development points to define their potential. During adolescence that should develop *Awareness-all, Balance, Climbing-free, Contortions, Control Frenzy, Diving-free, Fauna Lore, Flora Lore, Hiding, Hunting, Language (Serpentes), Movement, Signaling, Stalking, Survival, Swimming, Bite, Breath Weapon, and Impaling attacks.*

| Jormungandr | Δ | Units | DPs |
|--------------------|---------|-------|-------|
| Comeliness | -1.50 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | 1.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -110.00 | lbs | -55 |
| Age Span | 25.00 | yrs | 1 |
| Bodily Fluids | 4.54 | z | 279.5 |
| Body Density | -1.00 | z | -44 |
| Gestation Period | -24.00 | wks | -24 |
| Gigantism | 3.36 | z | 239 |
| Mana | -2.85 | z | -621 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Vision, Underwater | 1.25 | z | 44.5 |

Habitat

Mature Jormungandr inhabit all oceans of the world and the young inhabit all freshwater bodies that connect to an ocean. In the days before Saint Patrick they were seen in the River Shannon and Lough Dearg.

Ecology/Psychology

Baring accident or disease a Jormungandr is mature after 24 years of age and they have an average lifespan of 100 years with a maximum of 141 years. Every fall, mature Jormungandr, migrate to North America temporarily leave the ocean and swim upstream as far as they can and mate. Dozens of fertilized eggs hatch after 3 months and the hatchlings swim upstream in search of a relatively calm pool, swamp, lake, or pond to grow and mature. Mortality is high due to predation and only a few hatchlings manage to reach maturity. Juveniles have blue, red, white, or yellow iridescent scales, and they grow crystal-like crest between the horns on their forehead. Upon reaching maturity they are around 30 feet in length at which point they make their way down stream and into the ocean. After entering the ocean, their scales change color, and the crystal crest is reabsorbed into their body.

Jormungandr are diurnal. In their freshwater nurseries they prey on fish, worms, crustaceans, smaller Jormungandr and even catching animals that come to drink. Mature Jormungandr in the ocean will prey on just about anything, including whales. Adults have few predators, but the young may be threatened by humanoids, large cats, and bears.

Society/Culture

Mature Jormungandr are solitary only coming together to mate. The young will tolerate similar sized individuals but will often prey upon Jormungandr smaller than half their size.

121 Jorōgumo

Jorōgumo *a.k.a.*, binding-bride or whore-spider, is a supernatural creature inspired by Japanese folklore. These shapeshifters can take the form of an attractive human or an arachnid human hybrid. The extra legs increase their agility and allow multiple weapons and small shields to be used simultaneously. With a weapon in each hand and two small shields they can be a formidable foe. Jorōgumo have an average height of 6'7" and a weight of 148 pounds. Their complexion and hair color includes everything found on present day Earth.

Jorōgumo have the natural ability to morph their bodies; their chest, stomach, and legs morph into a spider's thorax and abdomen, with six multijointed spider's legs attached to the thorax (they keep their human arms). Their canine teeth become large venomous fangs and the abdomen has a functional spinneret. Their venom slowly weakens a man day by day, allowing the spider to savor the long and painful death her victim suffers. Their body mass remains unchanged, and their visible exterior appearance now has brilliant yellow and black stripping on the abdomen and legs. This process takes several minutes modified by their natural abilities. They have the ability to shoot entangling webs from their spinneret using the *Ablative Attack* skill, see *Web* spell. Jorōgumo are natural climbers, but they must still learn to climb. Their climbing ability (speed, turning rate, etc.) depends on their skill and abilities. Jorōgumo have good low-light vision, sensitivity to bright light and rather poor visual acuity with all other senses being average. Jorōgumo have above average resistance to poison. Jorōgumo have an affinity for visual illusion magic.

Jorōgumo have 267.52 development points to define their potential. In addition to the suggested skills discussed in *Adolescent Development (ORS™ Standard Rules)*, key skills developed during adolescence should include *Armor-Medium, Awareness-Active, Climbing, Fauna Lore, Movement, Music-Instrument, Textile Crafts, Codex-Illusion-Sight, Shield-Small, Survival, Two Weapon Combat, Ablative, Bite, Grappling, Striking/Blocking, Weapon Edged-1H and Weapon Missile-2H attacks.*

| Jorogumo | Δ | Units | DPs |
|------------------------|--------|-------|--------|
| Comeliness | 0.50 | z | 0 |
| Agility | 1.00 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Morality | -1.00 | z | 0 |
| Age Span | 437.00 | yrs | 17.48 |
| Bodily Fluids (Poison) | 3.50 | z | 180 |
| Morphing | 74.00 | % | 37 |
| Poison Resistance | 0.85 | z | 50 |
| Vision, Daylight | -1.56 | z | -58 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Acuity | -0.76 | z | -25 |
| Climbing-Free | 1.00 | z | 52 |
| Codex-Earth | -1.00 | z | -44 |
| Codex-Air | -1.00 | z | -44 |
| Codex-Fire | -1.00 | z | -44 |
| Codex-Water | -1.00 | z | -44 |
| Codex-Ether | -1.00 | z | -44 |
| Codex-Plant | -1.00 | z | -44 |
| Codex-Animal-Soul | -0.65 | z | -29.48 |
| Codex-Human-Soul | -0.62 | z | -28 |
| Codex-Extraplanar-Soul | -0.62 | z | -28 |
| Codex-Illusion-Sight | 1.00 | z | 52 |

Habitat

Jorōgumo make their nests in caves, caverns, abandoned mines, forests, or empty houses in towns. Some tales associate them with waterfalls, *e.g.*, mistress of the Jōren Falls. They originated in Asia but have now spread to all landmasses on Terra, excluding the Arctic and Antarctic.

Ecology/Psychology

Baring accident or disease Jorōgumo are considered mature at 122.88 years of age and have an average lifespan of 512 years with a maximum of 768 years. A young but immature Jorōgumo is virtually impossible to detect as they look, eat and act like a normal human although they never appear to age. A silver mirror

ORS

reveals yellow and black horizontal stripes along their legs, arms and abdomen. The male of the species is sterile and unable to reproduce or cast spells. When a female reaches 400 years of age, they can finally put their magical education to use casting spells and powerful illusions for which they have a natural affinity. After reaching 400 years of age a female will seek out, seduce and mate with a human. Jorōgumo are often skilled musicians (biwa/lute) and entertainers.

After mating the human male is then tied up and devoured. The female then spins an egg sack in a protected area, laying 400 - 1500 eggs in one sack. The eggs take nine months to hatch and spiderlings must spend the first 3 years of life as a spider (*Trichonephila clavata*). After reaching 3 years of age, they tend to take on a humanoid form. Jorōgumo tend to be most active during the night and require on average eight hours of sleep a night.

Society/Culture

Jorōgumo tend to live in human cities and towns in both rural and urban settings until reaching 400 years of age. They live relatively solitary lives, never marrying and moving every 20 years or so to avoid arousing suspicion. After reaching 400 years of age the female establishes a cluster with herself as queen in an available habitat. The males serve as warriors, bodyguards and workers. Jorōgumo are territorial and a queen will not tolerate another unrelated female within their domain. A fraction of 1% of the spiderlings survive the first three years and less than 10% of those survive the hazards of life to reach maturity. Jorōgumo clusters center around the queen and ensuring the brood prospers. Princesses (older than 400 years of age) frequently try to eliminate each other and when opportunity presents lead a coup d'état to remove the queen mother.

122 Jubokko

Jubokko, *a.k.a.*, Vampire Tree is a supernatural tree inspired by Shigeru Mizuki's manga *GeGeGe no Kitarō*. They appear to be the most local variety of thorny tree, *e.g.*, Japanese Locust, Russian Olive, thorny honey locust, etc. A mature Jubokko can reach a height of 48 feet with the branches spreading 24 feet. From afar, jubokko appear to be ordinary trees, indistinguishable from the various species that dot the landscape. It takes an observant eye to notice the slightly more fearsome features of its branches, or the piles of bones buried in the undergrowth beneath the tree. When red-blooded entities pass nearby, thorns will sprout from the ground and the branches will envelop the travelers. The thorns are hollow, and the tree will consume the victim's blood on which it lives. After the body is drained, the flesh is consumed by scavengers, birds, and insects. Depending on the size of the scavenger the body will be carried away. When a Jubokko is cut, blood trickles but the wound will heal quicker than normal.

Groves of these monstrous trees exist. There will be one Jubokko for every 10 lives live lost. It is said that a Jubokko branch could heal and decontaminate an injured person.

Jubokko have 0 development points to define their potential. During adolescence they should focus on *Awareness-all, Contortions, Fauna Lore, Movement, Survival, Two Weapon Combat (limb-limb), Grappling and Impaling attacks.*

| Jubokko | Δ | Units | DPs |
|------------|-------|-------|-----|
| Speed | -1.00 | z | 0 |
| Agility | -0.50 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.00 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -2.00 | z | 0 |
| Morality | -1.00 | z | 0 |
| Will | 1.00 | z | 0 |

| | | | |
|--------------------|-------|-----|------|
| Age Span | 45.00 | yrs | 1.8 |
| Entropy | -3.00 | z | -700 |
| Gigantism | 3.02 | z | 200 |
| Healing Rate | 1.83 | z | 94.5 |
| Maturity | -0.14 | yrs | -2.7 |
| Natural Armor | 2.00 | z | 107 |
| Natural Weapons | 1.00 | z | 44 |
| Plant-Move-Animate | 3.90 | z | 150 |
| Undead Craving | 1.00 | NA | 50 |

Habitat

Jubokko live anywhere in the world where more than 10 entities bled and died, *e.g.*, battlefields, massacres, and natural disasters.

Ecology/Psychology

Baring destruction or disease the Jubokko is mature at 12 years of age and has a lifespan of 120 years. Jubokko do not crave blood until they reach maturity. When a Jubokko consumes the blood of 10 entities it will reproduce by sending up new stems from a single root.

Society/Culture

Jubokko is a tree and can live singularly or in groves.

123 Kamaitachi

Kamaitachi are supernatural creatures inspired by Japanese folklore. These large weasel-like yōkai have claws on their front feet that are like razor-sharp sickles. These yōkai have the power to create and ride whirlwinds making them almost invisible in the accompanying dirt and debris. It has an orange-brown colored fur coat with darker markings on the head and barks like and dog and hisses like a cat. They have a long slender body around 19.7" long with a 9" long tail and relatively short legs weighing around seven pounds. They come and go with the wind.

Kamaitachi tend travel and attack in threes, striking out at perceived danger from thin air. The tales state that the first kamaitachi slices at its victim's legs, possibly severing tendons and knocking them to the ground. The second one uses its kama claws to slice up the prone victim with thousands of dreadful cuts. The third one then licks the wounds which heal up the majority of the damage instantly, so that none of them proves fatal. It is said that the kamaitachi strikes with such precision that it can carve out entire chunks of flesh from its victims without spilling even a drop of blood. The attack and the healing happen so fast that the victim cannot perceive them; from their perspective they merely tripped resulting in little pain. Only when they attempt to get up do they discover the extent of the injuries. After a choreographed attack the kamaitachi then move off to observe the situation. If the opponent does not leave, the Kamaitachi will attack again.

Kamaitachi have good sense of smell with all other senses being average. Kamaitachi have 186 development points to define their potential. In addition to the suggested skills discussed in *Adolescent Development (ORS™ Standard Rules)*, key skills developed during adolescence should include *Acrobatics-Air, Awareness-all, Climbing, Contortions, Control Frenzy, Dancing, Destroying, Fauna Lore, Flora Lore, Flying/Gliding, Hiding, Hunting, Language-S (itachi), Mining, Movement, Stalking, Survival, Two Weapon Combat, Bite and Claw attacks.*

| Kamaitachi | Δ | Units | DPs |
|------------|-------|-------|-----|
| Speed | 1.00 | z | 0 |
| Agility | 1.50 | z | 0 |
| Strength | -0.80 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |

| | | | |
|---------------------------|--------|-----|--------|
| Empathy | -0.50 | z | 0 |
| Will | 1.00 | z | 0 |
| Age Span | -65.00 | yrs | -2.6 |
| Bodily Fluids, musk | 2.00 | z | 80 |
| Gestation Period | -31.00 | wks | -31 |
| Gigantism | -1.77 | z | -90 |
| Natural Weapons | 2.83 | z | 180 |
| Reproductive Rate | 22.00 | wks | 22 |
| Smell, Standard | 1.00 | z | 34 |
| Air-Move-Wind (Whirlwind) | 3.00 | z | 99 |
| Human Body-Change-Healing | 3.00 | z | 99 |
| Vision FOV 2D | -20.00 | deg | -1 |
| Vision FOV 3D | -80.00 | deg | -4 |
| Transference-All | -0.74 | z | -385.4 |

Habitat

Kamaitachi are native to Japan where it occurs on the islands of Honshū, Kyūshū and Shikoku. It has spread to many parts of Asia to control rodents and protect trees. The species typically lives in mountainous or forested areas near water. Its diet includes mice, frogs, reptiles, insects and crayfish. They eat some non-meat food such as berries, seeds and fruits but generally only when hungry. They live in dens within logs, and tree stumps. Their dens are lined with grass or feathers and are known to store food in dedicated caches.

Ecology/Psychology

Baring accident or disease Kamaitachi are considered mature at 1.2 years of age and have an average lifespan of 10 years with a maximum of 14 years. Kamaitachi are sexually dimorphic with the males weighing approximately twice that of females. Both sexes are capable of creating a smelly excretion from an anal gland used to repel predators which is employed by rubbing this secretion on rocks, branches and other natural obstacles (stressor to *Magic Resistance* action). They are sexually mature around a year old, the female goes into heat twice a year, and 3-5 young are borne 30 days after mating. The offspring are born blind and are weaned in 8 weeks.

Kamaitachi are protective of tree saplings in winter as they hunt the rodents that chew on the roots when hibernating snakes and owls can't control the rodent population. They react quickly when they believe they are in danger fighting as a team until the predator or danger departs. They can be seen during the day but are most active at night.

Society/Culture

Unlike weasels, Kamaitachi are monogamous and tend to live in a small pack consisting of the dominant male, breeding female and this season's young. The entire pack hunts and works as a team. Communication between Kamaitachi is achieved acoustically and chemically. Territory is decided by marking the earth with musk. Scent marks hold information that can be comprehended by other weasels about "sex, identity, social status, and breeding condition, but also the probable outcome of a confrontation.

124 Kappa

Kappa are supernatural amphibious creatures inspired by Japanese folklore. Kappa are known by various names depending on the region and local folklore, e.g., Kawatarō, Komahiki, Suiki, Shui Gui, etc . These small simian-faced human-like yokai have webbed-clawed hands and feet and a turtle-like carapace on their backs. Kappa have an average height of 47" and a weight of 108 pounds. They are typically greenish in color or yellow-blue and have either scaly or slimy skin. Kappa smell like fish. They have a have a dish-like, sara, depression on their head that is usually filled with water. The water in the kappa's head provides it with its supernatural power, and if it dries up or spills the creature will lose its great strength and even become too weak to move. An amusing tale claims they have three anuses that allow them to pass three times as much gas as humans that causes incapacitating nausea. The number of anuses is false, but the amount and toxicity are true, (stressor to *Poison Resistance* action). Despite their small stature they are physically stronger than a grown man.

Kappa can swim like a fish, but they must still learn to swim. Their swimming ability (speed, turning rate, etc.) depends on their skill and abilities. While they are primarily water creatures, they do on occasion venture onto land. When they do, the 'sara' on their head can be covered with a metal cap for protection. Kappa have good underwater vision and rather poor visual acuity with all other senses being average. Kappa have 364 development points to define their potential. In addition to the suggested skills discussed in *Adolescent Development (ORS™ Standard Rules)*, key skills developed during adolescence should include on *Claw Attack, Grappling Attack, Medical-Aid, Olfactory Attack, and Swimming*.

| Kappa | Δ | Units | DPs |
|---|--------|-------|--------|
| Comeliness | -1.00 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | 1.00 | z | 0 |
| Quickness | -0.75 | z | 0 |
| Stability | -0.25 | z | 0 |
| Morality | -1.00 | z | 0 |
| Spirituality | 0.50 | z | 0 |
| Will | 0.50 | z | 0 |
| Age Span | -15.00 | yrs | -0.6 |
| Allergy Resistance: Iron, Ginger, Sesame | -1.00 | z | -44 |
| Bodily Fluids-Gas (Poison) | 2.00 | z | 80 |
| Gigantism | -0.20 | z | -7.6 |
| Mana | -1.84 | z | -259.1 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons-Claws | 1.00 | z | 44 |
| Polyorgani-Skin Lungs | 1.00 | * | 10 |
| Vision, Underwater | 2.00 | z | 80 |
| Visual Acuity | -0.75 | z | -24.7 |
| Grappling Attack | 1.00 | z | 26 |
| Olfactory Attack | 1.00 | z | 26 |
| Swimming | 1.00 | z | 26 |

Habitat

Kappa inhabit rivers and ponds. They are very protective of their chosen water body. They originated in Japan but have now spread to all of Asia. During the summer months they are called gōrai or gorambo and live-in rivers, but in the autumn, they begin climbing into the mountains for the winter and become kashambo.

Ecology/Psychology

Baring accident or disease Kappa are considered mature at 14 years of age and have an average lifespan of 60 years with a maximum of 80 years. Kappa are usually seen as mischievous troublemakers or trickster figures. Their actions range from the comparatively minor, such as looking up women's kimono when they venture too near to water, to the outright malevolent, such as drowning people and animals, kidnapping children, rape and at times eating human flesh. They consider horse flesh a delicacy and one of their many names komahiki reflects this. Their favorite meals include dishes containing cucumber, eggplant, soba, nattō, or kabocha. At festivals, offerings of cucumber are frequently made to the kappa.

In Japan, there is a tradition where people will write the names of their family members on cucumbers and send them afloat into the streams to mollify the kappa, to prevent the family from coming to harm in the streams. In some regions, it was customary to eat cucumbers before swimming as protection, but in others it was believed that this act would guarantee an attack.

Kappa are obsessed with politeness, so if a person makes a deep bow, it will return the gesture. This can result in the kappa spilling the water held in the sara on their head (if it is not covered), rendering it unable to leave the bowing position until the depression is refilled with water from which it lives. A kappa sometimes challenges an entity to wrestle or engage in other tests of skill. This tendency can easily be used to encourage the kappa to spill the water from its sara. If a person refills it, the kappa will consider the individual a friend.

ORS

Once befriended, kappa may actively assist the individual for 49 days, performing any number of tasks as long as they are near their habitat. These tasks include but are not limited to helping farmers irrigate their land, sometimes supplying fresh fish, providing information, etc. They are also highly knowledgeable about medicine, and legend states that they taught the art of bone setting to human beings. There are also legends that Kappa will save a friendly humanoid from drowning. Kappa have an aversion to iron, sesame, and ginger. Kappa tend to be most active during the day and require on average eight hours of sleep a night.

Society/Culture

Kappa live in family groups varying in size based upon the water body in which they reside. They act as stewards of that water body. When the children reach maturity, they are forced out of the family and live solitary lives until they form their own family. However, it is common for kappa to befriend other yokai and sometimes even people.

125 Kelpie

Kelpies are shape-shifting water spirits that inhabit freshwater and saltwater littoral zones. The etymology of the Scots word kelpie is uncertain, but it may be derived from the Gaelic calpa or cailpeach, meaning "heifer" or "colt". It is said that their origin can be traced back to the first human sacrifices to appease the gods associated with water. Their natural form in water is an equine-like creature consisting of seaweed, discarded teeth, and seashells with jellyfish-like blood. While on land they can only have two forms: human and equine. They can be both male and female. They can speak in both forms and have beautiful singing voices which they use to entice their victims closer. They are vulnerable to silver and fire of all types. If a kelpie is killed it quickly transforms into a pile of water weeds and a soft jellyfish-like substance.

On land their horse form appears as a powerful and beautiful black or white horse preying on any humans they encounter. They have an average height of 80" at the withers, and a weight of 2000 pounds. Males and female kelpies have the same size, weight abilities. During adolescences silver and gold from the water begins to form a halter.

After maturity and in equine form they wear an elegant halter of white gold. Their teeth are those of an omnivore, *i.e.*, incisors and canines of a carnivore and chewing molars of a horse. They can be immediately differentiated from a normal horse because their mane of (1/4" diameter) serpents and their hooves are reversed when compared to a normal horse. The serpents are 16-24" in length, and they will have one serpent for each year of life (no poison, but they can bite). They have the ability to change their hide from soft and silky into a sticky adhesive (stressor to *Magic Resistance* action). Stories exist where victims cut their fingers/hand off to escape them.

When they shift into human form, they always have water weeds in their hair, which they usually remove and eat shortly thereafter. As a human they are always strong and attractive but can be of any age. The white gold halter changes its form into a necklace while in human form. If their necklace is ever stolen the kelpie reverts to its equine form and must work for the thief for a year and a day. The necklace is magical (+1.5z *Supernatural & Human -Body-Polymorph*) and allows any supernatural entity to transform into a human or a human to transform into a draft horse.

Kelpies have 295.7 development points to define their potential. During adolescence they will focus on survival skills which must include: *Bite*, *Striking/Blocking* attacks and of course *Singing* and *Swimming*.

| Kelpie | Δ | Units | DPs |
|------------|------|-------|-----|
| Comeliness | 0.50 | z | 0 |
| Speed | 1.50 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 1.50 | z | 0 |
| Eloquence | 1.00 | z | 0 |

| | | | |
|-------------------------------|--------|-----|--------|
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -45.00 | yrs | -1.8 |
| Allergy Resistance (Silver) | -1.00 | z | -44 |
| Bodily Fluids (Adhesive Hide) | 3.00 | z | 141.5 |
| Gestation Period | -32.00 | wks | -32 |
| Gigantism | 1.24 | z | 57 |
| Hearing, Standard | 0.50 | z | 15.8 |
| Mana | -1.97 | z | -291.9 |
| Natural Armor | 1.50 | z | 72.5 |
| Smell, Standard | 1.00 | z | 34 |
| Taste, Standard | -0.50 | z | -15.7 |
| Vision FOV 2D | 70.00 | deg | 3.5 |
| Vision FOV 3D | -64.00 | deg | -3.2 |
| Vision, Underwater | 2.00 | z | 80 |
| Visual Accuity | -0.50 | z | -15.7 |

Habitat

Their habitat is the littoral zone or nearshore part of any sizeable body of water. In coastal areas, it extends from the high-water mark to the shoreline areas that are permanently submerged, *a.k.a.*, the intertidal zone. In general, their habitat is limited in depth to the sunlight zone, never exceeding 200 feet in depth. When on land they will never stray far from water, *e.g.*, 1-2 hours travel time maximum.

Ecology/Psychology

Baring accident or disease kelpies are considered mature at 3 years of age and have an average lifespan of 30 years with a maximum of 42 years. Until they reach maturity they have an equine-like form made of seaweed. When not preying on humans they subsist on water plants and kelp. The female comes into heat during the spring and summer every month. If not a sacrificial victim, kelpies, for unknown reasons, seek human companionship. Only when they become bored or agitated do they take their victims into the water, devour them, and throw the entrails onto the shore. They prefer children to adults and often get multiple children to pet them and clamber onto their back where they become stuck.

Society/Culture

Kelpies tend to be solitary in nature, coming into contact only to mate. After mating the female will lay dozens of eggs in the nearest kelp forest. The eggs will hatch in 4 weeks. Kelpies can mate with normal horses and the progeny are sterile and impossible to drown.

126 Kijimunā

Kijimuna, *a.k.a.*, Bunagaya are small wood spirits inspired by Okinawan mythology. They average 3.75 feet tall and weigh 46 pounds. They have large heads relative to their body but their most distinguishing feature is thick red hair. Their teeth and ears are large and cat-like. Their smile can be disconcerting. Males are larger than females. They are usually minimally dressed in animal skins or clothes made of local plant fibers. Their pale skin is sun-kissed and exudes health and vitality. In addition to normal vision, Kijimuna have excellent low-light vision, with all other senses being average. Kijimuna have an above average rate of healing and above average resistance to disease. They have an affinity for Fire and Plant magic.

They are curious by nature and initially very friendly. They are very skilled in Mimicry and can duplicate the sounds of animals, birds and humanoids perfectly but have no comprehension. The kijimuna also hate octopuses. They are protectors of forests and jungles. If befriended, they will serve as guides through their thick forested territory. They will also invite them to go fishing after dark. If anyone ever harms a plant, *e.g.*, tree, shrub, or vine within their territory the kijimuna will abandon their new friends collect their tribe and seek

ORS

restitution. A kijimuna may offer to carry a human on its back as it jogs through the mountains and swims across rivers and streams. The kijimuna dislike people passing gas on their backs, however, and will immediately throw the human off, no matter where they were at the moment.

Kijimuna have 318.5 development points to define their potential. In addition to the suggested skills discussed in *Adolescent Development (ORS™ Standard Rules)*, Kijimuna should further develop the *Fishing, Mimicry, Bite Attack, Claw Attack* skills if desired.

| Kijimuna | Δ | Units | DPs |
|--------------------|--------|-------|--------|
| Comeliness | -0.10 | z | 0 |
| Speed | 0.17 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | 1.16 | z | 0 |
| Endurance | 0.50 | z | 0 |
| Eloquence | 0.50 | z | 0 |
| Intuition | 0.35 | z | 0 |
| Stability | -0.25 | z | 0 |
| Reasoning | -0.50 | z | 0 |
| Creativity | 0.50 | z | 0 |
| Morality | -0.50 | z | 0 |
| Will | -1.00 | z | 0 |
| Age Span | -30.00 | yrs | -1.2 |
| Disease Resistance | 1.00 | z | 61 |
| Gigantism | -0.71 | z | -29.5 |
| Healing Rate | 1.50 | z | 72.5 |
| Mana | 1.00 | z | 100 |
| Vision, Lowlight | 1.00 | z | 44 |
| Codex-Fire | 1.00 | z | 52 |
| Codex-Plant | 1.00 | z | 52 |
| Transference-all | -0.67 | z | -350.8 |

Habitat

Kijimuna originated in Okinawa but have now spread all over Asia. The kijimuna are said to live in trees, but the most common one is the 'gajumaru' or banyan tree.

Ecology/Psychology

Baring accident or disease kijimuna are considered mature at 10.8 years of age and have an average lifespan of 45 years with a maximum of 56 years. Kijimuna have transformed overtime in a symbiotic relationship with their arboreal nature. The Kijimuna are known to be very mischievous, playing pranks and tricking humanoids. One of their best-known tricks is to lie upon a person's chest, making them unable to move or breathe. Even though the Kijimuna are tricksters, they have been known to make friends with humans. However, these relationships often go sour. Their skill with fire magic is defensive in nature as they are all too aware of its destructive potential. Kijimuna are diurnal. They are also known to be excellent fisherman, able to catch many fish, but then only eating one of the eyes of the fish before leaving the rest of it. The kijimuna hate octopuses. When faced with octopi, kijimunas will either flee in terror or desperately attack with fierce war cries. Kijimunas often share frightening stories about octopuses at night, scaring one another with fearful tales of squirming tentacles and clutching suckers.

Society/Culture

Kijimuna society is patriarchal very similar to humans. They tend to live in small villages led by the best prankster of the year. In the evenings they love to tell stories about the pranks and tricks they performed on nearby humanoids. Dozens of family groups often live in close proximity, forming a clan. Their lives are focused on being guardians and stewards of their forest or jungle. Their homes frequently stink of rotten fish from catches brought home and promptly forgotten. Kijimuna have very little technology, and most activities revolve around keeping tabs and tricking on humanoids adjacent or in their territory, survival, caring for their forest and eating. Kijimunas rarely pull pranks on each other, mostly because they hold their peoples' cleverness in high regard and believe that it's impossible to trick their own kind.

127 Kraken

The Kraken, *a.k.a.*, Hafuga are squid like monsters from Norse mythology. It can grow to a tremendous size around 120 feet, from the posterior fins to the tip of the two long tentacles and have a weight exceeding 4,400 pounds. The mantle of the Kraken is about 15 feet in long. Females are larger than males. Their eyes are the size of a dinner plate. Their *Camouflage* trait allows them to change color from sea blue to black. In the waters around Japan, they will surface at night and their black skin, bald head-like mantle and large eyes spawned the tales of a yokai called Umibozu. Kraken catch prey using their two tentacles, gripping it with serrated sucker rings on the ends and then hold it with their arms. They then bring it towards their powerful beak and shred it with the radula (tongue with small, file-like teeth) before it reaches their esophagus. If forced to flee they will use their ink to temporarily blind (*Visual Attack*) an opponent and all those withing 10-foot radius.

Stories relate that the Kraken and Sperm whales are mortal enemies. Fisherman and sailors have reported epic battles between the Kraken and a Sperm whale. Frightening tales state the Kraken would attack ships with long arms and devour the passengers and crew. If this strategy failed, the beast would start swimming in circles around the ship, creating a fierce maelstrom to drag the vessel down. Tales claim a single Kraken could eat the entire crew. Fisherman claim the Kraken swims amongst large schools of fish and the fish cascades down its back when it emerges from the water. Those fishermen daring enough would secure a bounteous catch. Needless to say, it is not good for your health to befriend a Kracken (*Entropy*).

Kraken have 11.6 development points to define their potential. During adolescence they should focus on *Acrobatics-water, Awareness-all, Balance, Diving-free, Fauna Lore, Fishing, Flora Lore, Signaling, Movement, Navigation, Survival, Swimming, Bite, Grappling, and Visual* attacks.

| Kraken | Δ | Units | DPs |
|---------------------|---------|-------|--------|
| Comeliness | -2.00 | z | 0 |
| Speed | 1.50 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 1.00 | z | 0 |
| Strength | 1.50 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Will | 0.50 | z | 0 |
| Age Span | -50.00 | yrs | -2 |
| Bodily Fluids (Ink) | 2.00 | z | 80 |
| Camouflage | 1.91 | z | 100 |
| Entropy | -2.62 | z | -514.9 |
| Gestation Period | -30.00 | wks | -30 |
| Gigantism | 1.65 | z | 82.5 |
| Healing Rate | 1.00 | z | 44 |
| Hearing, Standard | -1.00 | z | -34 |
| Maturity | -0.12 | yrs | -2.4 |
| Natural Weapons | 1.00 | z | 44 |
| Polyorgani - 6 | 6.00 | Legs | 60 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | -1.00 | z | -34 |
| Water-Move-Currents | 3.00 | z | 99 |
| Taste, Standard | -1.00 | z | -34 |
| Vision, Distance | -1.00 | z | -34 |
| Vision FOV 2D | 90.00 | deg | 4.5 |
| Vision FOV 3D | -110.00 | deg | -5.5 |
| Vision, Lowlight | 1.00 | z | 44 |
| Vision, Underwater | 2.00 | z | 80 |

Habitat

The kraken shares habitat with the giant squid and is widespread, occurring in all of the world's oceans. It is usually found near continental and island slopes from

ORS

the North Atlantic Ocean, especially Newfoundland, Norway, the northern British Isles, Spain and the oceanic islands of the Azores and Madeira, to the South Atlantic around southern Africa, the North Pacific around Japan, and the southwestern Pacific around New Zealand and Australia. Specimens are rare in tropical and polar latitudes.

Ecology/Psychology

Baring accident or disease Kraken are mature at 3 years of age with an average age span of 25 years. Kraken go through elaborate courtship displays with males passing sperm packets to the females, who then deposit hundreds of gelatinous eggs on the ocean, often in communal areas. Females produce up hundreds to a thousand eggs held together in a gelatinous material. The eggs hatch in around 6 weeks, less than a dozen survive till maturity. Unlike squids, Kraken do not die shortly after mating, they continue to grow and reproduce throughout their lifespan.

Krakens are carnivores that prefer marine mammals, whales, seals, and humans. The known predators of young and old kraken include sperm whales, pilot whales, southern sleeper sharks, and killer whales. Adult healthy Kraken have no known predators.

Society/Culture

Krakens are solitary and come together to mate.

128 Kirin

The Kirin, *a.k.a.*, Qilin, is a rare supernatural entity inspired by various East Asian mythologies, *e.g.*, Chinese, Japanese, Korean, etc. They have the body of a huge deer, a flame-colored horse-like mane, iridescent dragon scales and an ox tail. Both sexes have antlers and when they grow all the tines and branches sweep backward. Their eyes are walnut brown, and they have thick eyelashes. A Kirin is regal in appearance and its face is the picture of utter serenity. A *Supernatural Soul-Divine-Good* spell will confirm their nature.

A Kirin has the gift of *Prophecy* and appear with the imminent arrival or passing of a sage or illustrious ruler. Legend states one attended the birth of Confucius. Tales also relate that they punish wicked and evil entities and administer justice. Kirin will never harm good and pure souls, but they are swift and fierce to attack if threatened, breathing holy fire from their mouths. They are true omens of luck and prosperity due to their *Entropy* trait. Tales also relate how they can walk on water and even clouds, which they can via their *Supernatural Body-Move-Enhance Movement* spell-like trait.

Kirin have 37.8 development points to define their potential. During adolescence they should focus on *Awareness-all*, *Balance*, *Fauna Lore*, *Flora Lore*, *Hiding*, *Jumping & Landing*, *Languages*, *Movement*, *Navigation*, *Survival*, *Swimming*, *Weather watching*, *Breath Weapon*, *Striking/Blocking* and *Impaling* attacks.

| Kirin | Δ | Units | DPs |
|----------------------------|-------|-------|-------|
| Comeliness | 0.50 | z | 0 |
| Speed | 1.50 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.60 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 1.50 | z | 0 |
| Eloquence | 0.50 | z | 0 |
| Quickness | -0.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.00 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Morality | 0.75 | z | 0 |
| Spirituality | 0.75 | z | 0 |
| Will | 0.50 | z | 0 |
| Entropy | 1.50 | z | 182 |
| Gigantism | 0.50 | z | 20 |
| Immunity to Normal Weapons | 1.50 | z | 104.5 |

| | | | |
|---|--------|-----|--------|
| Maturity | -0.14 | yrs | -2.7 |
| Natural Weapons | 1.00 | z | 44 |
| Prophecy | 3.75 | z | 201 |
| Supernatural Body-Move-Enhance Movement | 3.00 | z | 99 |
| Vision FOV 2D | -30.00 | deg | -1.5 |
| Vision FOV 3D | 180.00 | deg | 9 |
| Trance-all | -0.28 | z | -150.7 |
| Transference-all | -0.99 | z | -510 |

Habitat

They can be found anywhere and in any habitat in East Asia.

Ecology/Psychology

A Kirin will be reborn from the body of a virgin two-year old deer. It can be of either sex. It is mature at 7.5 years of age and has a lifespan of 75 years. A Kirin will leave its mother after it is weaned, *i.e.*, 3-4 months, and spend the rest of its life traveling the country following its visions. They understand a variety of languages but rarely speak following the maxim, "A wise man will keep his mouth shut but a fool with open his and remove all doubt". During their travels they often find themselves in situations where they will defend the righteous from the wicked. There will never be more than one Kirin per country. A Kirin is shy and humble. It takes care to never step on any living entity even an insect. When it walks, it does so without trampling a single blade of grass.

Society/Culture

They are solitary prophets and have no society or culture.

129 Kitsune

Kitsune *a.k.a.*, Húli jīng, Kumiho is a supernatural entity closely associated with werefoxes and inspired by Japanese, Chinese and Korean folklore. It is said that originally, they were mundane foxes used by Inari Ōkami as messengers. Inari is the Shinto deity of fertility, rice, tea, sake, agriculture, industry and general prosperity and success. Over hundreds of years kitsune evolved into supernatural entities. Kitsunes are not therianthropes, demons or gods they are supernatural foxes that can shapeshift into a human. Inari's kitsune (zenko) are intelligent, faithful and over time wise beings.

Kitsune have a bushy tail(s) and coat of pale red. The more tails a kitsune has the wiser and more powerful it is. Kitsune have no natural aptitude in regards to the Codex, but over time they can become casters. Tales are told of kitsune with the abilities of possession (kitsunetsuki), fire, lightning, dream manipulation, flight, invisibility, illusions, and even the ability to bend space and time. Because of their potential power and influence, some people make sacrifices to them as to a deity.

They have the ability to take human form and serve as faithful guardians, friends, lovers, wives in addition to their messenger duties. Common forms assumed by kitsune include beautiful women, young girls, elderly men, and less often young boys. They can even duplicate the appearance of a specific person. When drunk or careless their transformation may not be complete, and tail(s) may be seen. Kitsune have a fear and hatred of dogs and can become rattled by their presence and revert to the form of a fox and flee.

Kitsune have 366.5 development points to define their potential. During adolescence they should focus on *Awareness-all*, *Balance*, *Fauna Lore*, *Flora Lore*, *Hiding*, *Hunting*, *Jumping & Landing*, *Language-S* (Fox, Japanese), *Movement*, *Stalking*, *Survival*, *Bite*, and *Grappling* attacks.

| Kitsune | Δ | Units | DPs |
|------------|-------|-------|-----|
| Comeliness | 0.25 | z | 0 |
| Speed | 1.55 | z | 0 |
| Agility | 2.10 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | -0.62 | z | 0 |

ORS

| | | | |
|-----------------------------|--------|-----|--------|
| Endurance | 1.00 | z | 0 |
| Eloquence | -0.25 | z | 0 |
| Quickness | -0.50 | z | 0 |
| Intuition | -0.18 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.00 | z | 0 |
| Memory | -0.25 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -0.50 | z | 0 |
| Age Span | 465.00 | yrs | 18.6 |
| Camouflage | 0.50 | z | 20 |
| Disease Resistance | 0.25 | z | 12.5 |
| Gestation Period | -28.00 | wks | -28 |
| Gigantism | -1.08 | z | -48 |
| Healing Rate | 1.00 | z | 44 |
| Hearing, Standard | 1.15 | z | 40 |
| Maturity | -0.14 | yrs | -2.7 |
| Natural Weapons | 1.75 | z | 89 |
| Reproductive Rate | 22.00 | wks | 22 |
| Sense, Direction | 1.00 | z | 44 |
| Smell, Standard | 2.00 | z | 80 |
| Human Body-Change-Polymorph | 3.00 | z | 99 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Acuity | -0.75 | z | -24.5 |
| Transference-all | -0.72 | z | -378.3 |

Habitat

Kitsune's original habitat is Japan and China. Abandoned homes are common haunts for kitsune.

Ecology/Psychology

Kitsune are promiscuous and have both human and fox lovers. All children born to human lovers are werefoxes and all female kits born to fox lovers will be kitsune. Baring accident or disease Kitsune are considered mature at 26 years of age and have an average lifespan of 540 years with a maximum of 599 years. A kitsune comes into heat, regardless of form, only twice a year in early to late winter and the kits are born in early spring. The average litter is four. In human form they rarely have more than one child after a nine-month pregnancy. A kitsune gains one tail every 60 years corresponding to the Chinese sexagenary cycle. As a kitsune ages they gradually turn gold and eventually snow white. Kitsune keep their promises and strive to repay any favor. Tales distinguish kitsune gifts from kitsune payments. If a kitsune offers a payment or reward that includes money or material wealth, part or all of the sum will consist of old paper, leaves, twigs, stones, or similar valueless items under a magical illusion. True kitsune gifts are usually intangibles, such as protection, knowledge, or long life.

Young kitsune (yako) are unable to shapeshift until they turn 30 and are often confused with werefoxes as they have but a single tail. These youngsters frequently get into mischief. Tales are told of kitsune playing tricks on proud samurai, greedy merchants and boastful commoners. They are also blamed for seducing young men, theft of food, humiliation of the prideful and vengeance for a perceived slight.

Society/Culture

Kitsune society is matriarchal where males don't exist. Their culture is centered around their shines and their service to Inari. The more tails a kitsune has the higher its position in society. After obtaining nine tails the kitsune turns white and before the age of 540 they will become a tenko (celestial fox) and ascend to the heavens.

130 Kodama

Kodama, *a.k.a.*, Kiinushii is a tree spirit from Japanese folklore. The appearance is that of a white hairless, roughly humanoid creature, with black eyes and no

visible nose, mouth or ears. They average two feet tall and weigh around 12 pounds. They appear sexless and have no sexual dimorphism. These spirits nimbly move within the forest's boundaries taking care of the forest and its inhabitants. Kodama cannot speak languages, but they can mimic natural sounds that they hear (yamabiko). The mimicry is echo-like, and others will echo the echo.

A kodama will have a neutral disposition towards any new entity it encounters. The actions and interactions will either lead to a positive outcome or they will seem to fade away, using their *Camouflage* trait. They are incapable of attacking any living entity. If killed, they will use their *Death Curse* to permanently add negative stressors to the murderer's *Luck* trait. One -1z for each year they have lived.

Tales are told that cutting down a tree which houses a kodama will bring misfortune and such trees are often marked with shimenawa rope. A tree that has a living kodama associated with it will bleed if cut down and kill the bonded Kodama, thus releasing the *Death Curse*. It is said that if one performs the proper ceremony the kodoma will bond to another tree and the tree can be harvested.

Kodama have 449.3 development points to define their potential. During adolescence they should focus on Awareness-all, Balance, Codex (plant & animal), Fauna Lore, Flora Lore, Hiding, Jumping & Landing, Mimicry, Movement, Signaling, Stalking, Survival.

| Kodama | Δ | Units | DPs |
|--------------|--------|-------|--------|
| Agility | 0.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -0.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | 0.50 | z | 0 |
| Spirituality | 1.00 | z | 0 |
| Will | 1.00 | z | 0 |
| Age Span | -55.00 | yrs | -2.2 |
| Camouflage | 2.50 | z | 148 |
| Gigantism | -1.49 | z | -72 |
| Mana | 1.00 | z | 100 |
| Maturity | -0.14 | yrs | -2.7 |
| Sense, Time | -2.80 | z | -176.5 |

Habitat

Kodama inhabit old-growth conifer forests around the world. An old-growth forest has attained great age without significant disturbance, and thereby exhibits unique ecological features. In Japan they are associated with Cryptomeria trees.

Ecology/Psychology

Whenever an old-growth forest tree lives longer than 100 years it will spawn a Kodama the following spring. Kodama are considered mature after two years and have an average lifespan of 20 years or the lifespan of the tree that spawned them whichever is fewer. They are born fully grown and when it dies the tree will spawn another the following spring.

Kodoma do not eat as their health is related to the tree that sired them. As they tend to the forest and maintain the balance of nature, they are effectively taking care of themselves. They have virtually no sense of time and live totally in the moment. Because of their pacifist nature they have no natural enemies.

Society/Culture

Kodama are confined to the forest boundaries and live happily with each other and all the animals and plants within the forest.

131 Lamia

Lamia are supernatural entities inspired by Greek mythology. They are always female having the upper body of a woman with their legs transformed into a constrictor snake's back end. Lamia get their name from their progenitor. The original Lamia was a beautiful queen of Ancient Libya who had an affair with Zeus. When Hera discovered his affair, she forced Lamia to kill their offspring, cursed her with insomnia, and transformed her legs into the back half of a snake. Zeus gave Lamia the power of prophecy and the ability to take out and reinsert her eyes allowing her to sleep. The loss of her children drove her insane with a compulsion to seduce young men and satisfy their sexual appetites. After copulation she strangles them with her tail (Grappling) and feeds upon their flesh afterward.

As a race they encompass all the possible body sizes and builds seen in our modern society. The snake portion averages and adds around 6 feet in length but no additional weight. Their complexion and hair color includes everything found on present day Earth. Occasionally, they may have a patch of scales on their arms, hands, or cheeks. Their human senses are average. They have an average rate of healing and an average resistance to disease.

Lamia have 499 development points to define their potential. During adolescence they should develop skills appropriate to the culture and social status they occupy. In addition, they should develop *Awareness, Control Frenzy, Fauna Lore, Flora Lore, Hiding, Hunting, Languages, Manipulation, Movement, Signaling, Stalking, Survival, Swimming, Grappling* and *Striking/Blocking* attacks.

| Lamia | Δ | Units | DPs |
|------------------|-------|-------|-----|
| Comeliness | 0.75 | z | 0 |
| Strength | 1.00 | z | 0 |
| Prophecy | 3.75 | z | |
| Transference-all | -0.37 | z | |

Habitat

Lamia originated from Libya but have now spread to all countries adjacent to the Mediterranean Sea. During the Age of Discovery, they are beginning to spread across the world. Given a choice they prefer to settle in warm to hot environments.

Ecology/Psychology

Baring accident or disease Lamina are considered mature at 18 years of age and have an average lifespan of 75 years with a maximum of 112 years. Lamia have not changed since they were created. The female comes into heat once per month with a gestation period of nine months. Lamia tend to be most active during the daylight hours and require on average eight hours of sleep a night. As a race they are cursed with compulsion to seduce young men and satisfy their sexual appetites. They are very passionate lovers. After she tires of their company or becomes pregnant, they will strangle their lover with their tail (Grappling) and feed upon their flesh. Any male children born of these unions are eaten and female children are Lamia.

Society/Culture

Lamia attempt to integrate into human society. When discovered they flee to the countryside or to another country.

132 Leprechaun

A leprechaun is a diminutive supernatural entity inspired by Irish folklore. Only males tend to be encountered and are around three feet tall, weighing 47 pounds but otherwise appearing as an average looking human with a good amount of wrinkles. Although the size of a child they are a mature male with a full beard wearing a rich hat, square-cut coat and breeches. They prefer shades of red or green with laces of golden silk. Their shoes are always black and always appear

new. Their hair and beard are always a shade of red and their eyes a shade of green. They live in human towns and cities having a principal occupation of making and cobbling shoes. They enjoy playing practical jokes on their neighbors causing no harm to anyone but to their pride and ego. Everyone in the village wonders about the funny cobbler who obviously lives well above their means. They are always a bachelor, live alone and rarely take on an apprentice.

Some leprechauns are said to have the ability to extend their life and possibly others. They never forget an insult and will methodically plan, track and kill any who impugn their honor. Legend has it that if captured and bound a leprechaun will grant a wish for their freedom. If unable to cast the spell they will tell you the location of their gold. Leprechauns take this as a major insult and will take any opportunity to escape. They will recover their gold and kill the thieves.

Leprechauns have 369.5 development points to define their potential. In addition to their skill in leather crafts, leprechauns tend to be skilled *Alchemists* and powerful casters that are capable of casting *Invisibility, Teleportation* and even *Wish*. They also tend to be skilled with daggers, throwing knives and throwing bodkins (large needles).

| Leprechaun | Δ | Units | DPs |
|--------------------|--------|-------|--------|
| Comeliness | -0.38 | z | 0 |
| Speed | -0.17 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | 0.45 | z | 0 |
| Strength | -0.20 | z | 0 |
| Endurance | -0.17 | z | 0 |
| Eloquence | 0.25 | z | 0 |
| Intuition | 0.50 | z | 0 |
| Stability | -0.35 | z | 0 |
| Reasoning | -0.48 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | 0.25 | z | 0 |
| Will | -0.22 | z | 0 |
| Weight | 60.00 | lbs | 30 |
| Age Span | -20.00 | yrs | -0.8 |
| Body Density | 0.50 | z | 20 |
| Curse Resistance | 0.33 | z | 17 |
| Disease Resistance | 0.93 | z | 56 |
| Entropy | -1.78 | z | -242.8 |
| Gestation Period | -6.00 | wks | -6 |
| Gigantism | -1.06 | z | -46.9 |
| Healing Rate | 0.72 | z | 30 |
| Mana | 1.00 | z | 100 |
| Porphyria | 0.53 | z | 17 |
| Vision, Daylight | -0.53 | z | -17 |
| Vision, Infrared | 1.50 | z | 55.5 |
| Vision, Lowlight | 0.55 | z | 72 |

Habitat

Leprechauns are born and raised in an underground gnome city. Adult leprechauns live in human villages, towns and cities.

Ecology/Psychology

Baring accident or disease leprechauns are considered mature at 13.2 years of age and have an average lifespan of 55 years with a maximum of 85 years. They are a strange hybrid of a boggart and a gnome. A widowed male boggart who has lost his home and family infiltrates (polymorph) a gnome society and begins to court an 'old-maid' gnome who is always rather frumpy looking. The courting results in a marriage and usually only male children are born. If a female is born it is raised as a normal gnome. The disguised boggart may never be discovered until his death, when he will revert back to his original form.

The child's badger companion always seems to die due to unknown causes long before its time. Growing up they're humiliated by their peers for being tall and large. They are never satisfied with their vegetarian diet and will secretly eat meat whenever they can. Their natural aptitude in magic is not Earth. As they mature, they discover they are asexual and impotent. They are also sterile, but they may not discover this fact until later. They develop an unhealthy desire for gold when they hear the clan's stories about 'treasure crocks' buried by

ORS

humanoids in time of war. Week by week they become dissatisfied about their lives. Sometime after maturity they leave the gnome society for good, recover the secret gold and bury it anew and take up residence, living well as a cobbler in a town or city near their cache.

Society/Culture

Leprechaun society and culture is that of the humans they live amongst.

133 Leucrocotta

Leucrocotta, *a.k.a.* Crocotta, is a rare supernatural entity that is the hybrid of a hyena and a lion. There is little sexual dimorphism at all. They average 5 feet, 4" long from nose to the end of their 10" tail and weigh 133 pounds. They are only encountered at night and in areas of cover. They are said to be able to mimic the voices of people they have killed. They can even recall some memories. It conceals itself in thickets, various members of the pack each using their skills to confuse and separate their prey. When one is singled out, they spring from concealment, seize it, and devour them.

Because so few survive their encounter descriptions vary and are mostly wrong. Some report they are brave as a lion, as swift as a horse, and as strong as a bull, and it cannot be overcome by any weapon of steel. Pliny the Elder wrote "swiftest of wild beasts, about the size of an ass, with a stag's haunches, a lion's neck, tail and breast, badger's head, cloven hoof, mouth opening right back to the ears, and ridges of bone in place of rows of teeth".

Leucrocotta have 107 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Fauna Lore, Flora Lore, Hiding, Hunting, Jumping & Landing, Language-S, Mimicry, Movement, Stalking, Survival, Bite, Claw and Grappling* attacks.

| Leucrocotta | Δ | Units | DPs |
|---------------------------------------|--------|-------|---------|
| Comeliness | -1.00 | z | 0 |
| Speed | 1.75 | z | 0 |
| Agility | 2.25 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | -0.25 | z | 0 |
| Endurance | 0.50 | z | 0 |
| Eloquence | 0.83 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -62.00 | yrs | -2.48 |
| Camouflage | 0.76 | z | 32 |
| Gestation Period | -24.00 | wks | -24 |
| Gigantism | -0.07 | z | -2.48 |
| Hearing, Standard | 1.00 | z | 34 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 1.38 | z | 50 |
| Human Mind-Move-Steal Skill Knowledge | 3.00 | z | 99 |
| Human Mind-Move-Share Memories | 3.00 | z | 99 |
| Taste, Standard | -0.51 | z | -16 |
| Vision FOV 2D | -40.00 | deg | -2 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Lowlight | 1.31 | z | 61 |
| Visual Acuity | -0.48 | z | -15 |
| Mimicry | 1.50 | z | 82 |
| Trance-all | -0.49 | z | -264 |
| Transference-all | -0.49 | z | -264.04 |

Habitat

Leucrocotta inhabit savannas, grasslands, woodlands, forest edges, subdeserts, and even mountains and can be found across Africa and into the Middle East.

Ecology/Psychology

Baring accident or disease they are mature at 3 years of age and have an average lifespan of 13 years. Leucrocotta are promiscuous and the female frequently mates with all mature males in the pack when she is in heat. Leucrocotta are nocturnal and relish the taste of human flesh. Their hunting strategy involves taking down an isolated humanoid and consume it. This allows the creature to mimic the prey's voice and memories and over the next days or weeks lure other humanoids into ambush that are searching for the initial prey. This process continues until they are driven out of the area. Humanoids tend to blame lions for their deaths. Predators include lions and hyenas which actively hunt them if encountered in their territory.

Society/Culture

Leucrocotta have a nomadic existence moving whenever the human, lion or hyena pressure pushes them out of an area. Their packs average 9-15 individuals where the strongest/smarter leads, what can be male or female. The entire pack takes care of the young. They share their kills amongst their pack and will abandon their kill if a pack of lions or hyenas approach.

134 Leviathan

The Leviathan is a giant supernatural semi-aquatic entity inspired by Jewish mythology. He generally has the head and body of a Mosasaurus and the legs, skin and tail of a crocodile. He is 56 feet long and weighs nearly 51,000 pounds. The head is conical and tapers off to a short snout which extends a little beyond the frontmost teeth. His robust jaws are capable of swinging back and forth and strong muscles capable of powerful bites using dozens of large teeth, aligned in two rows, adapted for cutting prey. The Leviathan has short legs with clawed webbed toes. The tail is long and massive, and the skin is thick and plated.

The Tanakh relates that originally there was a female Leviathan but fears of them multiplying and destroying the world forced Yahweh to kill the female and preserve the flesh for a future feast. Furthermore, it breathes smoke from its nostrils and fire from its mouth (-3z). Because of its watery nature the Fire from Breath Weapon has significant negative stressors. It has impenetrable skin, *i.e.*, scales as large as shields on its back, and its head looks like it is covered in hard broken pottery. Swords and harpoons will simply bounce off it hide. On land, the Leviathan leaves a trail of ruts and in the water, it produces a deep, churning wake.

Leviathan has 0 development points to define its potential. During adolescence they should focus on *Acrobatics-water, Awareness-all, Balance, Codex, Destroying, Fauna Lore, Fishing, Flora Lore, Hiding, Hunting, Language, Movement, Stalking, Survival, Swimming, Weather Watching, Bite, Breath Weapon, Claw and Striking/Blocking* (tail whip) attacks.

| Leviathan | Δ | Units | DPs |
|----------------------------|---------|-------|-------|
| Comeliness | -1.00 | z | 0 |
| Speed | 2.75 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | 2.50 | z | 0 |
| Strength | 2.50 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Spirituality | 1.00 | z | 0 |
| Will | 1.00 | z | 0 |
| Weight | -80.00 | lbs | -40 |
| Age Span | 1973.00 | yrs | 78.95 |
| Gigantism | 3.26 | z | 226.6 |
| Immunity to Normal Weapons | 2.00 | z | 160 |
| Quickening | 2.98 | z | 140 |
| Vision FOV 3D | 60.00 | deg | 3 |
| Vision, Lowlight | 1.00 | z | 44 |
| Vision, Underwater | 1.32 | z | 47.48 |

| | | | |
|------------------|-------|---|------|
| Trance-all | -0.62 | z | -330 |
| Transference-all | -0.62 | z | -330 |

Habitat

Leviathan is the primeval sea-monster, dwelling in "the Abyss". It can be found anywhere in the world's oceans.

Ecology/Psychology

It is a symbol of power and destruction and humanity's relative power. The leviathan represents the forces of chaos, destructive forces that seek to annihilate the world. Even its creator was wary of its power, eliminating its ability to reproduce and gaining its enmity. The prophecy of Yahweh destroying the Leviathan brings to mind similar stories from other civilizations, including Indra killing the Vritra in Hindu mythology, Marduk destroying Tiamat in Mesopotamian myth or Thor slaying Jormungandr in Norse mythology.

Society/Culture

Leviathan is unique and has no society or culture. It is therefore a solitary entity follows its own destiny.

135 Manticore

A Manticore is a supernatural entity inspired by Indian and Persian mythology. It has a human-like head, the mane and body of a lion and the tip of their tail has spike-like quills. Their body is reddish brown in color and averages 6.6 feet long and weigh 242 pounds. Manticores have three rows of teeth and are known man-eaters. The tail which adds another two feet to their apparent length is tipped with two dozen one-foot-long quills. The quills can be shot like arrows (*Ablative* attack) six at a time in any direction with no penalty up to a maximum 100 feet. The quills are venomous (+0.67z) and take a week to regrow. Their poison is a paralytic, causing total paralysis which takes an hour to wear off.

The adventurous and foolhardy sometimes trap and capture Manticores for sale to the various monarchs India and Persia. As a safety precaution the tips of their tails are often amputated. Sadly, many of the beast captured are just mundane lions.

Manticores have 300 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Fauna Lore, Flora Lore, Hiding, History, Hunting, Jumping & Landing, Language, Movement, Philosophy, Stalking, Survival, Ablative, Bite, Claw and Grappling* attacks.

| Manticore | Δ | Units | DPs |
|---------------------------|--------|-------|-------|
| Comeliness | -1.00 | z | 0 |
| Speed | 2.00 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Intuition | 0.50 | z | 0 |
| Memory | 0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Will | 1.00 | z | 0 |
| Age Span | -50.00 | yrs | -2 |
| Bodily Fluids (Paralysis) | 3.67 | z | 194.1 |
| Camouflage | 1.00 | z | 44 |
| Gestation Period | -21.00 | wks | -21 |
| Gigantism | 0.17 | z | 6.5 |
| Mana | -2.24 | z | -373 |
| Maturity | -0.12 | yrs | -2.4 |
| Poison Resistance | 1.00 | z | 61 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Required | 4.00 | hrs | 4 |
| Vision, Lowlight | 1.00 | z | 44 |

Habitat

Manticores inhabit a wide range of habitats, from open plains to thick brush and dry thorn forest. They can be encountered in Africa, India, Iraq and Iran.

Ecology/Psychology

Baring accident or disease Manticores are considered mature at 3 years of age and have an average lifespan of 25 years with a maximum of 35 years. They tend to have one litter every two years, with a gestation period of 15 weeks. After gestation the female gives birth to one to six cubs with an average litter of three. Young males are forced out by the dominant male when they reach maturity. They can sleep/rest up to 12 hours a day.

Manticores are predators and their preferred prey are humanoids, but will take down other prey if needed, *e.g.*, wildebeest, zebra, buffalo, gemsbok and giraffe. They typically stalk their prey and make a short charge to take down their prey, launching a volley of spikes if the initial charge fails. They typically consume their prey at the kill site with the dominant male eating first then the females and only then the young. Running they can achieve 50 miles per hour in a charge and can jump vertically 12 feet and 36 feet with a running start. Manticores have an aversion to elephants and will avoid them if at all possible.

Society/Culture

Manticore are social and cultured, at least in their minds. Members of a pride are typically very affectionate, and cuddle and groom each other. The pride also works as a team to bring down prey which is shared with the entire family. Manticores do not roar preferring stealth and silence.

136 Mind Moth

Mind Moths are supernatural entities that are related to *creatonotos gangis* a species of arctiine moth found in Southeast Asia and Australia. Adults have white hind wings and brown forewing, each with a dark streak, and a wingspan of about 3-4 inches. The abdomen and head are red with black spots. The males have four tentacle-like organs which can be inflated to over 10 inches in length.

The mind moth uses its tentacles to attack and control a humanoid host. The inflatable tentacles will penetrate the noise and ear openings and break through into the brain. Should one of these attacks succeed the mind moth attempts Human Mind-Change *Domination*. Each of the four tentacles can attempt this once per lifetime. After successful domination the male mind moth will fertilize and implant its eggs, see *Ecology/Psychology*.

Male Mind moths have 0 development points to define their potential. During adolescence they will focus on Awareness, Flying, Fauna Lore, Movement, Survival, and Impaling attack at a minimum.

| MindMoth | Δ | Units | DPs |
|------------------|--------|-------|--------|
| Comeliness | -0.33 | z | 0 |
| Speed | -0.50 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -1.50 | z | 0 |
| Endurance | -1.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -0.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.00 | z | 0 |
| Memory | 0.50 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Will | 1.00 | z | 0 |
| Age Span | -74.32 | yrs | -2.973 |
| Curse Resistance | 1.00 | z | 61 |
| Gestation Period | -34.00 | wks | -34 |
| Gigantism | -3.45 | z | -250 |
| Magic Resistance | 1.35 | z | 154 |
| Mana | 1.50 | z | 182 |

| | | | |
|------------------------------|-------|-----|---------|
| Maturity | 0.50 | yrs | 10 |
| Human Mind-Change-Domination | 3.50 | z | 125 |
| Flying/Gliding | 2.00 | z | 116 |
| Impaling Attack | 1.00 | z | 52 |
| Trance-all | -0.79 | z | -413.03 |

Habitat

Mind Moths original habitat was in Southeast Asia and Australia but with the dawn of exploration they are beginning to migrate to all the temperate regions of the planet. Its Asian distribution includes eastern Indonesia, India, Iran, Sri Lanka, China, Japan, Thailand, and New Guinea. In Australia, it is restricted to northern parts of Western Australia, Northern Territory and Queensland, extending as far south as Mackay.

Ecology/Psychology

The entire lifespan of a mind moth is about 35 weeks. The Life cycle of a mind moth is not dependent on the year; instead, the male determines it based on the availability of a suitable host. The adult female moth, and her 10-20 unfertilized eggs will live a maximum of two weeks after emerging from her chrysalis. During this time, she seeks out a male and implants her eggs into the male's abdomen. The unfertilized eggs are viable for up to 6 months, or until they are fertilized and injected into the brain of a humanoid host. After implantation the eggs, learn via osmosis the skills from their parents. The eggs are yellow and round and hatch in the brain after a gestation period of 14 days. The male mind moth usually remains attached to the host, controlling the host and protecting his offspring until they hatch. After hatching the male moth detaches and dies within a matter of days. The host has no ill effects other than mild headaches until the eggs hatch.

After hatching the brown caterpillars with a yellow strip along the back eat the host's nutrient rich brain causing seizures and apparent insanity. The symptoms grow increasing worse until the host becomes catatonic around 14 days after hatching. The host's brain is totally consumed after seven weeks, and the caterpillars emerge to find a suitable place to transform into a pupa. It takes 14 days for the chrysalis to turn into an adult moth.

Society/Culture

The mind moths swarm to protect themselves from predators like birds. If a colony of hosts are present the moths utilize them for protection. A mind moth's-controlled humanoid will protect and do all within their power to protect their moth in all stages of their lives.

137 Minotaur

These supernatural entities are all the descendants of the original Minotaur, Asterion, the offspring of Minos' wife Pasiphae and a snow-white bull. As the unnatural offspring of a woman and a beast, the Minotaur had no natural source of nourishment and thus devoured humanoids for sustenance. Before Daedalus finished constructing the Labyrinth to hold the creature, it had managed to impregnate multiple women. All minotaurs have the head and neck of a white bull and the body of a human. Eventually, Theseus slew the creature and it now guards the seventh circle of Hell. Minotaurs average 6.25 feet tall and weigh 220 pounds and their curving bull's horns are 15-20 inches long. Males' bodies and horns are larger than females.

All minotaurs are strong as an ox, have a violent nature and humanoid bloodlust (Undead Craving). They are resistant to magic (+2.25) and are formidable foes. They will attack the same sex on sight and attempt to ravage the opposite sex after subduing them, they are horny after all.

Minotaurs have 155 development points to define their potential. During adolescence that should develop *Awareness-all*, *Balance*, *Climbing*, *Fauna Lore*, *Flora Lore*, *Hiding*, *Jumping & Landing*, *Language (Bovini)*, *Movement*, *Religion-Greek*, *Signaling*, *Stalking*, *Survival*, *Swimming*, *Weather Watching*, *Bite*, *Concussion Weapons*, *Impaling*, and *Striking/Blocking* attacks.

| Minotaur | Δ | Units | DPs |
|-------------------|--------|-------|------|
| Comeliness | -0.20 | z | 0 |
| Speed | 1.00 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.25 | z | 0 |
| Strength | 2.10 | z | 0 |
| Endurance | 1.50 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.80 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Weight | 12.00 | lbs | 6 |
| Gigantism | 0.11 | z | 4 |
| Hearing, Standard | 1.00 | z | 34 |
| Magic Resistance | 2.00 | z | 300 |
| Mana | -2.65 | z | -527 |
| Natural Weapons | 1.00 | z | 44 |
| Smell, Standard | 1.00 | z | 34 |
| Undead Craving | 1.00 | NA | 100 |
| Vision FOV 2D | 60.00 | deg | 3 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Lowlight | 0.50 | z | 20 |
| Visual Acuity | -0.48 | z | -15 |

Habitat

Minotaurs inhabit remote pastures and meadows far from the villages and towns. Poseidon or his daughters periodically relocate them to new pastures.

Ecology/Psychology

Baring accident or disease a minotaurs are considered mature at 18 years of age and has a lifespan of 75 years with a maximum of 100 years. Their bodies are those of a humanoid and have the associated physiology. The female comes into heat once per month with a gestation period of nine months. Minotaurs tend to be most active during the daylight hours and require on average eight hours of sleep a night. When females are not rearing the young they resume their warrior duties.

Society/Culture

Minotaur society is patriarchal. They live in primitive villages. Minotaurs are very territorial and will kill/ravage any humanoids they encounter in their area. Male minotaurs are polygamous and spend little time raising the young until they reach the age of 6. At this point they take them from the females and raise them to be warriors, both male and female. Any minotaur not up to the leader's standard will be culled or castrated and are sent to live among the child-rearing females and the elderly. They pay homage to Poseidon and are ready and willing to go to war on his behalf.

138 Naga

Nagas are supernatural entities inspired by Hindu and Buddhism mythology. Females are called Nagini and males are called Naga, their King is referred to as Nagaraja and Nagavanshi refers to any dynasty or ruling group that claims descent from Nagas. According to legend they are the human-cobra hybrid children of the sage Kashyapa and Kadru. Their *Morphing* trait enables them to assume a physical form as either human, a partial human-serpent, or as a whole serpent. Their hybrid form can have two or four arms, depending on their desires. Regardless of their appearance their tongue is always forked. In size they range from human norms to 19 feet as a cobra or hybrid. Their human coloration is dependent on region. As a serpent their skin is olive green with black and white bands on the trunk that converge to the head. The head is covered by 15 drab colored and black edged shields. The muzzle is rounded, and the sensitive forked tongue is black. It has two fangs and 4 teeth in the upper jaw, and two rows of teeth in the lower jaw. The nostrils are between two shields. The large eyes have a golden iris and round pupils. Their hood is oval

ORS

shaped and covered with olive green smooth scales and two black spots between the two lowest scales. Males are larger than females.

Nagas are considered by humans to be protectors and beings that fight against evil. If they are unable to battle a force of evil themselves, they may give a human champion one of their sacred weapons or bestow a temporary mystical ability. They have a dignified air and are at least average in comeliness. They tend to be well versed in the use of the Codex as well as having a formidable venom. Naga venom will cause pain, fall in blood pressure, convulsions, and death by respiratory failure in 30 minutes. Naga fighters are well-disciplined and trained warriors. Naga fight with a variety of weapons: daggers, bows, polearms, swords, crises, spears and shields. Nagas are capable, if trained, in using a different weapon or shield in each arm. They are ferocious in their role as guardians, they may be overprotective of the secrets they guard, and kill foolhardy or ignorant explorers. When outside of their guard duty, they are generally benevolent beings as long as they are not insulted.

Nagas have 82 development points to define their potential. During adolescence they should develop skills appropriate to the culture and social status they occupy. In addition, they should develop *Awareness-all*, *Balance*, *Climbing-free*, *Codex*, *Contortions*, *Control Frenzy*, *Fauna Lore*, *Flora Lore*, *Hiding*, *Hunting*, *Languages*, *Medicine*, *Meditation*, *Movement*, *Signaling*, *Stalking*, *Survival*, *Swimming*, *Two Weapon Combat*, *Bite*, *Grappling*, and *Striking/Blocking* attacks.

| Naga | Δ | Units | DPs |
|------------------|--------|-------|------|
| Strength | 1.00 | z | 0 |
| Eloquence | 0.50 | z | 0 |
| Stability | 0.50 | z | 0 |
| Spirituality | 1.00 | z | 0 |
| Bodily Fluids | 4.72 | z | 300 |
| Mana | 1.00 | z | 100 |
| Morphing | 100.00 | % | 50 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.00 | z | 44 |
| Vision, Infrared | 2.00 | z | 80 |
| Trance-all | -0.58 | z | -309 |
| Transference-all | -0.58 | z | -309 |

Habitat

Nagas are endemic to tropical and subtropical regions around the world primarily in Asia and Southeast Asia. They are associated with bodies of waters, *i.e.*, including rivers, lakes, seas, and wells. Along with their protected body of water, Nagas are said to protect ancient temples and treasure.

Ecology/Psychology

Baring accident or disease Naga are considered mature at 18 years of age and have an average lifespan of 75 years with a maximum of 112 years. The female comes into heat once per month with a gestation period of nine months. Though uncommon, the son of some revered Nagas have married human Indian princesses. Naga tend to be most active during the daylight hours and require on average eight hours of sleep a night.

Society/Culture

Nagas are not very social, and live in underground caverns containing their extended family. They don't form cities or towns but do build elaborate and beautiful residences often ornamented with precious gems. Communities rarely exceed 100 individuals. They spend their time learning and meditating on the nature of the world and improving themselves. In their role as guardians of mankind they are often sought for their knowledge in medicine and will always help females with fertility issues.

139 Nephilim

Nephilim are supernatural entities which are the offspring of a humanoid and an angel or an archangel or a demon or a devil. Although Birdmen, Goblin, Dwarf,

Elf, and Merman Nephilim are possible they are very rare. Nephilim are not giants; they are a hybrid of a humanoid and extraplanar entity and are mortal. Many heroes and villains in history were secretly a Nephilim; perhaps driven to prove themselves. Regardless of the parentage Nephilim are basically the same, they primarily gain talents from their extraplanar parent and lose talents from their humanoid parents. In appearance they tend to look human unless they reveal themselves.

Nephilim are complex, searching for a focus. Nephilim have 370.95 development points to define their potential. Adolescent development is that of their humanoid parent's society.

| Nephilim | Δ | Units | DPs |
|----------------------------|-------|-------|---------|
| Comeliness | 0.25 | z | 0 |
| Speed | 0.50 | z | 0 |
| Agility | 0.67 | z | 0 |
| Vitality | 1.25 | z | 0 |
| Strength | 0.87 | z | 0 |
| Endurance | 0.66 | z | 0 |
| Eloquence | 0.50 | z | 0 |
| Intuition | 0.18 | z | 0 |
| Stability | 0.17 | z | 0 |
| Memory | 0.25 | z | 0 |
| Charisma | 0.50 | z | 0 |
| Creativity | -0.50 | z | 0 |
| Morality | 0.50 | z | 0 |
| Spirituality | 0.50 | z | 0 |
| Will | 0.25 | z | 0 |
| Age Span | 96.25 | yrs | 3.85 |
| Camouflage | 1.75 | z | 89 |
| Immunity to Normal Weapons | 1.25 | z | 81.5 |
| Mana | 1.00 | z | 100 |
| Maturity | -0.14 | yrs | -2.7 |
| Flying/Gliding | 1.00 | z | 52 |
| Trance-all | -0.62 | z | -329.05 |

Habitat

Nephilim live in the habitat of their humanoid parent.

Ecology/Psychology

Baring accident or disease a Nephilim's average lifespan is around 171 years, with a maximum of 225. They are mature at 18 years of age. At birth they appear to be a normal baby of their humanoid parent. As they grow, they never quite fit in and frequently have rebellious tendencies. After entering puberty, they will physically begin to look more like their extraplanar parent, and their wings will begin to sprout. Their *Camouflage* trait can be used to hide their wings or their entire body as they desire. Furthermore, after puberty their personality will tend to take after their extraplanar parent, *i.e.*, a scion of a demon isn't born evil but they find that route easier.

Society/Culture

Nephilim are limited to the humanoid societies and cultures of the prime material plane. Nephilim initially are raised in ignorance of their extraplanar parent. Birdmen, Goblin, Dwarf, Elf, and Merman talents (if applicable) never materialize, and it will eventually be apparent to all that the child is not normal. Depending on the society they will be ostracized. It is virtually unheard of for a Nephilim to be welcomed into the society of their upper plane extraplanar parent. Nephilim whose parent is from the lower planes is usually welcomed with open arms after proving themselves.

140 Nixie

The Nixie, *a.k.a.*, Nexy, Nix, Nacken, Nicor, Nook or Nokken are supernatural shapeshifting water spirits in Germanic mythology. *ORS™* also classifies the Ningyo from Japanese folklore as a Nixie. Nixies are hard to describe as their primary trait is shapeshifting. If caught by surprise, they appear to be amphibious humanoids and can be male or female. The female has very small

ORS

secondary sex characteristics and is often confused as male. Their complexion and hair color includes everything found on present day Earth. The only noticeable difference is that many have partially webbed fingers, and toes, *i.e.*, syndactyly.

As a race they hate humanoids as humanoids tend to defile nature. Their goal is to lure humanoids into the river and drown them. They can often be found on a rock or small island playing an instrument, dancing, and singing. If they are aware of an approaching group, they often play the role of a drowning woman or child. They have the spell-like trait of *Supernatural Body-Change-Polymorph* and can appear as a human, fish, snake, deer, boar and even a horse. When in human form they can be recognized by the wet hem of their clothes. A famous Nixie, *Lorelei*, sat on a rock in the Rhine and lured fishermen and boatmen to the dangerous reefs. Many confuse them with Mermaids, Nymphs and Sirens.

Occasionally, a Nixie can be friendly with methods varying based on location. Tales are told if properly approached they will teach a musician to play so adeptly "that the trees dance, and waterfalls stop at his music. Nixies are allergic to iron and are incapable of holding their liquor.

Nixies have 435.3 development points to define their potential. During adolescence they should focus on *Acrobatics-water, Awareness-all, Balance, Dancing, Fauna Lore, Fishing, Flora Lore, Hiding, History, Hunting, Jumping & Landing, Language, Movement, Music-all, Stalking, Survival, Swimming, Claw and Grappling* attacks.

| Nixie | Δ | Units | DPs |
|--|-------|------------|-------|
| Eloquence | 1.00 | z | 0 |
| Age Span | 75.00 | yrs | 3 |
| Allergy Resistance (Hard Liquor) | -1.00 | z | -44 |
| Immunity to Normal Weapons (Iron only) | -2.00 | z | -160 |
| Maturity | -0.14 | yrs | -2.7 |
| Polyorgani - 1 | 1.00 | Skin Lungs | 10 |
| Supernatural Body-Change-Polymorph | 3.00 | z | 99 |
| Vision, Lowlight | 1.00 | z | 44 |
| Vision, Underwater | 2.00 | z | 80 |
| Alcohol Craft-Spirits | -0.74 | z | -16.7 |
| Codex-Fire | -1.00 | z | -44 |
| Swimming | 1.00 | z | 26 |

Habitat

Their natural habitat is the Lakes, creeks, streams and rivers anywhere on the planet not including the Arctic or Antarctic. Their lair is on the deepest part of the water body.

Ecology/Psychology

Barring accident or disease Nixies are mature at 15 years of age and have an average lifespan of 150 years. Their mating rituals revolve around the performance arts. The male that impresses the female the most will win her favor. After reaching maturity a male will search out a mate in another body of water. The Nixie will grow despondent unless they have free, regular contact with a water source.

Nixies are omnivores eating fish, plants and some mammals. They never eat the humanoids they drown, instead they bury them in the water body's sediment downstream.

Society/Culture

Their society is simple and based on nature worship. There will be at most one family group on any tributary or lake. Nixies are monogamous and mate for life.

141 Nue

A Nue, *a.k.a.*, Nightmare is a female supernatural entity from Japanese Mythology. According to folklore the Nue was created by assembling the left-

over parts and pieces used in creating all the other entities. Nue average 7 feet long, weigh 550 pounds and are 3.5 feet tall. Physical sexual dimorphism is so extreme that the female and male, Baku, are listed separately. The mature female is larger than the male. The female is bold, with a simian-like head, body of a badger, a snake-like tail, and paws of a tiger. They have a distinctive color pattern where the front and back parts are black, and the midsection is white.

The Nue is skilled in harmful *Animal, Humanoid, and Supernatural Mind* magic. Their magic can also be used to allow them to fly, usually appearing as a black cloud. They are known to cause addictions, amnesia, confusion, mental disorders, pain and steal memories. They are especially known for causing terrible nightmares. It is said they come at night cloaked in black smoke, whistling like a night bird. Nights where the Nue cry are dreadful. The cry is a loud, whistle with 5-10 second pauses between each one-second-long phrase, "twee...tuuu...tuuu...tuuu". It is said Nue are frequently summoned by spell casters to attack their political, religious enemies and professional competition.

Nue have 131.6 development points to define their potential. During adolescences they should focus on *Awareness-all, Balance, Codex, Control Frenzy, Drama-acting, Fauna Lore, Flora Lore, Hiding, Hunting, Manipulation-direct, Movement, Psychology, Signaling, Stalking, Survival, Bite, Claw, and Grappling* attacks.

| BakuNue | Δ | Units | DPs |
|-------------------------|--------|-------|--------|
| Comeliness | -1.25 | z | 0 |
| Speed | 1.35 | Z | 0 |
| Agility | 2.00 | z | 0 |
| Vitality | 2.00 | z | 0 |
| Strength | 1.70 | z | 0 |
| Endurance | 0.50 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.00 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.00 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -0.60 | z | 0 |
| Weight | 140.00 | lbs | 70 |
| Age Span | -50.00 | yrs | -2 |
| Camouflage | 1.00 | z | 44 |
| Gestation Period | 20.00 | wks | 20 |
| Gigantism | 0.24 | z | 9 |
| Mana | 1.00 | z | 100 |
| Maturity | -0.12 | yrs | -2.4 |
| Natural Armor | 1.50 | z | 72.5 |
| Vision FOV 2D | 70.00 | deg | 3.5 |
| Vision FOV 3D | -64.00 | deg | -3.2 |
| Vision, Lowlight | 1.00 | z | 44 |
| Codex-Animal-Mind | 1.00 | z | 52 |
| Codex-Human-Mind | 1.76 | z | 99 |
| Codex-Supernatural-Mind | 1.00 | z | 52 |
| Trance-all | -0.53 | z | -281.6 |
| Transference-all | -0.53 | z | -281.6 |

Habitat

They originated in China but quickly spread all over Asia. With the dawn of the Age of Exploration they are now diffusing across the world. They will live anywhere animal, humanoid, and supernatural entities reside. They opportunistically hide during the daylight hours in cellars, basements, burrows, and caves.

Ecology/Psychology

Barring accident or disease Nue are considered mature at 3 years of age and have an average lifespan of 25 years with a maximum of 35 years. Female Nue come into heat once a month. She loves her independence, and will actively avoid all Baku, and flee when she is discovered. If captured, the Baku forces her to mate many times a day and will never leave her alone until she is pregnant. Once pregnant, the gestation period is 13 months, and her calves will remain with her until 3 years of age. Male calves are always Baku and females are always Nue. They are weaned after one year. She is a dutiful mother and protects and cares

ORS

for her young, all the while missing her freedom and independence. At one year of age, she begins teaching them how to feed on the mental health of animal, humanoid and supernatural entities.

Nue feed on the negative mental health of animal, humanoid and supernatural entities. They prefer humanoids as the mental energy is very powerful. The process of degrading mental health is especially tasty to them.

Society/Culture

Nue prefer a solitary, independent existence. But once pregnant she settles down and is a dedicated mother for the next 4 years. After birth she provides protection and training of her young until they reach maturity. At which point she abandoned her babies and regains her independence.

142 Nukekubi

Nukekubi are supernatural creatures inspired by Japanese and Asian folklore. Nukekubi are known by various names depending on the region and local folklore, *e.g.*, Penanggal from Malaysia, Indonesia, Brunei and Singapore; Leyak from Bali; Ma Lai from Vietnam; and Krasue from Thailand. This creature appears to be a beautiful woman with smooth skin and long glossy black hair. Male nukekubi have never been reported. Nukekubi have an average height of 6'4" and a weight of 133 pounds.

Many legends and myths surround the nukekubi. Some tell of mortal women who practice black magic and smell of vinegar. Some state that they have made a pact with a demon or devil. Others describe the Gods damming them with a terrible curse for having eaten their child. Another tale claims anyone brushed by the dripping entrails will suffer wounds that never heal. One more states their victims are limited to pregnant women and young children. Although the above are false the reality is just as frightening.

When the sun has set or is absent nukekubi have the ability to separate their head and neck from their body drawing out various internal organs from the opening. This abomination can fly around freely at up to 15 fps (10 mph) searching for a victim. Their body though blind, deaf and dumb can still sense the world around it and can defend itself. Nukekubi have 432 development points to define their potential. In addition to the suggested skills discussed in *Adolescent Development (ORS™ Standard Rules)*, key skills developed during adolescence should include *Biting Attack, Grappling, Manipulation* and one or more *Weapon* skills.

| Nukekubi | Δ | Units | DPs |
|----------------------------|-------|-------|------|
| Comeliness | 0.50 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Empathy | -1.00 | z | 0 |
| Morality | -0.50 | z | 0 |
| Dismemberment Attack | 1.00 | NA | 50 |
| Morphing (Detach, Fangs) | 20.00 | % | 10 |
| Polyorgani (Heart) | 1 | * | 10 |
| Porphyria | 4.44 | z | -268 |
| Supernatural Body-Move-Fly | 3.00 | z | 99 |
| Human Soul-Change-Charms | 3.00 | z | 99 |

Habitat

They originated in Asia but are slowly spreading to all landmasses on Terra, excluding the Arctic and Antarctic.

Ecology/Psychology

Baring accident or disease nukekubi are considered mature at 18 years of age and have an average lifespan of 75 years with a maximum of 112 years. They can procreate with humans. If a male child is born the mother drains it of blood shortly after birth. During the day they go about their mundane existence living and working appropriately for the society and culture they reside. At night or

during situations where sunlight is absent, they detach their heads and search for their next victim. Their detached head is unable to tolerate sunlight separated from its body. For this reason, they will always return to their body before sunrise.

Nukekubi have two hearts and the ability to separate their head, cervical vertebra, a heart, esophagus, stomach and a lung from the rest of their body. They often fly around looking for a victim to slake their thirst for blood. As part of this metamorphosis, they grow fangs like a vampire, but are not classified as undead. As stated earlier their body doesn't die as it still has a functioning heart and a lung. It will remain where it is until its head and organs return. If the nukekubi is ever unable to find its body, it will die if exposed to sunlight. The body obviously cannot hear, see, taste or smell but it can sense vibrations and will actively defend itself.

Nukekubi can control their thirst and only require a half a cup of blood a day to maintain their vitality. They usually does not kill the victim, instead they use their Spell-like trait to *Charm* them making them docile and to assist draining them night after night. Like rokurokubi, nukekubi can be very effective in gathering information and spying. Nukekubi tend to be most active during the night hours and require on average eight hours of sleep a day.

Society/Culture

Nukekubi live in human cities and towns in both rural and urban settings. They blend into the society and culture in which they live.

143 Nymph

The nymph has its origins in Greek mythology and is a beautiful supernatural female nature spirit. They are scantily clad humanoids in appearance, at the peak of their attractiveness. Nymphs are usually bonded with a particular aspect of nature, *e.g.*, Earth, Air, Water and Plants. When not bonded with an aspect of nature they will be part of a retinue of a god, *e.g.*, Dionysus, Hermes, Pan and Artemis.

Nymphs are protective of their aspect of nature, often defending them with their lives. They are often encountered individually or in small groups dancing, singing or bathing, usually during the heat of the day. They tend to be powerful spell casters in the noun related to their nature bond, *i.e.*, Earth or Air or Water or Plants. It can be dangerous for humanoids to surprise a nymph, encouraging a host of *Mind* spells including: *Amnesia, Confusion, Domination, Sleep, Pain, Stun, and Suggestion* just to name a few. Conversely friendly and comely humanoid males are usually welcomed, if for but a sweet time. When threatened or sleeping they merge with their aspect of nature via *Elemental Merge*.

143.1 Air Nymph

Air Nymphs are beautiful curly blond haired supernatural female nature spirits. They are usually found with other nymphs, all scantily clad, singing and dancing. Some Air nymphs mentioned in Greek tales are the Aurae (breezes). They were daughters of either the earth-encircling river Okeanos or the north-wind Boreas.

Air Nymphs have 328.34 development points to define their potential. During adolescence they can develop anything but will include, *Astronomy, Awareness, Codex, Dancing, Fauna Lore, Flora Lore, Languages, Manipulation-direct, Music, Poetry, Prayer, Religion, Singing, Swimming, and Weather Watching*.

| AirNymph | Δ | Units | DPs |
|--|-------|-------|-------|
| Comeliness | 1.25 | z | 0 |
| Eloquence | 1.25 | z | 0 |
| Age Span | 75.00 | yrs | 3 |
| Immunity to Normal Weapons | 1.00 | z | 61 |
| Mana | 0.75 | z | 68 |
| Maturity | -0.13 | yrs | -2.66 |
| Supernatural Body-Change-Elemental Merge | 3.00 | z | 99 |

ORS

| | | | |
|------------------------------------|-------|---|---------|
| Vision, Distance | 1.00 | z | 34 |
| Codex-Air | 1.00 | z | 52 |
| Codex-Fire | -1.00 | z | -44 |
| Codex-Human-Mind | 1.00 | z | 52 |
| Codex-Extraplanar-Body, Mind, Soul | -1.00 | z | -44 |
| Trance-all | -0.36 | z | -195.66 |

Habitat

Air Nymphs inhabit remote locales distant from humanoid habitation. Because they are averse to wearing much in the way of clothes they tend to be found in the temperate zones of the world.

Ecology/Psychology

Baring accident or disease Air Nymphs are considered mature at 16 years of age and have an average lifespan of 150 years with a maximum of 210 years. In size and weight, they fall within humanoid norms. Some believe nymphs are the result of a liaison between a god and a mortal. Their prime motivation in life is to protect the aspect of nature to which they are bonded. They enjoy teasing satyrs but will always attempt to avoid amorous unions with them. Should a nymph's sexual liaison ever give birth to a male child it is usually still born if the partner was a humanoid; but if the union was with a satyr it will be a satyr.

Society/Culture

Air Nymphs enjoy the company of other nymphs and their peaceful bond with nature. They have no formal society/culture and will never travel more than seven miles from their bonded domain.

143.2 Earth Nymph

Earth Nymphs are beautiful brunette supernatural female nature spirits. They are usually found with other nymphs, all scantily clad, singing and dancing. Some Air nymphs mentioned in Greek tales are the : the Alseides (groves), Auloniades (valley pastures, glens), the Leimakides (meadows), the Napaeae (dells) and the Oreads (mountains).

Earth Nymphs have 328.34 development points to define their potential. During adolescence they can develop anything but will include, *Astronomy, Awareness, Codex, Dancing, Fauna Lore, Flora Lore, Languages, Manipulation-direct, Music, Poetry, Prayer, Religion, Singing, Swimming* and *Weather Watching*.

| EarthNymph | Δ | Units | DPs |
|--|-------|-------|---------|
| Comeliness | 1.25 | z | 0 |
| Eloquence | 1.25 | z | 0 |
| Age Span | 75.00 | yrs | 3 |
| Immunity to Normal Weapons | 1.00 | z | 61 |
| Mana | 0.75 | z | 68 |
| Maturity | -0.13 | yrs | -2.66 |
| Supernatural Body-Change-Elemental Merge | 3.00 | z | 99 |
| Vision, Lowlight | 1.00 | z | 34 |
| Codex-Earth | 1.00 | z | 52 |
| Codex-Fire | -1.00 | z | -44 |
| Codex-Human-Mind | 1.00 | z | 52 |
| Codex-Extraplanar-Body, Mind, Soul | -1.00 | z | -44 |
| Trance-all | -0.36 | z | -195.66 |

Habitat

Earth Nymphs inhabit remote locales distant from humanoid habitation. Because they are averse to wearing much in the way of clothes they tend to be found in the temperate zones of the world.

Ecology/Psychology

Baring accident or disease Earth Nymphs are considered mature at 16 years of age and have an average lifespan of 150 years with a maximum of 210 years. In size and weight, they fall within humanoid norms. Some believe nymphs are the

result of a liaison between a god and a mortal. Their prime motivation in life is to protect the aspect of nature to which they are bonded. They enjoy teasing satyrs but will always attempt to avoid amorous unions with them. Should a nymph's sexual liaison ever give birth to a male child it is usually still born if the partner was a humanoid; but if the union was with a satyr it will be a satyr.

Society/Culture

Earth Nymphs enjoy the company of other nymphs and their peaceful bond with nature. They have no formal society/culture and will never travel more than seven miles from their bonded domain.

143.3 Flora Nymph

Flora Nymphs are beautiful auburn haired supernatural female nature spirits. They are usually found with other nymphs, all scantily clad, singing and dancing. Some Air nymphs mentioned in Greek tales are the Dryads and Hamadryads (trees), the Meliae (ash trees) and Hyleroi (woods).

Flora Nymphs have 328.34 development points to define their potential. During adolescence they can develop anything but will include, *Astronomy, Awareness, Codex, Dancing, Fauna Lore, Flora Lore, Languages, Manipulation-direct, Music, Poetry, Prayer, Religion, Singing, Swimming*, and *Weather Watching*.

| FloraNymph | Δ | Units | DPs |
|--|-------|-------|---------|
| Comeliness | 1.25 | z | 0 |
| Eloquence | 1.25 | z | 0 |
| Age Span | 75.00 | yrs | 3 |
| Immunity to Normal Weapons | 1.00 | z | 61 |
| Mana | 0.75 | z | 68 |
| Maturity | -0.13 | yrs | -2.66 |
| Supernatural Body-Change-Elemental Merge | 3.00 | z | 99 |
| Vision, Lowlight | 1.00 | z | 34 |
| Codex-Plant | 1.00 | z | 52 |
| Codex-Fire | -1.00 | z | -44 |
| Codex-Human-Mind | 1.00 | z | 52 |
| Codex-Extraplanar-Body, Mind, Soul | -1.00 | z | -44 |
| Trance-all | -0.36 | z | -195.66 |

Habitat

Flora Nymphs inhabit remote locales distant from humanoid habitation. Because they are averse to wearing much in the way of clothes they tend to be found in the temperate zones of the world.

Ecology/Psychology

Baring accident or disease Flora Nymphs are considered mature at 16 years of age and have an average lifespan of 150 years with a maximum of 210 years. In size and weight, they fall within humanoid norms. Some believe nymphs are the result of a liaison between a god and a mortal. Their prime motivation in life is to protect the aspect of nature to which they are bonded. They enjoy teasing satyrs but will always attempt to avoid amorous unions with them. Should a nymph's sexual liaison ever give birth to a male child it is usually still born if the partner was a humanoid; but if the union was with a satyr it will be a satyr.

Society/Culture

Flora Nymphs enjoy the company of other nymphs and their peaceful bond with nature. They have no formal society/culture and will never travel more than seven miles from their bonded domain.

143.4 Water Nymph

Water Nymphs are beautiful raven haired supernatural female nature spirits. They are usually found with other nymphs, all scantily clad, singing and dancing. Some Air nymphs mentioned in Greek tales are the Haliae (sea and seashores), the Naiads (lakes, rivers and streams), the Nereids (calm seas).

ORS

Water Nymphs have 328.34 development points to define their potential. During adolescence they can develop anything but will include, *Astronomy, Awareness, Codex, Dancing, Fauna Lore, Flora Lore, Languages, Manipulation-direct, Music, Poetry, Prayer, Religion, Singing, Swimming, and Weather Watching.*

| WaterNymph | Δ | Units | DPs |
|--|-------|-------|---------|
| Comeliness | 1.25 | z | 0 |
| Eloquence | 1.25 | z | 0 |
| Age Span | 75.00 | yrs | 3 |
| Immunity to Normal Weapons | 1.00 | z | 61 |
| Mana | 0.75 | z | 68 |
| Maturity | -0.13 | yrs | -2.66 |
| Supernatural Body-Change-Elemental Merge | 3.00 | z | 99 |
| Vision, Underwater | 1.00 | z | 34 |
| Codex-Water | 1.00 | z | 52 |
| Codex-Fire | -1.00 | z | -44 |
| Codex-Human-Mind | 1.00 | z | 52 |
| Codex-Extraplanar-Body, Mind, Soul | -1.00 | z | -44 |
| Trance-all | -0.36 | z | -195.66 |

Habitat

Water Nymphs inhabit remote locales distant from humanoid habitation. Because they are averse to wearing much in the way of clothes they tend to be found in the temperate zones of the world.

Ecology/Psychology

Baring accident or disease Water Nymphs are considered mature at 16 years of age and have an average lifespan of 150 years with a maximum of 210 years. In size and weight, they fall within humanoid norms. Some believe nymphs are the result of a liaison between a god and a mortal. Their prime motivation in life is to protect the aspect of nature to which they are bonded. They enjoy teasing satyrs but will always attempt to avoid amorous unions with them. Should a nymph's sexual liaison ever give birth to a male child it is usually still born if the partner was a humanoid; but if the union was with a satyr it will be a satyr.

Society/Culture

Water Nymphs enjoy the company of other nymphs and their peaceful bond with nature. They have no formal society/culture and will never travel more than seven miles from their bonded domain.

144 Ogre

An ogre (feminine: ogress), *a.k.a.* Oni, Stallo, Yaksha and Buggane is a large legendary monster that has a reputation of eating humanoids with a preference of infants and children. They are on average 9 feet tall and weigh around 574 pounds having a disproportionately large head, abundant hair, unusually colored skin, a voracious appetite, and great strength. Their faces are often brutish (porcine, bovine, simian), with large teeth and fangs. Some tales claim they have antlers or horns although this might be an elaborate headdress. Their hands and feet end in lion-like claws. Their skin tone varies and can be tinted yellow, black, green, red and even blue. They often appear only wearing loincloths made of animal or humanoid skins.

As a race they tend to prefer primitive weapons, *e.g.*, clubs, cudgels and javelins which they use for bashing and throwing. Their weapons can be adorned with wicked iron spikes, studs or bands. Older ogres sometime sport a damaged chainmail vest or shirt, acquired during a battle. Ogres have 296.5 development points to define their potential.

| Ogre | Δ | Units | DPs |
|------------|-------|-------|-----|
| Comeliness | -0.50 | z | 0 |
| Speed | 0.50 | z | 0 |
| Agility | 0.38 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 1.25 | z | 0 |

| | | | |
|--------------------|-------|---|--------|
| Quickness | -0.50 | z | 0 |
| Intuition | -0.34 | z | 0 |
| Stability | -0.75 | z | 0 |
| Reasoning | -0.50 | z | 0 |
| Charisma | -0.50 | z | 0 |
| Empathy | -0.83 | z | 0 |
| Creativity | -0.50 | z | 0 |
| Will | 0.40 | z | 0 |
| Curse Resistance | 1.00 | z | 61 |
| Disease Resistance | 1.25 | z | 81.5 |
| Gigantism | 0.57 | z | 23 |
| Healing Rate | 1.75 | z | 89 |
| Mana | -2.33 | z | -403.5 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.00 | z | 44 |
| Poison Resistance | 1.00 | z | 61 |

Habitat

Ogres tend to inhabit wooded wilderness areas. Ogres can also be found in caves and high mountain peaks.

Ecology/Psychology

It is said in the dawn of time ogres were the result of breeding humans with giants. Many discount this as myth because of the enmity with humanoids but if true they inherited the most savage, and bestial traits from both parents. As a race they tend to be slow mentally and are often incapable of rational thought. This may be due to rampant inbreeding. Regardless, they are quick to anger and are ruled by their emotions. Although they have inherited human lifespan few die of old age. Ogres consider humanoid entities a delicacy and can consume an astounding amount of flesh. They are known for rampaging through villages and leaving death and destruction in their wake.

Society/Culture

Ogres are primitive tribal creatures with little in the way of manners or benevolence. In ogre society might makes right. Dominant ogres are constantly defending their position and harem from challengers. It is not uncommon for ogres to mate with siblings and even their own children. It is also not usual for a successful challenger to kill and consume all the previous leader's young. Finally, old, weak and wounded ogres are considered prey.

145 Pegasus

A Pegasus is winged supernatural horse from Greek mythology. The progenitor and namesake of this species was the offspring of Poseidon and Medusa. They have a wingspan of 45 feet, they are around 15 hands (5 feet) tall at the withers and weigh 1000 pounds. They are usually white in color. They often help gods and heroes in their adventures, *e.g.*, Pegasus aided the hero Bellerophon in his fight against the Chimera and flew Perseus to Ethiopia to help Andromeda. It is also said that Pegasus caused the stream Hippocrene to spring from Mount Helicon with a blow of his hoof.

Pegasi have 481.6 development points to define their potential and should be used to define personality, intelligence, temperament. During adolescence they will focus on *Acrobatics-air, Awareness, Balance, Diving, Fauna Lore, Flora Lore, Flying, Language, Signaling, Survival, Bite, Sticking/Blocking and Wing Buffet* attacks.

| Pegasus | Δ | Units | DPs |
|-----------|-------|-------|-----|
| Speed | 1.50 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.25 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 1.50 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |

ORS

| | | | |
|-------------------|--------|-----|---------|
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -48.00 | yrs | -1.92 |
| Gestation Period | 10.00 | wks | 10 |
| Gigantism | 0.87 | z | 37 |
| Hearing, Standard | 0.50 | z | 15.8 |
| Mana | -1.57 | z | -197.58 |
| Maturity | -0.05 | yrs | -1.1 |
| Natural Armor | 0.50 | z | 20 |
| Reproductive Rate | -1.00 | wks | -1 |
| Smell, Standard | 1.00 | z | 34 |
| Taste, Standard | -0.50 | z | -15.7 |
| Vision, Distance | 1.24 | z | 44 |
| Vision FOV 2D | 70.00 | deg | 3.5 |
| Vision FOV 3D | -64.00 | deg | -3.2 |
| Flying/Gliding | 1.00 | z | 52 |

Habitat

Pegasi, like horses, are herbivores with a digestive system adapted to a forage diet of grasses and other plant material, consumed steadily throughout the day. Their habitat tends to be savannas and grasslands in the wild. A large band of Pegasi live on Olympus, stabled with other steeds belonging to Zeus.

Ecology/Psychology

Baring accident or disease horses are considered mature at 5 years and have an average lifespan of 27 years with a maximum of 40 years. Foals are usually born in the spring. The estrous cycle of a mare occurs roughly every 3 weeks and occurs from early spring into autumn. The gestation period is around 11-12 months, and they give birth to a single foal, twins are rare. Fools are able to stand shortly after birth. Foals are generally weaned from their mothers between four and six months of age. Their wings bud and begin to grow after they have been weaned. Pegasi can mate with horses as well as within their own species, the foals will all be pegasi.

Society/Culture

The natural structure of a family of pegasi, like the horse, is the band. The dominant stallion is the boss. His role is to protect his band from danger and increase his harem of mares and foals. The band is led in its daily routine of grazing and watering by the lead mare. Pegasi are shy creatures and must be approached with caution. A pegasi's natural instinct for defense is flight, but a stallion can show aggression when he fears his family is being threatened. A young stallion, at the breeding age of two years or more, will be driven from his maternal band by the dominant stallion. The banished youngster will continue to follow the band at a distance until he finds other ousted young males to join up with. These groups are called "bachelor bands."

The lead mare is "second-in-command" to the dominant stallion in the band. Cautiously she will lead the band of mares and foals to new forage areas and watering holes. Ever watchful, she will take the lead for a fast retreat if danger is present. The stallion will bring up the rear, ready to protect and defend his band from any attack. A band of horses can be come easily disoriented if the lead mare is lost or disoriented.

Ritual posturing and snorts often resolve a confrontation between stallions, but fighting does occur. The males are at high risk from combat, but death is unlikely. Horse pawing is used for communication, breaking ice in water holes, digging in deep snow for winter forage, and enlarging water holes.

146 Peryton

The peryton is a supernatural entity that has the body of a stag, wings of an eagle and the teeth of a wolf. This entry is inspired by Jorge Luis Borges book entitled "Imaginary Beings" which used a long-lost medieval manuscript as a source. Their wingspan is over 30 feet from tip to tip and the plumage is light blue to green in color. Their tan hide is very thick and difficult to penetrate.

They average around 175 pounds and are 3.2 feet tall at the shoulder. It was prophesied that Perytons would led to the fall of Rome.

Its strangest trait is that, when the sun strikes it, instead of casting a shadow of its own body, it casts the shadow of a man. From this, some conclude that the Perytons are the spirits of wayfarers who have died far from their homes and from the care of their gods. They are mortal foes of the human race and when they succeed in killing a man, their shadow returns to its natural state.

Perytons have 284.2 development points to define their potential. During adolescence they can develop anything but will include, *Acrobatics-air, Awareness, Fauna Lore, Flora Lore, Languages, Signaling, Survival, Swimming, Weather Watching, Bite, Impaling, and Striking/Blocking* attacks.

| Peryton | Δ | Units | DPs |
|-------------------|--------|-------|--------|
| Comeliness | -1.00 | z | 0 |
| Speed | 1.66 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.25 | z | 0 |
| Strength | 0.90 | z | 0 |
| Endurance | 1.50 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.75 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -65.00 | yrs | -2.6 |
| Gestation Period | -9.00 | wks | -9 |
| Gigantism | 0.05 | z | 2 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.17 | z | -348.7 |
| Maturity | 0.07 | yrs | 1.3 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.25 | z | 57.5 |
| Reproductive Rate | 48.00 | wks | 48 |
| Smell, Standard | 1.60 | z | 60 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 2D | -30.00 | deg | -1.5 |
| Vision FOV 3D | 180.00 | deg | 9 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Accuity | -0.62 | z | -20 |
| Flying/Gliding | 2.00 | z | 116 |

Habitat

It is said they originated from Atlantis and after a climatic catastrophe spread to the rest of the world. They can be seen flying at dizzying heights above the Pillars of Hercules.

Ecology/Psychology

Baring accident or disease they are mature at 3 years of age and live around 10 years with a maximum of 15. The female willingly mates with any and all males during the mating season. The gestation period is about 27 weeks, with fawns born in the spring during the night. Peryton females usually give birth to a single fawn. The fauns can begin gliding within hours and are able fly at dawn. Fawns stay with their mothers during the summer and are contributing to the daily hunt after about 10 weeks. A buck's antlers never fall off and they stop growing when they achieve a 9x9 rack of sharp tines. Should an antler break, it will grow back within a month.

It is carnivorous by nature but has been observed eating dry earth. They prefer humanoid flesh and for unknown reasons will never kill more than one human a day. Their metabolism requires that they eat around 10 pounds of meat a day. It is not uncommon for a formation of Perytons to swoop down on ships or caravans killing and mangling many, wallowing in the gore of its victims and then fleeing using their powerful wings. Their only known predators are humanoids, although bears and large cats will take fawns or sick animals that are left unguarded.

Society/Culture

Perytons sleep, fly and hunt in flocks. They are not food aggressive, and females and fawns frequently share the buck's prey. They are very social and actively guard the members of the herd. They are nomadic and sleep in a different meadow every night. There is no hierarchy in the herd all healthy adults are considered equal.

Habitat

Phoenixes are native to China, East Asia, Europe, the Middle East and Northern Africa. They inhabit agricultural areas intermixed with areas of taller vegetation, which they use for cover. They will never be more than 100 yards from an accessible source of water, e.g., stream, river, lake or well. They have been associated with temples of the sun.

Ecology/Psychology

Baring accident or disease they are considered mature at 6 months, sexually active after 52.5 years and have a natural lifespan of 500 years. They are monogamous and mate for life. Phoenixes roost and build their nests in tall swaying trees that provide dense cover. Their nests are lined with aromatic grasses, plants and leaves, with a preference for cinnamon, frankincense, musk, myrrh, sandalwood, etc.. In May phoenix produce a clutch of around 1-2 orange-red eggs that smell of myrrh. The chicks hatch in 4 weeks and can fly two weeks later and beginning to look like their parents after four months. After maturity if they are ever killed, they will ignite and be reborn from the ashes (*Metempsychosis*), fully grown, on the ninth dawn after their death. If the ashes are destroyed or dispersed, they will die before their natural lifespan. A phoenix respects bravery and valor and may heal a wounded or poisoned individual with its tears.

A phoenix is a herbivore eating a wide variety of aromatic herbs, grasses, leaves, vegetables, fruit, nuts, and grain. Before maturity they are often preyed upon by a variety of cats, dogs, wolves and weasels. After maturity they have few predators.

Society/Culture

Phoenixes are secretive and never more than a single animal will ever be seen. Occasionally an unbonded, or widowed, phoenix will associate themselves and even nest in a powerful entity's home or garden. Once they find a mate they will depart and never return. A mated pair will build a nest hidden and protected to raise their young. They are rare and are believed to be territorial with a no other phoenix is ever seen within a 60-mile radius.

147 Phoenix

The Phoenix, *a.k.a.*, Bennu, Huma, Milcham, Hol, is a very rare supernatural entity from Greek mythology. It is a large chicken-like bird with brilliant flame-like plumage, a blend of reds, oranges, and yellows. Its eyes are blue and shine like sapphires. It has relatively long legs, small head, long neck, and a plump body. The male has a very long tail, 18 inches, that is copper in color with black stripes. The female is smaller, their head neck and body are tan to cinnamon-orange in color with black spots and a shorter, 8-inch tail. They average 28" inches long, weigh around 3 pounds and have a wingspan of 24 inches. They are able short-distance fliers with a rate up to 35 miles per hour, but they prefer to run at speeds of 8 miles per hour. If startled however, they can suddenly burst upwards at great speed, with a distinctive "whirring" wing sound and often giving kok kok kok calls to alert others. They have good hearing and eyesight.

Legends claim they are immortal and there exists only one in all the world. Some legends say it dies in a show of flames and combustion, before being born again. The phoenix is featured in many cultures' folklore and mythology with various names. In addition to virtual immortality, the Phoenix was thought to have other powers. It was believed that Phoenix tears have healing properties and that it was impossible to tell a lie in the presence of a Phoenix. Others say it is considered good luck to spot a Phoenix.

A phoenix has 235.8 development points to define their potential, including *Mana*. During adolescence that should develop *Awareness-all*, *Balance*, *Fauna Lore*, *Flying*, *Hiding*, *Language* (Phasianidae), *Movement*, *Signaling*, *Survival*, *Swimming*, *Bite* and *Claw* attacks.

| Phoenix | Δ | Units | DPs |
|----------------------------|---------|-------|---------|
| Comeliness | 0.55 | z | 0 |
| Speed | 1.27 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -1.75 | z | 0 |
| Endurance | -1.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -108.00 | lbs | -54 |
| Age Span | 425.00 | yrs | 17 |
| Body Density | -1.00 | z | -44 |
| Gestation Period | -32.00 | wks | -32 |
| Gigantism | -1.28 | z | -59 |
| Hearing, Standard | 0.76 | z | 25 |
| Mana | 1.00 | z | 100 |
| Maturity | -0.14 | yrs | -2.7 |
| Metempsychosis | 1.00 | NA | 50 |
| Poison Resistance | 1.00 | z | 61 |
| Reproductive Rate | 48.00 | wks | 48 |
| Human Body-Change-Healing | 3.00 | z | 99 |
| Human Body-Change-Toxicity | 3.00 | z | 99 |
| Vision FOV 2D | 50.00 | deg | 2.5 |
| Vision FOV 3D | -115.00 | deg | -5.75 |
| Vision, Lowlight | -0.75 | z | -31.5 |
| Visual Acuity | 0.48 | z | 15 |
| Trance-all | -0.53 | z | -281.95 |
| Transference-all | -0.18 | z | -99 |

148 Pixie

A pixie, *a.k.a.*, sylph, sprite, is a supernatural creature closely associated with faeries. They have the appearance of very small faeries with hummingbird-like wings. Like the hummingbird they can hover or fly at speeds exceeding 50 miles per hour. Their average height is 9.1" tall and 1 pound in weight. Their clothing ranges from scrapes of rubbish to the latest fashions. Their hair color ranges all the humanoid norms but can also be pink, blue or chartreuse. Their ability to camouflage is under their active control, they can virtually disappear into the background or glow brightly (30 lumens). They can even control the wavelength of light they emits from infrared to ultraviolet.

They have two great weaknesses, their curious nature and *felis catus*, (domestic cats) and some small wild cats, e.g., African, European, Cretan, Asiatic and Arabian wildcats. These types of cats are one of the few creatures that can capture and kill pixies.

Pixies have 337.5 development points to define their potential. During adolescence they can choose anything but will focus on *Acrobatics-air*, *Awareness*, *Balance*, *Flying*, *Hiding*, *Movement*, *Stalking*, *Survival* skills.

| Pixie | Δ | Units | DPs |
|------------|-------|-------|-----|
| Comeliness | 0.50 | z | 0 |
| Speed | 2.50 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | -0.50 | z | 0 |
| Strength | -2.00 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Quickness | -0.60 | z | 0 |
| Intuition | -0.25 | z | 0 |

ORS

| | | | |
|--|--------|-----|--------|
| Reasoning | -0.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -1.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Will | -0.75 | z | 0 |
| Age Span | 5.00 | yrs | 0.2 |
| Camouflage | 3.00 | z | 198 |
| Gestation Period | -33.00 | wks | -33 |
| Gigantism | -2.74 | z | -170.5 |
| Immunity to Normal Weapons (Iron Only) | -2.00 | z | -159 |
| Mana | 0.08 | z | 5.37 |
| Maturity | -0.02 | yrs | -0.3 |
| Sense, Direction | 2.00 | z | 107 |
| Flying/Gliding | 1.00 | z | 52 |

Habitat

Pixies tend to be concentrated in the high moorland areas, *e.g.*, upland areas in temperate grasslands, savannas, and shrublands, characterized by low-growing vegetation on acidic soils. Pixies are believed to inhabit ancient underground ancestor sites such as stone circles, barrows, dolmens, ringforts or menhirs.

Ecology/Psychology

Baring accident or disease pixies are considered mature at 18 years of age and have an average lifespan of 80 years with a maximum of 112 years. Pixies are able to fly within a few hours after birth and stick close their mothers and aunts until maturity. Their size is related to their age and experience, generally they are ½ inch tall at birth, around 9.1 inches at maturity and can grow to 18 inches tall later in life. Pixies are diminutive, generally benign, mischievous, and childlike, with a fondness of food and dancing. One of their favorite pastimes is leading travelers astray and frightening young maidens. They are extremely curious by nature and enjoy covertly spying on other entities. They love to explore and are often used as sources of information and knowledge within 60 miles of their homes. Fine and well-tailored clothing are highly prized amongst them. They derive extreme pleasure in riding horses and often make tangled ringlets in their manes.

Society/Culture

Pixies are considered wyldfae even though they are not faeries, because they are quick to align with either the Summer or Winter courts. The slowly growing exception to this is urban faeries that maintain their independence until necessity requires them to swear fealty to a powerful entity. Pixies are independent but do form groups around a charismatic leader.

149 Roc

The Roc, *a.k.a.*, Rukk, Alerion, Avalerion is a supernatural eagle of mythic size and is lord over all other raptors. It is the color of fire and its wings are as sharp as a razor. On average they have a body 12 feet in length, a wingspan of 75 feet and weigh 152 pounds. The female is larger than male. The eyes are bright yellow, and the bill and talons are black. It is a great soaring bird and can dive up to 150 miles per hour. The roar of the wind whipping through the 12-foot flight feathers on the bird's wings can be heard for miles.

The Roc is featured in Arabic and Indian folklore. The Roc is mentioned by name in tales from Arabia and Persia. It is also documented by Marco Polo, Pierre de Beauvais and Prester John in the 13th century. Many believe they are gods and worship them. Tales in "One Thousand and One Nights" relate their strength is so great that it can carry an elephant. Although false they could easily carry a pig or a quarter horse.

Rocs have 102.5 development points to define their potential. During adolescence they should focus on *Acrobatics-air, Awareness-all, Diving, Fauna Lore, Flora Lore, Flying/Gliding, Hiding, Hunting, Language-S (Raptoridae), Movement, Stalking, Survival, Weather Watching, Bite, Claw and Wing Buffet* attacks.

| Roc | Δ | Units | DPs |
|----------------------------|---------|-------|--------|
| Speed | 3.00 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | -0.90 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Weight | -122.00 | lbs | -61 |
| Age Span | -15.00 | yrs | -6 |
| Body Density | -1.00 | z | -44 |
| Disease Resistance | 0.75 | z | 43 |
| Gestation Period | -10.00 | wks | -10 |
| Gigantism | 1.02 | z | 45 |
| Hearing, Standard | 1.00 | z | 34 |
| Immunity to Normal Weapons | 1.50 | z | 104.5 |
| Mana | -2.56 | z | -489.4 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 22.00 | wks | 22 |
| Taste, Standard | -1.00 | z | -34 |
| Vision, Distance | 2.50 | z | 108.5 |
| Vision FOV 2D | 30.00 | deg | 1.5 |
| Vision FOV 3D | -50.00 | deg | -2.5 |
| Visual Accuity | 2.34 | z | 99 |
| Flying/Gliding | 1.00 | z | 52 |

Habitat

The Roc can live in any location where the average temperature never drops below 60 degrees Fahrenheit. The Roc is known to live in the Middle East, Madagascar, and the region between the Hydaspes and Indus rivers in modern-day India and Pakistan. It has also been seen in the skies above the China Sea.

Ecology/Psychology

The Roc is very rare. Baring accident or disease Rocs are considered mature at 14 years of age and have an average lifespan of 60 years. Rocs mate for life and have at least two clutches of two eggs per year. The mated pair make a nest in a location accessible only from the air. Mating occurs in the early spring/fall and each egg weighs over 25 pounds. The eggs are protected but do not need to be incubated by the parents as the habitat provides the necessary heat. If either pair is killed or the female reaches 60 years of age the eggs will hatch, otherwise they turn to dust. When the young are born, the parents, accompanied by a retinue of other raptors, fly to the sea, plunge in, and drown. The other birds return to the nest to care for the young until they are old enough to fly. The young are fully independent after 16 months. Rocs are capable of hunting and killing prey that is 10 times their body weight.

Rocs require about 10 to 20 pounds of meat each day. The Roc is diurnal and more active during the morning. When hunting actively, they swoop from high above their prey. For smaller prey they grab it in their bill, kill, and swallow without landing. For larger prey they grab it with their talons, climb to an acceptable altitude and location and drop it and then retrieve it from the ground and return to their nesting site to consume and share it.

Society/Culture

Rocs are monogamous and mate for life. They actively protect each other and their eggs. They both participate in nest building. They are territorial and have a range with a radius of 1000 miles.

150 Rokurokubi

Rokurokubi is a supernatural creature inspired by Japanese folklore. This creature usually appears to be a beautiful woman or occasionally a handsome man with smooth skin and long glossy black hair. Rokurokubi have an average height of 67” and a weight of 148 pounds.

When the sun has set or is absent rokurokubi have the ability to morph their neck, effectively stretching it over 30 feet. This allows head to move around freely at a normal walking rate searching for oil to drink. Rokurokubi avoid confrontation and their pilfering habit is never malicious.

Rokurokubi have 692 development points to define their potential. In addition to the suggested skills discussed in *Adolescent Development (ORSTTM Standard Rules)*, key skills developed during adolescence should include *Movement, Hiding and Stalking*.

| Rokurokubi | Δ | Units | DPs |
|------------|-------|-------|-----|
| Comeliness | 0.50 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Morality | -1.00 | z | 0 |
| Mana | -0.11 | z | -8 |
| Morphing | 16.00 | % | 8 |

Habitat

They originated in Asia but have now spread to all landmasses on Terra, excluding the Arctic and Antarctic.

Ecology/Psychology

Baring accident or disease rokurokubi are considered mature at 18 years of age and have an average lifespan of 75 years with a maximum of 112 years. They can only procreate with their own kind. During the day they go about their mundane existence living and working appropriately for the society and culture they reside. At night or during situations where sunlight is absent, they can stretch their necks to incredible lengths.

They often wander around town searching random homes for lamp oil. The oil is essential part of the female’s estrous cycle requiring a minimum of a gallon a month. Males need but a cup a month to remain fertile. Their necks easily allow them to explore deeply into even second story buildings. Once a source is found they quickly drink the oil leaving lamps and storage containers empty.

Rokurokubi can also be mischievous, taking pleasure in frightening drunk people, scaring small animals, knocking things over, etc.. Rokurokubi can also be very effective in gathering information and spying. Rokurokubi tend to be most active during the night hours and require on average eight hours of sleep a day.

Society/Culture

Rokurokubi live in human cities and towns in both rural and urban settings. They blend into the society and culture in which they live.

151 Satyr

The satyr has its origins in Greek mythology, *a.k.a.*, Faun and is a supernatural male nature spirit. In lowland regions he appears as a naked human with mane-like hair, ears, and a tail resembling those of a horse. In rocky and mountainous regions, he appears as a naked human with lower legs, tail, ears, and horns of a goat. Their faces are clearly human, but they have a hint of horse and goat respectively. Regardless, they all sport a well-trimmed beard and if any nymphs or humanoid females are present an exaggerated human erection.

If they encounter a nymph or a female humanoid their large phallus will become erect, and their primary focus and attention will be towards them. Satyrs have an insatiable sexual appetite and are very skilled in providing sexual satisfaction. Satyrs are natural musicians, they tend to specialize in the flute, pan pipes and lyre but are not restricted to those instruments. The satyr Marsyas is said to have challenged the god Apollo to a musical contest and was flayed alive for his hubris. One of their favorite pastimes is tricking, pranking and manipulating humanoids into embarrassing/compromising situations and only releasing them when supplied with juicy gossip. Should a satyr ever be captured they will often barter sound advice and other useful knowledge for their freedom.

Satyrs have 577.63 development points to define their potential. During adolescence they can choose any path that includes *Alcohol Crafts, Awareness, Balance, Dancing, Fauna Lore, Flora Lore, Hiding, Manipulation-direct, Movement, Music-Instrument, Music-Singing, Poetry, Signaling, Stalking, Survival, Swimming, Concussion Weapons, and Striking/Blocking* attack.

| Satyr | Δ | Units | DPs |
|----------------------------|-------|-------|--------|
| Comeliness | -1.00 | z | 0 |
| Vitality | 1.00 | z | 0 |
| Strength | 1.00 | z | 0 |
| Reasoning | -0.50 | z | 0 |
| Will | -1.00 | z | 0 |
| Age Span | 13.00 | yrs | 0.52 |
| Hearing, Standard | 0.50 | z | 15.7 |
| Immunity to Normal Weapons | 1.00 | z | 61 |
| Luck | -1.00 | z | -100 |
| Mana | -0.29 | z | -22.37 |
| Maturity | -0.06 | yrs | -1.15 |
| Vision, Lowlight | 1.00 | z | 44 |

Habitat

Satyrs are companions of the god Dionysus/Bacchus and inhabit remote locales, such as woodlands, mountains and pastures. Because they are averse to wearing clothes they tend to be found in the temperate zones of the world.

Ecology/Psychology

Baring accident or disease satyrs are considered mature at 16 years of age and have an average lifespan of 88 years with a maximum of 123 years. In size and weight, they fall within humanoid norms. Satyrs cannot self-reproduce since there are no female satyrs. There may be more than one way to produce a satyr, as there is to produce a cyclops or a centaur. The first satyrs were the sons of the five granddaughters of Phoroneus and therefore siblings of the Oreads and the Kouretes. Their prime motivation in life is to successfully reproduce. They seem to be unable to resist attempting to seduce or rape nymphs and mortal humanoid women but due to their usual state of intoxication they tend to have few successes. This may be the reason that they are often depicted in art as masturbating and copulating with animals.

Society/Culture

Satyrs are fond of humorous entertainment that involves wine, women, and music. They have no formal society/culture tending to travel in small groups and living off the land.

152 Selkie

A Selkie is a supernatural entity inspired by Celtic and Norse mythology. They are grey seals that can morph into a humanoid once per year. In humanoid form they average 6 feet tall and weigh 185 pounds. Like grey seals they molt once a year. Unlike grey seals it is more than hair and some skin. Every spring Selkies search out a small coastal village. After they emerge, they shed their pelt consisting of over 100 pounds of hair, skin, and blubber and morph into a humanoid. The hair on their head is light grey/blond and their skin is snow-white color. Humanoids consider them attractive.

Selkies usually bury their pelt on the beach and immediately seek clothing and food. They attempt to do this without notice returning to a cave or grotto near the sea to live after each foraging attempt. Clothing is needed to survive the cold northern spring and food is required to replace the blubber they lost in their transformation. Over the next month their skin will turn light grey as the hair fills in and they will quickly put on weight. They will return to the sea after their molt is completed which usually takes a month. Should an entity recover the pelt they can enslave them for a year until their next molt.

Selkies have 255.6 development points to define their potential. During *Adolescent Development* Selkie should further develop *Acrobatics-water, Awareness-all, Balance, Diving, Fauna Lore, Fishing, Flora Lore, Hiding, Movement, Manipulation, Stalking, Survival, Swimming, and Bite* attacks.

| Selkie | Δ | Units | DPs |
|--------------------|--------|-------|--------|
| Agility | 1.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | 0.25 | z | 0 |
| Endurance | 0.45 | z | 0 |
| Eloquence | -0.10 | z | 0 |
| Intuition | -0.35 | z | 0 |
| Age Span | -15.00 | yrs | -0.6 |
| Gigantism | 0.07 | z | 2.7 |
| Healing Rate | 1.00 | z | 44 |
| Mana | -2.44 | z | -443.8 |
| Morphing | 100.00 | % | 50 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Intensity | 2.52 | z | 150 |
| Sleep Required | -2.00 | hrs | -2 |
| Touch, Standard | 0.50 | z | 15.7 |
| Vision, Underwater | 2.00 | z | 80 |
| Diving-Free | 1.00 | z | 26 |
| Swimming | 1.00 | z | 26 |

Habitat

Selkies are found across the North Atlantic Ocean in coastal areas from mid-Atlantic to the Baltic Sea. This includes eastern Canada, northeastern United States, Great Britain, Ireland, Iceland, Norway, Denmark, the Faroe Islands and Russia. Selkies can be found on rocky coasts, islands, sandbars, ice shelves, and icebergs. They share habitat with many other species and often live in the same areas as grey and harbor seals.

Ecology/Psychology

Baring accident or disease they are considered mature at 14.4 years of age and have a lifespan of 60 years with a maximum of 75. Selkies go into heat shortly after shedding their pelt. Selkies can mate with their own kind or humans and will always give birth to a single child. Any children borne from a mixed union have a 50% chance of becoming a Selkie at maturity. Selkies will not willingly mate to a humanoid, and should they recover their pelt they will return to the sea. During their captivity they pine for the sea, their true home, and will often be seen gazing longingly at the ocean. Occasionally a Selkie may visit their humanoid children during their yearly molt, but they will ensure their pelt is destroyed.

During their molt Selkies are omnivores and their appetite is impressive. The added weight gain can be explained away as the result of pregnancy or just living the good life. As a grey seal they are carnivores eating fish (mostly sand eels, hake, whiting, cod, haddock, pollock, and flatfish), crustaceans, squid, octopuses, and sometimes even seabirds. Their diet varies by age, sex, season, and geographic region.

Society/Culture

If forced to live in humanoid form they adopt the society and culture of the humanoid settlement, otherwise they integrate with the local grey seal pack.

153 Siren

Sirens are supernatural humanoid entities inspired by Greek mythology. Sirens have the natural ability to morph their bodies, transforming their teeth, neck and legs into those of a shark. Their body mass remains unchanged and their visible exterior appearance, except for the tail, gills and teeth remain virtually unchanged. Harpies are frequently, and Mermaids are occasionally mistaken for Sirens which may share their ecosystem. Sirens have an average height of 70” and a weight of 168 pounds. Females are larger than males. As a race they tend to be lean and homogeneous. Their complexion varies from cream to olive, with all shades of hair color, but black predominating.

When encountered they are almost always nude, lounging, dancing, playing and singing near a rocky seashore. They are skilled in a variety of musical instruments, e.g., the lyre, kithara, and aulos. They have voluptuous bodies, beautiful voices, and their sweet singing (*Seduction*) has lured sailors to leap overboard and drown allowing the Sirens would devour their bodies.

Although natural swimmers Sirens must still learn to swim to become superior. In addition to normal vision, Sirens have good under water vision, with all other senses being average. Sirens have an above average rate of healing within their habitat and average outside their habitat. Sirens have a below average resistance to airborne allergies.

Sirens have 521.5 development points to define their potential. During *Adolescent Development* Sirens should further develop *Acrobatics-water, Awareness-all, Balance, Diving, Fauna Lore, Fishing, Flora Lore, Hiding, Movement, Music, Manipulation-direct, Stalking, Survival, Swimming, and Bite* attacks.

| Siren | Δ | Units | DPs |
|--------------------|--------|-------|--------|
| Comeliness | 1.00 | z | 0 |
| Agility | 1.00 | z | 0 |
| Strength | 0.25 | z | 0 |
| Endurance | 0.45 | z | 0 |
| Eloquence | 0.50 | z | 0 |
| Intuition | -0.35 | z | 0 |
| Reasoning | -1.00 | z | 0 |
| Age Span | -15.00 | yrs | -0.6 |
| Allergy Resistance | -1.00 | z | -44 |
| Gigantism | 0.04 | z | 1.5 |
| Healing Rate | 0.50 | z | 20 |
| Morphing | 54.00 | % | 27 |
| Reproductive Rate | 22.00 | wks | 22 |
| Sleep Required | -2.00 | hrs | -2 |
| Vision, Underwater | 2.00 | z | 80 |
| Swimming | 1.00 | z | 26 |
| Trance-all | -0.25 | z | -133.9 |

Habitat

Their primary habitat are islands and rocks in saltwater bodies that have dangerous reefs and shoals. Roman poets place them on some small islands called Sirenum scopuli. Others think the geography of the "flowery" island of Anthemoessa, is fixed: sometimes on Cape Pelorum and at others in the islands known as the Sirenuse, near Paestum, or in Capreae. All such locations were surrounded by cliffs and rocks.

Ecology/Psychology

Baring accident or disease Sirens are considered mature at 14.4 years of age (354 King Tides) and have an average lifespan of 60 years with a maximum of 84 years. Sirens have transformed overtime in a symbiotic relationship with their marine environment. The female comes into heat twice per year during the summer and winter with a gestation period of nine months. As a race Sirens tend to be driven by their emotions.

Sirens tend to be most active during the daylight hours and require on average six hours of sleep a night. They are carnivores and prefer humanoid flesh but will eat fish and marine mammals if necessary.

Society/Culture

The females tend to group together in a harem. They stay together both on land and sea to better protect themselves from predators, improve their foraging and swim more efficiently. The males are solitary only coming together to mate. Males are opportunistic carnivores and will be more than happy to share a meal with the females.

154 Sphinx

A *sphinx*, is a supernatural entity inspired by the myths of Egypt and Greece. They are living statues averaging 10 feet in length and weighing 800 pounds. Sphinxes are tasked with guarding the entrances to cities, temples, and tombs. This purpose can be baneful or beneficial. Some structures have multiple sphinxes all working in unison. They have the head of a human, hawk, jackal or ram and the body of a lion and wings of an eagle. In the Greek myth of Oedipus, the sphinx has the head and breasts of a woman (gynosphinx) and was tasked with guarding Thebes. In Egyptian mythology the sphinx has the head of a man and is called an androsphinx. Herodotus called the ram-headed sphinxes criosphinxes and called the hawk-headed ones hieracosphinxes. In Mesopotamia they were called Lamassu or Shedu. In South and Southeast Asia, they are known as Purushamriga, and Narasimha. The largest and most famous sphinx is the Great Sphinx of Giza, situated on the Giza Plateau adjacent to the Great Pyramids of Giza on the west bank of the Nile River in Egypt. The sheer size doomed the *Magical Ritual* to failure and after the associated priests were executed by the pharaoh Khafre he then had the head recut in his own likeness.

When encountered, the sphinx will be standing, sitting or reclining with their feet beneath them on a pile of human bones. This horrific sight tends to instill dread and fear to all those viewing them. Their claws are clogged with gore. Their immaculate hair undulates like water in a gentle breeze. Their muscles can be seen rippling beneath their hide. Their hair may be coifed, amulets may dangle from their necks and earrings may adorn their ears. Their eyes are white with only the pupils are visible, the irises appear to be missing. Their posture is relaxed. Their voice is calm and refined greeting all who wish to pass. They are polite and complementary and welcome entities to a game of riddles. As guardians they only allow passage to those who can answer an ever-changing riddle. Those failing to answer the riddle are attacked and devoured.

Only in combat can their true nature be discerned. Although it may be hard to believe they are truly made of stone and edged weapons have little effect. Sphinxes cannot fly whether they have wings or not, but they can pounce on their prey. They are immune to disease and sickness. Damage due to attacks and weathering heal at a normal rate *i.e.*, 1 pool point per day. In addition to their roles as guardians, sphinxes serve an apotropaic purpose and correctly answering their riddle can ward off evil and absolve sins.

The description below is generic, and the GM is more than welcome to create customized versions. Sphinxes have 0 development points to define their potential. Sphinxes specialize in *Awareness, Balance, Codex, Games (Riddling), Jumping & Landing, Language-S (multiple), Bite, Claw, Grappling, Striking/Blocking* attacks and in skills that maximize their form. As with all giant entities their *Gigantism* *zScore* adds to all physical attacks.

| Sphinx | Δ | Units | DPs |
|--------------------|--------|-------|-----|
| Vitality | 3.50 | z | 0 |
| Strength | 2.00 | z | 0 |
| Endurance | 3.00 | z | 0 |
| Eloquence | 0.50 | z | 0 |
| Quickness | -0.50 | z | 0 |
| Intuition | -1.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.00 | z | 0 |
| Charisma | -0.50 | z | 0 |
| Empathy | -1.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Will | 1.00 | z | 0 |
| Age Span | 425.00 | yrs | 17 |
| Allergy Resistance | 1.86 | z | 97 |
| Curse Resistance | 1.45 | z | 100 |

| | | | |
|--------------------|-------|---|------|
| Disease Resistance | 1.45 | z | 100 |
| Gigantism | 0.74 | z | 31 |
| Natural Armor | 2.50 | z | 148 |
| Natural Weapons | 2.00 | z | 107 |
| Poison Resistance | 1.45 | z | 100 |
| Codex-Air | -1.00 | z | -44 |
| Codex-Illusion-all | -1.00 | z | -220 |
| Trance-all | -0.84 | z | -436 |

Habitat

Sphinxes are tasked with guarding the entrances to cities, temples and tombs in Egypt (2500 BC), Greece (1600 BC), Mesopotamia (1500 BC) South and Southeast Asia (1200 BC) and Europe (1400 AD). They originated in Egypt spread to Greece, South, and Southeast Asia and then Europe.

Ecology/Psychology

Sphinxes are not born; they are made using a powerful *Magic Ritual*. Adepts of the realm of Earth working with master stone masons construct a statue to imprison an *Ousia* from the plane of Earth. The ritual continues until the caster stops from exhaustion or an applicable *Ousia* is captured and imprisoned. Once complete it is a supernatural creature, *Dispel Magic* is not possible. Their term of service is defined as part of the *Magic ritual* but cannot exceed 500 years. The caster then names the entity, performs *Imprint Mind, Link Mind, Meld Mind, Permanently Modifies Skill Knowledge* and *Shares* numerous *Memories*. This process is a sphinx's adolescent development. After many days and when the caster is satisfied, the sphinx is assigned a task. This task can never be changed, even if the original caster dies. The sphinxes skills are not static but improve with time as with most entities. The caster usually maintains the *Imprint* with his creation for the rest of his life.

Although many clearly have secondary sexual characteristics they cannot procreate. Sphinxes will never abandon their post. They will faithfully guard the edifice assigned, taking out their indignation and rage of imprisonment on any humanoid failing to answer their riddles. If they ever take enough damage to destroy their prisons of stone, they will emerge in a blinding ball of light born from the core of the planet. The intensity of the light will increase for few seconds and then just stop. The afterimage of their departure back to the plane of Earth will last for several minutes. Having been forced into awareness they return to the plane of earth as a powerful *Elemental*. Their statue remains in place slowly weathering away as a monument to man's hubris.

Society/Culture

Sphinxes have no society or culture as they are constructs. They will not form attachments, alliances, or friendships. All magic, jewelry, etc. from previously defeated opponents will be utilized for the sphinxes designated purpose. Unusable items, coins and information are available for trade provided all opponents first answers a riddle. A trade must be beneficial to their guardian role. They truly are monstrous statues with only one purpose.

155 Tanuki

Tanuki, *a.k.a.*, batedanuki or mamedanuki, Mujina is a supernatural shape shifting entity from Japanese folklore. They are first seen in literature in the Nihon Shoki in the part about Empress Suiko's 35th year, 627 AD. It has the appearance, same name, and is often confused with the Asian Badger and common raccoon dog. They have thick light brown fur, a bushy tail, a mask of white around dark eyes, large bellies and gargantuan balls and scrotum. Their body is around 29 inches long, with a tail adding another 6 inches and they weigh around 24 pounds. Males are larger than females. They are tricksters and love to prank humanoids. During the spring, summer and fall, mature Tanuki will leave their forests and visit humanoid farms, towns and even cities. Tanuki are accomplished shapeshifters, see *Ecology/Psychology* below.

Tanuki enjoy making noise. They throw rocks onto the roofs of houses, they drop buckets into wells, they clatter pot and pans, and in the forests, they inflate and slap their large bellies like a drum. This drumming often draws humanoids

ORS

off a path which usually results in them becoming lost in the forest. Tanuki can produce a host of other illusions as well. They'll often buy things with money which turns to leaves hours later. They can make people see entirely different landscapes, causing them to get lost even in familiar territory. And they think it's a fun to make fisherman's nets feel heavy with fish and watch as they pull up empty nets. They give away wonderfully prepared food that turns out to be manure. A highly observant entity may notice a few inconsistencies. Their *Polymorphed* shapes often have a slight luminescence. When they are stressed, their tail may reappear. Their proficiency using the Illusions is not perfect either. If raining the outerwear never gets wet.

It's said the male tanuki can stretch his ball sack to the size of eight tatami mats. Tanuki are depicted using their nutbags as sails for boats, fishing nets, umbrellas, swimming pools, and even cloaks to smother an enemy. These stories are fanciful, but they are still very large relative to their body. Goldsmiths use Tanuki scrotums to pound gold into gold leaf because you need skin that can stretch without tearing.

Tanuki have 384.1 development points to define their potential. Tanuki specialize in *Awareness-all, Balance, Codex-Illusion, Games* (chance), *Fauna Lore, Flora Lore, Hiding, History, Language-W* (mixed), *Mimicry, Religion, Stalking, Survival, Bite, Claw and Striking/Blocking* attacks.

| Tanuki | Δ | Units | DPs |
|------------------------------------|--------|-------|---------|
| Speed | 1.10 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Quickness | -0.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.00 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | 1.00 | z | 0 |
| Will | 1.00 | z | 0 |
| Weight | 46.00 | lbs | 23 |
| Age Span | -26.00 | yrs | -1.04 |
| Gestation Period | -29.00 | wks | -29 |
| Gigantism | -1.24 | z | 48 |
| Mana | 1.00 | z | 100 |
| Maturity | -0.10 | yrs | -1.9 |
| Reproductive Rate | 48.00 | wks | 48 |
| Supernatural Body-Change-Polymorph | 3.00 | z | 99 |
| Vision FOV 2D | -20.00 | deg | -1 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Lowlight | 1.00 | z | 44 |
| Transference-all | -0.42 | z | -224.86 |

Habitat

They inhabit a variety of woodland and forest habitats all over Europe and Asia. They may visit agricultural, suburban, and urban areas.

Ecology/Psychology

Baring accident or disease Tanuki are considered mature at 7 years of age and have an average lifespan of 49 years with a maximum of 66 years. They hibernate from mid-December to mid-February. They usually mate in late February shortly after ending their hibernation. The mating is quite vigorous, passionate and loud. The gestation period lasts 7 weeks and the cubs are born towards the end of April. They can have a litter of up to five cubs averaging three. Cubs fully develop their adult coats at six to nine weeks.

Tanuki are nocturnal omnivores and scavengers. They are most active and tend to be encountered from dusk to dawn. After maturity, if they encounter a humanoid, they will become fascinated by them and will try to spend time around humans, imitating them and playing tricks. They can turn themselves into a beautiful woman and seduce a man who will wake the next morning in a pile of leaves in the middle of the woods. They like to imitate bakufu officials or religious persons. For example, they can disguise themselves as a tax collector and harass you into paying your taxes, a policeman accusing you of a crime or even Buddhist monk. When appearing as a monk they are always overweight, well dressed and comfortable, the opposite of Zen asceticism. They will sometimes assemble in graveyards and imitate a funeral rite, imitating

chants. They have difficulty speaking humanoid languages, but they can write. When read it is a mixture of Chinese and Japanese characters with strange flourishes and many grammatical mistakes.

Tanuki can shapeshift into objects too, *e.g.*, trees, stone lanterns, even a house. As illustration, the classic tale *Bunbuku Chagama* tells the story of a farmer who rescues a Tanuki from a trap. The tanuki in gratitude transforms itself into a fancy teapot so the farmer can get sell it and gain money. When the buyer tried to use it for the first time the kettle sprouts a head and legs and ran away.

Society/Culture

Tanuki are generally solitary during the spring, summer and fall, but they do form pair bonds and return to their burrows during winter to hibernate, and mate. They live in underground burrows called setts. These burrows may be very extensive and are used for shelter and raising young. They will hunt and feed in pair bonds during mating season and while the female is pregnant. Subordinate females assist the mother in guarding, feeding, and grooming the cubs.

156 Tarasque

A Tarasque is a dragon-like supernatural entity inspired from French folktales. A Tarasque has six legs, a lion's head, the mane of a horse, lizard-like body with its back protected by a turtle-like carapace. Their eyes are orange red, and their scales are green and yellow. The carapace is dark brown to blackish in color, with a hint of green. They average over 16 feet in length with a third of it being their tail ends in a scorpion's stinger. Males are larger than females. In addition to fearsome bite and claw attacks they have a deadly an ablative attack, breath weapon and an impaling attack. All attacks have an acidic Bodily Fluid (1z) that causes serious burns. The Ablative attack is the creature's ability to shoot its dung like sling bullets up to 100 yards away. On land they can move 3 miles per hour but in the water, they move about 10 miles per hour.

Folktales claim they like the taste of humanoid flesh and often swallow them whole, headfirst. Tales from the 12th century village of Tarascon relate that villagers besought the help of Saint Martha who calmed the creature using holy water and the cross, allowing the villagers the ability to kill it with rocks and spears. Despite their fearsome reputation in 1474 AD the Duke of Anjou initiated the use of the tarasque in the Pentecostal festival.

Tarasque have 129.25 development points to define their potential. During adolescence that should develop *Awareness-all, Balance, Climbing-free, Control Frenzy, Diving-free, Fauna Lore, Flora Lore, Geography, Hiding, Hunting, Language, Movement, Signaling, Stalking, Survival, Swimming, and Ablative, Bite, Breath Weapon, Claw, Grappling, and Impaling* attacks.

| Tarasque | Δ | Units | DPs |
|------------------|--------|-------|------|
| Comeliness | -1.50 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 2.50 | z | 0 |
| Strength | 1.25 | z | 0 |
| Endurance | 1.75 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -2.50 | z | 0 |
| Intuition | -1.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -2.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -5.00 | yrs | -0.2 |
| Bodily Fluids | 4.00 | z | 224 |
| Body Density | -1.00 | z | -44 |
| Gestation Period | -28.00 | wks | -28 |
| Gigantism | 1.47 | z | 70.5 |
| Hibernation | 1.00 | NA | 10 |
| Maturity | -0.02 | yrs | -0.5 |
| Natural Armor | 2.00 | z | 107 |
| Natural Weapons | 1.00 | z | 44 |
| Polyorgani - 2 | 2.00 | legs | 20 |

ORS

| | | | |
|-------------------|--------|-----|---------|
| Reproductive Rate | 48.00 | wks | 48 |
| Vision FOV 2D | 55.00 | deg | 2.75 |
| Vision FOV 3D | -40.00 | deg | -2 |
| Trance-all | -0.22 | z | -120.55 |
| Transference-all | -0.81 | z | -420 |

Habitat

Tarasque originally came from the Galatia highlands in central Anatolia but are now spreading across Europe, West Asia and North Africa. They inhabit the forested banks of major rivers and lakes in the world primarily in Europe.

Ecology/Psychology

Baring accident or disease they are considered mature at 16 years of age and have an average lifespan of 70 years with an unknown maximum. Tarasque breed in the late spring or early summer. Females search out hidden nesting sites and will spend hours constructing a good nest. They nest on land, typically near a water body and the average clutch is around a dozen 6-inch diameter eggs. She will periodically return to the site to ensure the nest has not been disturbed. They will incubate around 8 weeks and the nest's moisture and temperature will determine sex. Once they hatch, they are fully developed, independent and on their own. On average less than 10% reach maturity.

Tarasque are carnivorous diurnal predators. Adults lurk in and around the river and attack humanoid and large mammals. Young Tarasque mainly feed on fish, snails, frogs, salamanders, crabs, and aquatic insects. During cold months of the year, tarasque hibernate burrowing themselves in the mud, and usually appear only in late spring.

Society/Culture

Tarasque are social and live in small groups. During the day they might be seen basking for many hours on stones, logs, or banks. If disturbed, they quickly return to the water where they scan the area with just the nose and eyes that emerge above the surface and often hide in floating vegetation. Large adults will take this opportunity to attack, hoping for a good meal.

157 Tengu

Tengu are supernatural entities inspired by Japanese Mythology. Tengu have an average height of 67", a weight of 96.4 pounds and a wingspan of 25 feet. They appear to be red-skinned humanoids with wings and simian features. Their hair is dark brown or black and their eyes are amber in color. Males are larger than females. One of their most interesting features is their abnormally long nose which averages 6 inches in length and vaguely resembles a beak or a phallus. They carry metal staves (khakkhara), katana, wear straw sandals and a hemp cloth robe. In addition, Tengu are commonly depicted holding a feather fan (hauchiwa). Tengu have an above average rate of healing and average resistance to disease. They have no special affinity or restrictions regarding magic.

Buddhists hold the position that Tengu are disruptive demons and harbingers of war. Buddhist tales claim they mislead the pious with false images of the Buddha, carry off monks and drop them in remote places, possess women to seduce holy men, rob temples, and endow those who worship them with unholy power. Shintoists believe they are a monkey deity who is said to shed light on heaven and earth. Folktales claim they live in remote forests, their wings can convey them great distances in a heartbeat, and its fearsome eyes shine with mischief. In folk tales, the hauchiwa can grow or shrink a person's nose, but usually, they have attributed the power to stir up great winds.

Tengu are martial ascetics. From a very young age they learn and master the staff and katana. They will rarely be surprised in their normal habitat and will observe, from cover, visitors and laugh if they stumble or appear clumsy. When encountered they will perform a *Wing Buffet* attack at a location of their choosing. Occasionally, Tengu will take a humanoid as a student, e.g., the legend surrounding the famous warrior Minamoto no Yoshitsune.

Tengu have 428 development points to define their potential. Tengu specialize in *Acrobatics-air*, *Awareness-all*, *Balance*, *Codex*, *Games* (strategy), *Fauna Lore*, *Flying/Gliding*, *Flora Lore*, *Hiding*, *History*, *Jumping & Landing*, *Language-S* (multiple), *Philosophy*, *Religion*, *Stalking*, *Survival*, *Grappling*, *Striking/Blocking Wing Buffet* attacks and are considered master's in the use of *staves* and the *katana*. Their hobbies include various performance arts, i.e., *Drama*, *Music*(Taiko).

| Tengu | Δ | Units | DPs |
|----------------------------|-------|-------|------|
| Comeliness | -0.33 | z | 0 |
| Speed | 0.50 | z | 0 |
| Agility | 1.25 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | 0.50 | z | 0 |
| Endurance | 0.25 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Body Density | -1.00 | z | -44 |
| Healing Rate | 1.00 | z | 44 |
| Polyorgani -2 | 2.00 | Wings | 20 |
| Smell, Standard | 0.79 | z | 26 |
| Vision, Distance | 1.00 | z | 34 |
| Flying/Gliding | 1.00 | z | 52 |
| Transference-all | -0.51 | z | -272 |
| Weapon Concussion-2H-Staff | 1.00 | z | 26 |
| Weapon Edged-1H Katana | 1.00 | z | 26 |

Habitat

Tengu live in rugged remote forested mountains all over Asia.

Ecology/Psychology

Baring accident or disease Tengu are considered mature at 18 years of age and have an average lifespan of 75 years with a maximum of 112 years. The female comes into heat once per month with a gestation period of nine months. Tengu tend to be most active during the daylight hours and require on average eight hours of sleep a night.

Tengu are often viewed as arrogant, and as a result, have become strongly associated with vanity and pride especially their skill with staff and katana. Tengu are omnivores and will actively hunt, fish and harvest plants in their habitat.

Society/Culture

Tengu society is patriarchal with the strongest or cleverest as leader. Tengu are associated with the ascetic practice of Shugendō, and they are usually depicted in the garb of its followers, the yamabushi. They live in tree houses with communal building on the ground built with rock and having grass of moss-covered roofs. Tengu are vigilant protectors of their forests.

158 Therianthrope

A Therianthrope is a humanoid that has been cursed with the ability to morph (shapeshift) into an animal. Therianthrope, from the Greek therion, Θηριον, meaning "wild animal" or "beast", and anthrōpos, ἀνθρώπος, meaning "man") refers to the metamorphosis of humans into animals. Therianthropes have long existed in mythology all over the world. The most commonly known form of therianthrope is lycanthropy (from the Greek words lycos ("wolf") and anthropos ("man")), i.e., werewolf.

The curse is actually an infectious disease that is transmitted by the blood or saliva of an existing therianthrope. A therianthrope's infection progresses rapidly and a victim has at most one lunar cycle to seek a cure. On the evening of the next full moon the disease will manifest (become part of their DNA) and nothing short of a *Wish* or divine intervention can return them to normal.

While in animal form, therianthropes have the animal's abilities, traits, skills, and personality, including communication skills. In addition, they have an

ORS

illogical hunger for humanoid flesh, which can only be restrained by the *Control Therianthropy* skill. A successful *Control Therianthropy* skill roll (once/change) allows the creature to simultaneously tap into both their humanoid and animal abilities, skills, traits, and memories. A failure means they are effectively playing two different characters each with different skills and abilities, unable to access their other half's memories and experiences. Furthermore, failure means the entity cannot change again and attempt another roll until the next sunrise.

Therianthropes must learn to control their ability (*Control Therianthropy skill*) otherwise they will change uncontrollably during times of stress and periods based on the fullness of the moon. (100% chance on the evening of a full moon and -7% for each day (cumulative) on either side to where they only have a 2% chance of changing uncontrollable on a new moon.

Damage taken as a humanoid depletes the humanoid's damage pool, similarly damage taken in animal form depletes the animal's damage pool. Regardless, damage in both forms heals at an accelerated rate. This allows the therianthrope to take an incapacitating wound in one form and morph to the other form and have access to an additional damage pool. The wounds from one form will not be present in the other form.

This section presents all the therianthropes from folklore and mythology around the world. In theory, *any* wild animal could be associated as a therianthrope, but nature has so far been able to limit the variety to just a few. This means that *ORS™* potentially has thousands of were creatures available for use. In general, the initial potential for a therianthrope is the potential of a living humanoid and an animal of the same relative age, they will potentially play both. Children born from a therianthrope are humanoid or animal depending on how the mating took place, *i.e.*, no one is born a therianthrope.

Each Therianthrope has special limitations regarding their lifespan. They effectively have the combined lifespan of the humanoid half and their animal half. But if they accumulate age in either form exceeding that entity's maximum then they will die. For example, if a wererat accumulates more than five years in its rat form it will die.

All therianthropes have the same *Traits* and *Flaws* in both forms. Many consider therianthropy a curse (severe silver *Allergy* and penalties to *Luck* and *Entropy*) while others consider it a gift (*Additional Damage Pools*, *Healing Rate*, *Immunity to Normal Weapons* and *Morphing* ability). Regardless, what makes a therianthrope unique is the combination of the human and animal's abilities, traits, and skills. The humanoid is developed normally and perhaps could be a player's character. During animal adolescence they should focus on *Awareness-all*, *Balance*, *Climbing*, *Fauna Lore*, *Fishing*, *Hiding*, *Hunting*, *Jumping & Landing*, *Language-S (animal)*, *Movement*, *Stalking*, *Survival*, *Swimming*, *Bite*, *Claw* and, *Grappling attacks*.

| Therianthrope | Δ | Units | DPs |
|-----------------------------|--------|-------|-------|
| Allergy Resistance (Silver) | -2.00 | z | -72.5 |
| Entropy | -1.58 | z | -199 |
| Healing Rate | 3.00 | z | 198 |
| Immunity to Normal Weapons | 2.10 | z | 172.5 |
| Luck | -1.58 | z | -199 |
| Morphing | 100.00 | % | 50 |
| Therianthropy | 1.00 | NA | 50 |

The GM should not allow players to begin the game as a were-creature. An entity can only get therianthropy once and only once in their lives. Furthermore, there are no mixed therianthropes, *e.g.*, you cannot have a were-wolf-tiger-shark. Refer to *Therianthropy* trait and the *Control Therianthropy* skill in the *ORS™ Standard Rules* for additional information.

158.1 Were-bear

Were-bears are supernatural creatures inspired by Native American folklore, Norse folklore, the Greek myth of Callisto and most recently J.R.R. Tolkien's *The Hobbit*. Were-bears have the natural ability to morph their humanoid bodies into that of a bear. In were form their size (height and weight) will be that of a large, but normal bear of the same type as their parent. This process takes several minutes modified by their natural abilities. In general, they can be a

fierce enemy when angry, but kind enough if humored. Their biggest weakness is the sweet, viscous liquid food, golden in color produced by bees.

Habitat

Were-bears can be found in many habitats from the fringes of deserts to high mountain forests and ice fields primarily in the northern hemisphere. In general, any habitat suitable for a mundane bear is equally suitable for a were-bear.

Ecology/Psychology

Were-bears have the average lifespan, maturity, sleep requirements and reproduction cycles of their humanoid half, see caveat above under Therianthrope. They tend to be most active during dusk and dawn, but in quiet areas they will be active in the day as well. Were-bears can communicate and are accepted by natural bears although they will never join the sleuth. In general, they understand how the disease is transmitted and tend to meticulously keep track of their time left to them.

Society/Culture

Were-bears tend to live mostly solitary lives and the extreme edges of humanoid civilization. They live in simple rustic dwellings that are usually constructed by their own hands.

158.2 Werefox

Werefoxes are supernatural creatures inspired by Japanese and Chinese folklore. Their origin dates back thousands of years with the offspring of kitsune and a humanoid. Werefoxes have the natural ability to morph their humanoid bodies into that of a fox. Werefoxes should not be confused with Kitsune as they are different entities, see Kitsune. In were form their size (height and weight) will be that of a large, but normal fox the same type as their parent. This process takes several minutes modified by their natural abilities.

Habitat

Werefoxes tend to have the same habitat as their humanoid half. They can primarily be found in Asia and to a lesser extent Europe. Exceptions tend to live in forested areas, mountains, grasslands and even deserts.

Ecology/Psychology

Werefoxes have the average lifespan, maturity, sleep requirements and reproduction cycles of their humanoid half, see caveat above under Therianthrope. They tend to be most active during dusk and dawn, but in quiet areas they will be active in the day as well. Werefoxes can communicate and are accepted by natural foxes although they will never join the skulk. In general, they understand how the disease is transmitted and tend to meticulously keep track of their time left to them.

Society/Culture

Werefoxes tend to adopt the society and culture of their humanoid half, otherwise they live mostly solitary lives and the edges of humanoid civilization.

158.3 Were-hyena

Were-hyenas *a.k.a.*, Bouda, Land Kaftar are supernatural creatures common in the folklore of North Africa. They should not be confused with gnolls in modern fantasy literature. Were-hyenas have the natural ability to morph their humanoid bodies into that of a hyena. In were form their size (height and weight) will be that of a large, but normal hyena or the same type as their parent. This process takes several minutes modified by their natural abilities. They are sometimes confused with the Leucrocotta.

Habitat

Were-hyenas natural habitat is Northern Africa. This includes Algeria, Angola, Chad, Egypt, Ethiopia, Libya, Morocco, Sudan and Tunisia. Encounters have been reported in the Horn of Africa, Yemen, Arabia and even as far east as India. They tend to live in smaller towns and villages with easy access to savannas, grasslands, woodlands, forests, and hills.

Ecology/Psychology

Were-hyenas have the average lifespan, maturity, sleep requirements and reproduction cycles of their humanoid half, see caveat above under Therianthrope. They tend to be most active during the night. Were-hyenas tend to lead a solitary existence. They can communicate and are accepted by natural hyenas and may even join the clan. In general, they understand how the disease is transmitted and tend to meticulously keep track of their time left to them.

Tales are told of powerful healers, blacksmiths and woodcutters transforming themselves into cannibalistic were-hyenas that terrorize people especially young lovers and are recognizable by having a hairy body, red and gleaming eyes and a nasal voice. Their haunting laughter-like calls seem to be able to mimic human voices. Many Ethiopian Christians characterize Ethiopian Jews as being bouda, accusing them of unearthing Christian corpses and consuming them. Ethiopians in general, are suspicious of all blacksmiths who are assumed to be were-hyenas. In Somalia, oral tradition relates that a man can transform himself into a were-hyena but rubbing his body with a magic stick at dusk and reverse the process before dawn. It is also said that villages around Lade Chad are populated entirely by were-hyenas. Arab folklore tells of how were-hyenas can mesmerize victims with their eyes and their scent. Persians believed that Kaftar habitually slaughter children. Their existence and stories are even documented by Strabo, Pliny the Elder, Photius and Claudius Aelianus. As with all tales, the further it travels from the source the higher the probability that the tale gets distorted.

Society/Culture

Were-hyenas tend adopt the society and culture of their humanoid half. Occasionally they accept the life and lifespan of a hyena and become a member of a clan.

158.4 Were-jaguar

Were-jaguars are supernatural creatures inspired by Aztec, Incan, Mayan and Olmec folklore, although their origin is unknown. It is thought they are the result of gods (*e.g.*, Xbalanque) who took the form of a jaguar and mated with a beautiful jaguar. In Mayan mythology they are often associated with the underworld. Were-jaguars should not be confused with shamans transforming via *Polymorph* into a jaguar. The Aztec jaguar warriors may be a specialized warrior class of were-jaguars. Were-jaguars have the natural ability to morph their humanoid bodies into that of a jaguar. In were form their size (height and weight) will be that of a large, but normal jaguar. This process takes several minutes modified by their natural abilities.

Habitat

Were-jaguars have the same habitat as their humanoid half primarily in Brazil and South America. Exceptions tend to live in arid scrubland, thick tropical forests, swamps, coastal mangroves, lowland river valleys, grasslands, and mixed-conifer forests. They gravitate toward areas near rivers and streams.

Ecology/Psychology

Were-jaguars have the average lifespan, maturity, sleep requirements and reproduction cycles of their humanoid half, see caveat above under Therianthrope. They tend to be most active during the night. Were-jaguars can communicate and are accepted by natural jaguars although they will never join the shadow. In general, they understand how the disease is transmitted and tend to meticulously keep track of their time left to them.

Society/Culture

Were-jaguars tend adopt the society and culture of their humanoid half.

158.5 Were-leopard

Were-leopards are supernatural creatures inspired by a spate of gruesome killings in Africa in the 1870s attributed to the leopard cult, and the modern folklore of Edgar Rice Burroughs. Were-leopards have the natural ability to morph their humanoid bodies into that of a leopard. In were form their size (height and weight) will be that of a large, but normal leopard. This process takes several minutes modified by their natural abilities.

Habitat

Were-leopards have the same habitat as their humanoid half, almost exclusively in Africa. They tend to live in smaller towns and villages with easy access to rainforests, deserts, woodlands, grassland savannas, forests, mountain habitats, coastal scrubs, shrub lands and swampy areas.

Ecology/Psychology

Were-leopards have the average lifespan, maturity, sleep requirements and reproduction cycles of their humanoid half, see caveat above under Therianthrope. They tend to be most active during the night. Were-leopards can communicate and are accepted by natural leopards although they will never join the ambush. In general, they understand how the disease is transmitted and tend to meticulously keep track of their time left to them. In general, all were-leopards see humanoids as breeding stock or food.

Society/Culture

Were-leopards tend to create and form their own society based solely on were-leopards. These societies are located far from normal humanoid civilization.

158.6 Were-lion

Were-lions are supernatural creatures inspired by African folklore, *e.g.*, “Mutipi and the Were-Lion”. Their origin is unknown but is thought they are the result of gods who took the form of a lion and mated with a humanoid. Were-lions should not be confused with shamans transforming via *Polymorph* into a lion. Were-lions have the natural ability to morph their humanoid bodies into that of a lion. In were form their size (height and weight) will be that of a large, but normal lion. This process takes several minutes modified by their natural abilities.

Habitat

Were-lions have the same habitat as their humanoid half, primarily in Europe, Asia and Africa. They tend to live in smaller towns and villages with easy access to grassland, savanna, dense scrub, and open woodland.

Ecology/Psychology

Were-lions have the average lifespan, maturity, sleep requirements and reproduction cycles of their humanoid half, see caveat above under Therianthrope. They tend to be most active during the night. Were-lions can communicate and are accepted by natural lions although they will never join the pride. In general, they understand how the disease is transmitted and tend to meticulously keep track of their time left to them.

Society/Culture

Were-lions tend adopt the society and culture of their humanoid half.

158.7 Wereshark

Weresharks are supernatural creatures loosely based off the Greek myth of Acheilus (Akheilos) and the Polynesian myth of Nanaue. Acheilus and Nanaue who are the progenitors of all weresharks. Weresharks have the natural ability to morph their humanoid bodies into that of a shark. In were form their size (height and weight) will be that of a large, but normal shark. The shark form is either a blue shark or a tiger shark and depends on the parent. The process takes several minutes modified by their natural abilities.

Habitat

Weresharks have the same habitat as their humanoid half, almost exclusively along saltwater coastlines. The blue-wereshark prefers the cool ocean waters around the globe, as far south as Chile and as far north as Norway. The tiger-wereshark prefers the tropical and warm temperate waters. It inhabits both oceanic waters (up to 455 feet) as well as shallow coastal waters. They seem to prefer turbid coastal areas where freshwater runoff occurs as different prey species may congregate to feed in these areas.

Ecology/Psychology

Weresharks have the average lifespan, maturity, sleep requirements and reproduction cycles of their humanoid half, see caveat above under Therianthrope. Weresharks can communicate and are accepted by natural sharks although they will never join the gam. Weresharks are very rare as the newly infected tend to die on land because of their lack of Control and naiveté. The two known varieties of wereshark will rarely or never cross paths. If they do the territorial encounter would be to the death.

A weresharks will attempt to spend as much time as possible in their humanoid form as the time in shark form is limited to the lifespan of a shark, *i.e.*, 20 years for a blue shark and 27 years for a tiger shark. In general, they understand how the disease is transmitted and tend to meticulously keep track of their time left to them.

Society/Culture

Due to their shortened lifespan, weresharks will adopt the society and culture of their humanoid half.

158.8 Wererat

Wererats are supernatural creatures that were inspired by the modern folklore of Fritz Leiber and the *Fafhrd and the Gray Mouser* stories. Wererats have the natural ability to morph their humanoid bodies into that of a giant rat (*Coryphomys musseri*), 5.25 feet long (nose to tip of tail) and weigh 13 pounds. It has a silver-brown coat of long, thick fur. This process takes several minutes modified by their natural abilities.

Habitat

Wererats have the same habitat as their humanoid half. They tend to be found in highly populated urban residential areas consisting of densely packed housing of poor quality all over the world.

Ecology/Psychology

Wererats have the average lifespan, maturity, sleep requirements and reproduction cycles of their humanoid half, see caveat above under Therianthrope. They tend to be most active during the night. Wererats can communicate and are accepted by natural rats although they will never join the pack.

A wererat will attempt to spend as much time as possible in their humanoid form as the time in rat form is limited to the lifespan of a rat, *i.e.*, five years. In

general, they understand how the disease is transmitted and tend to meticulously keep track of their time left to them.

Society/Culture

Due to their shortened lifespan, wererats will adopt the society and culture of their humanoid half. As a group they tend to be involved in profitable underworld illegal activities and are rarely motivated by politics.

158.9 Weretiger

Weretigers are supernatural creatures inspired by Hindu mythology. Their origin dates back thousands of years to the offspring of Rakshasas and humanoids. Weretigers have the natural ability to morph their humanoid bodies into that of a tiger. Weretigers should not be confused with Rakshasas as they are different entities, see Rakshasas. In were form their size (height and weight) will be that of a large, but normal tiger. This process takes several minutes modified by their natural abilities.

Habitat

Weretigers have the same habitat as their humanoid half and are primarily found in the region bound by Turkey in the west, China in the east, Himalayas in the north and Indonesia to the south. They tend to live in population centers with easy access to rain forests, grasslands, savannas and even mangrove swamps.

Ecology/Psychology

Weretigers have the average lifespan, maturity, sleep requirements and reproduction cycles of their humanoid half, see caveat above under Therianthrope. They tend to be most active during dusk and dawn, resting and grooming during the daylight hours. Weretigers can communicate and are accepted by natural tigers although they will never join the streak. In general, they understand how the disease is transmitted and tend to meticulously keep track of their time left to them.

Society/Culture

Weretigers tend adopt the society and culture of their humanoid half.

158.10 Werewolf

A Werewolf is a humanoid who has contracted Lycanthropy. Werewolves have changed little since Zeus cursed (via Cause Disease) Lycaon and his numerous sons. Werewolves have the natural ability to morph their bodies into that of a large Grey Wolf (*Canis Lupus*). This process is not instantaneous and is modified by their natural abilities. A werewolf has the height and weight of a large gray wolf and have grey, white, red or black fur. Their teeth and claws are those of a wolf but are rumored to be able to penetrate armor. A grey wolf's jaws can exert over 1600 lbs/sq inch pressure during a bite.

Habitat

Werewolves live in any habitat that includes humanoids, their prey. They are primarily located in Europe, Asia, North Africa and North America. The prefer localities that offer some access to the wilderness, *e.g.*, tundra, woodlands, forests, grasslands and even deserts.

Ecology/Psychology

They have the average lifespan, maturity, sleep requirements and reproduction cycles of the form they are currently in, see Therianthrope section in the *Entity Encyclopedia*TM. They tend to be most active during the night. Werewolves are accepted by natural wolves although they will never join the pack.

ORS

Werewolves prey on the elderly, sick, injured, unfit and weak. As a group they view humans as prey and breeding stock. They completely understand how the disease is transmitted and will rarely allow a human to live after an initial attack is made. In fact, if other members of the pack smell fresh blood a feeding frenzy often results. Female werewolves tend to kill and devour their human lover shortly after copulating.

Society/Culture

Werewolves tend to be patriarchal, and their society is modeled after wild wolf packs. A werewolf pack rarely exceeds 22 adults and may have a territory with a 10-mile radius. In larger packs, there may be two separate hierarchies: the first consists of the males, led by the alpha male and the other consists of the females, led by the alpha female. In this situation, the alpha male usually assumes the "top" alpha position, though alpha females have been known to take control over entire packs in some cases. The male and female hierarchies are interdependent and are maintained constantly by aggressive and elaborate displays of dominance and submission.

Next come the beta werewolves "second-in-command" to the alphas. Beta werewolves are the most likely to challenge their superiors for the role of the alpha, though some betas seem content with being second and will sometimes even let lower ranking werewolves leapfrog them for the position of alpha should circumstances necessitate such a happening (death of the alpha, etc.). More ambitious beta werewolves, however, will only wait so long before challenging for the top spot; unless, of course, they choose to disperse and create their own pack instead.

Loss of rank can happen gradually or suddenly. An older werewolf may simply choose to give way when a motivated challenger presents itself, yielding its position without bloodshed. On the other hand, the challenged individual may choose to fight back, with varying degrees of intensity. The majority of werewolf aggression is ritualized; but a high-stakes fight can easily result in injury for either or both parties.

As a group they tend to be on the fringes of human society, usually in the criminal element. In general, they despise authority and will only reluctantly follow their pack leader.

In general werewolves contribute nothing to human society but crime. They can mix with humans with ease but prefer the company of their own. Werewolf religious beliefs are focused on ancestor worship.

159 Troll

A troll is a large legendary monster from Scandinavian and Norse mythology. In the Norse sagas the term troll and jötunn are used synonymously but they are not the same entity. Trolls are considered extremely dangerous to humanoids whom they like to eat as they are considered quite tasty. They are on average 8 feet tall and weigh over 415 pounds, having facial and body asymmetry. They have longer than normal arms and are hairy. They are very strong and fierce fighters but are dim-witted and easily tricked. Regardless, their memories are excellent, and they will never forget an enemy. Should you ever anger a troll they will hunt you down as long as you remain in their territory. Their skin is pale, their eyes are brown, and their hair is brown to black. Their teeth are clearly carnivorous, and their nails are claw-like, curving to aid in grabbing prey. They are usually dressed in filthy animal skins and tend to stink. Some tales indicate that they live but a normal lifespan, but others relate that they are a long-lived race. They are often blamed for humanoid kidnappings and rapes.

Their lairs tend to be chaotically littered with coins, weapons, and armor as they care little for what humans call wealth and treasure. Trolls have the *Quickening* trait allowing them to heal any damage at a rate of one point per minute. Their strength enables them to hurl rocks and uproot and toss trees at annoying creatures. In battle they tend to fight weaponless and are skilled grapplers. Once they successfully grapple an opponent they will never let go and will get a +1z *Bite* attack. Should a troll ever be caught in direct, natural sunlight they will turn to stone and their body/mind/soul pools will be reduced to 0.0. As the sun sets they will return to flesh and slowly return to their underground lair to

recover. Each time a troll is turned to stone due to direct contact with sunlight its *Quickening* rate is reduced by half permanently. Putting down a troll for good is possible, but it takes planning.

Trolls have 195.5 development points to define their potential. They tend to specialize in *Awareness, Balance, Fauna Lore, Movement, Survival, Throwing, Bite, Claw* and *Grappling* attacks.

| Troll | Δ | Units | DPs |
|-------------------|-------|-------|--------|
| Comeliness | -2.00 | z | 0 |
| Speed | 0.50 | z | 0 |
| Agility | 0.38 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 1.10 | z | 0 |
| Quickness | -1.00 | z | 0 |
| Intuition | -0.34 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Charisma | -0.50 | z | 0 |
| Empathy | -0.83 | z | 0 |
| Creativity | -0.50 | z | 0 |
| Will | 0.60 | z | 0 |
| Age Span | -5.00 | yrs | -0.2 |
| Curse Resistance | 1.25 | z | 81.5 |
| Gigantism | 0.41 | z | 16 |
| Mana | -1.43 | z | -170.3 |
| Maturity | -0.02 | yrs | -0.5 |
| Natural Armor | 1.50 | z | 72.5 |
| Natural Weapons | 1.50 | z | 72.5 |
| Poison Resistance | 1.25 | z | 81.5 |
| Porphyria | 5.00 | z | -334 |
| Quickening | 3.50 | z | 180 |

Habitat

Trolls dwell far from human civilization in isolated tors, rugged mountains, and caves. They are very territorial claiming a 10-mile radius and will systematically kill any whom they feel threaten them. Younger and smaller trolls are attested as living in burial mounds. In the absence of caves, a troll will sometimes live under old and abandoned bridges.

Ecology/Psychology

Baring accident or disease trolls are considered mature at 15 years of age and have an average lifespan of 70 years with a maximum of 99 years. Trolls are nocturnal and lightning frightens them. They despise all monotheistic religions and will attempt to prevent them from getting a foothold in their territory, failing that they will move deeper into the wilderness. It is said church-bells irritate them and they will throw rocks at them in an attempt to silence them. In addition to humanoid flesh, trolls love food, bread, and beer sometimes to their detriment.

Society/Culture

Trolls are solitary by nature living in small family units and occasionally in small subterranean societies. Trolls as a rule look out for number one and never help anyone outside their family unit. As a race they tend to be inbred, and most trolls in a particular area are genetically related. They are promiscuous with a desire to mate frequently and often.

160 Tsukumogami

Tsukumogami is a pseudo-supernatural entity inspired by Japanese folklore. Folklore states that tsukumogami are inanimate objects that served their original owner or owner's family for 100 years at which point they were possessed by a yōkai and now have magical powers associated with them. Depending on the yōkai they have limited self-awareness. Their abilities can be beneficial or baneful. Aware tsukumogami have the capacity to get angry and can individually or as group up take revenge against those who threw them away or didn't treat them well. For this reason, jinja ceremonies are performed in Japan to console broken and/or unusable objects. In *ORS™* these objects are classified

ORS

a magical items and examples and additional information can be found in the *ORS™ GM's Guide*.

161 Undead

Undead are derived from once living animal, humanoid, supernatural and extraplanar entities. Undead are either created through arcane means, parasitic infestation or via a fatal communicable disease. The transformation into undead changes the entity's *Body, Mind* and *Soul*. Once the transformation has taken place they are categorized as supernatural entities. Each undead is unique, and in general there is only a small set of traits that are common to all undead: susceptibility to *Undead* type spells, they cannot procreate, and they are almost always evil. Unless noted otherwise they require no normal sustenance, they have the traits of *Immunity to Normal Weapons*, increased *Healing Rate*, and *Porphyria*. Finally, most undead cannot improve existing skills or learn new skills. If they have the trait of *Undead Craving* they can only feed on entity types that match their own before they were turned.

Likewise, there is no single method that is guaranteed to destroy all undead. In general, the cleansing effect of fire destroys most corporeal undead. Because undead are not technically alive they tend to be resistant to allergies, curses, disease, and poison. A *Cure Disease* spell will only help prevent an entity turning undead if that particular undead spreads its seed through disease and only if cast before the transformation is complete.

This section presents eleven categories of undead, each of which can include entities from the animal, humanoid, supernatural, and extraplanar categories. In general, the initial potential for undead start at the point where the living entity died. This means that ORS has literally thousands of undead available for use.

161.1 Ghost

Ghosts are non-corporeal manifestations of once living animal, humanoid, supernatural, or extraplanar entities. Ghosts typically appear as "silvery", "shadowy", "semitransparent", "misty", or "fog-like" entities in the form of their previous corporeal body. Every culture in the world has ghosts although they go by different names, e.g., the Sumerian ghost is called an Ekimmu. The Romans classified their ghosts by their nature of good, evil and indeterminate, i.e., Lares, Lemures and Manes respectively.

The initial potential of a ghost are those of an animal, humanoid, supernatural, or extraplanar entity right before death that only depend on Mental and Soul abilities. All their body ability z-scores are reduced to -4.0. Ghosts cannot improve any of their skills or traits; they are fixed at their time of death. An entity becoming a ghost has the additional spell-like traits of *Fear*, *Possession* and *Nightmare*, which can affect animals, humanoids, supernatural and extraplanar entities of their previous type. They also have all the necessary prerequisite spells as well, i.e., *Link*, and *Imprint*. They tend to use these powers to haunt those who are part of their unfinished business or are interfering with their business. Unless they had the ability to use the Codex in life these are the only spells they are able to manipulate. Should the ghost's Mind or Soul damage pool be reduced to zero it will dissipate for 24 hours at which point it may return with full health. One way to permanently defeat a ghost is to help it complete its unfinished business. Ghosts can communicate normally. Ghosts have the following additional talents/flaws:

Additional Ghost Talents/Flaws

| Talent/Flaw | Cost (DP) | Result |
|----------------------------|-----------|--------|
| Allergy Resistance | Δ | +4.0z |
| Curse Resistance | Δ | +4.0z |
| Disease Resistance | Δ | +4.0z |
| Healing Rate | Δ | +2.0z |
| Immunity to Normal Weapons | Δ | +4.0z |
| Poison Resistance | Δ | +4.0z |
| Porphyria | Δ | +2.8z |
| Mind-Create-Link | NA | +2.5z* |
| Mind-Destroy-Nightmare | NA | +2.5z* |
| Soul-Create-Link | NA | +2.5z* |
| Soul-Divine-Imprint | NA | +2.5z* |
| Soul-Destroy-Fear | NA | +2.5z* |
| Soul-Move-Possession | NA | +2.5z* |

*For purposes of these spells the ghost will have the indicated noun/verb z-score or what they had in life, whichever is higher.

Habitat

Ghosts inhabit the general area, e.g., one mile radius sphere, where they died and sometimes where they frequented when they were alive. The location and condition of their corporeal body does not matter.

Ecology/Psychology

Ghosts will linger within their habitat until they resolve some unfinished business. This business can be benevolent or malevolent. Their malevolent nature is almost always seen by those not directly related to their unfinished business. Ghosts are able to freely move in the Astral and Physical planes of existence. Non-magical fire does not harm ghosts. Sun light is painful to ghosts and they avoid exposure whenever possible. For this reason, ghosts tend to be active at night or when they are guaranteed darkness.

Society/Culture

Ghosts tend to be encountered individually although records exist of multiple ghosts inhabiting the same areas. Ghosts have no society or culture, even when they cohabit the same area. Individual ghosts do not associate. The only exception to this is when it is a family of ghosts or when the entities died during the same event. Depending on when they died, ghosts can be a valuable source of history, religion, rituals, philosophy, and politics.

161.2 Ghoul

Ghouls are a disease-ridden supernatural shape shifting undead that exclusively eat flesh and prefer the flesh of dead humanoids, including Zombies. It is said ghouls were once living creatures that over time evolved into a strange race of undead by continual eating humanoid flesh. Ghouls exist in many lands and are known by different names. In Arabic they are called Ghūls. Arabic folklore mistakenly believes ghūls are the offspring of Iblis, the Muslim prince of darkness and belong to a diabolic class of jinn.

Ghouls can learn and improve their skills through use. Ghouls are natural shape shifters. Their natural forms are a virtually hairless hyena, jackal, wild dog, (medium sized mammalian scavengers) and an emaciated humanoid with a grayish complexion, i.e., one animal shape and human. Ghouls have the following additional talents/flaws:

Ghoul Changes and Additional Talents/Flaws

| Talent/Flaw | Cost (DP) | Result |
|----------------------------|-----------|--------|
| Comeliness | Δ | -1.0z |
| Speed | Δ | +1.0z |
| Vitality | Δ | +1.0z |
| Strength | Δ | +1.1z |
| Endurance | Δ | +1.1z |
| Eloquence | Δ | -0.5z |
| Quickness | Δ | -0.5z |
| Reasoning | Δ | -0.5z |
| Charisma | Δ | -0.5z |
| Creativity | Δ | -0.5z |
| Spirituality | Δ | -0.5z |
| Codex (-10 DP/Noun & Verb) | Δ | -3.0z |
| Allergy Resistance | Δ | +2.5z |
| Curse Resistance | Δ | +2.0z |
| Disease Resistance | Δ | +3.4z |
| Healing Rate | Δ | +1.0z |
| Immunity to Normal Weapons | Δ | +1.5z |
| Natural Armor | Δ | +1.0z |
| Natural Weapons | Δ | +1.0z |
| Mana | Δ | -1.0z |
| Morphing | NA | 100% |
| Poison Resistance | Δ | +2.5z |
| Porphyria | Δ | +0.8z |
| Undead Craving | 100 | NA |

Habitat

Ghouls tend to inhabit burial grounds and other deserted/uninhabited places.

Ecology/Psychology

Ghouls can be male or female but cannot procreate. They increase their numbers via Ghul disease that is spread by contact. The disease manifests itself in 1-7 days depending on the entity. Only during this time will *Cure Disease* be effective. Once complete, some of the entity's abilities will change and some new traits will be gained. Ghouls must eat humanoid flesh (*Undead Craving*) at least once per day or their body z-score abilities will degrade 25% per day until they reach 0z. Their z-score body ability ratings will return 25% per hour after consuming humanoid flesh. This hunger may explain why they inhabit graveyards as they provide a continual source of food. Although they are disgusting, it is theorized their existence helps prevent a zombie apocalypse. Ghouls have mild sensitivity to light and prefer to hunt during the twilight and dark periods of the day.

Society/Culture

Ghouls live in small groups often hunting and feeding as a pack. The strongest tend to feed first. Ghoul 'young' are surprisingly independent and are capable of surviving with little support. Ghouls rarely have a pack leader and tend to make all decisions using herd-like behavior. The pack appears to act as a unit in moving together, but its function emerges from the uncoordinated behavior of self-seeking individuals. Female ghouls will hunt individually to obtain their preferred victims, young males. Ghouls have never been known to create anything.

161.3 Mummy

A mummy is simply a preserved once living animal, humanoid, supernatural, or extraplanar body. There are a lot of different types of mummies that have been intentionally or accidentally created in sand, tar, mud, freeze-dried in a cave, or sacrificed in a bog. An *undead* mummy has been preserved using ancient magic rituals. On Terra, these types of rituals were commonly practiced in Egypt but were also performed in China and possibly Peru.

Undead mummies tend to have been powerful and influential individuals in life who have undergone mummification for either religious or power related reasons. Undead mummification is a permanent and expensive undertaking. Unlike a *Zombie*, mummification halts the decay of all *Mind*, *Soul*, and *Body* ability scores. Mummies are unable to improve skills, abilities, or traits, they were set at the time of mummification, *i.e.*, there may be some degradation that occurred before the process was started. After mummification is complete the mummy has all the capabilities that it had during life (adjusted by any degradation) and a few additional traits gained as part of the mummification process.

Traits gained thru the mummification process include *Immunity to Normal Weapons* and virtual immunity to internal organ damage. Beyond these two points mummies are susceptible to the same type of damage and attacks as they were when they were alive. In Egyptian mummies the immunity to normal weapons is thought to be due to the hardening of the body's tissues with natron. Immunity to organ damage is presumed to be due to the fact that their organs were removed and preserved in Canopic jars. Should these preserved organs be damaged, corresponding damage to the mummy will occur. Egyptian mummy wrappings are not normally flammable due to the many sacred charms and amulets that were placed in and around the mummy and the wrappings. These items protect the mummy from harm and give good luck to the Ka of the mummy. Should these charms and amulets be removed the wrappings and the mummy's ritualistically anointed body (oils, perfumes, bitumen) will be highly flammable.

Mummies cannot procreate and their condition is not communicative. Frequently mummies have *Aspergillus* or *Cephalosporium* spores clinging to their bodies which may prove poisonous to others. The initial potential of a mummy are those of an animal, humanoid, supernatural, and extraplanar entity

right before death. Mummies cannot improve any of their skills or traits; they are fixed at their time of death. As part of the mummification process the mummy has the following additional talents/flaws:

Additional Mummy Talents/Flaws

| Talent/Flaw | Cost (DP) | Result |
|----------------------------|-----------|-----------|
| Allergy Resistance | Δ | +4.0z |
| Curse Resistance | Δ | +4.0z |
| Disease Resistance | Δ | +4.0z |
| Dismemberment Attack | NA | NA |
| Healing Rate | Δ | +2.0z |
| Immunity to Normal Weapons | Δ | +1 to +3z |
| Poison Resistance | Δ | +4.0z |
| Porphyria | Δ | +1.6z |

Habitat

Mummies can be encountered in any habitat. The habitat is not necessarily limited to those in which the previously living entity resided.

Ecology/Psychology

Entities who have been mummified as part of religious purposes tend to lie peacefully in their graves until disturbed, *e.g.*, opening their sarcophagus. These undisturbed mummies have either succeeded in joining their gods in eternal life or are currently involved in a journey to achieve this condition. Should they be awakened, they will attempt to kill all those who disturbed them and then return to their eternal rest. Even when dismembered the limbs of a mummy will continue to attack. Entities that underwent mummification for eternal life and power may have a variety of motivations.

Society/Culture

Mummies have no society or culture unique to their own. Depending on the quality of their preservation they can coexist as they did in life. Entities that underwent mummification for eternal life and power tend to surround themselves with minions to further their goals. These mummies tend to be evil spell casters with an unhealthy desire to manipulate and control all aspects around them.

161.4 Poltergeist

Poltergeists are invisible, non-corporeal undead entities. They are derived from an animal, humanoid, supernatural and extraplanar entity that was in a powerful rage at the time of their death. Poltergeists have existed globally since ancient times. The earliest known reports of poltergeists date back to the ancient Romans. Other poltergeist records can be found in the medieval times of China, England and Germany. Their name comes from the German *poltern*, "to knock," and *geist*, "spirit," or simply noisy spirit. Reports of poltergeist activity typically feature raps, bumps, thumps, knocks, footsteps, and bed shaking, all without a discernible point of origin or physical reason for occurrence. Many accounts also report objects being thrown about the room, furniture being moved, water droplets or bursts have fallen from nowhere, stones have pelted homes, and even people being levitated (*Telekinesis*).

Should the poltergeist's *Mind* or *Soul* damage pool be reduced to zero it will dissipate for 24 hours. One way to permanently defeat a poltergeist is to force it to leave (cross over), *i.e.*, have an extreme good outcome from a *Repulse Undead Spell* or *Control Undead Spell*. The initial potential of a poltergeist are those of an animal, humanoid, supernatural or extraplanar entity right before death that only depend on *Mental* and *Soul* abilities. Their body ability z-scores are reduced to -4.0z. Poltergeists cannot improve any of their skills or traits; they are fixed at their time of death. Poltergeists have the spell-like trait of *Telekinesis*, which can affect the elements of earth and water as well as animals, humanoids, supernatural and extraplanar entities. These are the only spells they are able to manipulate. As explained above poltergeists have the following additional talents/flaws:

Additional Poltergeist Talents/Flaws

| Talent/Flaw | Cost (DP) | Result |
|--------------------|-----------|--------|
| Allergy Resistance | Δ | +4.0z |

ORS

| | | |
|----------------------------|----|--------|
| Curse Resistance | Δ | +4.0z |
| Disease Resistance | Δ | +4.0z |
| Healing Rate | Δ | +1.0z |
| Immunity to Normal Weapons | Δ | +4.0z |
| Poison Resistance | Δ | +4.0z |
| Porphyria | Δ | +2.8z |
| Telekinesis (Earth) | NA | +2.5z* |
| Telekinesis (Water) | NA | +2.0z* |
| Telekinesis (Animal) | NA | +1.5z* |
| Telekinesis (Humanoid) | NA | +1.5z* |
| Telekinesis (Supernatural) | NA | +1.5z* |
| Telekinesis (Extraplanar) | NA | +1.5z* |

*For purposes of these spells the poltergeist will have the indicated noun/verb z-score or what they had in life, whichever is higher.

Habitat

Poltergeists inhabit the general area, *e.g.*, one-hundred-yard radius sphere, where they died. The location and condition of their corporeal body does not matter.

Ecology/Psychology

Poltergeists will linger within their habitat until forced to depart. They tend to be mischievous and sometimes malevolent. Their malevolent nature is almost always seen by those related to the cause of their anger. Sometimes their activity can be triggered by a living person's trauma within their habitat, at any time. Activities build up over time to a climax and then start over. Poltergeist energies can travel anywhere within their habitat. Nearing the climax of the energy cycle poltergeists can become dangerous, inflicting mental terror and physical damage in extreme cases. One case in England stated that stones, bricks, and brickbats of all sizes, with several other things such as hammers, mauls, iron-crows, spits, and other utensils tormented a family for the space of a quarter of a year. Though rare, a few reported poltergeists have been purported to speak. Poltergeists are able to freely move in the Astral and Physical planes of existence. Non-magical fire does not harm poltergeists. Sun light is painful to poltergeists, and they are only active at night.

Society/Culture

Poltergeists tend to be encountered individually although records exist of multiple poltergeists inhabiting the same areas.

161.5 Shadow

Shadows are once living animal, humanoid, supernatural or extraplanar entities that were killed instantly with intense magical fire in which their corporeal bodies were completely annihilated leaving only a shadow-like ash residue on the ground. After turning, *all* their base ability z-scores are all -1.0z, regardless of what they were in life. All their ability z-scores will vary depending on the intensity of the light; in bright light they are increased by +3z, during a moonless night to -3z, and dawn and dusk would be 0.0z. A Shadow will attach to the first living entity's shadow, of their original type, that crosses them. Should the shadow's Body, Mind or Soul damage pool be reduced to zero it will detach from its host and drift in the wind for 24 hours, where upon it will affix to the ground until a suitable host shadow overlaps. Should the host survive a shadow's attack his health will return at their normal rate.

The skills and traits of a shadow are those of an animal, humanoid, supernatural or extraplanar entity right before death. Shadows cannot improve any of their skills or traits as they are fixed at their time of death. When attached, Shadows feed using their spell-like traits of *Reverse Healing (Body, Mind and Soul)*. This is the only spell they are able to manipulate, regardless of what they had in life. This damage is cumulative, the first day one point from Body, Mind, and Soul damage pools may be transferred, the next day two points, etc. This slow process is virtually impossible to detect during the first few days, and will only stop when the host is killed, or the shadow is defeated. As described above shadows have the following additional talents/flaws:

Additional Shadow Talents/Flaws

| Talent/Flaw | Cost (DP) | Result |
|--------------------|-----------|--------|
| Allergy Resistance | Δ | +4.0z |
| Camouflage | Δ | +1.8z |

| | | |
|----------------------------|----|-----------|
| Curse Resistance | Δ | +4.0z |
| Disease Resistance | Δ | +4.0z |
| Healing Rate | Δ | +1.0z |
| Immunity to Normal Weapons | Δ | +3.0z |
| Poison Resistance | Δ | +4.0z |
| Porphyria | Δ | See above |
| Body-Change-Healing (Harm) | NA | +1.0 z* |
| Mind-Change-Healing (Harm) | NA | +1.0 z* |
| Soul-Change-Healing (Harm) | NA | +1.0 z* |
| Undead Craving | NA | NA |

*For purposes of these spells the shadow will have the indicated noun/verb z-score or what they had in life, whichever is higher.

Habitat

Shadows can be encountered in any habitat. Initially the habitat will be that where the shadows were formed but as the shadow jumps from host to host the habitat may change. Shadows are difficult to detect as the host must notice a discrepancy in their real shadow's appearance.

Ecology/Psychology

Shadows are unaware that they are dead. They have lost virtually all their memories. Shadows are parasitical in nature. Their nature is to find a host and meld with their host's shadow and slowly suck health (*Undead Craving*) from their host via the *Reverse Healing* spell-like traits. Shadows are able to transfer up to one and a half their normal damage pools as part of their feeding. The Shadow's extra amount of damage pools dissipate at 3% per hour until they reach their original value. When any of a host's damage pools are totally depleted, they will die. Shadows are unable to communicate. Shadows are limited to the plane of existence of their host. When their host becomes weak, or a stronger host is nearby they will change hosts as soon as their shadows overlap. Fire does not harm Shadows. Darkness weakens shadows and they attempt to minimize their exposure whenever possible. Conversely sun light makes them stronger.

Society/Culture

Shadows have no society or culture.

161.6 Skeleton

Skeletons are devolved zombies or dead animal, humanoid, supernatural, and extraplanar entities whose bones have been re-animated using the *Animate Dead* spell. Skeletons have virtually no mind and no soul. Skeletons are the lowest form of undead. Skeletons cannot procreate, and unless the bones are consumed by an entity of the same species, they will not transmit the disease. An entity infected by a skeleton, contracts the zombie virus and will die within 24 hours and becomes a zombie unless cured.

The initial potential of a skeleton are those of an animal, humanoid, supernatural, and extraplanar entity right before death. Skeletons cannot improve any of their skills or traits; they are fixed at their time of death. A skeleton's ability to use their skills is dependent on their *Mind, Body* and *Soul* abilities. Their *Soul* and *Mind* abilities are -9z. Their *Body* abilities are 50% of what they were in life or 0z whichever is lower. Smashing, breaking and/or burning the bones are some of the best ways to terminate their existence. Attacking skeletons with edged weapons is like chopping a dead tree, *i.e.*, it is a slow and tedious process. Even dismembered, the various parts may still attack if possible. Blunt weapons tend to work better. As described above skeletons have the following additional talents/flaws:

Additional Skeleton Talents/Flaws

| Talent/Flaw | Cost (DP) | Result |
|----------------------------|-----------|--------|
| Allergy Resistance | Δ | +4.0z |
| Curse Resistance | Δ | +4.0z |
| Disease Resistance | Δ | +4.0z |
| Dismemberment Attack | NA | NA |
| Healing Rate | Δ | +0.1z |
| Immunity to Normal Weapons | Δ | +1.0z |
| Poison Resistance | Δ | +4.0z |
| Porphyria | Δ | -1.0z |

Habitat

Skeletons live in any habitat. Temporarily, skeletons will also be found near the spell caster who has animated them.

Ecology/Psychology

Skeletons are part of the natural process of decay of dead animals, humanoids, supernatural, and extraplanar entities. Skeletons consist of the bones and sometimes the tendons and ligaments of the dead. Undead skeletons are not natural, they are the result of spell casters' magic. Skeletons can be temporarily animated using the *Animate Dead* spell or they can be devolved zombies. Some types of skeletons are not really suitable for animation, e.g., a shark would only be the jaws and teeth with no way to move.

Society/Culture

Skeletons have no society or culture unique to their own. While under the control of the Animator (Master) they will follow his orders when needed and rest peacefully in shallow graves or underground structures when they aren't needed. Skeletons have no leader and tend to follow mob rule. Unless controlled, they will mindlessly attack any living entity.

161.7 Spectre

The Spectre has its origins in English folklore at least as far back as the Middle Ages. Other cultures have similar entities which can be categorized as a spectre, e.g., Huecuva from South America. A spectre is often confused with a ghost but is a distinct type of undead. Spectres are non-corporeal manifestations of a dead animal, humanoid, supernatural or extraplanar entity. The confusion is a result of their similar appearance. They typically appear as "silvery", "shadowy", "semitransparent", "misty", or "fog-like" entities in the form of the previous corporeal body. Should the spectre's Mind or Soul damage pool be reduced to zero it will dissipate for 24 hours, at which point they may return with full health. One way to permanently destroy a spectre is to dig up the body, cut it to pieces and burn it.

The initial potential of a spectre are those of an animal, humanoid, supernatural or extraplanar entity right before death that only depend on Mental and Soul abilities. Their body ability z-scores are reduced to -4.0z. Spectres cannot improve any of their skills or traits; they are fixed at their time of death. Spectres have the spell-like traits of *Fear*, *Mental Disorder* and *Curse*, which can only affect entities of their original type. Unless they had the ability to use the Codex in life these are the only spells they are able to manipulate. As explained above spectres have the following additional talents/flaws:

Additional Spectre Talents/Flaws

| Talent/Flaw | Cost (DP) | Result |
|-----------------------------|-----------|--------|
| Allergy Resistance | Δ | +4.0z |
| Curse Resistance | Δ | +4.0z |
| Disease Resistance | Δ | +4.0z |
| Healing Rate | Δ | +2.3z |
| Immunity to Normal Weapons | Δ | +4.0z |
| Poison Resistance | Δ | +4.0z |
| Porphyria | Δ | +2.6z |
| Mind-Change-Mental Disorder | NA | +2.5z* |
| Soul-Change-Curse | NA | +2.5z* |
| Soul-Destroy-Fear | NA | +2.5z* |

*For purposes of these spells the spectre will have the indicated noun/verb z-score or what they had in life, whichever is higher.

Habitat

Spectres inhabit the general area, e.g., one mile radius sphere, where their corporeal body rests. As long as the spectre exists its corporeal body will never decay.

Ecology/Psychology

Spectres are evil/sinful entities who were originally buried in unconsecrated ground that have refused to pass on. Spectres are almost always malevolent and seem to enjoy causing fear and spreading disease. Spectres can communicate normally. Spectres are able to freely move in the Astral and Physical planes of existence. Non-magical fire does not harm a spectre's non-corporeal body. Sun light is painful to spectres and they avoid exposure whenever possible.

Society/Culture

Spectres tend to be encountered individually although feral and wild dogs are often seen following them.

161.8 Vampire

Vampires a.k.a., Vampyres, Oupires, etc. are corporeal once living animal, humanoid, supernatural, and extraplanar entities. Vampires appear as they did in life with perhaps a bit paler complexion. Vampires tend to be one of the most powerful undead entities known.

The initial potential of a vampire are those of an animal, humanoid, supernatural, and extraplanar entity right before death. Vampires can improve their existing skills and they can learn new ones. Vampires have the spell-like traits of *Elemental Merge (Fog)*, *Polymorph*, *Domination*, and *Reverse Healing*. Vampires can only use the *Elemental Merge* and *Polymorph* traits on themselves and prefer the forms of bats, bears, wolves and dogs (Burton, 1200). *Domination* and *Reverse Healing* traits can only be used on entities matching their original type. They may permanently dominate one entity for each year they have been undead, rounded up. Unless they had the ability to use the Codex in life these are the only spells they are able to manipulate initially, but they could over time learn new ones. Vampires have an undead craving of life's essence and will attempt to feed (drain blood) at least once per day. Feeding also involves the transfer of life via the *Reverse Healing* spell, which occurs simultaneously with feeding. Before feeding the vampire's canine teeth will morph similar to those of a wolf. Vampires prefer live prey as the victim's pumping heart assists in their repast. Vampires are able to transfer up to twice their normal body damage pools as part of their feeding. The Vampire's extra damage pool dissipates at 5% per hour until it reaches its original value. Should a vampire not be allowed to feed it will grow visibly thinner even approaching the likeness of a mummy over the course of a month. Within minutes of feeding, it will regain its original form. When bloated with blood some vampires have been known to sweat blood and even cry tears of blood. One of the ways to permanently destroy a vampire is to exhume the body, and impale it, cut off their head, tear out their heart, and burn them (Keyworth, 2006). As explained above vampires have the following additional talents/flaws:

Additional Vampire Talents/Flaws

| Talent/Flaw | Cost (DP) | Result |
|--|-----------|--------|
| Allergy Resistance | Δ | -1.0z |
| Curse Resistance | Δ | +4.0z |
| Disease Resistance | Δ | +4.0z |
| Healing Rate | Δ | +3.0z |
| Immunity to Normal Weapons | Δ | +4.0z |
| Poison Resistance | Δ | +4.0z |
| Porphyria | Δ | +4.0z |
| Supernatural Body-Change-Elemental Merge (Fog) | NA | +2.5z* |
| Supernatural Body-Change-Polymorph | NA | +3.0z |
| Body-Change-Healing (Harm) | NA | +3.0z* |
| Mind-Change-Domination | NA | +3.0z* |
| Undead Craving | NA | NA |

*For purposes of these spells the vampire will have the indicated noun/verb z-score or what they had in life, whichever is higher.

Habitat

Unless controlled, vampires live in any habitat in which they desire.

Ecology/Psychology

Vampires are a symbiotic relationship between a once living entity and microscopic parasite. The parasite is transmitted via bodily fluids, e.g., blood, saliva, seminal fluids, or inhalation when in a gaseous state. The chance for infection is dependent on the volume and contact time except when ingested which always results in infection. After infestation the host body will die and one night later be reborn as a vampire with access to all previous knowledge, skills, and traits as well as new traits. A vampire will never age and will never die by normal means. The body temperature of a vampire is room temperature unless they have recently fed. A vampire is highly sensitive to light and will only be active at night, spending the daylight hours in a deep sleep. They prefer their own coffin with dirt from their grave, but this is not required. Vampires have a mild allergy to natural blood thinners, e.g., garlic and onions.

Society/Culture

Vampires usually share the society and culture of their prey, but cases have been reported of vampires establishing societies unique to their needs.

161.9 Wight

Wights are corporeal once living animal, humanoid, supernatural, and extraplanar entities whose bodies were killed by another wight of the same type, i.e., animal, humanoid, supernatural or extraplanar. Wights often appear in the clothes, armor and/or weapons of their victims. Initially, their complexion is robust and identical to what it was when they died. Overtime their complexion becomes deathly pale and their eyes begin to glow with otherworldly hunger. This process takes 33 days, i.e., 3% per day.

Wights have the spell-like traits of *Paralysis*, *Reverse Healing* and *Link Mind*, which can affect entities of their original type. Wights are able to transfer up to twice their normal mind damage pool as part of their ‘feeding’. The Wight’s extra damage pool dissipates at 5% per hour until it reaches its original value. The initial potential of a wight are those of an animal, humanoid, supernatural, or extraplanar entity right before death. Wights cannot improve any of their skills or traits as they are fixed at their time of death. Unless they had the ability to use the Codex in life these are the only spells they are able to manipulate. As explained above wights have the following additional talents/flaws:

Additional Wight Talents/Flaws

| Talent/Flaw | Cost (DP) | Result |
|----------------------------|-----------|--------|
| Allergy Resistance | Δ | +4.0z |
| Curse Resistance | Δ | +4.0z |
| Disease Resistance | Δ | +4.0z |
| Healing Rate | Δ | +2.5z |
| Immunity to Normal Weapons | Δ | +3.0z |
| Natural Weapons | Δ | +1.0z |
| Poison Resistance | Δ | +4.0z |
| Porphyria | Δ | +1.0z |
| Mind-Create-Link | NA | +2.5z* |
| Mind-Change-Healing (Harm) | NA | +2.5z* |
| Body-Move-Paralysis | NA | +2.5z* |
| Undead Craving | NA | NA |

*For purposes of these spells the wights will have the indicated noun/verb z-score or what they had in life, whichever is higher.

Habitat

Wights live in the habitat in which they first became a wight. After passing on their foul gift they may wander or not as they see fit. This ensures that a wight (unless destroyed) will always serve their original purpose which was to guard burial mounds, crypts and tombs. Once they leave their mound they will suffer temporary total amnesia and their eyes will temporarily return to normal. Their memory and their eyes regain their normal undead state, slowly at a rate of 3% per day.

Ecology/Psychology

Wights are an abomination to the natural environment. It is said that the original wights were created using a variety of spells, but today only a *Raise Undead* is

required. The only plants that grow around the lair of a wight are weeds. They have a perpetual ‘thirst’ for the mental essence of all living things, and this is their only required sustenance. A wight’s touch will cause paralysis, and mental health will be drained from the victim based upon their attack outcome. Should the victim survive a wight’s attack their mental health will return at their normal rate. They are bound to remain in the same habitat until they can pass their foul gift to another entity of the same type. At this point they can leave or stay as they wish. Due to the twisted nature of their existence, they have a desire to seek out memories and attempt to transfer it to themselves or in the case of plants destroy it. Wights cannot procreate; they can only pass along their twisted existence to beings of their original type.

Society/Culture

Wights have no society or culture unique to their own

161.10 Wraith

Wraiths are semi-corporeal once living animal, humanoid, supernatural, and extraplanar entities. Their genesis twists their soul, making them despise all living things. Wraiths appear as a pale gaseous-like form with glowing malevolent eyes and only a minor resemblance to their previous life. In Irish folklore they are called a (Sluagh) and are often confused with a flock of birds trying to enter a house of a dying person in an effort to devour their soul.

The initial potential of a wraith are those of an animal, humanoid, supernatural, and extraplanar entity right before death. Wraiths can improve their existing skills they have learned but they cannot learn new ones. Wraiths have the spell-like traits of *Change Heat (Rev)* and *Reverse Healing Soul*, the latter can only affect animals, humanoids, supernatural and extraplanar entities of their original type. Unless they had the ability to use the Codex in life these are the only spells they are able to manipulate. Wraiths feed by draining their target’s Soul (*Reverse Healing*) and are able to transfer up to twice their normal soul damage pool as part of their feeding. The Wraith’s extra damage pool dissipates at 5% per hour until it reaches its original value. As explained above wraiths have the following additional talents/flaws:

Additional Wraith Talents/Flaws

| Talent/Flaw | Cost (DP) | Result |
|----------------------------------|-----------|--------|
| Allergy Resistance | Δ | +4.0z |
| Curse Resistance | Δ | +4.0z |
| Disease Resistance | Δ | +4.0z |
| Healing Rate | Δ | +2.8z |
| Immunity to Normal Weapons | Δ | +4.0z |
| Poison Resistance | Δ | +4.0z |
| Porphyria | Δ | +2.5z |
| Fire-Change Heat (Rev) Permanent | NA | +3.0z |
| Soul-Change-Healing (Harm) | NA | +3.0z* |
| Undead Craving | NA | NA |

*For purposes of these spells the wraiths will have the indicated noun/verb z-score or what they had in life, whichever is higher.

Habitat

Wraiths live in any habitat in which they are required to serve. Should their master perish they are only limited by their own desires.

Ecology/Psychology

Wraiths are created by artifacts of power or extremely powerful entities to serve as intelligent weapons and secondarily as servants. The victim was not forced into this arrangement they are usually manipulated into agreeing through greed or a lust for power. Wraiths cannot procreate. All living things are damaged by their icy touch (*Striking/Blocking* attack) with a *Change Heat* +2.5z stressor.

Society/Culture

Wraiths have no society or culture unique to their own. They are bonded to serve their creator for as long as they exist.

161.11 Zombie

Zombies, *a.k.a.*, Revenant, Draugr, Vrykolakas, etc., are dead animal, humanoid, supernatural, and extraplanar entities whose bodies have been killed by a zombie of the same species or who have been re-animated using the *Animate Dead* spell. Some drugs (pufferfish toxin & datura) used by practitioners of the voodoo religion can mimic the condition but creatures under the influence of these drugs are not 'true' zombies.

The origin of the zombie is unclear, the word itself is of west African origin. What is clear is that true zombies occurred shortly after spell casters learned to animate dead animals, humanoids, supernatural and extraplanar entities. The epic story of Gilgamesh, (c2700 BC) is probably the first story mentioning the dead that eat the living. The zombie appears in several cultures worldwide, including Europe (Revenant), Scandinavia (Draugr), China, Japan, the Pacific, India, and the Native Americans. Zombies had very little likelihood of becoming a true menace until some unnamed Sorcerer inflicted an infectious disease on his zombies and thus making it permanent. Those who understand the threat (religious scholars and spell casters) will always attempt to exterminate zombies before the virus spreads and the dead outnumber the living.

The initial potential of a zombie are those of an animal, humanoid, supernatural, and extraplanar entity right before death. Zombies cannot improve any of their skills or traits; they are fixed at their time of death. A zombie's ability to use their skills is dependent on their *Mind, Body* and *Soul* abilities. The soul dissipates within a few minutes, i.e., the abilities associated with the *Soul* decay to (-9z) linearly over six minutes. The abilities associated with the *Mind* linearly decay to (-9z) slower over the course of a few hours. If zombies consume fresh brain tissue at least once every half hour or so they can delay the loss of their own mind until their body putrefies. The physical abilities seem to last the longest. Depending on the environmental conditions a zombie could last a month as it slowly putrefies. The abilities of the *Body* will decay linearly over this time to 50% of their maximum or (0z) whichever is smaller. Putrefaction is the gradual disintegration of the body into gases, liquids and salts by bacterial activity and enzymes from their own bodies. After all the soft parts have putrefied there will be nothing left but tendons, cartilage and bones. At this point the zombie will become an animated skeleton. As described above zombies have the following additional talents/flaws:

Additional Zombie Talents/Flaws

| Talent/Flaw | Cost (DP) | Result |
|----------------------------|-----------|--------|
| Allergy Resistance | Δ | +4.0z |
| Curse Resistance | Δ | +4.0z |
| Dismemberment Attack | Δ | NA |
| Disease Resistance | Δ | +4.0z |
| Healing Rate | Δ | +0.3z |
| Immunity to Normal Weapons | Δ | +1.0z |
| Poison Resistance | Δ | +4.0z |
| Porphyria | Δ | -2.0z |
| Undead Craving | NA | NA |

Habitat

Zombies live in any habitat that includes their prey, an entity of the same species. Temporarily, zombies will also be found near the spell caster who animated them.

Ecology/Psychology

Zombies cannot procreate; they can only spread their condition. The zombie virus is transmitted via blood and saliva. Those killed by a zombie will rise as a zombie within a few minutes of their death. Entities wounded and infected by a zombie will die within 24 hours due to the virus unless cured.

Zombies exist but a short time. They are dead but aware at some level of the fate in store for them. The soul dissipates within a few minutes. The mind goes in a few hours and the body putrefies in a few weeks. Zombies naturally devolve into skeletons. Fire, crushing their bodies, and damaging what's left of their brains are the some of the best ways to terminate their existence. Even dismembered the various parts may still attack if possible.

Society/Culture

Zombies have no society or culture unique to their own. While under the control of the Animator (Master) they will follow his orders when needed and slowly putrefy in shallow graves or underground structures when they aren't needed. Fresh masterless zombies will attempt to associate with living members of their own species although this rarely lasts more than a few hours before their nature is discovered. Should they survive their discovery they tend to hide in abandoned structures coming out only at night, or during the day if they have sufficient numbers. Zombies have no leader and tend to follow mob rule. At some level they realize their fate and understand they can only slow the process by consuming fresh brain tissue.

162 Unicorn

The unicorn is a legendary creature that has the appearance of a white horse with a single large, pointed spiraling horn projecting from its forehead. They have the appearance of a quarter horse with long hair on their tails, mane and (feathers) on their lower legs which covers their hooves. They stand around 15 hands (5 feet) tall at the withers and weigh 1000 pounds. It excels in quick and intricate maneuvers and has surprising speed for short distances.

In general unicorns are proud, fierce and haughty, preferring to die rather than be captured. Their weakness are virgins, legend states that when confronted by a virgin it will become docile and lay its head on the virgin's lap and fall asleep. Unicorns are not just a horse with a horn, they are intelligent and are often skilled in the Codex and are known to cast *Bless*, reverse *Disease*, reverse *Toxicity*, and *Healing* spells to those it considers a friend. Its horn, when ground is said to have the power to render poisoned water potable and to heal sickness.

Unicorns have 436.7 development points to define their potential. During adolescence they will develop at a minimum, *Acrobatics-ground, Awareness, Balance, Climbing, Codex, Fauna Lore, Flora Lore, Hiding, Languages, Signaling, Survival, Bite, Impaling, and Striking/Blocking* attacks.

| Unicorn | Δ | Units | DPs |
|-------------------|--------|-------|---------|
| Speed | 1.50 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.25 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 1.50 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -0.75 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.00 | z | 0 |
| Memory | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -48.00 | yrs | -1.92 |
| Gestation Period | 8.00 | wks | 8 |
| Gigantism | 0.87 | z | 37 |
| Hearing, Standard | 0.50 | z | 15.8 |
| Mana | 1.00 | z | 100 |
| Natural Armor | 0.50 | z | 20 |
| Reproductive Rate | -1.00 | wks | -1 |
| Smell, Standard | 1.00 | z | 34 |
| Taste, Standard | -0.50 | z | -15.7 |
| Vision FOV 2D | 70.00 | deg | 3.5 |
| Vision FOV 3D | -64.00 | deg | -3.2 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Acuity | -0.50 | z | -15.7 |
| Transference-all | -0.42 | z | -226.78 |

Habitat

Unicorns are herbivores with a digestive system adapted to a forage diet of grasses and other plant material, consumed steadily throughout the day. Their habitat is the meadows and grasslands in the wild woodland forests.

Ecology/Psychology

Baring accident or disease unicorns are considered mature at 6.5 years and have an average lifespan of 27 years with a maximum of 40 years. Foals are usually born in the spring. The estrous cycle of a mare occurs roughly every 19–22 days and occurs from early spring into autumn. The gestation period is around 11 months, and they give birth to a single foal, twins are rare, and are able to stand shortly after birth. Foals are generally weaned from their mothers between four and six months of age.

Both male and female unicorns have horns (alicorn) which begin to grow at one year of age. The alicorn continues to grow through their lifespan sometimes reaching a length of over two feet. Unicorns are not monsters. Anytime they are spoken of in ancient texts they are revered and respected. Never does a unicorn pose a threat to humans, or any other creature that does not seek first to harm them. A unicorn can never be tamed and will not be broken, occasionally a virgin is allowed to ride them bareback.

Society/Culture

The natural structure of a family of unicorns is called a blessing. The dominant stallion is the boss. His role is to protect his blessing from danger and increase his harem of mares and foals and defend his position from younger stallions. The blessing is led in its daily routine of grazing and watering by the lead mare. Wild unicorns are shy creatures and must be approached with caution. A wild unicorn's natural instinct for defense is flight, but all unicorns can show aggression when they fear their family is being threatened.

The lead mare is "second-in-command" to the dominant stallion in the blessing. Cautiously she will lead the blessing to new forage areas and watering holes. Ever watchful, she will take the lead for a fast retreat if danger is present. The stallion will bring up the rear, ready to protect and defend his band from any attack.

Ritual posturing and snorts often resolve a confrontation between stallions, but fighting does occur. The males are at high risk from combat, but death is unlikely. Pawing is used for communication, breaking ice in water holes, digging in deep snow for winter forage, and enlarging water holes.

163 Vorpall Bunny

A Vorpall Bunny, *a.k.a.*, Killer Rabbit of Caerbannog, Beast of Caer-Bannor is a supernatural entity resembling a cute white bunny. It is inspired by Graham Chapman's and John Cleese's scene from *Monty Python and the Holy Grail*. They are small mammals with fluffy short tails, whiskers, and distinctive long ears. Vorpall Bunnies have relatively full, egg-shaped bodies, especially compared to hares. They average 16 inches from head to tail, the ears are 3 inches long and they weigh 4.5 pounds. All Vorpall Bunny are albinos, white fur with red eyes.

Tales surrounding this beast are very descriptive and may be based on fact. It is a beast so foul and so cruel that no man has fought with it and lived. It has nasty, big, pointy teeth and a vicious streak a mile wide! Its teeth can penetrate armor like a can opener. It is very fast, greater than 25 miles per hour and can leap horizontally 12 feet and vertically 8 feet in the air. These prodigious leaps allow it to tear the heads off armored knights with little effort. It will attack like a thing possessed until the opponent flees a safe distance, greater than 60 feet, and has been known to make brave knights soil their armor. Its normal tactic is to charge, leap attack and then retreat. It uses its knowledge of Anatomy to go for the jugular.

Vorpall Bunnies have 0 development points to define their potential and should focus on the following skills: *Acrobatics, Anatomy-humanoid, Awareness-all, Balance, Flora Lore, Fauna Lore, Hiding, Movement, Navigation, Stalking, Survival, Swimming, Bite, and Claw attacks.*

| VorpallBunny | Δ | Units | DPs |
|--------------|------|-------|-----|
| Speed | 1.60 | z | 0 |

| | | | |
|-------------------|--------|-----|---------|
| Agility | 2.50 | z | 0 |
| Strength | -1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Will | 0.50 | z | 0 |
| Weight | 14.00 | lbs | 7 |
| Age Span | -69.00 | yrs | -2.76 |
| Gestation Period | -31.00 | wks | -31 |
| Gigantism | -2.04 | z | -110 |
| Hearing, Standard | 1.00 | z | 34 |
| Luck | 2.31 | z | 397.17 |
| Mana | -2.70 | z | -551.74 |
| Maturity | -0.14 | yrs | -2.7 |
| Natural Weapons | 3.00 | z | 197.63 |
| Reproductive Rate | 13.00 | wks | 13 |
| Vision FOV 2D | 90.00 | deg | 4.5 |
| Vision FOV 3D | -90.00 | deg | -4.5 |
| Vision, Lowlight | 1.00 | z | 44 |

Habitat

Its original lair was the Tomnadashan cave 4 miles from the Perthshire village of Killin. Since their creation they have been fruitful and multiplied and have now spread all over United Kingdom and Eurasia. Its guard post is strewn with bones of animals and men. Warrens are often located nearby. Vorpall bunnies prefer short grassy areas either found naturally, as in semi-arid areas, or resulting from heavily grazed pastures.

Ecology/Psychology

Barring accident or disease rabbits are considered mature at 6 months and have an average lifespan of 6 years with a maximum of 9 years. Vorpall bunnies are altricial, born hairless and blind, and requiring closer care. Typically, a female has a litter between 4-5 kits. It is said that Joseph of Arimathea cursed the progenitor and forced it to guard the writings which would guide searchers to the Holy Grail. They are susceptible to blessed weapons, *e.g.*, Holy Hand Grenade of Antioch.

Vorpall bunnies are omnivores but prefer flesh when they can get it. If pressed they will eat clover, grass and other plants, as well as twigs and even bark, if other food sources are scarce. Wolves, coyotes, foxes, cougars, birds, badgers, stoats, snakes, dogs, and weasels often are surprised when they hope for an easy meal.

Society/Culture

Vorpall bunnies are highly social animals that live in groups of up to 20 individuals and often build warrens or burrows with other rabbits in which to live. They will build their warrens as a group to serve as their homes and protect them from predators on the surface.

164 Will-o-Wisp

The Will-o-Wisp, *a.k.a.*, jack-o-lantern, friar's lantern, hinkypunk is a supernatural entity inspired by European folklore. They are drawn to entities that enter their habitat. They appear to be a flickering lamp, lantern, or ball of light around 6 inches in diameter. They are often mistaken for a natural atmospheric (bioluminescence) reaction caused by organic decay, *i.e.*, the oxidation of phosphine, diphosphane and methane.

They lure the entity to dangerous areas which can lead to death by drowning, exhaustion or even falling off a cliff. Many willingly go towards the light believing that a will-o-wisp marks the location of a treasure deep in the ground or water, which can only be taken when the fire was there. These entities often

ORS

die of exhaustion thinking the treasure in just another foot deeper. Some entities are just lost and hope the light will lead to a farmhouse.

After the victim dies, the Will-o-Wisp feeds off their departing soul and will grow visibly brighter. They only take a portion of the soul's essence as it dissipates quickly. Many attribute them to fairies, ghosts or elemental spirits, but they are a separate entity. They may appear friendly but are a jink to all actions, *i.e.*, negative *Entropy* trait. They are an evil trickster/jink (*Entropy*) and divination spells will confirm this.

Will-o-Wisp have 120 development points to define their potential. During adolescence they should focus on *Awareness-all, Fauna Lore, Flora Lore, Flying/Gliding, Hiding, Movement, Stalking, Signaling, Survival, Weather Watching*.

| WilloWisp | Δ | Units | DPs |
|----------------------------|---------|-------|-------|
| Agility | 0.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | -3.00 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | -2.50 | z | 0 |
| Quickness | -0.50 | z | 0 |
| Intuition | -0.50 | z | 0 |
| Stability | -1.00 | z | 0 |
| Reasoning | -1.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Charisma | 1.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Creativity | -2.00 | z | 0 |
| Morality | -2.00 | z | 0 |
| Age Span | 1973.00 | yrs | 78.92 |
| Entropy | -2.55 | z | -485 |
| Gigantism | -3.16 | z | -215 |
| Immunity to Normal Weapons | 2.91 | z | 300 |
| Magic Resistance | 0.98 | z | 97.08 |
| Sense, Life | 4.00 | z | 224 |

Habitat

Any graveyard, bog, moors, swamp, or marsh, form anywhere in the world. They are only encountered at night.

Ecology/Psychology

The Will-o-Wisp is born when a dead person's soul passes through swamp gas. Once born they will exist until the bog or swamp is drained and dries out. They are nocturnal and feed on swamp gas and the life force of the recently passed.

Society/Culture

Will-o-Wisps have no society or culture and only one will exist in any graveyard, bog, swamp or marsh.

165 Wyvern

A Wyvern is a dragon-like supernatural entity inspired from various medieval folktales. Wyvern are smaller, weaker, and less intelligent than dragons and possess two legs and a pair of wings. Their appearance is similar to a horned lizard with three toes on each foot and their head has vaguely horse like features with yellowish green eyes. They have a prehensile tail that is a half of their body length. Their cat-like teeth are very sharp, and their black tongue is forked. Mature individuals average 25 feet in length and their metallic scales can be various colors including, brass, copper, gold, gun metal grey, and silver, but their horns, wing and tail spikes are always ivory. Males are larger than females. Their Bodily Fluids (1z) Breath Weapon is equivalent to a 40-foot-long cone of Phosgene gas with a base of 30 feet. Phosgene is a colorless gas with a suffocating odor like musty hay. Exposure to phosgene causes irritation to the eyes, dry burning throat, vomiting, cough, foamy sputum, breathing difficulty, and chest pain. Phosgene's irritating quality can be mild and delayed,

which may result in a lack of avoidance leading to exposure for prolonged periods. Their horns, wing, and tail spikes also excrete liquid phosgene. Contact with liquid phosgene causes frostbite. In the presence of water (sweat, saliva, tears), the liquid or gas slowly hydrolyzes to hydrochloric acid. They have leathery, bat-like wings and are agile flyers and can fly around 30 miles per hour and diving doubles that rate.

Wyverns are rather clumsy on the ground moving around 2.5 miles per hour with a maximum of around 6 miles per hour. They use the spiked elbow joint on their wings to walk. The elbows of a wyvern point outward and backward, which allows them to crawl securely on cave walls and ceilings, as well as control the shape of their wings. Unlike dragons, which can be sometimes good and sometimes evil, the wyvern is unambiguously malicious. Their likeness is found in heraldry representing war, envy, pestilence and strength.

Wyverns have 0 development points to define their potential. During adolescence that should develop *Acrobatics-air, Awareness-all, Balance, Climbing-free, Control Frenzy, Diving-free, Fauna Lore, Flora Lore, Flying/Gliding, Geography, Hiding, Hunting, Jumping and Landing, Language, Movement, Signaling, Stalking, Survival, Swimming, Bite, Breath Weapon, Claw, Grappling, Impaling, Tail Sweep, and Wing Buffet* attacks.

| Wyvern | Δ | Units | DPs |
|-------------------|--------|-------|-------|
| Comeliness | -1.50 | z | 0 |
| Speed | 2.00 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | 2.50 | z | 0 |
| Strength | 1.25 | z | 0 |
| Endurance | 1.75 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.00 | z | 0 |
| Intuition | -1.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.00 | z | 0 |
| Memory | -1.00 | z | 0 |
| Empathy | -1.00 | z | 0 |
| Will | 1.00 | z | 0 |
| Age Span | 425.00 | yrs | 17 |
| Bodily Fluids | 4.00 | z | 224 |
| Body Density | -1.00 | z | -44 |
| Gigantism | 2.11 | z | 115 |
| Maturity | -0.14 | yrs | -2.7 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.00 | z | 44 |
| Reproductive Rate | 48.00 | wks | 48 |
| Vision FOV 2D | 55.00 | deg | 2.75 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Infrared | 2.11 | z | 86.05 |
| Vision, Lowlight | 1.50 | z | 72.5 |
| Trance-all | -0.34 | z | -184 |
| Transference-all | -1.00 | z | -513 |

Habitat

Wyvern can be found in almost all parts of the world. Wyverns inhabit caves and caverns in high inaccessible mountain ranges. In general, wyverns seek out a variety of daytime retreats such as caves, rock crevices, abandoned buildings, bridges, mines, and occasionally trees.

Ecology/Psychology

Baring accident or disease they are considered mature at 50 years of age and have an average lifespan of 500 years with an unknown maximum. Males ritually fight males and perform amazing aerial displays to attract the female's attention. The female will come into heat once a year but will only mate when she has no young under her care. She will give birth to live young after a nine-month gestation period. She will care for them until they reach maturity.

Wyvern are nocturnal with activity from dusk until dawn. They are carnivores and their diet consists of fish, large and medium sized mammals, including humanoids. They have voracious appetites, and a kill often instigates a feeding frenzy. The pack will go wild and bite anything that moves, including each

ORS

other or anything else within biting range. In colder climates they hibernate during the winter.

Society/Culture

Male wyverns are solitary, but not territorial except for the mating season. Females and juveniles will associate and den with each other for mutual protection.

166 Yacuruna

Yacuruna, *a.k.a.*, Reptilian, Saurians, Lizard Men, Serpent Men, Gill-men are supernatural piscine amphibious humanoids. The term is derived from the Quechua language, yaku (water) and runa (man). This entry is inspired by the 1954 film *Creature from the Black Lagoon* and the folklore of the indigenous people of the Amazon. An average Yacuruna is 6 feet tall and weighs 200 pounds. Based on eyewitness accounts their face is fish/reptile/serpent-like, their teeth are large and sharp, and they have visible gill fronds. They possess large, webbed hands and feet with sharp claws on the tip of each digit. The Yacuruna's moss green scaly skin is extremely tough, which combined with the *Quickening* trait allows them to survive wounds which would be fatal to humans. It also possesses superhuman strength.

A Yacuruna is fully amphibious, capable of breathing both in and out of the water. A Yacuruna has a dormant set of lungs, should its gills be irreparably damaged. They are vulnerable to toxins. The Yacuruna is slightly photophobic, due to its murky water habitat. It is theorized that they evolved from dinosaurs and can trace their ancestry back to the Mesozoic age. Tales are told they ride crocodiles, sleep with one eye open, can communicate with aquatic animals, can shapeshift into dolphins, and humans and live in beautiful underground cities made of crystal and fish scales. It is even said that spell casters summon them as familiars.

Yacurunas have 120.8 development points to define their potential. During adolescence they should focus on *Acrobatics-water, Awareness-all, Diving-all, Fauna Lore, Fishing, Flora Lore, Hiding, Hunting, Language-S (Quechua), Movement, Stalking, Survival, Swimming, Weather Watching, Bite, Claw and Grappling* attacks.

| Yacuruna | Δ | Units | DPs |
|--------------------|-------|-------|--------|
| Comeliness | -1.50 | z | 0 |
| Vitality | 1.00 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Eloquence | -0.40 | z | 0 |
| Quickness | -0.50 | z | 0 |
| Reasoning | -1.00 | z | 0 |
| Age Span | 25.00 | yrs | 1 |
| Camouflage | 1.00 | z | 44 |
| Hearing, Standard | -0.62 | z | -20 |
| Mana | -2.56 | z | -491.5 |
| Maturity | -0.06 | yrs | -1.2 |
| Natural Armor | 1.49 | z | 72 |
| Natural Weapons | 1.00 | z | 44 |
| Polyorgani-2 | 2.00 | lungs | 20 |
| Quickening | 3.00 | z | 141.5 |
| Smell, Standard | 0.62 | z | 20 |
| Taste, Standard | -1.00 | z | -34 |
| Vision, Daylight | -1.00 | z | -34 |
| Vision, Lowlight | 1.00 | z | 34 |
| Vision, Underwater | 3.00 | z | 141.5 |
| Swimming | 1.77 | z | 50 |

Habitat

They inhabit fresh/stagnant water in the topical regions of Terra, *i.e.*, ±23. degrees latitude. They are frequently found Amazon River Basin in South America, the Congo River Basin in Africa and throughout much of southeast Asia.

Ecology/Psychology

Baring accident or disease a Yacuruna is mature at 18 and can live an average of 100 years of age. Yacuruna have a reproductive and gestation period identical to humans. Female Yacuruna in heat emit an odor similar to that of a female humanoid and both can be the object of a male's interest. The male will mate with any female (human or Yacuruna) in heat that he can catch and hold onto. They have nuptial claws to help them hold on.

Yacurunas are primarily nocturnal and during the periods of dusk and dawn. They are carnivorous and catch fish and hunt mammals that come to the water to drink. They even build dams in rivers and streams to trap their prey which includes humanoids. Adults have few predators other than big cats and more recently humanoids.

Society/Culture

Yacuruna society revolves around reproduction. Males will compete with other males to mate but otherwise can live in the same body of water without antagonism. The female primarily raises the young, but the male will hunt and share food with his mating partner. They are territorial will actively defend themselves, their family, bones of their ancestors, and their body of water. The tales of their technology level and underwater cities have never been verified.

167 Yamainu

The Yamainu, *a.k.a.*, Bakeinu, Okuriinu, Okuri Okami, Sunekosuri, Sunekkorogashi is a supernatural dog inspired by Japanese folklore. Yamainu should not be confused with the Japanese wolf which may be an extinct subspecies of the gray wolf once endemic to the Japanese archipelago. Mature Yamainu are mottled grey in color and 27 inches high at the shoulder, weigh 125 pounds and are 5 feet 2.6 inches nose to end of tail. Their tail is over 2 feet long and is under their control. They have 5 claws on the front feet and 4 claws on the rear feet. Yamainu, like dogs, have color vision equivalent to red-green color blindness. They have an excellent sense of smell and hearing.

Yamainu haunt lonely/abandoned mountain roads, and trails. If one hears the yosuzume's "chi, chi, chi" song, it is a sign the okuri inu is stalking you. A mated pair or family will patrol root-infested, rocky mountain foot paths frequented by merchants carrying large packs. They will stalk their prey from cover to determine their capabilities. They tend to only attack solitary entities, but they will stalk others while they are in their territory. If their prey stumbles, trips or falls they will pounce on them and tear them to shreds. Some tales claim they are just escorting you to your destination. Other stories claim that if you are a small child or pray, they will not stalk you but instead will guide you to the next residence or village. Still other stories relate that if you stand fast, they will respect you and leave you alone.

Yamainu have 334.3 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Fauna Lore, Flora Lore, Hiding, Hunting, Jumping & Landing, Language-S (Dog), Movement, Stalking, Survival, Weather Watching, Bite, and Grappling* attacks.

| Yamainu | Δ | Units | DPs |
|------------|--------|-------|------|
| Comeliness | 0.25 | z | 0 |
| Speed | 1.50 | z | 0 |
| Agility | 2.00 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | -1.00 | z | 0 |
| Endurance | 0.85 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.25 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -65.00 | yrs | -2.6 |
| Camouflage | 1.00 | z | 44 |

ORS

| | | | |
|-------------------|--------|-----|--------|
| Gestation Period | -10.00 | wks | -10 |
| Gigantism | -0.11 | z | -4 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -1.99 | z | -296.4 |
| Maturity | -0.04 | yrs | -0.7 |
| Natural Weapons | 1.75 | z | 89 |
| Reproductive Rate | 22.00 | wks | 22 |
| Smell, Standard | 2.00 | z | 80 |
| Taste, Standard | -1.00 | z | -34 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Acuity | -0.50 | z | -15.7 |
| Stalking | 1.00 | z | 52 |

Habitat

Yamainu are originally from Japan but now inhabit the hills and mountains all over Asia.

Ecology/Psychology

Baring accident or disease Yamainu are considered mature at 2 years of age and have an average lifespan of 10 years with a maximum of 17 years. Yamainu reach sexual maturity around 12 months and the female comes into heat twice a year and remains sexually active until old age. At most the female will only have a litter every 18 months. The gestation period is 6.5 months, and the average litter is 5 cubs. They are born with variety of colors, *e.g.* ginger, red, brindle white, sable, and all white. As they mature their coat turns grey. Yamainu regurgitate food for their young. The young are taught to hunt by their parents. Parents take care of their young until they reach one year of age at which point they are abandoned in the nearest village, town, or city.

Abandoned cubs are medium-sized bundles of fur and are occasionally mistaken for cats. These mischievous spirits with cute eyes are commonly called sunekosuri or sunekkorogashi. They scavenge for food from dusk to dawn. They interact with humanoids on raining nights and rub against, and between their legs. Humanoids will find it difficult to walk and impossible to run when they are around. This behavior is annoying as it gets the humanoids wet but their real purpose is to make them stumble or fall. When a fall occurs and results in an injury the sunekosuri will be quick to lick the wounds. When they reach maturity they will leave the city and haunt an unclaimed mountain or hill.

Yamainu are nocturnal carnivores. They feed on small to medium sized mammals, lizards, frogs, insects, and birds but their preferred prey is humanoids. They constantly patrol their territory. They stalk their prey from cover. They follow their prey footsteps for footsteps and stop when they stop. Many people report that something is watching them as they are traveling these roads. If you stumble and can make it appear you are just taking a rest, via acting or voice, they will wait patiently for you to continue. But sometimes their young will trip you at which point dinner is served. The silver lining is that while they are stalking you no other dangerous yokai or wild animals will come close or bother you. If you manage to reach your destination without stumbling or falling be sure to thank them for guiding you. For if you do and wash your feet and leave something for them to eat you they will never bother you again.

Society/Culture

Yamainu are monogamous and mate for life. Parents take good care of their young until they reach one year of age. Yamainu communicate via body language as well as vocalization, *e.g.*, movements of the ears, eyes and eyebrows, mouth, head, tail, and entire body, as well as barks, growls, whines and whimpers, and howls. Yamainu are territorial and will not tolerate other predators on their mountain.

168 Yuki-onna

Yukionna is a supernatural spirit from Japanese mythology. She appears as a beautiful woman with long black hair and blue lips. Her complexion is pale or even translucent and she can blend into the snow. Her eyes are inhumanly

beautiful, but her gaze can strike terror into humanoids. She usually wears a white kimono. She is usually encountered on a snowy night seeking shelter from the storm, sometimes carrying a child, covered up to protect it from the cold. It is said she can steal the warmth of life from people.

She is always cold to the touch and can use the spell like ability to steal bodily warmth (Fire-Change-Heat) if within one foot of an entity. They are proficient in cold and snow-based magic and will actively try to kill people by freezing them to death. She can walk across fresh snow and not leave any footprints (Supernatural Body-Move-Pass without Trace). One tactic is to ask people to hold her child. If they accept the child they will quickly freeze them within minutes. Another tactic is to come upon those lost in a snowstorm and offer to guide them to a safe place. Her icy breath leaves them as a frost-coated corpse or perhaps death by exposure. Finally, during blizzards she will knock on doors asking for shelter from the storm. If invited inside she will freeze them in their sleep.

Yuki-onna has 0 development points to define its potential. During adolescence they should focus on *Awareness-all, Balance, Codex-Water, Codex-Supernatural Body, Destroying, Fauna Lore, Fishing, Flora Lore, Hiding, Hunting, Language, Movement, Navigation, Stalking, Survival, Weather Watching, Striking/Blocking and Grappling attacks.*

| Yukionna | Δ | Units | DPs |
|-------------------------|--------|-------|---------|
| Age Span | 925.00 | yrs | 37 |
| Camouflage | 1.00 | z | 44 |
| Hibernation | 1.00 | NA | 10 |
| Mana | 1.00 | z | 100 |
| Maturity | -0.14 | yrs | -2.7 |
| Fire-Change-Heat | 3.78 | z | 142 |
| Codex-Water | 1.00 | z | 52 |
| Codex-Supernatural-Body | 1.00 | z | 52 |
| Trance-all | -0.41 | z | -219.85 |
| Transference-all | -0.41 | z | -219.85 |

Habitat

She is a spirit of winter and can be encountered anywhere it is snowing or has snow on the ground. She prefers rural locations, in the hilly, forested, or mountainous countryside.

Ecology/Psychology

It is said they are the spirit of a young woman who froze to death in the snow. They are considered mature at 18 years of age and can exist for over 1000 years. They are reborn each winter as long as the region has measurable snowfall. She will seduce single men and occasionally become pregnant and give birth to a child. Happiness is a fleeting as the snow, and she will disappear before summer (*Hibernation*) but will return in the fall after the first snow falls. The child will be a normal humanoid. If anything happens to her child she will do everything in her power to punish the culprit. As the above example illustrates, they are not pure evil, she sometimes lets would-be victims go for various reasons.

They are omnivores but will not eat or drink anything above 68 degrees Fahrenheit. She can use her magic to ensure this is the case. She is reluctant to take a hot bath as it causes her body damage.

Society/Culture

She has adopted the society and Culture of the rural countryside within her territory. Her territory is usually within 50 miles of the epicenter of the location of her death.

169 Ziz

The Ziz is a giant supernatural griffin-like bird from Jewish mythology. He has the back legs of a lion, and the head and wings of an eagle. This entry is equally applicable to the Anzu from Mesopotamian mythology and the Simurgh or

ORS

Senmurv from Persian mythology and literature. It feathers are the color of copper, and its fur is amber in color. From beak to tail it is 25 feet long, weighs over 2000 pounds and has a 110-foot wingspan.

The book of Enoch relates that the Behemoth is the unconquerable male land-monster, living in an invisible desert east of the Garden of Eden, as Leviathan is the primeval female sea-monster, dwelling in "the Abyss", and Ziz the primordial sky-monster. His ankles rest on the earth, his head reaches to the very sky, and his wings would be able to block out the sun. Lore masters believe this is just poetic license and used as a metaphor. Ziz symbolizes good omens and hope, but it also related to disease, bad omens, and death. Its voice is like thunder and is the personification of the wind and severe weather.

Ziz has 0 development points to define its potential. During adolescence they should focus on *Acrobatics-air, Awareness-all, Balance, Codex, Destroying, Fauna Lore, Fishing, Flora Lore, Flying/Gliding, Hiding, Hunting, Language, Movement, Stalking, Survival, Swimming, Weather Watching, Bite, Claw and Grappling* attacks.

| Ziz | Δ | Units | DPs |
|----------------------------|---------|-------|--------|
| Comeliness | -1.00 | z | 0 |
| Speed | 2.75 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | 2.50 | z | 0 |
| Strength | 2.00 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Spirituality | 1.00 | z | 0 |
| Will | 1.00 | z | 0 |
| Weight | -106.00 | lbs | -53 |
| Age Span | 1973.00 | yrs | 78.95 |
| Body Density | -1.00 | z | -44 |
| Gigantism | 2.12 | z | 116 |
| Immunity to Normal Weapons | 2.00 | z | 160 |
| Natural Weapons | 1.00 | z | 44 |
| Quickening | 3.14 | z | 151.58 |
| Vision FOV 2D | 30.00 | deg | 1.5 |
| Vision FOV 3D | -50.00 | deg | -2.5 |
| Codex-Air | 1.00 | z | 52 |
| Flying/Gliding | 1.00 | z | 52 |
| Trance-all | -0.61 | z | -322.2 |
| Transference-all | -0.61 | z | -322.3 |

Habitat

Some sources claim that he inhabits Wady Chacaca, a valley by which the ancient road from En-gedi runs toward Jerusalem. Regardless its natural habitat is a place with plenty of water.

Ecology/Psychology

It is told that he was born from the primordial waters. Ziz is virtually immortal although tales relate he will die at the end of times. Ziz is a hermaphrodite and lays gargantuan eggs that never hatch, but sometimes fall out of the nest and the cause great destruction. Like his siblings, Ziz is a beast of indescribable destructive power. He is also a benevolent beast with the wellbeing of Terra's creatures at the center of all his actions. It has an enmity towards snakes.

Society/Culture

Ziz is unique and has no society or culture. It is therefore a solitary entity that follows the directions and path of its creator.

Section VI: Extraplanar

Extraplanar entities are those that have their origin beyond the planet. It is said that there are an infinite number of planes of existence. Mortals in their attempts to comprehend the nature of the Cosmos have categorized them in the Upper planes, the Inner planes, and the Lower planes. The Inner planes consist of the five classical elements (Earth, Air, Fire, Water and Ether), which is surrounded by the Astral plane. The planets, *e.g.*, **Terra**, are an intersection of all the five classical elemental planes and are sometimes erroneously referred to as the Physical Plane, Material Plane or the Prime Material Plane. The Upper and Lower planes are frequently referred to as Heaven and Hell. For more information on the Planes of existence see *ORS Game Master's Guide*™.

This section includes Extraplanar creatures and monsters. For example: angels, devils, demons, faeries, elementals and others from other planes of existence. Some extraplanar creatures will find it difficult to cross a threshold of a home or consecrated building uninvited. Should they force their way in they will encounter serious negative ramifications for performing actions, including spells. It should be understood there is a difference between a home and a house. A house is just a building where a home has physical, emotional, and spiritual connections to those who live and who have lived there. Only someone who lives at a home can invite you to enter.

Deities & Gods from religion/mythology are obviously Extraplanar Entities. Furthermore, Gods are not bound by the laws of normal existence. Gods are not limited by the rules for character creation. They will use the process but not be limited by it. For these reasons the Deities/Gods used in the Terra campaign will not be found in the Entity Encyclopedia. They will be detailed in another tome entitled *ORS Gods & Goddesses*™. With that said, their offspring, minions and creatures will be detailed here. At this time, it is not recommended that extraplanar entities be allowed as player characters.

170 Angels

An angel is an extraplanar being found in many religions and mythologies, *e.g.*, malak in Islam, Devas in Hindu religion, Fravashi in Zoroastrianism, Sikhism, and Greek magical papyri. The word is derived from Latin angelus "messenger", which in turn was borrowed from Late Greek ἀγγελος angelos. The Abrahamic religions of Judaism, Christianity, and Islam have all accepted the belief that there is, between God and mankind, a class of intermediary beings called angels. Angels are good spirits. They have their counterpart in devils, demons, and evil spirits. Future versions of the *ORS Entity Encyclopedia*™ will include other listings from other mythologies.

Angels are immortal and have had eons to develop their skills, though their bodies will age relative to their body's maximum lifespan of 2048 years. Their appearance is that of an attractive humanoid with bird wings. Their *Camouflage* trait can be used to hide their wings or their entire body as they desire. They often clothe themselves in light (*Create Fire Light*) to reveal their association with the divine. They will have skills that support their roles as messengers, guides, providers, and protectors of the faithful and bringing judgement as instructed by their deity. Angels can travel all the planes via various divine stairways and bridges.

It is said that an angel has senses far superior to humanoids, but this is just part of their command of the Codex. Angels, using the Codex, can provide power, courage, strength, wisdom, consolation, understanding and knowledge. To accomplish these goals, they can use their Mana to shapeshift, turn invisible (*Camouflage*), fly, manipulate the elements, control nature, and speak with animals (*Divine Animal Mind Telepathy*).

Their healing ability is legendary and can even possess the willing if needed. Angels despise the Fallen (devils) and will not hesitate to smite demons with their blessed weapons. Surprisingly, Angels do not have innate resistances to allergies, curses, disease, mental disorders, magic and poison, instead they will

use the mastery of the Codex to protect and heal themselves. Angels are witnesses of the events on earth and are responsible for recording them. Angels rarely directly interfere with mortals but given authority will do so.

They have no affinity to any particular part of the Codex, few have knowledge of illusion magic as it is associated with the Fallen and most have difficulties with Mind magic. It may appear that their *Mana* trait is rather low, but remember Mana goes up one step for each year lived after maturity.

The GM can customize the creation of individual Angels normally or just assume because of their eternal existence they have a minimum of +1.0z in all skills, 24 skills would be +2.0z, 12 skills would be +3.0z skills, another 9 skills would be +3.5z. Angels have 104.08 development points to define their potential.

| Angel | Δ | Units | DPs |
|----------------------------|---------|-------|---------|
| Comeliness | 2.00 | z | 0 |
| Speed | 1.00 | z | 0 |
| Agility | 1.83 | z | 0 |
| Vitality | 2.00 | z | 0 |
| Strength | 1.75 | z | 0 |
| Endurance | 1.33 | z | 0 |
| Eloquence | 0.50 | z | 0 |
| Intuition | 0.35 | z | 0 |
| Stability | 0.34 | z | 0 |
| Memory | 0.50 | z | 0 |
| Charisma | 1.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Morality | 1.00 | z | 0 |
| Spirituality | 1.00 | z | 0 |
| Will | 0.50 | z | 0 |
| Age Span | 1973.00 | yrs | 78.92 |
| Camouflage | 2.50 | z | 148 |
| Immunity to Normal Weapons | 2.00 | z | 160 |
| Mana | 1.00 | z | 100 |
| Metempsychosis | 1.00 | NA | 50 |
| Sleep Required | -7.00 | hrs | -7 |
| Codex-Animal-Mind | -1.00 | z | -44 |
| Codex-Human-Mind | -1.00 | z | -44 |
| Codex-Supernatural-Mind | -1.00 | z | -44 |
| Codex-Illusion-All | -1.00 | z | -220 |
| Flying/Gliding | 1.00 | z | 52 |
| Trance-All | -0.46 | z | -243.92 |

Habitat

The natural habitat of angels is one or more of the Upper Planes (Heaven). They may only leave the Heavens as part of their duties or responding to a call from an Archangel.

Ecology/Psychology

Angels are thousands of years old and have a fixed good alignment and tend to be lawful. Angels cannot procreate with their own kind, but they can with humanoids, see *Nephilim*. If an angel is slain or dies their God simply sings (Metempsychosis) their soul/mind into a new body at the next sunrise. *If an angel dies on any of the Lower Planes (Hell) it will be irrevocably slain, which shouldn't happen until the Final Battle. Angels do not require food or drink but cannot refuse a friendly host's offer. They require only a single hour of sleep entered at will via a successful *Prayer* skill roll. Angels are extraplanar entities under a God's authority. Angels almost always work alone. They will follow the spirit of the God's order but not necessarily the letter. They are not required to reveal their true nature. Because of their nature they have difficulties understanding the minds of entities from the other planes.

ORS

Society/Culture

The number of angels is impossible to count (Revelation 5:11; Hebrews 12:22; Daniel 7:10). The listed angels below are mostly those found in the Abrahamic tradition as well as those from various books. Angels have a hierarchy and have responsibilities as defined by their mythos, see *ORS Gods & Goddesses*TM.

170.1 Abdiel

Abdiel was a fallen angel who denounced Satan for the revolt against God and abandoned Lucifer to tell God about his defection. When he arrived, he realized that preparations were already underway for battle. His actions during the battle redeemed himself and he regained his grace.

170.2 Barachiel

Barachiel holds a white rose against his chest, or with rose petals in a pocket of his cloak. The scattering of rose petals symbolizes God's sweet blessings showering down on people. In Roman Catholicism, Barachiel is depicted holding a breadbasket or a staff, both of which symbolize the blessings of children that God bestows on parents.

170.3 Cassiel

Cassiel, *a.k.a.*, Casiel, Casziel, Kafziel, Qafziel is the fastest angel in all creation even the Archangels cannot keep up with him. He is a handsome angel with silver hair, beard and wings. The Greeks confused him with Hermes. It is said that his speed is so great that he can appear to be in several places at once. Cassiel is known for simply watching the events of the cosmos unfold with seeming little interference. He is also said to be the angel of solitude and tears and is said to preside over the deaths of kings.

170.4 Haniel

Haniel, *a.k.a.*, Anael, Hanael or Aniel, is an angel in Jewish lore. She is the angel of intuition, imagination, and emotions.

170.5 Jegudiel

Jegudiel is the patron of all who work in some field of endeavor, and the crown he holds symbolizes the reward for successful spiritual labors.

170.6 Khamael

Khamael, *a.k.a.*, Kamuel, Khamael, Chamuel, Camiel, Cameel or Camniel is an angel often associated with pure love. He is said to be able to wipe away all traces of sorrow from a person's heart. He is also known as a facilitator of total forgiveness, helping to mend and heal broken or damaged relationships.

170.7 Metatron

Metatron is considered one of the highest of the angels in Merkavah and Kabbalist mysticism and often serves as a scribe. He is briefly mentioned in the Talmud and figures prominently in Merkavah mystical texts.

170.8 Raguel

Raguel is considered the angel of justice. His name means "Friend of God". In addition, he is also known as the angel of fairness, harmony, vengeance, redemption, and truthful speech.

170.9 Raziel

Raziel is the "Keeper of Secrets" and the angel of mysteries.

170.10 Saraqael

Saraqael (communicants of God) is one of the holy angels, who watch over the spirits that sin in the spirit.

170.11 Selaphiel

Selaphiel, *a.k.a.*, Sealtiel is often seen as the angel of prayer and worship for members of the Eastern Orthodox Church and some Catholic traditions. In some Orthodox traditions, he is said to help people interpret dreams, break addictions, protect children, preside over exorcisms, and rule over music in heaven.

170.12 Shamsiel

Shamsiel, *a.k.a.*, Samsâpêl, Shamshel, Shashiel or Shamshiel, is an angel. His name means "sun of God" and taught men the signs of the sun during the days of Jared. Shamsiel is said to lead 365 legions of lesser angels in the Zohar and it is said that he was assigned by God to guard the Garden of Eden after Adam and Eve were expelled; comparable to cherubim. There is apparently some disagreement in sources as to whether Shamsiel is a fallen angel; he is still regarded as the ruler of the 4th Heaven.

170.13 Zidkiel

Aidkiel, *a.k.a.*, Sachiël, Zedekiel, Zadakiel, Tzadkiel, and Zedekul is the angel of freedom, benevolence and mercy, and the Patron Angel of all who forgive.

171 Archangels

An archangel is a high-ranking angel. In Jewish and Christian sources, there are seven Archangels, while in the Koran, there are said to be only four - only two are named: Jibril (Gabriel) and Michael. In Zoroastrianism, sacred texts allude to the six great Amesha Spenta (literally "Bounteous/Holy Immortals") of Ahura Mazda. The Jewish and Christian sources differ in who they name as their seven. All agree on Michael, Gabriel, Raphael, and Uriel. It can be assumed the other three archangels are floating positions and can vary as needed; regardless there are never more than seven active archangels active at any one time.

One of their duties is to scour the planes banishing devils and demons back to Hell. They may call seven angels to their location at times of need. The angels will arrive within seconds. To aid in this task their God has granted them the use of divinely blessed armor. The *Armor* grants additional powers over and above those for normal angels. This blessed heavy armor is weightless, invisible, and non-encumbering. The armor also grants the traits of *Quickening* trait +2.5z, and *Magical Resistance* +2z. In addition, the armor grants, +3z stressor to their *Codex* skills and a +3z stressor to their *Immunity to Normal Weapons* trait. Finally, each archangel is granted a divinely +4z blessed weapon of their choice. Additional artifacts may be listed in the descriptions below.

Archangels have 104.08 development points, as per Angels to define their potential. Archangels have a similar skillset to angels and even more time to refine their skills. The GM can customize the creation of individual Angels normally or just assume because of their eternal existence they have a minimum of +1.25z in all skills, 24 skills would be +2.5z, 12 skills would be +3.5z skills, another 9 skills would be +3.5z.

Habitat

The natural habitat of archangels is one or more of the Upper Planes (Heaven). They may freely leave the Heavens as part of their duties.

ORS

Ecology/Psychology

Archangels are thousands of years old and have a fixed lawful good alignment. Archangels cannot procreate with their own kind, but they can with humanoids, see *Nephilim*. No power on earth, or above the earth, or under the earth, can kill an archangel. If an archangel's body is destroyed their God simply sings (Metempsychosis) their soul/mind into a new body at the next sunrise. Archangels do not require food and drink but cannot refuse a friendly host's offer. Archangels are extraplanar entities under a God's authority. They will follow the spirit of the God's order but not necessarily the letter. They are not required to reveal their true nature. Because of their nature they have difficulties understanding the minds of entities from the other planes.

These angels are the most important intercessionaries between God and humans, and they are in constant battle with the Sons of Darkness. The Eternal War between good and evil is rarely directly waged by the powers that be, instead humanoid and supernatural entities are used as catspaws to further each side's goals. Nearly every mythology/religion has an apocalyptic Final Battle. The majority of the 'combat myths' (prophecies) proclaim good will triumph over evil, but the form of the Final Battle is shrouded.

Society/Culture

Archangels have a hierarchy and have responsibilities as defined by their mythos, see *ORS Gods & Goddesses*TM.

171.1 Azrael

Azrael, Azra'il in Arabic, is the "angel of death". Taking the soul of the dead to heaven or hell.

171.2 Gabriel

Gabriel is mentioned in the Book of Daniel and briefly in the Talmud as well as many Merkavah mystical texts. Gabriel means "God is my strength" or "Might of God". He is the herald of the mysteries of God, especially the Incarnation of God and all other mysteries related to it. He is depicted as follows: In his right hand, he holds a lantern with a lighted taper inside, and in his left hand, a mirror of green jasper. The mirror signifies the wisdom of God as a hidden mystery.

171.3 Jophiel

Jophiel expelled Adam and Eve from the Garden of Eden. He holds a flaming sword and punishes those who transgress against God.

171.4 Michael

Michael in the Hebrew language means "Who is like God?" or "Who is equal to God?" Michael has been depicted from earliest Christian times as a commander, who holds in his right hand a spear with which he attacks Lucifer/Satan, and in his left hand a green palm branch. At the top of the spear, there is a linen ribbon with a red cross. The Archangel Michael is especially considered to be the Guardian of the Orthodox Faith and a fighter against heresies.

171.5 Rapheal

Raphael means "It is God who heals" or "God Heals". Raphael is depicted leading Tobit (who is carrying a fish caught in the Tigris) with his right hand and holding a physician's alabaster jar in his left hand.

171.6 Sandalphon

Sandalphon (bringing together), battles Samael and brings mankind together.

171.7 Uriel

Uriel means "God is my light", or "Light of God" (II Esdras 4:1, 5:20). He is depicted holding a sword in his right hand, and a flame in his left.

172 Avatar

An avatar is an extraplanar manifestation of an extraplanar entity with the *Metempsychosis* trait. An avatar can be created using the *Possession* spell, or a combination of spells. *Possession* is rarely used as the caster's vulnerable body is left unaware and can be undone using an *Exorcism* spell. The preferred method is for the extraplanar entity to tear off a part of their own mind and soul, using the reverse of Extraplanar *Spirit Recall* and *Memory Recall* spells, and bind it to an empty (of Mind/Soul) animal, humanoid or extraplanar entity. Supernatural entities are not compatible hosts. The *Spirit Bind* or *Memory Bind* spell must match to targeted host body. The spells must be cast within the specified duration. At the next sunrise or sunset, whichever is applicable, the soul and mind will be healed in both entities. The avatar will have all the powers of its creator (Abilities, Knowledge, Skills and Traits) and will proceed to carry out the desires of its creator. The avatar is an independent being and can make promises, swear oaths freely that do not burden or obligate their creator. The avatar will always carry out the spirit of their orders and will never betray their creator. The creator and avatar can only communicate via spells, and any applicable, traits and skills (*Prayer*). If an avatar is slain its Mind and Soul rejoins with its creator along with all knowledge and experience. Provided the Avatar is not in any of the lower planes the creator of the Avatar can recall their Avatar to them and merge their beings.

173 Cerberus

In Greek mythology, Cerberus, *a.k.a.*, Kérberos is often referred to as the hound of Hades and is a multi-headed dog that guards the gates of the Underworld to prevent the dead from leaving. He resides in the third circle of hell. He is the offspring of the monsters Echidna and Typhon, and was usually described as having three heads, a serpent for a tail, and snakes protruding from multiple parts of his body. Cerberus is primarily known for his capture by Heracles, the last of Heracles' twelve labors. For further information refer to the entry detailing his offspring in Supernatural Entities.

174 Demons

Demons are of antithesis of Angels and are the soldiers of Hell. The awareness of demons is as old as religion itself. Ancient Egyptians believed in demonic monsters that might devour living souls while they traveled towards the afterlife. The etymology of the word is from the Greek (δαίμων daímon), probably from the verb daiesthai meaning "to divide, distribute". Demons are extraplanar beings that have a malevolent spirit.

They are often the personification of dire situations, *e.g.*, war, plague, famine, disease, epilepsy, insanity, and disability. A demon is frequently encountered as an entity that is conjured, bound, and insecurely controlled.

A demon can be conjured using its 'true name' and a successful *Summoning* spell. A demon can be bound using a variety of properly inscribed geometric designs, *e.g.*, circles, pentagrams, etc., see *Circle Lore*. A demon can be coerced/controlled multiple ways, *e.g.*, logic, rewards, gifts, treats (offerings, sacrifices), and successfully cast *Charm*, *Domination* and *Suggestion* spells. A demon is never totally under control of the caster and all promises and oaths are of questionable worth.

The demon hordes of Hell are quite diverse with a variety of specialties. As an entity race, they all have *Immunity to Normal Weapons*, and *Natural Armor* traits that vary based on type. All demons have wings and can fly unless specifically mentioned in their description and require a normal amount of sleep. It may appear that their *Mana* trait is rather low, but remember Mana goes up

ORS

one step for each year lived after maturity. Almost all demons learn the Codex will have the spells of *Extraplanar Body-Change-Polymorph* and *Human Soul-Move-Possession* which they utilize to cause chaos on the Material Plane. If a demon is slain it will transmigrate (*Metempsychosis*) into a new vessel at the next sunset in Hell, hale and healthy*. Along with *Possession*, they will use their skills to cause war, plague, famine, disease, epilepsy, insanity, disability, blindness, earthquakes, deception, turning rivers to blood, terrible heat, darkness, pain, rivers dry up, volcanic eruption, sicken livestock and cause crops to fail, just to name a few. In addition to the templates below, demons will be proficient with the *Natural Weapons* skills in their demonic form.

Demons claim to know the past, present and future. They know the past due to their multiple lives, their ability to predict the future is a result of them making it happen, usually through possession. Their knowledge of the present is limited to the gossip obtained from their fellow demons complaining / bragging about their summoning *vacations* on the Material Plane.

The demons listed below are primarily from the *Ars Goetia*, and the *Pseudomonarchia Daemonium* by Johann Weyer. These grimoires were selected as they were available in the Renaissance and are period to the *Terra 1592* campaign. There are multiple classifications of demons within the contexts of mythology, demonology, and Renaissance magic. These have been based on astrological connections, elemental forms, noble titles, parallels to angelic hierarchy or their association with particular sins, diseases or other calamities. For playability *ORSTM* classifies demons as Greater, Common and Lesser.

Because demons have an indeterminate life span it is possible to encounter demons of varying capabilities and therefore the GM should develop NPC's normally.

Elder, greater demons are real hellions, having survived multiple power plays and endless war-games. Greater demons have 179 development points to define their potential. A typical Greater Demon, if there is such a thing, is captured in the following template.

| GreaterDemon | Δ | Units | DPs |
|----------------------------|-------|-------|------|
| Comeliness | -2.50 | z | 0 |
| Speed | 0.66 | z | 0 |
| Agility | 1.83 | z | 0 |
| Vitality | 1.83 | z | 0 |
| Strength | 1.66 | z | 0 |
| Endurance | 1.25 | z | 0 |
| Eloquence | 0.17 | z | 0 |
| Reasoning | -0.25 | z | 0 |
| Memory | 0.33 | z | 0 |
| Charisma | -0.33 | z | 0 |
| Empathy | -1.16 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Morality | -1.00 | z | 0 |
| Spirituality | -1.00 | z | 0 |
| Will | 0.33 | z | 0 |
| Entropy | -0.01 | z | -1 |
| Immunity to Normal Weapons | 2.25 | z | 192 |
| Mana | 1.00 | z | 100 |
| Metempsychosis | 1.00 | NA | 50 |
| Natural Armor | 2.25 | z | 127 |
| Codex-Illusion-All | -1.00 | z | -220 |
| Flying/Gliding | 1.00 | z | 52 |
| Trance-All | -0.28 | z | -150 |
| Transference-All | -0.28 | z | -150 |

Common demons tend to ally with a greater demon. Common demons have 231 development points to define their potential. A typical Common Demon is captured in the following template.

| CommonDemon | Δ | Units | DPs |
|-------------|-------|-------|-----|
| Comeliness | -2.50 | z | 0 |
| Speed | 0.50 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 1.33 | z | 0 |
| Endurance | 1.00 | z | 0 |

| | | | |
|----------------------------|-------|----|------|
| Quickness | -0.25 | z | 0 |
| Stability | -0.25 | z | 0 |
| Reasoning | -0.50 | z | 0 |
| Memory | 0.33 | z | 0 |
| Charisma | -0.50 | z | 0 |
| Empathy | -1.16 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Morality | -1.00 | z | 0 |
| Spirituality | -1.00 | z | 0 |
| Immunity to Normal Weapons | 2.00 | z | 160 |
| Mana | 1.00 | z | 100 |
| Metempsychosis | 1.00 | NA | 50 |
| Natural Armor | 2.00 | z | 107 |
| Codex-Illusion-All | -1.00 | z | -220 |
| Contortions | -1.00 | z | -44 |
| Flying/Gliding | 1.00 | z | 52 |
| Trance-All | -0.13 | z | -73 |
| Transference-All | -0.24 | z | -132 |

Lesser demons are the soldiers (cannon fodder) of the underworld. There are only a few named, atypical Lesser Demons. Some Lesser Demons have evolved over time and have a separate entry, *i.e.*, Acheron, Cocytus, Glacies, Phlegethon, and Styx Demons primarily residing on 1st, 8th, 9th, 7th, and 5th planes respectively. Typical Lesser Demons have 321 development points to define their potential. A typical Lesser Demon is captured in the following template.

| LesserDemon | Δ | Units | DPs |
|----------------------------|-------|-------|-------|
| Comeliness | -2.10 | z | 0 |
| Speed | 0.33 | z | 0 |
| Agility | 1.16 | z | 0 |
| Vitality | 1.16 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 0.66 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -0.50 | z | 0 |
| Stability | -0.50 | z | 0 |
| Reasoning | -0.67 | z | 0 |
| Memory | 0.33 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -1.16 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Morality | -1.00 | z | 0 |
| Spirituality | -1.00 | z | 0 |
| Immunity to Normal Weapons | 1.50 | z | 104.5 |
| Mana | 1.00 | z | 100 |
| Metempsychosis | 1.00 | NA | 50 |
| Natural Armor | 1.50 | z | 72.5 |
| Codex-Supernatural-Body | -0.41 | z | -19 |
| Codex-Supernatural-Mind | -0.44 | z | -20 |
| Codex-Supernatural-Soul | -0.44 | z | -20 |
| Codex-Illusion-All | -1.00 | z | -220 |
| Flying/Gliding | 1.00 | z | 52 |

Habitat

The natural habitat of demons is one or more of the Lower Planes (Hell). In general, they may only leave Hell with permission from a devil or as a result of being summoned. Demons occasionally escape Hell for an extended 'vacation' when *Gates* are opened, or similar magical devices are used. Summoning a demon at a minimum requires knowledge of their 'true' name and usually ritual magic involving circles and symbols.

Ecology/Psychology

Baring accident or disease demons are considered mature at 18 years of age and have a normal human lifespan. In human form their size and weight fall within humanoid norms unless otherwise stated in the description. Demons have a fixed evil alignment, tend to be chaotic and have an effective life experience of hundreds if not thousands of years. Their nature is often confusing, but it is simply a ruse to accomplish their endgame of chaos, death and destruction. Their tools are humanity, subverted with false promises of wealth, sex and power. Demons can procreate with their own kind and humanoids, see *Nephilim*.

ORS

It is unclear how demons first came into existence. But now pure-blood demons are born without a soul or mind (unless a parent is irrevocably slain*); their children's empty bodies mature to be a Metempsychosis vessel for their parents should their parent's body be destroyed. Half demons are usually stillborn; regardless, the demon parent attempts to eat them shortly after birth. *If a demon dies on any of the Upper Planes (Heaven) it will be irrevocably slain, which shouldn't happen until the Final Battle. If a demon dies without a prepared vessel, they are reborn in a body just having reached maturity, with no knowledge of their previous existence and life's experiences will shape their development and skills. Demon power struggles often revolve around controlling these clean slate demons. Demons seem to delight in targeting humanoids in their nefarious schemes.

Society/Culture

Demons are numerous and the exact number is unknown Renaissance authors have estimated anything from 7 million to over a billion. What we do know is the size of the Infernal army, which is 666 legions, each comprised of 10 cohorts. A full cohort contains 666 soldiers, 600 foot and 66 mounted. This adds up to 4,435,560 soldiers. The number of civilians and camp followers is unknown. The total number of demons, civilian and military, not counting vessels, is constant. Senior officers (field marshals and most legion commanders) are greater demons appointed by Satan. Their staff officers are demons personally selected by the senior officers. Cohort commanders and their staff officers are usually lesser demons. The captains of Hell's companies are almost always demons of proven leadership. Unless otherwise indicated the demons listed should be considered senior officers in Hell's army.

To prevent unnecessary conflict few of the infernal planes have a permanent governor/King, see *ORS GMs Guide*TM. Lucifer/Satan will randomly shuffle the Kings who govern the nine planes. The one exception to this is Dis-Pater who will always rule over the boundary between the fifth and sixth planes of Hell. Lucifer periodically organizes war games to test the readiness of his military. Devils serve as political officers. The battles usually resort in a very high butcher's bill which drains the availability of vessels. It should be noted that if a demon has no vessel to receive their essence, they will be reborn as a child with no memories or experience.

Unless otherwise indicated, each active King will have up to 66 legions under his control and command. All active greater demons will have a minimum of 30 legions and a maximum of 60 legions. All common demons have around 15-30 legions under their command and lesser demon will never have more than six legions under their command.

As mentioned above devils serve as political officers within the legions. They are supervisory officers responsible for the political education (ideology) and organization of the unit to which they are assigned, with the intention of ensuring political control of the military. Almost, without exception demons despise their devil watchdogs.

174.1 Aamon

Aamon, *a.k.a.*, Amon, Nahum is a greater demon, a first-tier company commander and holds the title of Marquess. He appears as a wolf with a serpent's tail who can breathe fire, or as a man with a raven's head with canine teeth. When compelled he can tell of all things past and future and procures feuds and reconcile controversies between friends and foes.

174.2 Abbadon

Abbadon is a common demon of the abyss. He has a helmet of human faces, women's hair, lion's teeth, batwings, iron breastplates, and a tail with a scorpion's stinger. He serves as master torturer and warden in Hell.

174.3 Abraxas

Abraxas is a common demon and appears as an obese goblin with huge beak-like nose, a cock's comb for a crown, a pig's tail and serpents for legs which

terminate in scorpions. His weapon of choice is the whip. When compelled he knows countless spells and magical rituals. He commands no troops preferring instead to be an advisor to the prince.

174.1 Aeacus

Aeacus, *a.k.a.*, Eacus, was a mythological king of the island of Aegina in the Saronic Gulf. He was a son of Zeus and the nymph Aegina, and the father of the heroes Peleus and Telamon. According to legend, he was famous for his justice, and after he died, he was reborn a common demon and one of the three judges in Hades alongside Minos and Rhadamanthos.

Aeacus was specifically concerned with the shades of Europeans upon their arrival to the underworld. In works of art, he was depicted bearing a scepter and the keys of Hades. Aeacus had sanctuaries in both Athens and in Aegina, and the Aeginetans regarded him as the tutelary deity of their island and celebrated the Aeacea in his honor.

174.2 Agaliarept

Agaliarept, *a.k.a.*, Agalierap, Agalierept, Agalieraps or Agaliareps is a common demon and a legion commander. His true appearance is unknown, but it is said that his true form is vastly terrifying to the point where it could cause lesser demons to freeze in their tracks and be paralyzed with disgust and fear. He only talks when giving orders to his soldiers, and he never engages in small talk. When compelled he has the power to uncover secrets and reveal mysteries.

174.3 Agares

Agares, *a.k.a.*, Agreas, Agarat, Agaros is a greater demon, a third-tier cohort commander and holds the title of Duke. He looks malevolent, with a black hairy carapace, long black horns which curve back from his forehead, and frost-covered fangs protruding from his mouth. His eyes glow a fiery orange, and a pair of gargoyle wings are folded up behind his back. His fat rubbery arms end in chubby hands dripping with toxic slime, while his legs are shaped like those of a goat, with granite hooves instead of feet. His preferred human guise is a pale old man riding a crocodile. He can make those fleeing battle return and those who stand still run, he finds pleasure in teaching languages and immoral expressions. When compelled he has the power to cause earthquakes and grant or destroy dignities, both temporal and supernatural.

174.4 Agiel

Agiel is a lesser demon and spy for the demonic horde. He appears as a glint of light or a bright orb that soars through the skies. His abilities are such that he can even successfully assume the role of an angel, to achieve his goals. When compelled he can teach about the Planes of existence.

174.5 Aim

Aim, *a.k.a.*, Aym or Haborym is a greater demon, a third-tier cohort commander and holds the title of Duke. He is depicted as a man with three heads, one which is a serpent, the second of a man, and the third of a cat, riding a viper, and carrying in his hand a lit firebrand, which can set anything on fire. He sets cities, castles and great places on fire. When compelled he can make men witty in all ways and gives true answers concerning private matters.

174.6 Allocer

Allocer, *a.k.a.*, Alocer, Alloces is a greater demon, a third-tier cohort commander and holds the title of Duke. His appearance is something out of a nightmare, with pale blue fur, tarnished brass horns which curve back from his forehead, and a wolflike snout filled with pitch black fangs jutting from his face. He has eight bulging eyes, and rusty iron wings folded behind his back. A thick

ORS

tail swings back and forth behind him, the end shaped into a large club of electrified metal spikes. His humanoid form appears in the shape of a knight mounted on an enormous horse with dragon legs. His face has leonine characteristics; he has a ruddy complexion and burning eyes; and he speaks with much gravity. When compelled he can induce immortality and teach arts, mysteries of the sky and liberal arts.

174.7 Amdusias

Amdusias, *a.k.a.*, Amduscias, Amdukias or Ambduscias is a greater demon, a third-tier cohort commander and holds the title of Duke. He is depicted as a human with claws instead of hands and feet, the head of a unicorn, and a trumpet to symbolize his powerful voice. Amdusias is associated with thunder, and it has been said that his voice is heard during storms. He is regarded as being the demon in charge of the cacophonous music that is played in Hell. He can make trees bend at will.

174.8 Ammit

Ammit, *a.k.a.*, Ammut, Ammet, Amam, Amemet and Ahemait is a common female demon in ancient Egyptian religion with a body that was part lion, hippopotamus and crocodile. When Anubis judged the heart to be impure, Ammit would devour it, and the person undergoing judgment was not allowed to continue their voyage towards Osiris and immortality. Once Ammit swallowed the heart, the soul was believed to become restless forever; this was called "to die a second time".

174.9 Amy

Amy *a.k.a.*, Avnas is a common demon, a third-tier company commander on holds the title of President. She takes the form of a horned toad or a beautiful woman. When compelled she can teach astrology and all the liberal sciences and can reveal treasures concealed by spirits.

174.10 Andras

Andras is a greater demon, a first-tier company commander and holds the title of Marquess. He appears as a winged humanoid with the head of an owl, riding upon a strong black wolf and wielding a flaming sword. He was also responsible for sowing discord, and is considered to be a highly dangerous demon, who will kill a conjuring magician and his assistants if precautions are not taken.

174.11 Andrealphus

Andrealphus, *a.k.a.*, Androalphus is a greater demon, a first-tier company commander and holds the title of Marquess. She looks vile, with dark bubbling skin, a pair of long antennae on the top of her head, and sharp fangs protruding from her mouth. Her eyes glow a fiery orange, and a thick boney shell covers her back. Her spindly arms end in huge hands with webbed fingers, while her legs are shaped like those of a goat, with barbed hooves instead of feet. In her human form she is attractive and has peacock feathers as hair. When compelled she can teach astronomy and geometry in a perfect manner. She also has the ability to turn any man into a bird.

174.12 Andromalius

Andromalius is a greater demon, a second-tier company commander and holds the title of Earl. He has slimy skin, a pair of short stubby horns which jut from his forehead and broken yellow fangs protruding from his mouth. A pair of eyestalks extend outwards from his face, and a pair of feathered wings are folded up behind his back. His long spindly arms each end in a pair of insect claws, while his legs are shaped like those of a bird, with viciously taloned feet. When appearing as a man he is always holding a big serpent-staff in his hand. When compelled he can bring back both a thief and the stolen goods, punish all thieves

and other wicked people, and discover hidden treasures, all evilness, and all dishonest dealing.

174.13 Acheron Demons

Acheron demons are lesser demons found in and around the vicinity of the river Acheron, primarily in the first plane (circle) of Hell. Acheron demons are indistinguishable from each other and form the majority of the soldiers of the first plane. They appear as iridescent blue humanoids with white eyes, bovine nose and teeth, rat-like tail, stunted horns on their head and bat-like wings. They are unarmed but can command the stinging insects that inhabit this plane. They have a symbiotic relationship with the river and protect it faithfully. Their nature is passive, as long as the river is not defiled, making sure that only those that pay Charon are allowed to cross. If a soul has not been buried with the required passage fee, they ensure that the hapless ghosts will wander the banks of the river for 100 years.

174.14 Asmodeus

Asmodeus, *a.k.a.*, Asmodaï, Ashmodai, Asmody, Asmoday is a greater demon with the title of King and is a first-tier cohort commander. He is strong, powerful and appears with three heads; the first is like a bull, the second like a man, and the third like a ram; the tail of a serpent, and from his mouth issue flames of fire. He sits upon an infernal dragon, holding a lance with a banner. He is also associated with primal lust.

174.15 Astaroth

Astaroth, *a.k.a.*, Ashtaroth, Astarot and Asteroth is a greater demon, a second-tier cohort commander and holds the title of Duke. He is depicted as a nude man with feathered wings, wearing a crown, holding a serpent in one hand, and riding a beast with dragon-like wings with a serpent's tail. He seduces by means of laziness, vanity, and rationalized philosophies. When compelled he can teach mathematical sciences and handicrafts, make men invisible and lead them to hidden treasures. He was also said to give to mortal beings the power over serpents.

174.16 Baal

Baal, *a.k.a.*, Bael, Baël, Baall, Boal, Boall is a greater demon, a first-tier cohort commander and holds the title of King. He is considered one of the most powerful of the infernal powers with estates in the east. In his demonic form he has three heads: a toad, a man, and a cat. His voice is raucous but well-formed. When compelled he can teach the art of invisibility, sciences and love.

174.17 Balam

Balam, *a.k.a.*, Balan, Balaam, and Balem is a greater demon, a first-tier cohort commander and holds the title of King. Balam is depicted as being three-headed. One head is the head of a bull, the second of a man, and the third of a ram. He has flaming eyes and the tail of a serpent. He carries a hawk on his fist and rides a strong bear. At other times, he is represented as a naked man riding a bear. When compelled he can give perfect answers on things past, present, and future, and can also make men invisible and witty.

174.18 Baphomet

Baphomet, *a.k.a.*, Bafomet or Bafometz is a greater demon. Baphomet appears as a human with head and lower legs of a goat and griffon wings. He has male genitalia and female breasts. As he desires there is a sphere of burning light between his horns, and an inverted pentagram on his forehead. His body represents the equilibrium of opposites, *e.g.*, half-human and half-animal, male and female, good and evil, on and off. Baphomet has also been called the Goat of Mendes, the Black Goat, and the Judas Goat. When compelled he has knowledge of fertility and magic.

ORS

174.19 Barbas

Barbas, *a.k.a.*, Marbas is a common demon, a third-tier company commander and holds the title of President. He is depicted as a great lion, with red eyes and brass claws and teeth. When compelled he knows about hidden or secret things, causes and heals diseases, teaches mechanical arts, and changes men into other shapes.

174.20 Barbatos

Barbatos is a greater demon, a third-tier cohort commander and holds the titles of Duke and Earl. He appears with red fur, long serrated horns which arc back from his forehead, and a rat-like snout filled with sharp fangs jutting from his face. A layer of poisonous mucus coats his body. His arms end in viciously clawed paws, while his legs are shaped like those of a goat, with granite hooves instead of feet. In human form he appears as a bearded old man. When compelled he gives the understanding of the voices of animals, knows past and future, conciliates friends and rulers, and he can lead men to hidden treasures that have been hidden by the enchantment of magicians.

174.21 Bathin

Bathin, *a.k.a.*, Bathym, Mathim, Marthim is a greater demon, a third-tier cohort commander and holds the title of Duke. He is depicted as a strong man with the tail of a serpent, riding a pale horse. When compelled he knows the virtues of precious stones and herbs and can bring men suddenly from one country to another. He helps one attain astral projection and takes you wherever you want to go.

174.22 Beelzebub

Beelzebub, *a.k.a.*, Beelzebul - "lord of the dung," Beelzebub - "lord of the flies." Beelzeboul- "lord of the dwelling". Beelzebub is a greater demon and may eventually lead all of hell's forces into war. He appears as a humanoid fly, withered and hunched with purple skin, ram's horns, forked tongue and a huge tail. He is probably one of the most powerful demons in Hell. His goal is to cause destruction through tyrants, to cause demons to be worshipped among men, to excite priests to lust, to cause murders, jealousies in cities and to instigate war.

174.23 Beleth

Beleth, *a.k.a.*, Bilet, Bileth and Byleth is a greater demon, with the title of King and is a first-tier cohort commander. In his demonic form he has green scaly skin, a halo of lightning which arcs around his long metallic horns, with diamond-like fangs protruding from his mouth. His eyes gleam a metallic silver, and a pair of batlike wings are folded up behind his back. Long flint talons extend from his fingers, while his long muscular legs end in taloned feet. A large scorpion-like tail coils above his head, its dark stinger dripping with venom. His human form rides a war horse, and all kind of music is heard before him. When compelled he is knowledgeable about mathematics and science.

174.24 Belial

Belial, *a.k.a.*, Belhor, Baalial, Beliar, Beliall, Beliel is a greater demon, first-tier cohort commander and holds the title of King. He has green scaly skin, long serrated horns which arc back from his forehead, and curved tusks protruding from the sides of his wolflike snout. The yellow irises of his eyes swirl and churn like a desert sandstorm, and a glistening layer of toxic venom coats his body. When compelled he has the power to distribute political positions and give excellent familiars. He must be presented with offerings, sacrifices and gifts, or else he will not give true answers to demands.

174.25 Belphegor

Belphegor, *a.k.a.*, Beelphegor, Belfagor is a greater demon. He appears as a monstrous, bearded demon with an open mouth, horns, and sharply pointed nails. He tempts lazy entities by assisting them in making discoveries and ingenious inventions that will make them rich. Some believe he takes offerings only made in the toilet, *i.e.*, residue of one's digestion.

174.26 Berith

Berith is a greater demon, a third-tier cohort commander and holds the title of Duchess. She has icy white skin, red-hot metallic horns which leave a trail of black smoke through the air, and frost-covered fangs protruding from her mouth. Her huge amphibian eyes gleam with moisture, while slime oozes and dribbles from her body, gathering around her cloven hooves and leaving a glistening trail behind her. Her long spindly arms each end in a pair of insect claws, while her legs are shaped like those of a goat. Her tail swings back and forth behind her, the end shaped into a thick wedge of spiked bone. Her humanoid form is depicted as a soldier wearing red clothes, a golden crown, and riding a red horse. She speaks with a clear and subtle voice and is a good liar. When compelled she tells things of the past, present and future with true answers; she can also turn all metals into gold, give dignities to men and confirm them. Her power is stronger in June.

174.27 Bifron

Bifrons, *a.k.a.*, Bifrovs, Bifröus, Bifronze is a greater demon, a second-tier company commander and holds the title of Earl. He appears with gray scaly skin, dozens of tentacles writhing and squirming all over his head, and a long sticky tongue coiled within his wide mouth. His eyes are a dull metallic red and has scaly wings. When compelled he teaches sciences and arts, the virtues of the gems and woods, herbs, and changes corpses from their original grave into other places, sometimes putting magic lights on the graves that seem candles.

174.28 Botis

Botis, *a.k.a.*, Otis is a common demon, a third-tier company commander and holds the titles President and Viscount. He is depicted as an ugly viper or a human with big teeth and two horns. When in human shape he carries a frost blade in his hand. When compelled he tells of all things past and future and reconciles friends and foes.

174.29 Buer

Buer is a common demon, a third-tier company commander and holds the title of President. He has the head of a lion and five goat legs surrounding his body allowing him to walk in every direction. He is an excellent archer. When compelled he teaches Natural and Moral Philosophy, Logic, and the virtues of all herbs and plants. He also heals all infirmities, especially of men.

174.30 Buné

Buné is a greater demon, a third-tier cohort commander and holds the title of Duke. Buné is depicted as a three-headed dragon, having heads like those of a dog, a griffin, and a man. He speaks with a comely high voice. He changes the place of the dead and makes them serve under his power to gather together upon those sepulchers. When compelled he makes men eloquent and wise and gives true answers to their demands and richness.

174.31 Byleth

Byleth, *a.k.a.*, Beleth, Bilet, Bileth, Bilit is a greater demon, a second-tier legion commander and hold the title of King. He appears as a fierce humanoid cat with human feet and hands. He rides a pale horse, and all kinds of music is

ORS

heard before him. When compelled he can incite love, lust and incest to those he wishes.

174.32 Cacus

In Roman mythology, Cacus was a fire-breathing giant and the son of Vulcan (Plutarch called him son of Hephaestus). Cacus lived in a cave in Italy on the future site of Rome. To the horror of nearby inhabitants, Cacus lived on human flesh and would nail the heads of victims to the doors of his cave. He was eventually overcome by Hercules after terrorizing the Aventine Hill before the founding of Rome. After his death he became a common demon and guards over the thieves in the Thieves section of Hell's Circle of Fraud.

174.33 Camio

Camio, *a.k.a.*, Caim, Caym is a common demon, a third-tier company commander and holds the title of President. He appears in the form of the black thrush. When in humanoid form he carries a sharp sword. When compelled he is a good disputer, gives men the understanding of the voices of birds, bullocks, dogs, and other creatures, and of the noise of the waters too, and gives true answers concerning things to come. When answering questions, he seems to stand on burning ashes or coals.

174.34 Charon

Charon, *a.k.a.*, Kharon is a lesser demon from Greek mythology. Charon is the child of Nyx (Night) and Erebus (Darkness), both primordial gods. His existence predates that of even Zeus. Many other dark figures can be counted among Charon's siblings, such as Nemesis, Eris, Thanatos, and Geras. He usually appears as an old helmsman with a beard with eyes of fire, standing upon his boat as he ferries the souls of the newly deceased into Hades. A coin to pay Charon for passage, usually an obolus or danake, was sometimes placed in or on the mouth of a dead person. Charon is quite strong and wields the pole of his ferry like a weapon, ensuring that those who had not paid his fee do not make it aboard. Some authors say that those who could not pay the fee, or those whose bodies were left unburied, had to wander the shores for one hundred years.

174.35 Cocytus Demons

Cocytus Demons, *a.k.a.*, Stone Demons are lesser demons found in and around the vicinity of the river Cocytus which supplies water to the moats that encompass the eighth plane (circle) of Hell. On the Material Plane they are sometimes confused with Gargoyles. Cocytus demons are indistinguishable from each other and form the majority of the soldiers of the eighth plane. They appear as granite grey humanoids with red eyes, goat-like facial features, teeth, tail and horns on their head. They have no wings and cannot fly without using the Codex. They are armed with terrible swords that deal mortal wounds to the sinners. They endeavor to inflict a new wound as soon as the previous wound has healed.

174.36 Crocell

Crocell, *a.k.a.*, Crokell or Procell is a greater demon, a third-tier cohort commander and holds the title of Duke. He appears as a winged humanoid with a tendency to speak in dark and mysterious ways. When compelled he can teach geometry and other liberal sciences. He can also warm bodies of water, create the illusion of the sound of rushing waters, and reveal the location of natural baths.

174.37 Dantalion

Dantalion, *a.k.a.*, Dantalian is a greater demon, a third-tier cohort commander and holds the title of Duke. He is depicted as a human with many appearances

(male and female), constantly changing but in each he is said to hold a book in one of his hands. When compelled he teaches all arts and sciences, and also declares the secret counsel of anyone, given that he knows the thoughts of all people and can change them at his will. He can also cause love and show the similitude of any person, show the same by means of a vision, and let them be in any part of the world they will.

174.38 Decarabia

Decarabia, *a.k.a.*, Carabia is a greater demon, a first-tier company commander and holds the title of Marquess. He appears as a pentagram star, changing into a man as he wishes. When compelled he knows the virtues of all herbs and precious stones and can change into all birds and sing and fly like them.

174.39 Demogorgon

Demogorgon is a prince of the underworld in Greek mythology whose very name supposedly brought down disaster. Tales of Demogorgon go back to the 4th century, and he is also named in John Milton's *Paradise Lost*, Lodovico Ariosto's *Orlando Furioso*, Spenser's *Faerie Queene*, and Percy Bysshe Shelley's *Prometheus Unbound*.

174.40 Eligos

Eligos, *a.k.a.*, Abigor or Eligor is a greater demon, a third-tier cohort commander and holds the title of Duke. He is depicted in the form of a goodly knight carrying a lance, with an ensign and a scepter. Alternatively, he is depicted as a ghostly Spectre, sometimes riding a semi-skeletal winged horse, or the Steed of Abigor. This is a minion of Hell itself and was a gift from Beelzebub. It was created from the remains of one of the horses of the Garden of Eden. When compelled he discovers hidden things and knows the future of wars and how soldiers should meet. He also attracts the favor of lords, knights and other important persons.

174.41 Flauros

Flauros, *a.k.a.*, Flavros, Hauras, Haures, Havres is a greater demon, a third-tier cohort commander and holds the title of Duke. Flauros is depicted as a terrible and strong leopard with big claws and fiery eyes. In human form he has fiery eyes and an awful expression. When compelled he gives answers of all things past, present and future but will deceive the conjurer, and beguile him in other business. Flauros can also be called upon when a mortal wishes to take vengeance on other demons. This is likely included in his capability to destroy the conjurer's enemies. He loves fire and will not suffer temptations from any spirit or in any form.

174.42 Focalor

Focalor, *a.k.a.*, Forcalor, Furcalor is a greater demon, a second-tier cohort commander and holds the title of Duke. Focalor appears in the form of a man with a griffin's wings, kills men, drowns them, and overthrows warships. Focalor has power over wind and sea and had hoped to ascend to heaven after one thousand years, but he was deceived in his hope.

174.43 Foras

Foras, *a.k.a.*, Forrasis is a common demon, a third-tier company commander and holds the title of President. He is often confused with Furcas. He is depicted as a strong man with amber eyes with gray straw-like hair. When compelled he teaches logic and ethics in all their branches, the virtues of all herbs and precious stones, can make a man witty, eloquent, invisible, and live long, and can discover treasures and recover lost things.

ORS

174.44 Forneus

Forneus is a greater demon, a first-tier company commander and holds the title of Marquess. He is depicted as a great sea monster. When compelled he teaches Rhetoric and languages, gives men a good name, and makes them be loved by their friends and foes.

174.45 Furcas

Furcas, *a.k.a.*, Forcas is a common demon, a third-tier company commander and holds the title of Knight. He is depicted as a strong old man with white hair and long white beard, who rides a horse while holding a pitchfork. When compelled he teaches Philosophy, Astronomy, Rhetoric, Logic, Chiromancy and Pyromancy.

174.46 Furfur

Furfur, *a.k.a.*, Furtur is a greater demon, a second-tier company commander and holds the title of Earl. He is depicted as a winged hart. He is an excellent liar, speaking with a rough voice. When compelled he causes love between a man and a woman, creates storms, tempests, thunder, lightning, and blasts, and teaches on secret and divine things.

174.47 Gaap

Gaap, *a.k.a.*, Goap, and Tap is a greater demon, a second-tier cohort commander and holds the titles of prince and president in the south. He is depicted with pitch black fur, jagged icicle-like horns which point straight up from his forehead, and a wolf-like snout. His eyes glow a dull yellow and he has black leathery wings. Gaap specifically controls the element of water and reigns over the Water Elementals. When compelled he teaches Philosophy and all liberal sciences, can cause love or hate and make men insensible and invisible, gives true answers concerning past, and can carry and re-carry men and things speedily from one nation to another at the conjurer's will. According to a few authors he can also make men ignorant.

174.48 Gamigin

Gamigin, *a.k.a.*, Gamygin, Gamigm or Samigina is a greater demon, a first-tier company commander and holds the title of Marchioness. Gamigin is depicted as a donkey. When compelled she teaches all liberal sciences and gives an account of the souls of those who died in sin and who drowned in the sea speaking with a rough voice.

174.49 Geryon

In Greek mythology, Geryon (Geryones, Geyron), was the son of Chrysaor and Callirhoe, and a fearsome titan who dwelt on the island Erytheia in mythic Hesperides in the far west of the Mediterranean. Geryon had three heads and three bodies with a total of six arms. The three bodies were joined to one pair of legs, but apart from this weird feature, his appearance was that of a warrior. He owns a two-headed hound named Orthrus, which was the brother of Cerberus.

After his death by Heracles, he was reborn as a common demon and appears as a winged beast with the tail of a scorpion but the face of an honest man. Both his arms are covered with hair to the armpits; while his back, chest and flanks are adorned with colorful tattoos in the shape of knots and circles. He dwells at the cliff between the seventh and eighth circles of Hell.

174.50 Glacies Demons

Glacies demons, *a.k.a.*, ice-demons, are lesser demons found in and around the frozen lake formed by the river Cocytus in the ninth plane (circle) of Hell. Glacies demons are indistinguishable from each other and form the majority of

the soldiers of the ninth plane, and are bodyguards to Lucifer when he sits upon his throne. They appear as giant (8'6.6" tall) frost-white bearded humanoids with red eyes, diamond hard snake-like teeth, ivory goat horns and spiked tails. They have no wings and are unable to fly without using the Codex. They are armed with blades of frost and command all cold & ice spells which they will not hesitate to use. They have the spell-like trait to *Create Water Element Resistance* which make them immune to the ice and cold.

Glacies Demons have 196 development points to define their potential. A typical Glacies Demon is captured in the following template.

| GlaciesDemon | Δ | Units | DPs |
|---------------------------------|-------|-------|-------|
| Comeliness | -2.50 | z | 0 |
| Speed | 0.50 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 1.33 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Quickness | -0.25 | z | 0 |
| Stability | -0.25 | z | 0 |
| Reasoning | -0.50 | z | 0 |
| Memory | 0.33 | z | 0 |
| Charisma | -0.50 | z | 0 |
| Empathy | -1.16 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Morality | -1.00 | z | 0 |
| Spirituality | -1.00 | z | 0 |
| Gigantism | 0.50 | z | 20 |
| Immunity to Normal Weapons | 1.50 | z | 104.5 |
| Mana | 1.00 | z | 100 |
| Metempsychosis | 1.00 | NA | 50 |
| Natural Armor | 1.50 | z | 72.5 |
| Water-Create-Element Resistance | 4.00 | z | 157 |
| Codex-Illusion-All | -1.00 | z | -220 |
| Trance-All | -0.26 | z | -142 |
| Transference-All | -0.26 | z | -142 |

174.51 Glasya-Labolas

Glasya-Labolas, *a.k.a.*, Caacrinolaas, Caassimolar, Classyalabolas, Glassialabolis, Glasya Labolas, Gaylos-Lobos is a common demon, a third-tier company commander and holds the titles of Viscount and President. He is depicted as a dog with the wings of a griffin. He is the author and captain of manslaughter and bloodshed. When compelled he tells all things past and to come, gains the minds and love of friends and foes causing love among them if desired, incites homicides and can make a man invisible.

174.52 Gremory

Gremory, *a.k.a.*, Gamory, Gemory, or Gomory is a greater demon, a second-tier cohort commander and holds the title of Duchess. She has tattered skin hanging from a skeletal frame, huge black horns which curve back from her forehead, and pert red lips which open to reveal needle-like fangs. Lightning arcs back and forth between her white glowing eyes, and a pair of feathered wings are folded up behind her back. When taking human form, she is depicted as appearing in the form of a beautiful woman with the crown of a duchess tied around her waist and riding a camel. When compelled she tells all things past, present and future, about hidden treasures, and procures the love of women, young and old, but especially maidens.

174.53 Gusion

Gusion, *a.k.a.*, Gusoin, Gusoyin is a greater demon, a third-tier cohort commander and holds the title of Duke. He is depicted as a baboon with brass teeth. When compelled he tells of all things past, present and future. He shows the meaning of all questions that are asked to him, reconciles friends, and gives honor and dignity.

ORS

174.54 Haagenti

Haagenti, *a.k.a.*, Haage, Hage is a common demon, a third-tier company commander and holds the title of President. He is depicted as a big bull with the wings of a griffin. When compelled he makes men wise by instructing them in every subject, transmutes all metals into gold, and changes wine into water and water into wine.

174.55 Ipos

Ipos, *a.k.a.*, Aiperos, Ayperos, Ayporos, Ipes is a greater demon, a second-tier cohort commander and holds the titles of Earl and prince. He is commonly depicted with the body of a winged humanoid with the head of a lion, the tail of a hare, and the feet of a goose, less frequently in the same shape but with the body of a lion, and rarely as a vulture. When compelled he knows and can reveal all things, past, present and future. He can make men witty and valiant.

174.56 Imp

Imp, *a.k.a.*, Mazzikin is a type of small lesser demon. They appear as naked, small, red skinned humanoids with bat wings, scorpion tail and tiger-like claws on their feet and hands. In Jewish mythology mazzikin are usually invisible. Their heads sprout two horns, and their ears are pointed, and they rarely exceed two feet in height. Their behavior is described as mischievous, wild and uncontrollable. They love to prank and mislead people, sometimes to their death.

174.57 Incubi

This type of lesser male demon appears as an attractive human with bat wings. They create sin by fornicating with sleeping humanoid females. When their victims wake in the morning, they remember a vivid and pleasant dream. Should their victims wake during an attack Incubi have the ability to instill mad desire and lust. Using Glamour, they will take a form especially physically attractive for their victims. Repeated sexual activity with an incubus often results in pregnancy but can lead to the deterioration of health, mental state, or even death. Almost all pregnancies result in stillbirth, those surviving usually die within the first year.

174.58 Kimaris

Kimaris, *a.k.a.*, Cimeies, Cimejes, Cimeries and Tuvries is a greater demon, a first-tier company commander and holds the title of Marquis. He appears with red scaly skin, dozens of tentacles writhing and squirming all over his head, and serrated fangs protruding from his mouth. His eyes glow a fiery orange, and a swarm of flies buzz noisily around him. Long flint talons extend from his fingers, and his short muscular legs end in huge, clawed feet. A rat-like tail swings back and forth behind him. In human form he is described as a warrior riding a goodly black horse and possesses the abilities of locating lost or hidden treasures, teaching trivium (grammar, logic and rhetoric) and making a man into a warrior of his own likeness. When compelled he has the ability to cause a person to cross seas and rivers quickly.

174.59 Leraje

Leraje, *a.k.a.*, Leraie, Leraikha, Leraye, Loray, Oray is a greater demon, a first-tier company commander and holds the title of Marquess. His demonic form has green metallic skin covered in barbed hooks, a pair of short stubby horns which jut from his forehead, and a circular maw filled with rows of razor-sharp fangs. His eyes glow a dull green, and a pair of feathered wings are folded up behind his back. As a human he is depicted as a gallant and handsome archer clad in green, carrying a bow and quiver. When compelled he causes great battles and disputes and makes gangrene wounds caused by his arrows.

174.60 Leonard

Leonard is a common demon of the nocturnal orgies of demons. He is represented as a three-horned goat, with a black human face. He marks his initiates with one of his horns. Infernal powers obtained from the consummation with Leonard usually involve metamorphosis into a monster.

174.61 Lilith

Lilith, *a.k.a.*, Queen of the Succubi is a female greater demon from Jewish mythology. She appears as a beautiful human and is the sometime consort of Lucifer. Lilith means "the night," and she embodies the emotional and spiritual aspects of darkness: terror, sensuality, and unbridled freedom.

174.62 Malphas

Malphas is a common demon, a third-tier company commander and holds the title of President. He is sometimes confused with Malthus. He is depicted as a large crow and speaks with a hoarse voice. When compelled he builds houses, high towers and strongholds, throws down the buildings of the enemies, knows and can destroy the enemies' desires or thoughts and all what they have done and can bring quickly artificers together from all places of the world. Malphas accepts willingly and kindly any sacrifice offered to him, but then he will deceive the conjurer.

174.63 Malthus

Malthus, *a.k.a.*, Halphas, Malthas, or Malthous, is a greater demon, a second-tier company commander and holds the title of Earl. Malthus should not be confused with Malphas. He is often depicted in the shape of a stork and has a rough voice when speaking. When compelled he builds towers and fills them with ammunition and weapons, an armorer of sorts. He is also said to send his company into battle, or to places designated by higher commanding demons.

174.64 Mammon

Mammon, *a.k.a.*, Maimon, Mamon, Bayon, Amaymon is a greater demon. He appears as a humanoid wolf with gilded teeth and claws. Satan saw his avarice nature and made him his treasurer.

174.65 Marchosias

Marchosias, *a.k.a.*, Marchocias is a greater demon, a first-tier company commander and holds the title of Marquess. He is depicted as a wolf with a man's form as well as a griffin's wings and a serpent's tail. Marchosias hoped after 1,200 years to ascend to heaven with the non-fallen angels, but he was deceived in that hope. He is a strong and excellent fighter and very reliable conjurer.

174.66 Mephistopheles

Mephistopheles, *a.k.a.*, Mephistopheles, Miphostophiles, Mephisto, Mephistophiles and Mephistophilis is a greater demon. Mephistopheles is a powerful shapeshifter able to take any form he likes including devils, angels and gods. He is such a cunning and deadly shapeshifter that he is said to be equal to Loki himself. Known as the plasterer of lies, he is an exceptionally powerful demon of trickery and hatred, responsible for making the deals with mortals, and bringing nothing but eternal suffering to those who create the deals in exchange for their souls.

ORS

174.67 Minos

In Greek myth, Minos, *a.k.a.*, Minosse, was the King of Crete and is now a judge of the Underworld. Minos was the son of Zeus by the princess Europa. Zeus had lured her away from her home and kidnapped her in the guise of a tame bull. She was taken to Crete, where she bore two sons, Minos and his brother Rhadymanthus, and later gave her name to the continent of Europe.

Forcing Rhadymanthus to give up his right to rule, Minos gained the throne of Crete. His reign saw the island flourish into a formidable sea power, Minos himself ruling over his people with a tyrannical grip. Among the stories known of Minos, the most famous is the story of the Minotaur, which was a curse on the king for his refusal to sacrifice a beautiful white bull given to him by the gods for such purpose. To prevent the creature from being an uncontrollable threat, Minos commissioned the inventor Daedalus to create a labyrinth to house the Minotaur. Ultimately, the Minotaur was destroyed by the hero Theseus, who escaped the island with Minos's daughter Ariadne.

Upon his death, Minos, Rhadamanthus, and their half-brother Aeacus were reborn as common demons and became the three Judges of the Underworld. They were given authority to judge whether a soul was worthy of the Elysian Fields (the Greek equivalent of Heaven), Tartarus (a place analogous with the Judeo-Christian Hell) or to remain in an abysmal nowhere called the Fields of Asphodel.

Minos is a judge of the damned, a monstrous demon who appears as a withered old man, a crown fused to head and a long serpentine tail. He wraps his long tail around each sinner a number of times equal to the circle of Hell in which the sinner will be flung.

174.68 Morax

Morax, *a.k.a.*, Foraii, Marax and Farax is a common demon, a third-tier company commander and holds the titles of Earl and President. He is depicted as a big bull with the face of a man. When compelled he teaches Astronomy and all other liberal sciences and gives good and wise familiars that know the virtues of all herbs and precious stones.

174.69 Murmur

Murmur, *a.k.a.*, Murmus, Murmuur, Murmux is a greater demon, a third-tier cohort commander and holds the titles of Earl and Duke. Murmur is depicted with a pale gray bloated body, and curved tusks protruding from the sides of his bear-like snout. The red irises of his eyes swirl and churn, with a pair of gray bat-like wings. His human appearance is a soldier riding a Vulture and wearing a ducal crown. Two of his ministers go before him making the sound of trumpets. When compelled he teaches philosophy and can oblige the souls of the deceased to appear.

174.70 Naberius

Naberius, *a.k.a.*, Naberus, Nebiros and Cerberus, Cerbere is a greater demon, a first-tier company commander and holds the title of Marquess. Naberius appears as a black skinned human with three heads, raven, vulture, and dog. He has a raucous voice but presents himself as eloquent and amiable. When compelled he makes men cunning in all arts, but especially in rhetoric, speaking with a hoarse voice. He also restores lost dignities and honors or instigates the loss of them. He teaches the art of gracious living.

174.71 Orcus

Orcus is a greater demon and a prince of the underworld in Etruscan/Roman mythology.

174.72 Orias

Orias, *a.k.a.*, Oriax is a greater demon, a first-tier company commander and holds the title of Marquess. He appears in a humanoid shape with magma dripping from his nostrils. He has a withered head atop a slim bony body, with two immense wings made of smoke. When compelled he knows and teaches the virtues of the stars and the mansions of the planets (the influence of each planet depending on the astrological sign in which it is in a specific moment and the influence of that sign on an individual depending on how the zodiac was configured at the moment of his/her birth or at the moment of asking a question, he also gives dignities, prelacies, and the favor of friends and foes, and can metamorphose a man into any shape.

174.73 Orobas

Orobas is a greater demon, a second-tier cohort commander and holds the title of Prince. He is depicted as a midnight blue horse with orange eyes. When compelled he supposedly gives true answers of things past, present and future, divinity, and the creation of the world; he also confers dignities and prelacies, and the favor of friends and foes.

174.74 Ose

Ose, *a.k.a.*, Osé, Oze, Oso, Voso is a common demon, a third-tier company commander and holds the title of President. He appears as a leopard with amber eyes. When compelled he makes men wise in all liberal sciences and can divine secret things; he also brings insanity making him/her believe that he/she is the creature or thing the magician desired, or makes that person think he is a king and wearing a crown, or a pope.

174.75 Paimon

Paimon, *a.k.a.*, Paymon, Paymon is a greater demon, a first-tier cohort commander and holds the title of King with estates in the northwest. His demon form has a bony head which sits atop a thick, fleshy body with bones protruding from his body with two stunted wings upon his back. In human form Paimon is depicted as a man with an effeminate face, wearing a precious crown, and riding a dromedary. He has a great voice and roars when he talks. In the lower planes a host of lesser demons with the shape of men, playing trumpets, cymbals, and any other sort of musical instrument tend to accompany him. He is more obedient to Lucifer than other demon commanders. When compelled he teaches all arts, philosophies and sciences, and secret things; he can reveal all mysteries of the Earth, wind and water, what the mind is, and where it is.

174.76 Pazuzu

Pazuzu, *a.k.a.*, Fazuzu or Pazusa is a greater demon and son of the god Hanbi. He has the body of a man, the head of a dog, talons of an eagle, locust wings, a scorpion's tail and a serpentine penis. He is the demon of the southwest wind known for bringing famine during dry seasons, and locusts during rainy seasons.

174.77 Phenex

Phenex, *a.k.a.*, Phynix, Phoenix, Phoenix is a greater demon, a first-tier company commander and holds the title of Marquess. He is depicted as a phoenix, which sings sweet notes with the voice of a child. When compelled he teaches all wonderful sciences and poetry.

174.78 Phlegethon Demons

Phlegethon Demons, *a.k.a.*, Fire Demons are lesser demons found in and around the vicinity of the river Phlegethon, primarily in the seventh plane (circle) of Hell. The Phlegethon is a river of lava, Hell's boiling blood. Phlegethon demons are indistinguishable from each other and form the majority of the

ORS

soldiers of the seventh plane. They appear as giant (10'7") red humanoids with yellow-jaundiced eyes, sharp teeth, skinny barbed tails and ram-like horns on their head. They have no wings and are unable to fly without using the Codex. They are armed with cruelly barbed whips. Phlegethon demons love to pop the head off their victim and devour it. They have a symbiotic relationship with the river and have the spell-like trait to *Create Fire Element Resistance* which make them immune to the heat. They work harmoniously with the patrolling centaurs is to ensure that sinners stand in the river at a depth appropriate to the violence they committed in life.

Phlegethon Demons have 181 development points to define their potential. A typical Phlegethon Demon is captured in the following template.

| PhlegethonDemon | Δ | Units | DPs |
|--------------------------------|-------|-------|--------|
| Comeliness | -2.50 | z | 0 |
| Speed | 0.50 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 1.33 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Quickness | -0.25 | z | 0 |
| Stability | -0.25 | z | 0 |
| Reasoning | -0.50 | z | 0 |
| Memory | 0.33 | z | 0 |
| Charisma | -0.50 | z | 0 |
| Empathy | -1.16 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Morality | -1.00 | z | 0 |
| Spirituality | -1.00 | z | 0 |
| Gigantism | 0.83 | z | 35 |
| Immunity to Normal Weapons | 1.50 | z | 104.5 |
| Mana | 1.00 | z | 100 |
| Metempsychosis | 1.00 | NA | 50 |
| Natural Armor | 1.50 | z | 72.5 |
| Fire-Create-Element Resistance | 4.00 | z | 157 |
| Codex-Illusion-All | -1.00 | z | -220 |
| Trance-All | -0.28 | z | -149.5 |
| Transference-All | -0.28 | z | -149.5 |

174.79 Phlegyas

Phlegyas was a King of Boeotia in Greek mythology, famous for giving his name to the Phlegyans, and for also being the father of Coronis. Phlegyas was the son of Ares and Chryse, daughter of Halmus. Phlegyas was killed by the arrows of Apollo, when Phlegyas sought to destroy the temple of Apollo at Delphi, in retribution for Apollo having killed his daughter, Coronis. Upon his death he was reborn as a lesser demon and serves as the ferryman across the river Styx. When not performing his duties as ferryman Phlegyas is tortured in Tartarus for despising the gods.

174.80 Plutus

Plutus in Greek mythology is a greater demon and the personification of wealth. He is the son of the goddess of agriculture Demeter and the Cretan mortal Iasion. He is the guardian of the fourth circle of Hell.

174.81 Prufas

Prufas *a.k.a.*, Bufas is a greater demon, a second-tier commander and holds the title of Prince and Duke of Jinnestan. In his demonic form he appears as a flame or as a man with the head of a hawk. When compelled he causes men to commit quarrels, discord, and falsehood, and should be never admitted into any place, but if conjured, he gives truthful, generous answers to the conjurer's questions.

174.82 Pursan

Pursan, *a.k.a.*, Curson, or Purson is a greater demon, a first-tier cohort commander and holds the title of King. Purson is depicted as a man with the face of a lion, carrying a ferocious viper in his hand, and riding a bear. Before

him there can be heard many trumpets sounding. When compelled he knows of hidden things, can find treasures, and tells past, present, and future.

174.83 Raum

Raum, *a.k.a.*, Raim, Raym, Räum is a greater demon, a second-tier company commander and holds the title of Earl. He is depicted as a huge crow with tendrils of smoke for a tail. When compelled he is able to steal treasures out of kings' houses, carrying them where he wishes, and destroy cities and dignities of men. Raum can also tell things past, present and future, reconcile friends and foes, and invoke love.

174.84 Rhadymanthus

According to later legends (c. 400 BC), on account of his inflexible integrity he was reborn as a common demon and made one of the judges of the dead in the lower world, together with Aeacus and Minos. He was supposed to judge the souls of easterners, Aeacus those of westerners, while Minos had the casting vote (Plato, Gorgias 524A). He is portrayed in Books 4 and 7 of Homer's *Odyssey*. Virgil (69–18 BC) makes Rhadamanthus one of the judges and punishers of the unworthy in the Underworld (Tartarus) section of the *Aeneid*.

Homer represents him as dwelling in the Elysian Fields (*Odyssey* iv. 564), the paradise for the immortal sons of Zeus. Pindar says that he is the right-hand man of Cronus (now ruling Elysium) and was the sole judge of the dead. Lucian depicts Rhadamanthus as presiding over the company of heroes on the Isles of the Blest in *True History*.

174.85 Ronové

Ronové, *a.k.a.*, Ronove, Roneve, Ronwe is a greater demon, a first-tier company commander and holds the titles of Marquess and Earl. He is described as a monster with four penetrating eyes, jagged quills adorning his rugged head, an inflated body with runes tattooed on his torso and holding a staff with iron endcaps. When compelled he teaches Rhetoric, languages, and gives good and loyal servants and the favor of friends and foes. He is also described as taker of old souls; often coming to earth to harvest souls of decrepit humans and animals near death.

174.86 Sabnock

Sabnock, *a.k.a.*, Sabnac, Sabnac, Sabnach, Sabnack, Sabnacke, Salmac and Savnock is a greater demon, a first-tier company commander and holds the title of Marquess. Sabnock is depicted as a soldier with armor and weapons, the head of a reptile with a long-forked tongue and riding a pale horse. When compelled he builds high towers, castles and cities, furnishing them with weapons, ammunition, etc., and can afflict men for several days making their wounds and sores gangrenous or filling them with worms.

174.87 Saleos

Saleos, *a.k.a.*, Sallos and Zaleos is a greater demon, a second-tier cohort commander and holds the title of Duke. His demonic form has a rounded head atop a lofty, fibrous body. Bizarre bulges crawl beneath his skin. In human form he is depicted as a gallant and handsome soldier, wearing a ducal crown, and riding a Komodo dragon. He is of a pacifist nature and when compelled he can cause men to love women and women to love men.

174.88 Seir

Seir, *a.k.a.*, Seire, Seere, or Sear is a greater demon, a second-tier cohort commander and holds the title of Prince. His demonic form has a small head adorned with thick hair atop a sinewy body with oozing sores crawling with maggots. He has slimy bat-like wings and lower legs of a stork. In human form he is depicted as a man riding a winged horse and is said to be beautiful. When

ORS

compelled he can go to any place on the prime material plane in a matter of seconds bring abundance, help in finding hidden treasures or in robbery, being mostly indifferent to evilness.

174.89 Shax

Shax, *a.k.a.*, Chax, Shan, Shass, Shaz, and Scox is a greater demon, a first-tier company commander and holds the title of Marquess. He is depicted as a stork that speaks with a hoarse but subtle voice. When compelled he can take away the sight, hearing and understanding of any person, and is a peerless thief even able to steal money out of a kings' house. Shax can also discover hidden things if they are not kept by evil spirits. Shax is a great liar and will deceive speak marvelously. He knows when lies are told and uses these to teach lessons.

174.90 Sitri

Sitri, *a.k.a.*, Bitru, Sytry, Sydney is a greater demon, a second-tier cohort commander and holds the title of prince. He is depicted as a humanoid with a bald head, snake-like nose and minuscule ears. He arms and wings are those of a praying mantis. When compelled he causes men to love women and vice versa and can make people bare themselves naked if desired.

174.91 Stolas

Stolas, *a.k.a.*, Stools, Stoppers, Solas is a greater demon, a second-tier cohort commander and holds the title of Prince. He is often depicted as a raven or a crowned owl with long legs. When compelled he teaches astronomy and is knowledgeable about herbs, plants, and precious stones.

174.92 Styx Demons

A Styx demon is a lesser demon is found in and around the vicinity of the river Styx, primarily in the fifth plane (circle). Styx demons are indistinguishable from each other and form the majority of the soldiers of the fifth circle of Hell. They appear as black tar-like humanoids with batlike wings, black eyes, porcine nose, sharklike teeth and stunted horns on their head. They are armed with concussion weapons, *e.g.*, staves, clubs, etc. They have a symbiotic relationship with the river and protect it faithfully. They still bow their heads in shame for allowing Thetis access to the waters to bath Achilles. Their nature is such that they abhor all the inmates of Hell and express their hatred by forcing the damned to remain in the river for the previous lives of anger. Regardless, they will allow Phlegyas to ferry people across.

174.93 Succubi

This type of female lesser demon appears as an attractive human with bat wings. They create sin by fornicating with sleeping humanoid males. When their victims wake in the morning, they remember a vivid and pleasant dream. Should their victims wake during an attack Succubi have the ability to instill mad desire and lust. Using *Glamour*, they will take a form especially physically attractive for their victims. A succubi's motivation is to become pregnant and the continuance of their species. All children born of a succubus, regardless of parentage, will become either an incubus or a succubus. Succubi give their loyalty to Lilith, and often get involved with her political machinations.

174.94 Urobach

Urobach, *a.k.a.*, Orobach, Ukobach is a lesser demon. He has a flaming red body, large eyes and ears and a pan full of coals and a hot poker. He is said to be the inventor of Fireworks and the art of Frying Foods. He is charged, by Belzebuth, to maintain the "oil in the infernal boilers" which is made of the blood of the damned, "forged in the west where the sun sets."

174.95 Valac

Valac, *a.k.a.*, Ualac, Valak, Valax, Valu, Valic, Volac is a common demon, a third-tier company commander and holds the title of President. He appears as a small poor boy with angel wings riding on a two-headed dragon. When compelled is said to give true answers about hidden treasures; he reveals where serpents can be seen.

174.96 Valefar

Valefar, *a.k.a.*, Malaphar, Malephar, Valafar, Valefor is a greater demon, a third-tier cohort commander and holds the title of Duke. He appears as a lion with the head of a donkey. When compelled he tempts people to steal and oversees good relationships among thieves. Valefar is considered a good familiar by his associates till they are caught in his trap.

174.97 Vapula

Vapula, *a.k.a.*, Naphula is a greater demon, a third-tier cohort commander and holds the title of Duke. Vapula is depicted as a griffin-winged lion. When compelled he teaches philosophy, mechanics, and sciences.

174.98 Vassago

Vassago, *a.k.a.*, Vasago, Usage is a greater demon, a second-tier cohort commander and holds the title of prince. His appearance is a bipedal creature with two broken antlers adorning his head. His intense eyes glow grey-white and smoke escapes his deep nostrils set within a withered nose. In his human form he can be mistaken as an angelic creature. When compelled he knows of events past and future, can discover hidden and lost things, and has a "good" nature.

174.99 Vepar

Vepar, *a.k.a.*, Separ, Vephar is a greater demon, a third-tier cohort commander and holds the title of Duke. He is often confused with Zepar. Vepar appears as a merman with a bony ridge on his forehead. When compelled he governs the waters and guides armored ships laden with ammunition and weapons; he can also make, if requested, the sea rough and stormy, and to appear full of ships. Vepar can make men die in three days by putrefying sores and wounds, causing worms to breed in them.

174.100 Vine

Vine, *a.k.a.*, Viné, Vinea is a greater demon, a first-tier cohort commander and has holds the titles of King, and Earl. He is portrayed as a lion holding a snake in his hand and riding a black horse. When compelled he can tell present, past and future, discover witches and hidden things, create storms and make the water rough by means of them, and also bring down walls and build towers.

174.101 Vual

Vual, *a.k.a.*, Uvall, Voval, Vreal, Vuall, Wal, Wall is a greater demon, a third-tier cohort commander and holds the title of Duke. Vual and is depicted as a dromedary, who speaks the Egyptian, but not perfectly, with a deep voice. When compelled he gives the love of women, causes friendship between friends and foes, and tells things past, present and to come.

174.102 Zagan

Zagan, *a.k.a.*, Zagam is a greater demon, first-tier cohort commander and has held the titles of King and President. Zagan is depicted as a griffin-winged bull. When compelled he makes demons witty; he can also turn wine into water,

ORS

water into wine, and blood into wine, blood into oil, oil into blood, and a fool into a wise man. Other of his powers is that of turning metals into coins that are made with that metal, *i.e.*, gold into a gold coin, copper into a copper coin, etc..

174.103 Zepar

Zepar is a greater demon, third-tier cohort commander and holds the title of Duke. He is sometimes confused with Vepar, because his human form is depicted as a soldier with red clothes and armor. His demonic form has brown flawless skin with metallic nub-like horns on his head. His teeth and facial features are reptilian. When compelled he can cause women to love men and bring them together in love. He can also make women barren.

| | | | |
|----------------------------|---------|-----|---------|
| Intuition | 0.35 | z | 0 |
| Stability | 0.34 | z | 0 |
| Memory | 0.50 | z | 0 |
| Charisma | 1.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Morality | 1.00 | z | 0 |
| Spirituality | 1.00 | z | 0 |
| Will | 0.50 | z | 0 |
| Age Span | 1973.00 | yrs | 78.92 |
| Camouflage | 2.50 | z | 148 |
| Immunity to Normal Weapons | 2.00 | z | 160 |
| Mana | 1.00 | z | 100 |
| Metempsychosis | 1.00 | NA | 50 |
| Sleep Required | -7.00 | hrs | 7 |
| Codex-Animal-Mind | -1.00 | z | -44 |
| Codex-Human-Mind | -1.00 | z | -44 |
| Codex-Supernatural-Mind | -1.00 | z | -44 |
| Flying/Gliding | 1.00 | z | 52 |
| Trance-All | -0.90 | z | -463.92 |

175 Devils

Devils are extraplanar entities from the Lower Planes. In *ORS*TM, devils include Lucifer and the other Fallen angels. The descriptions and powers represent Renaissance Europe's view of devils and is heavily influenced by Dante Allegri and the book of Enoch. Devils are stronger than demons and are smarter as well. While the demonic horde's primary goals are war, destruction and death; devils focus on the corruption of humanity.

Devils have the appearance of an attractive humanoid with wings. They have powers identical to Angels and Archangels from which they spring. This includes the *Mana* and *Immunity to Normal Weapons* traits. Satan and most devils are deceivers and adore illusion magic. As mentioned before, all devils strive to tempt humanoids into sin and are masters in both direct and indirect *Manipulation* skills. Devils can present themselves as horrific creatures and often use this ability to ensure the demon horde obey and follow their orders.

Lucifer, see *Satan*, rebelled when he refused to revere humanity above the angelic host. The Grigori (The Watchers) were angels dispatched to Earth to watch over humankind. They succumbed to the passion and vitality of their humanoid flock and took wives and husbands and begot children, see *Nephilim*. When their leader, Samyaza, discovered that their progeny would be destroyed in a future flood they joined Lucifer in rebellion and fought a battle which resulted in abysmal defeat and resulting them being cast down into Hell as punishment. The book of Enoch states there were two-hundred rebellious Grigori but only a few were named.

When Lucifer and his rebels fell, shockwaves rippled through the lower planes. Lucifer and his followers established order in the lower planes. They used their powers, organization, manipulation, and diplomatic skills to defeat the far superior but disorganized, chaotic horde of demons. Solidifying his position Lucifer titled his rebels as devils and changed his name to Satan.

In Satan's mind his fall was just the first battle in the war for supremacy. Satan, using his new position offered all inhabitants, from all mythoi the opportunity to join his cause. Many demons and entities took this occasion to swear loyalty and serve him. Some created avatars to spy, watch and report on the machinations of Satan to their masters. Satan and his army of demons prepare for the final battle.

Fallen Angels have all the powers of normal angels with the exception regarding leaving Hell. Devils have 104.08 development points to define their potential. The GM can customize the creation of individual devils normally or just assume because of their eternal existence they have a minimum of +1.0z in all skills, 24 skills would be +2.0z, 12 skills would be +3.0z skills, another 9 skills would be +3.5z. Devils will +3z in all *Manipulation* skills.

| Devil | Δ | Units | DPs |
|------------|------|-------|-----|
| Comeliness | 2.00 | z | 0 |
| Speed | 1.00 | z | 0 |
| Agility | 1.83 | z | 0 |
| Vitality | 2.00 | z | 0 |
| Strength | 1.75 | z | 0 |
| Endurance | 1.33 | z | 0 |
| Eloquence | 0.50 | z | 0 |

Habitat

The natural habitat of devils is one or more of the Lower Planes (Hell). Only Satan can grant a devil permission to leave Hell. Every 66 days Satan grants 6 devils a furlough to the Material Plane to further his goal. In addition, fools continuously attempt to summon them, seeking knowledge and power. Few know, and even fewer can correctly pronounce a devil's 'true name'. Despite this, devils frequently jump at the opportunity to travel to the Material Plane with the goal of corrupting humanity.

Ecology/Psychology

Devils are thousands of years old and have a fixed lawful evil alignment. No power on, above or under the earth, can kill a devil. They are, like the angels, immortal: they live forever. A devil's body can be destroyed but it will reappear at the next sunset in Hell, in the devil's previously prepared *clone* via their *Metempsychosis* trait. Devils cannot procreate with their own kind, but they can with demons and humanoids, see *Nephilim*.

The Final Battle of the Eternal War between good and evil is prophesized. Until that time the powers-that-be will tend to avoid direct confrontation, instead humanoid and supernatural entities are used as catspaws to further each side's goals. Satan is constantly modifying his strategy and plans. To maintain readiness every few decades Satan holds War Games in Hell dividing up his hordes into a Black and White team.

Devils use the opportunity presented by spell casters summoning them to suborn them and their followers. The primary goal that Satan hopes to accomplish before his forces take the field involves the corruption of humanity *via* sin. Corrupted humanoids irrevocably sever their loyalty to the Gods and thus diminish the God's power base.

Devils actively attempt to corrupt any humanoids they encounter. The planes of Hell are defined by this corruption, *i.e.*, lust, gluttony, greed, wrath, heresy, violence, fraud, and treachery. This journey begins with one or more of the following: pride, envy, anger, sloth, avarice, sex and excess of food, drugs and drink. But minor infractions, with repentance, are redeemable in Purgatory, so devils do everything in their power to ensure the subversion is irredeemable. NOTE: GMs need to remember a devil cannot force a humanoid into sin, but they can manipulate the situation where the humanoid thinks he has no choice. Their mastery over illusion is a tool they love to use.

Society/Culture

The Gods of the Underworld, *e.g.*, Aita, Anubis, Ereshkigal, Hades, Hel, Mictecacihuatl, Mictlantecuhli, Nergal, Pluto, Satan, Yama, etc., rule their own version of Hell. The rest of the dark nobility, *e.g.*, devils, kings, princes, dukes, marquesses, earls, viscounts, and knights *i.e.*, the demons, run Hell.

ORS

In the Terra 1592 campaign, devils keep the infernal bureaucracy running. All major decisions are made by devils with little or no input from other inhabitants of Hell. They implement government policy, and take the laws and decisions made by Lucifer and their superiors and put them into practice. Some bureaucrats implement policy by writing rules and regulations, whereas others administer policies directly to the residents of Hell.

Devils also serve as political officers within the demonic legions. They are supervisory officers responsible for the political education (ideology) and organization of the legion and cohort to which they are assigned, with the intention of ensuring political control of the military. The devil assigned to a unit will hold military rank equaling the unit commander to whom he is attached; moreover, the devil has the military authority to countermand the unit-commander's orders at any time. Devils are required to report any demon plotting against Lucifer to the Political Council.

The Political Council is the supreme military authority of Hell, only answerable to Lucifer. A panel of three devils will determine guilt and will have them either re-educated or executed. If executed, they will seek out and destroy all vessels as well. Almost without exception demons despise their devil overseers.

175.1 Adreal

Adrael, *a.k.a.*, Adramelech is a fallen angel and holds the title of Grand Chancellor. He has a human torso and head, and the rest of the body a peacock. He is a consummate politician and supervisor of Satan's wardrobe.

175.2 Akibeel

Akibeel is the fallen Angel responsible for teaching men the Kabbalah symbols, religious text that analyzes the origins of the world.

175.3 Amazarak

Amazarak is a fallen angel, Grigori, mentioned in the Book of Enoch. It is said he taught all the sorcerers, and dividers of roots, *i.e.*, divination and reading minds.

175.4 Araquel

Araquel *a.k.a.*, Arâkîba, Araquel, Araqaël, Araciel, Arqaël, Sarquael, Arkiel or Arkas, is a fallen angel, Grigori, mentioned in the Book of Enoch. It is said he taught the "signs of the earth" (which suggests geomancy) to humans.

175.5 Armaros

Armaros *a.k.a.*, Armers, Armeros is a fallen angel, Grigori, mentioned in the Book of Enoch. The name means "cursed one" or "accursed one". He also taught the solution of sorcery.

175.6 Asaradel

Asaradel is a fallen angel who taught the motion of the moon to humans.

175.7 Asbeel

Asbeel is a fallen angel, Grigori, mentioned in the Book of Enoch. His name literally means "Deserter from God". Asbeel was mentioned as the one of five Grigori who led other angels into copulating with humans, leading to the creation of the Nephilim.

175.8 Azazel

Azazel *a.k.a.*, Azazyel, Azaziel is a fallen angel, Grigori, mentioned in the Book of Enoch. He is responsible for teaching humans to make swords, knives, shields, breastplates, the fabrication of mirrors and the workmanship of bracelets and ornaments, the use of paint, the beautifying of the eyebrows, the use of stones of every valuable and select kind, and of all sorts of dyes, so that the world became altered.

175.9 Baraqiel

Baraqiel, *a.k.a.*, Barâqîjâl, Baraqel is a fallen angel, Grigori, mentioned in the Book of Enoch. The name means "lightning of God", which is fitting since it has been said that Baraqiel taught men astrology.

175.10 Belial

Belial *a.k.a.*, Belhor, Baalial, Beliar, Beliall, Beliel; is a fallen angel, Grigori, mentioned in the Book of Enoch and has the title of Duke. The name means "without worth". In early Christian writings, Belial was identified first with an angel of confusion and lust, created after Lucifer. He is a powerful Duke of Hell that gives excellent familiars to his followers, and rules fifty to eighty legions of demons. He was said to have an agreeable aspect, and to induce to any type of sins, especially those related to sex and lust.

175.11 Chazaquel

Chazaquel *a.k.a.*, Êzêqêêl, is a fallen angel, Grigori, mentioned in the Book of Enoch. The name means "cloud of God", which is fitting since it was said that Chazaquel taught men the knowledge of the clouds, meteorology.

175.12 Dīs Pater

Dīs Pater, *a.k.a.*, is an avatar of Pluto, God of the underworld in Roman mythology, that governs the City of Dis, and effectively controls the border between the fifth and sixth plane of Hell.. The underworld of Pluto is different from the Abrahamic religions, vibrating at a different frequency. Dis Pater continually keeps Pluto of appraised of events occurring in the nine planes of Hell.

175.13 Ezeqeel

Ezeqeel *a.k.a.*, Ezekeel is a fallen angel, Grigori, mentioned in the Book of Enoch. It is said he taught knowledge of the clouds.

175.14 Gadreel

Gadreel *a.k.a.*, Gadriel or Gaderel is a fallen angel, Grigori, mentioned in the Book of Enoch. His name literally means "Wall of God". He is said to have been responsible for deceiving Eve. Gadreel was mentioned as one of five Grigori who led other angels into copulating with humans, leading to the creation of the Nephilim.

175.15 Kasdaye

Kasdaye, *a.k.a.*, Tamiel is a fallen angel, Grigori, mentioned in the Book of Enoch. His name literally means "Covered Hand". Kasdaye was mentioned as the one of five Grigori who led other angels into copulating with humans, leading to the creation of the Nephilim.

ORS

175.16 Kokabel

Kokabel *a.k.a.*, Kôkabiêl, Kôkhabîêl, Kakabel, Kochbiel, Kokbiel, Kabaiel, or Kochab is a fallen angel, Grigori, mentioned in the Book of Enoch. It is said he taught the science of the constellations.

175.17 Penemue

Penemue is a fallen angel, Grigori, mentioned in the Book of Enoch. His name literally means “The Inside”. Penemue was mentioned as the one of five Grigori who led other angels into copulating with humans, leading to the creation of the Nephilim.

175.18 Ramiel

Ramiel is a fallen angel, Grigori, mentioned in the Book of Enoch. Ramiel means “thunder of God”.

175.19 Satan

Satan, *a.k.a.*, Lucifer, Morningstar, is the Devil in Abrahamic religions. Lucifer was a guardian cherub of God and is now in rebellion. He refuses to revere humanity above the angelic host. He and his followers believe they are both older and greater than humankind. Satan tried to overthrow God by amassing an army of spiritual beings against their Creator, but God knew his evil plans from the very beginning and cast him out of his holy mountain.

Satan the great dragon, the angel of iniquity who rules Hell and persecutes the righteous is the arch adversary of God. For eons and to help ensure the loyalty of his demon horde he took Lilith as his consort and has begot many demons.

When on his throne Satan takes a form that has three faces, one red, one black, and one a pale yellow, each having a mouth that chews on a prominent traitor. Lucifer is in the form of a terrifying beast, weeping tears from his six eyes, which mix with the traitors' blood sickeningly. He is waist deep in ice, and he beats his six bat-like wings as if trying to escape. The flapping creates three winds by which all of Cocytus is frozen.

Satan, for unknown reasons, has all the powers of an Archangel, *i.e.*, he has divinely blessed *Armor* and a +4z blessed knightly arming sword, see *Archangel*. In addition, Satan has a +3z Ring of Wizardry, a PL7 Crown of Lie Detection, Lenses of True Sight, and a Staff of Potential. The GM should customize the creation of Satan. As a guideline he should have a minimum of +1.5z in almost all skills, 24 skills would be +2.5z, 12 skills would be +3.0z skills, another 9 skills would be +3.5z. Satan will have a +3.5z in all *Manipulation* skills. The following template should be used to start his development, adolescent and beyond.

| Satan | Δ | Units | DPs |
|----------------------------|---------|-------|--------|
| Comeliness | 2.50 | z | 0 |
| Speed | 1.00 | z | 0 |
| Agility | 1.83 | z | 0 |
| Vitality | 2.00 | z | 0 |
| Strength | 1.75 | z | 0 |
| Endurance | 1.33 | z | 0 |
| Eloquence | 0.50 | z | 0 |
| Intuition | 0.35 | z | 0 |
| Stability | 0.34 | z | 0 |
| Memory | 0.50 | z | 0 |
| Charisma | 1.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Morality | 1.00 | z | 0 |
| Spirituality | 1.00 | z | 0 |
| Will | 0.50 | z | 0 |
| Age Span | 1973.00 | yrs | 78.92 |
| Camouflage | 2.50 | z | 148 |
| Immunity to Normal Weapons | 2.00 | z | 160 |
| Mana | 1.60 | z | 204.08 |
| Metempsychosis | 1.00 | NA | 50 |

| | | | |
|-------------------------|-------|-----|------|
| Sleep Required | -7.00 | hrs | 7 |
| Codex-Animal-Mind | -1.00 | z | -44 |
| Codex-Human-Mind | -1.00 | z | -44 |
| Codex-Supernatural-Mind | -1.00 | z | -44 |
| Flying/Gliding | 1.00 | z | 52 |
| Trance-All | -0.53 | z | -284 |
| Transference-All | -0.53 | z | -284 |

175.20 Sammael

Sammael, *a.k.a.*, Samaël, Samiel, Satanael, Iblis is a fallen angel and serves on the Political Council in Hell. He is tall dark and handsome with glossy black wings. He serves directly under Satan and often acts in his name. He has been known as the seducer, destroyer, and the accuser. His name means “Venom of God”.

175.21 Samyaza

Samyaza *a.k.a.*, Semyaza, Shemyaza, Semjaza, Semiaza, Shemhaza is a fallen angel and the leader of the Grigori, mentioned in the Book of Enoch. It is said he taught enchantments and root-cuttings.

175.22 Sariel

Sariel *a.k.a.*, Seriel, Sauriel, Saraqael, Sarakiel, Suruel, Surufel, and Sourial is a fallen angel, Grigori, mentioned in the Book of Enoch. His name means “Prince of God” and he is a duke of Hell. It is said he taught the motions of the moon.

175.23 Tarmiel

Tarmiel is the fallen Angel responsible for teaching men astronomy.

175.24 Urakabameel

Urakabameelis a fallen angel, Grigori, mentioned in the Book of Enoch. He was one of the most important Fallen Angels, a leader of the Watchers and follower of Semyazza.

175.25 Yeqon

Yeqon is a fallen angel, Grigori, mentioned in the Book of Enoch. His name literally means “He Shall Rise”. Yeqon was mentioned as one of five Grigori who led other angels into copulating with humans, leading to the creation of the Nephilim.

176 Elementals

Elementals are extraplanar creatures/spirits native to the inner planes. Their history dates back to at least the European Renaissance and the works of Paracelsus. On the inner planes they are ageless and virtually formless appearing as natural processes. For example, on the normally stable and calm plane of Earth they are the mountain slides and earthquakes; on the energetic plane of Fire, they are found in volcanoes and flowing lava; on the windy plane of Air, they are the tornadoes and hurricanes; and on the flowing plane of Water, they can be seen in the tidal waves and whirlpools. They will never voluntarily leave their home plane. They tend to have average Mind and Soul abilities, and have little empathy, eloquence or charisma.

When summoned and bound on the Physical Plane (Prime Material Plane) they are anthropomorphized representations of the four fundamental elements of nature: earth, fire, air, and water. While they are ageless in the inner planes they are considered mature when summoned. The following sections describe their forms and capabilities on Planes other than the Elemental Planes. When killed or released their essence will return to their home plane.

176.1 Earth

An earth elemental is a creature from the elemental plane of Earth. They appear as a vaguely bipedal stone humanoid with club-like arms and legs. Their hill-like head is devoid of any features other than eyes which are gemstones or gold nuggets. They can only be summoned if there is a substantial source of earth in the immediate vicinity, anything else will severely limit their power. Should they become separated from their element all their exhaustion pools will be halved. If the caster who summoned them loses control the elemental will attack the summoner.

They have an affinity to earth magic and aversion to all air magic. Any damage from earth magic adds to their damage pool but air magic does double damage. They can move into and out of the earth at normal movement rates and without disturbing the surrounding earth. All attacks with metal or stone weapons have a negative stressor equal to their *Gigantism* trait. A successful *Grappling* attack will force an opponent's items to undergo a *Destroying* attack and any Extraordinary or Epic success will ruin the item. Any adjacent attacker who is less than 25% of the Elemental's size (height or weight) having a Catastrophic or Epic failure result will fall into the Elemental and continuously suffer a free *Grappling* attack with a +3z stressor until freed or they smother.

Earth Elementals have 178 development points to define their potential and should focus primarily on their *Gigantism* trait and secondarily on their *Mana* trait. Adolescent Development should be prioritized on *Striking/Blocking*, *Grappling* and *Codex* skills.

| EarthElemental | Δ | Units | DPs |
|----------------------------|-------|-------|-------|
| Agility | 0.50 | z | 0 |
| Vitality | 2.50 | z | 0 |
| Strength | 2.00 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -1.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -1.00 | z | 0 |
| Charisma | -0.50 | z | 0 |
| Empathy | -1.00 | z | 0 |
| Disease Resistance | 1.25 | z | 81.5 |
| Immunity to Normal Weapons | 1.50 | z | 104.5 |
| Mana | 1.00 | z | 100 |
| Natural Armor | 1.50 | z | 72.5 |
| Poison Resistance | 1.25 | z | 81.5 |
| Codex-Earth | 1.50 | z | 82 |
| Codex-Air | -1.00 | z | -44 |
| Codex-Animal-All | -0.47 | z | -64.5 |
| Codex-Human-All | -0.47 | z | -64.5 |
| Codex-Supernatural-All | -0.47 | z | -64.5 |
| Codex-Extraplanar-All | -0.47 | z | -64.5 |
| Codex-Illusion-All | -1.00 | z | -220 |

Habitat

The natural habitat of earth elementals is in the perpetual twilight of the elemental plane of Earth. Unless summoned and bound they are unable to travel or remain in the mundane universe (Physical Plane).

Ecology/Psychology

On their home plane they simply exist, they have neither a beginning nor end. When summoned they must be actively controlled, or they will turn on the caster and attempt to punish and kill them for their hubris. Earth Elementals require neither food nor water to survive.

Society/Culture

Earth elementals have no culture, and their society is based on might makes right. Those with power determine what is right or wrong. There is no justice but what the stronger elemental desires. Surprisingly this works for them as they intuitively know their place.

176.2 Air

An air elemental is a creature from the elemental plane of Air. They appear as a screaming tornado with one or more funnel clouds that could be viewed as a tail and arms. Using one's imagination the shadows and clouds at the apex can appear like a face. They can only be summoned if there is a substantial source of air in the immediate vicinity, anything else will severely limit their power. Should they become separated from their element all their exhaustion pools will be halved. If the caster who summoned them loses control the elemental will attack the summoner.

They have an affinity to air magic and aversion to all earth magic. Any damage from air magic adds to their damage pool but earth magic does double damage. They can move into and out of the air at normal movement rates and without leaving a trace. All projectile weapon attacks (arrows, bolts, thrown objects, etc.) have a negative stressor equal to their *Gigantism* trait. A successful *Grappling* attack will force an opponent's items to undergo a *Destroying* attack and any Extraordinary or Epic success will ruin the item. Any adjacent attacker who is less than 25% of the Elemental's size (height or weight) having a Catastrophic or Epic failure result will fall into the Elemental and continuously suffer a free *Grappling* attack with a +3z stressor until freed or they asphyxiate.

Air Elementals have 178 development points to define their potential and should focus primarily on their *Gigantism* trait and secondarily on their *Mana* trait. Adolescent Development should be prioritized on *Striking/Blocking*, *Grappling* and *Codex* skills.

| AirElemental | Δ | Units | DPs |
|----------------------------|-------|-------|-------|
| Speed | 2.00 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -1.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -1.00 | z | 0 |
| Charisma | -0.50 | z | 0 |
| Empathy | -1.00 | z | 0 |
| Disease Resistance | 1.25 | z | 81.5 |
| Immunity to Normal Weapons | 2.14 | z | 177 |
| Mana | 1.00 | z | 100 |
| Poison Resistance | 1.25 | z | 81.5 |
| Codex-Air | 1.50 | z | 82 |
| Codex-Earth | -1.00 | z | -44 |
| Codex-Animal-All | -0.47 | z | -64.5 |
| Codex-Human-All | -0.47 | z | -64.5 |
| Codex-Supernatural-All | -0.47 | z | -64.5 |
| Codex-Extraplanar-All | -0.47 | z | -64.5 |
| Codex-Illusion-All | -1.00 | z | -220 |

Habitat

The natural habitat of air elementals is in the elemental plane of Air. Unless summoned and bound they are unable to travel or remain in the mundane universe (Physical Plane).

Ecology/Psychology

On their home plane they simply exist, they have neither a beginning nor end. When summoned they must be actively controlled, or they will turn on the caster and attempt to punish and kill them for their hubris. Air Elementals require neither food nor water to survive.

Society/Culture

Air elementals have no culture, and their society is based on might makes right. Those with power determine what is right or wrong. There is no justice but what the stronger elemental desires. Surprisingly this works for them as they intuitively know their place.

176.3 Fire

A fire elemental is a creature from the elemental plane of Fire. They appear as a tower of flame with a broad base and ever-changing number arms of flame. Their eyes appear to be burning coals. They can only be summoned if there is a substantial source of fire in the immediate vicinity, anything else will severely limit their power. Should they become separated from their element all their exhaustion pools will be halved. If the caster who summoned them loses control the elemental will attack the summoner.

They have an affinity to fire magic and aversion to all water magic. Any damage from fire magic adds to their damage pool but water magic does double damage. They can move into and out of any fire at normal movement rates and without leaving a trace. All attacks with fire or heat will have a negative stressor equal to their *Gigantism* trait. A successful *Grappling* attack will force an opponent's items to undergo a *Destroying* attack and any Extraordinary or Epic success will ruin the item. Any adjacent attacker who is less than 25% of the Elemental's size (height or weight) having a Catastrophic or Epic failure result will fall into the Elemental and continuously suffer a free *Grappling* attack with a +3z stressor until freed or they combust. A fire elemental will provide 30-foot illumination.

Fire Elementals have 178 development points to define their potential and should focus primarily on their *Gigantism* trait and secondarily on their *Mana* trait. Adolescent Development should be prioritized on *Striking/Blocking*, *Grappling* and *Codex* skills.

| FireElemental | Δ | Units | DPs |
|----------------------------|-------|-------|-------|
| Agility | 0.50 | z | 0 |
| Vitality | 2.50 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -1.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -1.00 | z | 0 |
| Charisma | -0.50 | z | 0 |
| Empathy | -1.00 | z | 0 |
| Disease Resistance | 1.25 | z | 81.5 |
| Immunity to Normal Weapons | 2.14 | z | 177 |
| Mana | 1.00 | z | 100 |
| Poison Resistance | 1.25 | z | 81.5 |
| Codex-Fire | 1.50 | z | 82 |
| Codex-Water | -1.00 | z | -44 |
| Codex-Animal-All | -0.47 | z | -64.5 |
| Codex-Human-All | -0.47 | z | -64.5 |
| Codex-Supernatural-All | -0.47 | z | -64.5 |
| Codex-Extraplanar-All | -0.47 | z | -64.5 |
| Codex-Illusion-All | -1.00 | z | -220 |

Habitat

The natural habitat of fire elementals is the elemental plane of Fire. Unless summoned and bound they are unable to travel or remain in the mundane universe (Physical Plane).

Ecology/Psychology

On their home plane they simply exist, they have neither a beginning nor end. When summoned they must be actively controlled, or they will turn on the caster and attempt to punish and kill them for their hubris. They tend to be a little more intuitive and quicker in thought than other types of elementals but are still inferior to humans. To the extent they can, they will move and consume the nearest source of plant-based organics. Fire Elementals require neither food nor water to survive.

Society/Culture

Fire elementals have no culture, and their society is based on might makes right. Those with power determine what is right or wrong. There is no justice but what

the stronger elemental desires. Surprisingly this works for them as they intuitively know their place.

176.4 Water

A water elemental is a creature from the elemental plane of Water. They appear as a waterspout that is only connected to a large source of water. They can only be summoned if there is a substantial source of water in the immediate vicinity, anything else will severely limit their power. Should they become separated from their element all their exhaustion pools will be halved. If the caster who summoned them loses control the elemental will attack the summoner.

They have an affinity to water magic and aversion to all fire magic. Any damage from water magic adds to their damage pool but fire magic does double damage. They can move into and out of water at normal movement rates and without leaving a wake. All attacks with liquids (water, acid, etc.) have a negative stressor equal to their *Gigantism* trait. A successful *Grappling* attack will force an opponent's items to undergo a *Destroying* attack and any Extraordinary or Epic success will ruin the item. Any adjacent attacker who is less than 25% of the Elemental's size (height or weight) having a Catastrophic or Epic failure result will fall into the Elemental and continuously suffer a free *Grappling* attack with a +3z stressor until freed or they drown.

Water Elementals have 178 development points to define their potential and should focus primarily on their *Gigantism* trait and secondarily on their *Mana* trait. Adolescent Development should be prioritized on *Striking/Blocking*, *Grappling* and *Codex* skills.

| WaterElemental | Δ | Units | DPs |
|----------------------------|-------|-------|-------|
| Speed | 1.00 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 2.50 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Intuition | -1.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -1.00 | z | 0 |
| Charisma | -0.50 | z | 0 |
| Empathy | -1.00 | z | 0 |
| Disease Resistance | 1.25 | z | 81.5 |
| Immunity to Normal Weapons | 2.14 | z | 177 |
| Mana | 1.00 | z | 100 |
| Poison Resistance | 1.25 | z | 81.5 |
| Codex-Fire | -1.00 | z | -44 |
| Codex-Water | 1.50 | z | -82 |
| Codex-Animal-All | -0.47 | z | -64.5 |
| Codex-Human-All | -0.47 | z | -64.5 |
| Codex-Supernatural-All | -0.47 | z | -64.5 |
| Codex-Extraplanar-All | -0.47 | z | -64.5 |
| Codex-Illusion-All | -1.00 | z | -220 |

Habitat

The natural habitat of water elementals is the elemental plane of Water. Unless summoned and bound they are unable to travel or remain in the mundane universe (Physical Plane).

Ecology/Psychology

On their home plane they simply exist, they have neither a beginning nor end. When summoned they must be actively controlled, or they will turn on the caster and attempt to punish and kill them for their hubris. Water Elementals require neither food nor water to survive.

Society/Culture

Water elementals have no culture, and their society is based on might makes right. Those with power determine what is right or wrong. There is no justice

ORS

but what the stronger elemental desires. Surprisingly this works for them as they intuitively know their place.

177 Erinyes

Originally from Greek mythology the Erinyes *a.k.a.* Eumenides, Furies, Poinai, Arai, Praxidikai and Maniai are extraplanar female personifications of vengeance. They specialize in punishing males for crimes against the natural order, *e.g.*, homicide, oath breakers, unfilial conduct (not befitting a son or daughter), violating the laws of hospitality, perjury and offences against the gods. They are often invoked by a victim's death curse. They are often confused with demons but are a separate species. Mythology records their birth from the blood of Ouranos when he was castrated by his son Kronos.

They are depicted as ugly olive-skinned women with blood dripping from their eyes, bat-like wings and slim poisonous snakes for hair. They are dressed as hunters with cloak, short-length skirts, and boots. Their weapon of choice is a brass studded whip with nine-tails. They also possess tools of torture and torment.

The form of their 'justice' manifests itself depending on the crime. For patricide, matricide or fratricide they prefer excruciating madness. For murder they often inflict severe-debilitating mental illness or disease. Punishment does not end with death but continues in Hell, see below. Should a city provide sanctuary it will experience famine and disease. Erinyes can only be placated when true justice is delivered, or in rare circumstances ritual purification and atonement. Erinyes have 254 development points to define their potential.

| Erinyes | Δ | Units | DPs |
|-----------------------------------|-------|-------|------|
| Comeliness | -1.00 | z | 0 |
| Speed | 0.50 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | 0.75 | z | 0 |
| Endurance | 0.50 | z | 0 |
| Charisma | -0.33 | z | 0 |
| Empathy | -1.00 | z | 0 |
| Creativity | -0.50 | z | 0 |
| Will | 0.50 | z | 0 |
| Bodily Fluids (Snake Hair Poison) | 2.00 | z | 80 |
| Entropy | -0.59 | z | -50 |
| Mana | 1.00 | z | 100 |
| Codex-Earth | -1.00 | z | -44 |
| Codex-Air | -1.00 | z | -44 |
| Codex-Fire | -1.00 | z | -44 |
| Codex-Water | -1.00 | z | -44 |
| Codex-Human-Mind | 1.00 | z | 52 |
| Codex-Supernatural-Mind | 1.00 | z | 52 |
| Codex-Extraplanar-Mind | 1.00 | z | 52 |
| Codex-Illusion-All | -1.00 | z | -220 |
| Flying/Gliding | 1.00 | z | 52 |
| Weapon Concussion-1H-Whip | 2.00 | z | 58 |

Habitat

Erinyes dwell in the lower planes. Their stronghold is a tall tower which is part of the wall that surrounds the city of Dis, on the border between the fifth and sixth circles of Hell. In addition to providing vengeance, they serve Hades and Persephone in the underworld where they oversee the continued torture of their victims and criminals.

Ecology/Psychology

As a result of their creation Erinyes have no desires but to be the vessels of vengeance. Regardless, they guard the city of Dis and help as needed in the fifth and sixth planes of Hell. They can depart the lower planes and enter the Prime Material Plane as part of their mandate. They will mate with humans and their offspring have a normal human lifespan. Female children take after their mothers are born with wings and will follow in the family business and male

children are mundane and are returned to their human fathers to be raised in ignorance of their mothers.

Society/Culture

The number of Erinyes existing is unknown and only a few names have been recorded. Original Erinyes include Tisiphone (the avenger), Megaira (the grudging) and Alekto (the unceasing). The Erinyes live within a tower wall and help guard the city of Dis. When not on duty they live a regimented existence of training, raising their daughters, and contemplation. They are very proficient in Codex Mind magic, Flying, Hair Strikes, and using their Whips. Harpies are considered allies and often carry out Erinyes orders while living on the Prime Material plane.

178 Faerie

Faeries are extraplanar creatures from the Ethereal Plane that borders the Physical Plane. They are inspired by innumerable myths, legends, folklore and even literature, *e.g.*, Edmund Spenser's *The Faerie Queene*; William Shakespeare's *A Midsummer Night's Dream*; and Jim Butcher's the *Dresden Files*. They go by many names (Aos Si, Aes sidhe, Tylwyth Teg, wee folk, good folk, people of peace, fair folk) but they prefer to be known as the Sidhe, which is Irish Gaelic and is pronounced 'Shee'.

Their natural form appears to be that of a normal human of any race and sex. As part of their magic, they can use *Glamour* (only on themselves) to change their appearance, even to the point of being undetectable. They frequently try to put a mortal off balance with their beauty. Faeries are vulnerable to cold iron*, which is deadly to them. Faeries have an affinity of for Ether magic. Skills having to do with science are not their forte.

Most faeries align with either the Summer or Winter Courts and receive a bonus for their allegiance. Faeries tend to choose Codex noun categories that can benefit from their focus, see *Faerie Focus* trait. Faeries have 342 development points to define their potential.

| Faerie | Δ | Units | DPs |
|--|--------|-------|-------|
| Comeliness | 1.00 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Eloquence | 0.50 | z | 0 |
| Stability | -0.33 | Z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -0.50 | z | 0 |
| Age Span | 950.00 | yrs | 38 |
| Disease Resistance | 1.00 | z | 61 |
| Faerie Focus | 1.00 | NA | 8 |
| Immunity to Normal Weapons (Iron Only) | -2.00 | z | -159 |
| Mana | 1.00 | z | 100 |
| Illusion Sight-Change-Glamour | 3.00 | z | 99 |
| Alchemy | -1.00 | z | -85.5 |
| Codex-Ether | 1.00 | z | 52 |
| Engineering-Design | -0.62 | z | -28 |
| Physics | -1.00 | z | -85.5 |

Habitat

The land of the Faerie is in the Ethereal Plane, but they feel equally at home on the Physical Plane. Faeries can travel freely to the mundane universe (Physical Plane) via their mounds located all over the world. The Ethereal Plane, the part closest to the mortal world, has close ties to and resembles it a lot in that it is permanent and unchanging. However, the rules of reality do not apply so strongly or in the same way there, *e.g.*, weather and time. It can be very treacherous—most who go, never come back. Faerie is inhabited by faeries and ruled by the Faerie Courts. The land is divided into two territories, respectively controlled by the Summer Court and Winter Court. Each territory is permanently in its corresponding season.

Ecology/Psychology

Baring accident, death in battle or murder, faeries have an average lifespan of 1024 years with a maximum lifespan of over 1200 years. They complete their adolescences at 18 years of age but are not considered mature in Faerie society until they reach 246 years of age. Upon reaching maturity faeries always appear to be in their twenties or early thirties, they don't appear to age, the only exception being the Mothers who wear their age with pride. Perhaps due to their long lifespan or their otherworldly origin Faerie tend not to believe in the Gods. Faeries are often insane, mischievous, and very dangerous, but they are also good to their word. In unknown situations or facing a known caster, faeries almost always cast *Magic Resistance* as their first action. Faeries have an insatiable sex drive and often have scores of 'perfect' children. Any Sidhe child born with an obvious birth defect is taken to the prime material plane and abandoned in a rural location, see *Hag*. It is rare to see young faeries as they are greatly cherished as their time with their family is but a short period of time, see below. It is possible for faeries and humans to produce offspring, who are called changelings. Changelings tend to be raised by their human parent and are rarely acknowledged until they reach maturity. At maturity a changeling must decide to be either faerie or human.

Sidhe cannot speak an outright lie. They are, however, very adept at word plays and the twisting of meaning and rarely answer any question directly. The concept of a debt and obligation is a huge factor in how they behave. The Sidhe are unable to give anything away for free. There must always be balance. Never take anything without giving something of equal value in return. Never give a favor without getting one in kind. Promises and oaths are binding to the faeries, and they will make sure that a human does the same. Their ability with words often allows them to snare an unsuspecting mortal to their advantage. A promise thrice made is as close to absolute truth as a faerie can give; asking a question three times binds the third answer as the truth.

It is generally tricky and dangerous to ask the Sidhe direct questions. Questions that deal with conflict especially may receive obscure and maliciously misleading answers. They are, however, "fanatical gatherers of information and guard their information as ferociously as a dragon guards his gold". Information, after all, is more valuable. Oaths put mutual obligation on both parties, such as an oath of fealty to a Faerie puts an obligation on the Queen to carry out the obligations of the one who is sworn to her if he is not able to for whatever reason, even death.

Every faerie after reaching 18 years of age is required to serve in the borderlands protecting the Physical Plane, the Prime Material Plane, *Terra* from extraplanar creatures bent on mass destruction and chaos, see 'Planes of Existence' in the *ORS™ GM's Guide*. This term of service starts at a duration of 64 years but may be extended as needed by the Mab or Titania. Those faeries surviving their tour of duty are very skilled in the arts of battle and magic and are often involved in machinations of the courts. The ongoing struggle against the forces of darkness has been going on since the beginning of time. *Cold Iron is not just iron, it is sky iron, *a.k.a.*, iron meteorites which are twice as deadly as normal iron, *i.e.*, double all damage.

Society/Culture

Faerie society is predominantly divided into the Summer (Seelie, Summer Sidhe, or Summerfae) and Winter (Unseelie, Winter Sidhe, or Winterfae) courts.

Wyldfae are ethereal entities not bound to the Faerie Courts, *i.e.*, they don't side with either of the factions, they usually just do their work and pay little attention to the courts. The summer and winter Kings are Wyldfae associated with the appropriate season. They are independent of the Queens. Their courts are not stratified, do not require oaths of fealty and are based more on merit. Exiled, banished and ostracized supernatural creatures often associate with the courts of the Wyldfae. The only known Summer King is the Erlking. The current Winter King is Jack Frost.

Each Court has three Queens and a Knight. The queens of each court are also called the Maiden, Mother and the Crone. The Queens are powerful casters with hundreds of years of experience. Each Queen and Knight has an associated *mantle*. The mantles have a strange symbiotic relationship to their owners. The

mantles are immortal and make the Queens virtual deities in their own right with powers above and beyond normal faeries. The mantle for all queens and knights grants:

Crone's Mantle

- 5X lifespan
- +0.5z *Strength & Endurance*
- +0.5z *Vitality*
- +2.0z *Mana*
- Quickening 2 points/minute
- +3.5z Seasonal Power
- 2X Exhaustion

Mother's Mantle

- 4X lifespan
- +2.0z *Strength & Endurance*
- +2.0 *Vitality & Agility*
- +2.5z *Mana*
- *Quickening* 6 points/minute
- +5.0z Seasonal Power
- 4X Exhaustion

Lady's Mantle

- 3X lifespan
- +1.5z *Strength & Endurance*
- +1.5z *Vitality & Agility*
- +1.5z *Mana*
- *Quickening* 3 points/minute
- +4.0z Seasonal Power
- 3X Exhaustion

Knight's Mantle

- 2X lifespan
- +1.0z *Strength & Endurance*
- +1.0z *Vitality & Agility*
- +1.0z *Mana*
- 10X normal healing
- +3.0z Seasonal Power
- 2X Exhaustion
- Faeries disease resistance, allergy to iron, and Faery Focus

A mantle grants a Queen virtual immortality, but they can be killed, but the circumstances must be perfect. Should a Queen ever be truly killed the mantle transfers to the next in line or the most appropriate faerie if it is a lady. *Seasonal Power* is control and immunity to anything having to do with cold, darkness, and pain for Winter and warmth, light and health for Summer.

The eldest of the Queens are called either Mother Summer or Mother Winter, according to the court she belongs. The Mothers were the previous Queens and are the mothers of the current one. They are not referred to by name but by their position. They hold no official power over the court, but are still extremely powerful beings, with unseen connections.

The ruling queen is often referred to as the Winter Queen or the Summer Queen. The Summer Queen, Titania, has various additional titles including: Lady of Light and Life, Queen of the Evergreen and Lady of Flowers. The Winter Queen, Mab, also has various titles including: Queen of Air and Darkness. Each controls their respective court, whose power waxes and wanes with the seasons. Arctis Tor is the Winter Queen's stronghold fortress and Kipos Tor is the Summer Queen's stronghold fortress.

The youngest queen of each court is the Summer Lady (Aurora) or the Winter Lady (Maeve). They are considered to be Queens in training and are incredible flirts flaunting their sexuality. Arctis Minora is the Winter Lady's stronghold and Kipos Minora is the Summer Lady's stronghold.

The Faerie Queens cannot directly interfere with or kill anyone who isn't attached to the courts through birthright or bargain, though they can do so indirectly, with trickery, guile or glamour. In order to circumvent this limitation, they appoint a mortal knight for each court, the Summer Knight (Ronald Reuel) and the Winter Knight (Lloyd Slate) to do so. Among other duties, the Knights

are hitmen, allowed to kill any mortal that the Queens wants to be dead, while one of the opposing Knight's jobs is to thwart their machinations. A Knight's Mantle comes from the Queen and should there not be a suitable vessel available its powers return to her at the wearer's death. When the Law is defied, the power of the mantle, is stripped away. The duration varies until the Knight realizes his/her error.

Should the need arise; Faerie Queens may also appoint a mortal emissary to represent their interests. Many supernatural, astral and elemental creatures join the courts based upon their natural tendencies and desires. Although part of the courts they are not faeries but many consider them such.

After their service in the military faeries are given a magical cloak of white feathers, usually made from a swan but occasionally a dove or other snow-white plumed bird, e.g., egret, crane, goose, etc. The cloak allows them to polymorph into a white bird from which it is made and can be folded into a pocket scarf/square when not used. The use of this cloak transfers an odor of the applicable bird to the user and faeries often quickly bathe after using their cloak. This habit has spawned the folktales about swan maidens, and more recently the Swanmay. The cloak allows them to travel the lands without being noticed. The cloak will work for anyone who possesses it, but if the original 'owning' faerie dies the cloak with dry up and fall apart.

179 Faerie Steed

A faerie steed is an extraplanar horse. They average 15.2 hands (5.125 feet) at the shoulder and weigh 1100 pounds. Faerie Steeds are light grey in color, and have dark brown eyes. They are elegant and strongly built, with long necks and well-defined withers and a massive chest. They have a short back and broad strong hindquarters with a well-rounded croup. They have clean legs, and the mane and tail are thick and long. Faerie Steeds tend to be docile, while remaining intelligent and sensitive. When treated with respect they are quick to learn, responsive, and cooperative. Faerie Steeds are only used for riding and battle, they are never used as beasts of burden.

Faerie Steeds are prized for their sure-footedness. They are known for their ability to travel on rough ground without stumbling. Tales are told that they can even gallop on glare ice as if it was smooth ground. Many humanoids will pay huge sums for a foal.

Faerie Steeds have 435.7 development points to define their potential. They should be used to define personality, intelligence, temperament, and survival skills. For domesticated animals it can define training.

| FaerieSteed | Δ | Units | DPs |
|--|--------|-------|---------|
| Comeliness | 0.50 | z | 0 |
| Speed | 2.00 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 1.25 | z | 0 |
| Endurance | 1.75 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -45.00 | yrs | -1.8 |
| Gestation Period | 10.00 | wks | 10 |
| Gigantism | 0.87 | z | 37 |
| Hearing, Standard | 0.50 | z | 15.8 |
| Natural Armor | 0.50 | z | 20 |
| Reproductive Rate | -1.00 | wks | -1 |
| Smell, Standard | 1.00 | z | 34 |
| Extraplanar Body-Move-Enhance Movement | 3.00 | z | 99 |
| Taste, Standard | -0.50 | z | -15.7 |
| Vision FOV 2D | 70.00 | deg | 3.5 |
| Vision FOV 3D | -64.00 | deg | -3.2 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Acuity | -0.50 | z | -15.7 |
| Codex-Verbs-All | -0.50 | z | -113.95 |

| | | | |
|--------------------|-------|---|---------|
| Codex-Illusion-All | -0.50 | z | -113.95 |
|--------------------|-------|---|---------|

Habitat

Faerie Steeds are native to savannas and grasslands of the near Ethereal Plane. They are herbivores with a digestive system adapted to a forage diet of grasses and other plant material, consumed steadily throughout the day. They have a protected status within the Faerie courts and should anyone or anything kill a Faerie Steed the wrath of the court will soon befall them.

Ecology/Psychology

Baring accident or disease Faerie Steeds are considered mature at 7 years of age and have an average lifespan of 30 years with a maximum of 40 years. Foals are usually born in the spring. The estrous cycle of a mare occurs roughly every 3 weeks and occurs from early spring into autumn. The gestation period is around 11.5 months, and they give birth to a single foal, twins are rare, and are able to stand shortly after birth. Foals are generally weaned from their mothers between four and six months of age.

Society/Culture

The natural structure of a family of Faerie Steeds is the band. The dominant stallion is the boss. His role is to protect his band from danger and increase his harem of mares and foals. The band is led in its daily routine of grazing and watering by the lead mare. A stallion can show aggression when he fears his family is being threatened. A young stallion, at the breeding age of two years or more, will be driven from his maternal band by the dominant stallion. The banished youngster will continue to follow the band at a distance until he finds other ousted young males to join up with. These groups are called "bachelor bands."

The lead mare is "second-in-command" to the dominant stallion in the band. Cautiously she will lead the band of mares and foals to new forage areas and watering holes. Ever watchful, she will take the lead for a fast retreat if danger is present. The stallion will bring up the rear, ready to protect and defend his band from any attack.

Ritual posturing and snorts often resolve a confrontation between stallions but fighting does occur. The males are at high risk from combat but death is unlikely. Horse pawing is used for communication, breaking ice in water holes, digging in deep snow for winter forage, and enlarging water holes.

180 Gargoyle

A gargoyle is an extraplanar stone creature from the elemental plane of Earth. They have a variety of shapes and sizes from avian, canine, feline, goat, reptilian and demonic just to name a few. They can be bipedal or quadrupedal sporting horns, fangs, claws and even wings. When magically bound, they are forced to abide by orders of the caster who enslaved them and can therefore be benevolent or malevolent. Gargoyles are sentient with a high degree of cunning. They are frequently used as guardians to deflect misfortune and evil spirits.

Above ground they are only able to animate during the hours between dusk and dawn. During daylight they appear as nothing more than a carved grotesque figure with a spout designed to convey water from a roof and away from the side of a building, thereby preventing rainwater from running down masonry walls and eroding the mortar between. Not understanding their true nature, stone masons have copied the forms and mundane function of the true gargoyles and mounted them on churches and castles.

Gargoyles can fly if their form has wings. They can only communicate when wind or water passes between their teeth. They are truly made of stone and edged weapons have little effect. During daylight hours their presence and appearance causes *Fear* to all those who harbor evil intentions to those in the building they guard. They are immune to disease and sickness. But are susceptible to weathering which includes: plant activity, thermal expansion,

ORS

frost action and exfoliation. Gargoyles suffering from exfoliation can perform one Ablative Attack per encounter.

Gargoyles have 0 development points to define their potential. Adolescent Training will be in focused on the *Natural Weapons* matching their form, e.g., *Ablative Attack*, *Bite*, *Claw*, *Grappling*, *Impaling*, *Striking/Blocking*, and if they have wings *Flying/Gliding*.

| Gargoyle | Δ | Units | DPs |
|--------------------------------|--------|-------|--------|
| Comeliness | -1.50 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 0.50 | z | 0 |
| Endurance | 0.50 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -0.50 | z | 0 |
| Age Span | 425.00 | yrs | 17 |
| Allergy Resistance | 0.85 | z | 36 |
| Curse Resistance | 0.85 | z | 50 |
| Disease Resistance | 0.85 | z | 50 |
| Magic Resistance | 1.02 | z | 102.92 |
| Mana | -1.00 | z | -100 |
| Natural Armor | 2.00 | z | 108 |
| Poison Resistance | 0.85 | z | 50 |
| Extraplanar Soul-Destroy-Fear | 2.78 | z | 99 |
| Supernatural Soul-Destroy-Fear | 3.00 | z | 99 |
| Human Soul-Destroy-Fear | 3.00 | z | 99 |
| Codex-All | -0.47 | z | -600 |

Habitat

The natural habitat of gargoyles is in the perpetual twilight of the elemental plane of Earth. Unless summoned and bound they are unable to travel or remain in the mundane universe (Physical Plane). Gargoyles require neither food nor water to survive.

Ecology/Psychology

A gargoyles lifespan is limited to 500 years as their limestone bodies naturally weather over time. On the elemental plane of Earth, they are born of earthquakes and landslides. They are androgynous and cannot procreate. When encountered in their natural habitat they are neutral in temperament but will furiously defend themselves if attacked. On the Physical Plane gargoyles will carry out their summoner's instructions to the letter of the law. These instructions are often lethal and often involve torture and dismemberment.

Society/Culture

In their natural habitat they tend to be found in groups of 30-40 individuals, soaring on the thermals or in quiet contemplation when the wind is still. On the Physical Plane they follow the tactics and advice of the eldest gargoyle upon the building/structure on which they are bound. Bound gargoyles must remain within one mile of their home structures.

181 Hellhorse

A hellhorse *a.k.a.*, demon horse, Hellsteed is a large extraplanar horse. They should not be confused with Night-Mares which are demons that cause nightmares. Hellhorses have the appearance of a black Percheron, 18 hands (6 feet) tall at the withers and weighing 1900 pounds. They have a glossy black hide, tail, and mane. Their eyes are fiery red, and their breath has a sulfurous smell. Their foul breath (-1z) can cause lung damage (asthma, pneumonia and bronchitis) to air-breathing entities within a few feet.

If serving as an extraplanar mount, 'domesticated' hellhorses will have magical horseshoes that create sparks when walking and flames when cantering or galloping which can set combustible materials on fire (*Fire-Create-Fire +1z*). These shoes also convey unto them resistance to fire (*Fire-Create-Element*

Resistance +2z). All four shoes must be worn to gain this benefit. For each shoe thrown/lost/removed the zScore will be reduced by 25%.

Hellhorses are intelligent, stronger than normal horses and are virtually immune to fire. They cannot fly but they can move on any surface including all three phases of water at amazing speeds and can freely traverse the boundaries between the planes. Their bite is viscous, and they can kick with either front of rear hooves.

Hellhorses have 214.2 development points to define their potential. They should be used to define their *Breath Weapon*, personality, intelligence, temperament, and survival skills. For domesticated animals it can define training.

| Hellhorse | Δ | Units | DPs |
|--|--------|-------|--------|
| Comeliness | -1.00 | z | 0 |
| Speed | 2.00 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 1.50 | z | 0 |
| Strength | 1.25 | z | 0 |
| Endurance | 1.75 | z | 0 |
| Eloquence | -0.50 | z | 0 |
| Quickness | -1.50 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.50 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -45.00 | yrs | -1.8 |
| Bodily Fluids (Breath) | 2.00 | z | 80 |
| Gestation Period | 10.00 | wks | 10 |
| Gigantism | 1.21 | z | 55.5 |
| Hearing, Standard | 0.50 | z | 15.8 |
| Mana | -2.46 | z | -449.4 |
| Natural Armor | 1.00 | z | 44 |
| Reproductive Rate | -1.00 | wks | -1 |
| Smell, Standard | 1.00 | z | 34 |
| Extraplanar Body-Move-Enhance Movement | 3.00 | z | 99 |
| Extraplanar Body-Move-Plane Travel | 3.00 | z | 99 |
| Taste, Standard | -0.50 | z | -15.7 |
| Vision FOV 2D | 70.00 | deg | 3.5 |
| Vision FOV 3D | -64.00 | deg | -3.2 |
| Vision, Lowlight | 1.00 | z | 44 |
| Visual Acuity | -0.50 | z | -15.7 |

Habitat

Hellhorses are native to the lower planes but have the ability to pass freely into all planes. Hellhorses are an integral part of the Wild Hunt serving as steeds for the hunters. In general, hellhorses are grazers that prefer to inhabit open areas, such as steppes and grasslands.

Ecology/Psychology

Baring accident or disease hellhorses are considered mature at 7 years of age and have an average lifespan of 30 years with a maximum of 66 years and 66 days. Should a hellhorse be mortally wounded they will attempt to travel the planes and die in Hell. They are violent and intelligent. They are omnivores and their teeth are sharp and numerous. They enjoy battle, hunting and running down prey.

Society/Culture

Legend has it that all hellhorses can trace their ancestry back to Hades' stallions, Orphnaeus (darkness), Aethon (burning), Nycteus (Night), and Alastor (destroyer). Hellhorses have never been fully domesticated and prefer to be free and wild, roaming the planes. If summoned or bribed with lodging, food and sexual partners they will loyally serve as a mount for a year and a day.

182 Hellhound

A hellhound, *a.k.a.*, Appalachian Hellhound, Barghest, Black Shuck, Dip, Cŵn Annwn, Mauthe Dhoog, Gwyllgi, Yeth Hound, and Gytrash. is a large extraplanar dog. They have black wiry fur, glowing red eyes, a sulfurous smell and an evil temperament. In appearance they are similar to an Irish Wolfhound but average 37" tall and weigh 200 pounds. Hellhounds have excellent vision and hearing, *i.e.*, 20-45,000Hz and have mobile ears that assist in direction finding and location. Hellhounds have nearly 50X the smell receptors of a human.

Their hair is like armor and their teeth and claws are like daggers. Although their howl and gaze are mainly for drama, they can still be effective. A hellhound's howl (Sonic Attack) can be heard miles away and instills fear in their prey(-0.68z). If one should be unlucky enough to meet their hellish gaze, it will cause paralysis (-0.68z).

Hellhounds have 49.7 development points to define their potential. They should be used to define personality, intelligence, temperament, and survival skills, and must include: *Bite, Claw, Gaze, Grappling, Sonic* attacks, and learning the language of their owner.

| Hellhound | Δ | Units | DPs |
|--|--------|-------|---------|
| Comeliness | -1.00 | z | 0 |
| Speed | 1.50 | z | 0 |
| Agility | 2.00 | z | 0 |
| Vitality | 1.00 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Eloquence | -1.00 | z | 0 |
| Quickness | -1.25 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 0.50 | z | 0 |
| Reasoning | -2.00 | z | 0 |
| Memory | -0.50 | z | 0 |
| Empathy | -1.00 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -25.00 | yrs | -1 |
| Disease Resistance | 0.25 | z | 12.5 |
| Gestation Period | -26.00 | wks | -26 |
| Gigantism | 0.10 | z | 3.8 |
| Hearing, Standard | 1.00 | z | 34 |
| Magic Resistance | 1.00 | z | 100 |
| Mana | -2.68 | z | -538.8 |
| Natural Armor | 1.00 | z | 44 |
| Natural Weapons | 1.75 | z | 89 |
| Reproductive Rate | 22.00 | wks | 22 |
| Smell, Standard | 2.00 | z | 80 |
| Human Soul-Destroy-Fear | 1.00 | z | 26 |
| Human Body-Move-Paralysis | 1.00 | z | 26 |
| Extraplanar Body-Move-Plane Travel | 3.00 | z | 99 |
| Extraplanar Body-Move-Enhance Movement | 3.00 | z | 99 |
| Taste, Standard | -1.00 | z | -34 |
| Vision, Distance | 0.48 | z | 15 |
| Vision FOV 3D | -60.00 | deg | -3 |
| Visual Acuity | -0.49 | z | -15.5 |
| Trance-all | -0.54 | z | -285.39 |
| Transference-all | -0.54 | z | -285.41 |

Habitat

Hellhounds are native the lower planes but over time their range has grown into the Ethereal Plane. Hellhounds are an integral part of the Wild Hunt chasing and running down prey. Within the last few centuries, they have become popular with the Faerie upper class.

Ecology/Psychology

Baring accident or disease hellhounds are considered mature at 12 years of age and have an average lifespan of 50 years with a maximum of 66 years and 66 days. Hellhounds are social animals and are only submissive to a dominant entity. Once dominated their loyalty and devotion remains for life. They are

intelligent and understand the language of their owners. Hellhounds only eat meat. Their periods of activity mimic those of their owners. Hellhounds reach sexual maturity around 12 years of age. They come into heat twice a year and remain sexually active until old age. The gestation period is around 72 days, with an average litter of four. Adults regurgitate food for their young.

Society/Culture

Hellhounds live with any alpha entity from the lower and ethereal planes. Their pack behavior is based upon the number of dogs within the household. They are often used as guards or to assist in a hunt. Hellhounds along with other canids communicate via body language as well as vocalization. There are a number of basic ways a hellhound can communicate, *e.g.*, movements of the ears, eyes and eyebrows, mouth, head, tail, and entire body, as well as barks, growls, whines and whimpers, and howls.

183 Jinn

The term Jinn is used collectively to describe Djinn, Ifrit, Marid and Genies who are a race of extraplanar entities from Islamic mythology. Jinn also appear in North African, Egyptian, Syrian, Persian, and Turkish folklore and popular literature, *e.g.*, *One Thousand and One Nights*. Jinn were worshipped by many Arabs during the Pre-Islamic period, but, unlike gods, Jinn are not immortal. Jinn are neither innately evil nor innately good and represent several pagan beliefs which were integrated into Islam.

In folklore Jinn can be supportive and benevolent but they are usually associated with pain, misfortune, and suffering. Jinn delight in punishing humans for any harm done them, intentionally or unintentionally. Folklore also records they are frequently summoned and bound (like demons) by sorcerers with questionable motives. Jinn are often summoned as soothsayers to reveal information from the past and present; this knowledge is not magical, just a result of their long-life spans. When bound their prisons often take the form of lamps, jars, bottles or other containers of fine craftsmanship.

It is said they often cause disease, various mental illnesses and possess entities. But Jinn cannot enter other entities whenever they want, rather the victim must be predisposed for possession, in a state of dha'iyfah (weakness). Jinn are natural shape shifters and have the ability to cloak themselves and even attack while camouflaged, although if looked for their eyes are still visible.

All Jinn over 100 years of age know and can cast *Ether-Create-Wish*. Jinn will rarely if ever willingly grant a wish. If bound and forced to grant a wish they will attempt to distort and twist them to the best of their ability. Regardless, they are limited to granting one *Wish* spell for each 100 years they have lived per year.

Many lore masters of the extraplanar wonder why there are no Jinn associated with the plane of Earth. The answer appears lost in the mists of time and no written or oral records exist; even the name of this sub-species is unknown. Three theories are considered most probable to explain their absence. They involve Angels, Faeries and the Jinn themselves.

For thousands of years, Angels and Jinn have been at war and the numbers of all Jinn today are severely depressed. Jinn are often confused with devils and demons (shayāṭīn) but are uniquely different. Many feel the Angles wiped out the Earth Jinn and it is only a matter of time before they are all killed. Others state the Faeries exterminated the Earth Jinn. It is known that long ago the Jinn and the Sidhe fought each other to a draw. The Ethereal plane boarding the planes of Fire, Air, and Water are now considered neutral ground. This demilitarized zone extends for ±10 miles. Today, the Jinn respect the Faeries and will not violate this neutral ground, neither side will engage in hostilities. The final theory involves an internal interracial war, Lore masters claim their negative Entropy will be their ultimate downfall. They can't get along with others or themselves.

Jinn are still attempting to recover from their years at war. They have no desire to travel to other planes, but naturally travelers come to them. The majority of

ORS

their visitors are from the Middle East, they bring with them slaves, news, fashions, and interesting baubles. As a race Jinn love magic, gems and gold. They dress gaudily and display golden armbands, rings, necklaces, earrings, belts, and bracelets, all finely crafted and studded with gems. Males always have a jambiya, curved knife, and a scimitar with a large gemstone in the pommel. If the item is magical it is even more prized.

Their clothing is usually limited to a turban, and a gem encrusted vest for the males leaving their chest bare. Females wear a robe (thawb) which is a hooded, ankle-length robe with long sleeves. Underneath the thawb they wear an izaar, a long shirt and pajama-like pants. They have golden belts and headbands of gold coins.

Travelers will usually encounter male Jinn; the females and children are held behind and protected like a dragon protects their gold. Unless summoned, the encounters will generally take place in the Border Ethereal adjacent to an elemental plane and involve a time-consuming trip across the Ethereal Plane in a merchant caravan. Humanoid merchants guard the locations of these oases as their livelihood depends on them being kept secret.

183.1 Djinn

A Djinn, is an extraplanar creature from the Plane of Air. The Djinn's natural form is that of a robust humanoid with Arabic features and a dust devil below the waist. Their magic allows them to transform into any form they wish, including a simple gas but their eyes will always be sky blue. The men sport long mustaches. Their gem of choice are sapphires, and they proudly display them on their dress and weapons.

Most Djinn tolerate humans and somewhat enjoy their encounters with them. Djinn have an affinity of for Air magic and to a lesser extent Ether magic. Djinn have 148 development points to define their potential.

| Djinn | Δ | Units | DPs |
|-----------------------------------|--------|-------|------|
| Speed | 1.00 | z | 0 |
| Agility | 1.75 | z | 0 |
| Vitality | 0.75 | z | 0 |
| Endurance | 0.50 | z | 0 |
| Intuition | -0.50 | z | 0 |
| Stability | 0.50 | z | 0 |
| Reasoning | -1.00 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Age Span | 950.00 | yrs | 38 |
| Camouflage | 1.89 | z | 99 |
| Entropy | -1.50 | z | -182 |
| Mana | 1.00 | z | 100 |
| Reproductive Rate | 48.00 | wks | 48 |
| Extraplanar Body-Change-Polymorph | 3.00 | z | 99 |
| Codex-Air | 2.00 | z | 116 |
| Codex-Ether | 1.00 | z | 52 |
| Transference-Attractiveness | -0.70 | z | -370 |

Habitat

The land of the Djinn is in the Plane of Air and edge of the Ethereal Plane adjacent to the Plane of Air. They feel equally at home on the Physical Plane but cannot travel there unless summoned.

Ecology/Psychology

Baring accident, death in battle or murder Djinn are considered mature at 18 years of age and have an average lifespan of 1024 years with a maximum lifespan of over 1200 years. Djinn come into heat once per year but as fate would have it their conception rate averages once every six years. Their ongoing battle with the Angels and their low reproductive rate encourages them to resist all attempts to travel to and resist summoning to the Physical Plane. They can procreate with other Djinn and also female humanoids who have been captured/rescued in either the border Ethereal or the plane of Air. Mating with humanoids increases their reproductive rate by twice, and all offspring will be Djinn. The women and children of their clans are vigorously protected and prized. The humanoid males they encounter tend to be killed. Djinn enjoy the

company of Air Elementals and they are usually allies. They worship the element of Air, Ousia, believing the souls of their ancestors join the element upon their death.

Society/Culture

The Djinn have a nomadic patriarchal society resembling those of humans, practicing religion, having emotions, needing to eat and drink, and a desire to procreate and raise families. Male members of a clan elect a clan leader who with the other clan leaders elect a tribal leader, protecting their allies and avenging murder for any member of their tribe or allies. Across the Plane of Air there exist many tribes of Djinn, each containing multiple family clans. They have herds of goats, sheep, horses, humanoid slaves and camels that exist on the edge of the Ethereal Plane bordering the Plane of Air, for meat, milk, cheese, blood, fur/wool, and other sustenance.

Once a year, in the late fall the various tribes declare a truce for nine days and converge at the point where the Ethereal Plane and the Plane of Air intersect. It is a great meeting place, an oasis, and much wealth is traded, marriages are arranged and often take place there, as do other ceremonies. Great political decisions are made. News is exchanged, alliances are maintained, and fresh ones struck. Hundreds of tents spread out from the market like a star. The central market is anchored by a small pool of fresh water nestled in a depression. A rich variety of palm, cypress, poplar trees provide shade.

The tents are large and have multiple chambers, each lighted with enchanted globes. The ground is covered in rich, colorful rugs. Males and females and a few children wander in and out and around. A delicious smell of herbs, spices, vegetables and meat drift from the many cooking pots. The soft smoke of the fires rises in curls towards the sky. The Oasis meetings bustle with every kind of activity, where comedians, jugglers and snake charmers perform their skills and storytellers are surrounded by children listening to folklore and history.

183.2 Ifrit

An Ifrit, *a.k.a.* Afrit, is an extraplanar creature from the Plane of Fire. The Ifrit's natural form is that of an obese humanoid with red skin and Arabic features and flames below the waist. Their magic allows them to transform into any form they wish, including smoldering coals but their eyes will always be fiery red. The men sport short but forked beards and waxed mustaches. Their gem of choice are rubies, and they proudly display them on their dress and weapons.

Most Ifrit hate humans and despise all their encounters with them. Ifrit have an affinity of for Fire magic and to a lesser extent Ether magic. Ifrit have 194.52 development points to define their potential.

| Ifrit | Δ | Units | DPs |
|-----------------------------------|--------|-------|---------|
| Agility | 0.75 | z | 0 |
| Vitality | 1.25 | z | 0 |
| Strength | 0.50 | z | 0 |
| Endurance | 0.50 | z | 0 |
| Eloquence | 0.25 | z | 0 |
| Quickness | -0.50 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 0.50 | z | 0 |
| Reasoning | -0.75 | z | 0 |
| Charisma | -0.25 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Age Span | 437.00 | yrs | 17.48 |
| Camouflage | 1.89 | z | 99 |
| Entropy | -1.50 | z | -182 |
| Mana | 1.00 | z | 100 |
| Reproductive Rate | 22.00 | wks | 22 |
| Extraplanar Body-Change-Polymorph | 3.00 | z | 99 |
| Codex-Fire | 2.00 | z | 116 |
| Codex-Ether | 1.00 | z | 52 |
| Transference-All | -0.61 | z | -323.48 |

Habitat

The land of the Ifrit is in the Plane of Fire and edge of the Ethereal Plane adjacent to the Plane of Fire. They feel equally at home on the Physical Plane but cannot travel there unless summoned.

Ecology/Psychology

Baring accident, death in battle or murder Ifrit are considered mature at 18 years of age and have an average lifespan of 512 years with a maximum lifespan of over 614 years. Ifrit come into heat twice per year but as fate would have it their conception rate averages once every four years. Their ongoing battle with the Angels and their low reproductive rate encourages them to resist all attempts to travel to and resist summoning to the Physical Plane. They can procreate with other Ifrit and also female humanoids who have been captured/rescued in either the border Ethereal or the plane of Fire. Mating with humanoids increases their reproductive rate by twice, and all offspring will be Ifrit. The women and children of their clans are vigorously protected and prized. The humanoid males they encounter tend to be killed. Ifrit enjoy the company of Fire Elementals and they are usually allies. They worship the element of Fire, Ousia, believing the souls of their ancestors join the element upon their death.

Society/Culture

The Ifrit have a nomadic patriarchal society resembling those of humans, practicing religion, having emotions, needing to eat and drink, and a desire to procreate and raise families. Male members of a clan elect a clan leader who with the other clan leaders elect a tribal leader, protecting their allies and avenging murder for any member of their tribe or allies. Across the Plane of Fire there exist many tribes of Ifrit, each containing multiple family clans. They have herds of goats, sheep, horses, humanoid slaves and camels that exist on the edge of the Ethereal Plane bordering the Plane of Fire, for meat, milk, cheese, blood, fur/wool, and other sustenance.

Once a year, in the dog days of summer the various tribes declare a truce for nine days and converge at the point where the Ethereal Plane and the Plane of Fire intersect. It is a great meeting place, an oasis, and much wealth is traded, marriages are arranged and often take place there, as do other ceremonies. Great political decisions are made. News is exchanged, alliances are maintained, and fresh ones struck. Hundreds of tents spread out from the market like a star. The central market is anchored by a small pool of fresh water nestled in a depression. A rich variety of palm, cypress, poplar trees provide shade.

The tents are large and have multiple chambers, each lighted with enchanted globes. The ground is covered in rich, colorful rugs. Males and females and a few children wander in and out and around. A delicious smell of herbs, spices, vegetables and meat drift from the many cooking pots. The soft smoke of the fires rises in curls towards the sky. The Oasis meetings bustle with every kind of activity, where comedians, jugglers and snake charmers perform their skills and storytellers are surrounded by children listening to folklore and history.

183.3 Marid

A Marid is an extraplanar creature from the Plane of Water. The Marid's natural form is that of a plump humanoid with blue skin and Arabic features and a whirlpool below the waist. Their magic allows them to transform into any form they wish, including briny water but their eyes will always be sea green. They are bald with long eyebrows. Both the women and men are bare chested. Their gem of choice are emeralds, and they proudly display them on their dress and weapons.

Most Marid are indifferent to humans and avoid encounters with them. Marid have an affinity of for Water magic and to a lesser extent Ether magic. Marid have 171.3 development points to define their potential.

| Marid | Δ | Units | DPs |
|-------|------|-------|-----|
| Speed | 0.50 | z | 0 |

| | | | |
|-----------------------------------|--------|-----|--------|
| Agility | 0.75 | z | 0 |
| Vitality | 1.75 | z | 0 |
| Strength | 0.50 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Quickness | -0.75 | z | 0 |
| Intuition | -0.50 | z | 0 |
| Stability | 0.50 | z | 0 |
| Reasoning | -1.00 | z | 0 |
| Charisma | -0.25 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Age Span | 692.50 | yrs | 27.7 |
| Camouflage | 1.89 | z | 99 |
| Entropy | -1.50 | z | -182 |
| Mana | 1.00 | z | 100 |
| Reproductive Rate | 35.00 | wks | 35 |
| Extraplanar Body-Change-Polymorph | 3.00 | z | 99 |
| Codex-Water | 2.00 | z | 116 |
| Codex-Ether | 1.00 | z | 52 |
| Transference-All | -0.66 | z | -346.7 |

Habitat

The land of the Marid is in the Plane of Water and edge of the Ethereal Plane adjacent to the Plane of Water. They feel equally at home on the Physical Plane but cannot travel there unless summoned.

Ecology/Psychology

Baring accident, death in battle or murder Marid are considered mature at 18 years of age and have an average lifespan of 768 years with a maximum lifespan of over 920 years. Marid come into heat once every 39 weeks but as fate would have it their conception rate averages once every five years. Their ongoing battle with the Angels and their low reproductive rate encourages them to resist all attempts to travel to and resist summoning to the Physical Plane. They can procreate with other Marid and also female humanoids who have been captured/rescued in either the border Ethereal or the plane of Water. Mating with humanoids increases their reproductive rate by twice, and all offspring will be Marid. The women and children of their clans are vigorously protected and prized. The humanoid males they encounter tend to be killed. Marid enjoy the company of Water Elementals and they are usually allies. They worship the element of Water, Ousia, believing the souls of their ancestors join the element upon their death.

Society/Culture

The Marid have a nomadic patriarchal society resembling those of humans, practicing religion, having emotions, needing to eat and drink, and a desire to procreate and raise families. Male members of a clan elect a clan leader who with the other clan leaders elect a tribal leader, protecting their allies and avenging murder for any member of their tribe or allies. Across the Plane of Water there exist many tribes of Marid, each containing multiple family clans. They have herds of goats, sheep, horses, humanoid slaves and camels that exist on the edge of the Ethereal Plane bordering the Plane of Water, for meat, milk, cheese, blood, fur/wool, and other sustenance.

Once a year, in the spring the various tribes declare a truce for nine days and converge at the point where the Ethereal Plane and the Plane of Water intersect. It is a great meeting place, an oasis, and much wealth is traded, marriages are arranged and often take place there, as do other ceremonies. Great political decisions are made. News is exchanged, alliances are maintained, and fresh ones struck. Hundreds of tents spread out from the market like a star. The central market is anchored by a small pool of fresh water nestled in a depression. A rich variety of palm, cypress, poplar trees provide shade.

The tents are large and have multiple chambers, each lighted with enchanted globes. The ground is covered in rich, colorful rugs. Males and females and a few children wander in and out and around. A delicious smell of herbs, spices, vegetables and meat drift from the many cooking pots. The soft smoke of the fires rises in curls towards the sky. The Oasis meetings bustle with every kind of activity, where comedians, jugglers and snake charmers perform their skills and storytellers are surrounded by children listening to folklore and history.

184 Malk

Malk, *a.k.a.*, Grimalkin, greymalkin are a species of faerie cats inspired by Scottish and Celtic folklore. They vary in size from a normal house cat to that of a Lynx depending on their age. A mature fully grown malk is 2.7-4 feet in length, has a height is 19-28 inches at the shoulder and a short 4–8-inch tail. Their weight ranges from 35-66 pounds. Under their heads they have a discernable ruff, huge paws and sharp claws. Their fur varies from dark grey to black with an occasional white spot on their chest and a rippling black pattern on their back and sides which may or may not be visible if their coat is black. Their eyes are yellow green in color. Their canine teeth can grow up to 1 inch in length. Their claws are typically 1.25 inches in length.

Malks are associated with witches and the Winter Faerie. As creatures of faerie, they follow the *laws of hospitality* and will always speak the truth, usually bluntly. As they age, they can learn and speak human languages, but their voice sounds like fingernails on a chalkboard. They are featured in the writings of William Baldwin and Shakespeare in the 16th century. It is said *Cat Sith* is their progeniture and King. Their personality is sarcastic and to the point, and it is clear they don't really like humanoids. They have an excellent camouflage trait and can vanish in or out of shadows effortlessly. They are intelligent when compared to a common animal.

Tales are told that they can steal a person's soul, before it is claimed by the gods, by passing over a corpse before burial, which is just a superstition that explains why the Féill Fhadalach ('late wake') was performed night and day before a corpse before a corpse was buried. Other tales relate that they can teleport, which is the uneducated description of their ability to *Plane Travel* between the Ethereal plane and the Prime Material plane. Some even believe that *Cat Sith* will bless any house that leaves a saucer of milk out to drink on Samhain and will curse those that do not by causing their cow's udders to go dry. One other false tale of note is the belief that *Cat Sith* is a witch in disguise who has the power to shapeshift into a cat 9 times in their lives. Finally, it is believed that malks are the preferred familiar of witches.

Malks have 100 development points to define their potential. During adolescence they should focus on *Awareness-all, Balance, Climbing, Fauna Lore, Fishing, Hiding, Hunting, Jumping & Landing, Language-S (malk), Movement, Stalking, Survival, Swimming, Ablative, Bite, Claw, and Grappling* attacks.

| Malk | Δ | Units | DPs |
|------------------------------------|--------|-------|--------|
| Speed | 1.90 | z | 0 |
| Agility | 2.50 | z | 0 |
| Vitality | 0.50 | z | 0 |
| Strength | -0.50 | z | 0 |
| Quickness | -0.75 | z | 0 |
| Intuition | -0.25 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -1.00 | z | 0 |
| Memory | -0.25 | z | 0 |
| Empathy | -0.25 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Camouflage | 1.75 | z | 89 |
| Faerie Focus | 1.00 | NA | 8 |
| Gestation Period | -26.00 | wks | -26 |
| Hearing, Standard | 1.00 | z | 34 |
| Mana | -2.70 | z | -551.3 |
| Natural Weapons | 1.78 | z | 91.3 |
| Reproductive Rate | 48.00 | wks | 48 |
| Sleep Required | 4.00 | hrs | 4 |
| Smell, Standard | 0.50 | z | 15.7 |
| Extraplaner Body-Move-Plane Travel | 3.00 | z | 99 |
| Taste, Standard | -0.50 | z | -15.7 |
| Vision FOV 2D | -60.00 | deg | -3 |
| Vision FOV 3D | 20.00 | deg | 1 |
| Vision, Lowlight | 1.50 | z | 72.5 |
| Vision, Ultraviolet | 3.00 | z | 141.5 |

Habitat

Malks are native to urban and rural areas of the near Ethereal Plane. They are aligned with the Winter Faerie court and have established packs on the Prime Material plane in cities to further the court's goals in the roles of hunter, watchers and guides.

Ecology/Psychology

Baring accident or disease malks are considered mature at 18 years of age and have an average lifespan of 75 years with a maximum of 112 years. They can mate with each other and domestic cats. The Kellas cat of Scotland is an example of a hybrid. Hybrids are an average of the two species but will not inherit the *Natural Weapon* and *Plane Travel* traits but do maintain the *Faerie Focus* trait. No malk will willingly serve as a familiar. They tend to have one litter every two years, with a gestation period of 90 days. After gestation the female gives birth to one to six cubs with an average litter of four. They can sleep up to 16 hours a day, but average 12 hours.

Their primary prey is small rodents and rabbits. They will attack, kill, and eat dogs and humanoids if they need to. Running they can achieve 45 miles per hour in a charge and can jump vertically 10 feet and 25 feet with a running start.

Society/Culture

Malk are generally social animals. They form packs led by either an alpha male or female numbering up to 33. They actively plan defense, hunting, foraging and scavenging actions to maximize the pack member's skills.

185 Mbwun

Mbwun (pronounced Mibwun) are extraplanar creatures that were inspired by the modern folklore of Douglas Preston and Lincoln Child. They were named by the Amazonian tribe that first summoned them, and it translates to "He who walks on all fours". The monster is massive and has a strong putrid even rank odor. Its slit reptilian green eyes are rimmed in red. A ridge of stiff black hair rises on the creature's buffalo-like humped back. The withers are muscled and covered with bony scales called scutes like a crocodile and its thick tail is like a komodo dragon. A forked tongue licks out as purple lips draw back exposing razor-sharp teeth.

Other key traits include the three-fingered hands with "tripiramidal claws" and glowing red eyes encased in a "flattened", primate-like head. Size-wise, it has been described as around 13 feet long and weighing up to 600 pounds. It is as fast as a horse with near humanoid intelligence. The creature's skull and hide are durable enough to deflect bullets. But its eyes, ears and mouth are points of weakness. Mbwun have poor eyesight and rely on their advanced sense of smell and hearing to hunt. It is also described as having a heavy breathing sound, which was compared to "a horse with cold"

Mbwun tend to focus on *Bite, Claw, Grappling*, attacks as well *Hiding, Jumping and Landing, Movement* and *Stalking* skills. Mbwun have 52.95 development points to define their potential.

| Mbwun | Δ | Units | DPs |
|------------|--------|-------|-------|
| Comeliness | -1.50 | z | 0 |
| Speed | 1.50 | z | 0 |
| Agility | 1.50 | z | 0 |
| Vitality | 1.16 | z | 0 |
| Strength | 1.00 | z | 0 |
| Endurance | 1.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -0.84 | z | 0 |
| Stability | 0.50 | z | 0 |
| Reasoning | -1.00 | z | 0 |
| Charisma | -0.50 | z | 0 |
| Empathy | -1.00 | z | 0 |
| Will | 0.33 | z | 0 |
| Age Span | -44.75 | yrs | -1.79 |

ORS

| | | | |
|-------------------|-------|---|---------|
| Gigantism | 0.59 | z | 24.05 |
| Hearing, Standard | 2.25 | z | 93.5 |
| Mana | -2.74 | z | -566.76 |
| Natural Armor | 2.50 | z | 148 |
| Natural Weapons | 2.00 | z | 107 |
| Smell, Standard | 2.25 | z | 93.5 |
| Taste, Standard | -1.00 | z | -34 |
| Vision, Infrared | 2.50 | z | 108.5 |
| Vision, Lowlight | 1.50 | z | 72.5 |
| Visual Acuity | -1.25 | Z | -44.5 |

Habitat

Mbwun were created in the lower planes specifically the fifth circle of hell. Wild Mbwun live along the edges of the swamps never straying far from the reeds and vegetation which provide an essential nutrient.

Ecology/Psychology

Mbwun have the sleep requirements, gestation period and reproduction cycles of a human. Due to their behavior and psychology they rarely live past 30. They tend to be most active during the night.

Mbwun were created by demons millennia ago as shock troops. Demon's often substitute them for themselves when a *Summoning* spell is flawed. They have above average stability, average intuition with below average reasoning and quickness. As a race they cannot produce an essential phytonutrient only found in the perennial rush-like flowering plants native to the fifth circle of hell.

They can only survive on the lower planes, specifically the fifth circle of hell. If stranded/summoned on another plane without their essential nutrient they will slowly die, their mental stability will decrease, and they will become an insane killing machine. Strangely the humanoid hypothalamus contains a minor amount of this essential nutrient. The creature in its attempt to survive will harvest humanoids rip their heads off, crack their skulls and consume that portion of the brain. They will need to consume at least one humanoid hypothalamus a day to maintain their stability.

Society/Culture

Mbwun tend to live in small packs dominated by the strongest male. They are very territorial and will not hesitate to attack any intruder.

186 Minotaur

The original Minotaur, the offspring of Minos' wife Pasiphae and a bull. After his demise the original Minotaur was taken to the underworld and assigned to guard the outer ring of the seventh circle of Hell. Except for acquiring the *Metempsychosis* trait, and his eons of experience he is a standard Minotaur, see Minotaur in the Supernatural section.

187 Ousia

Ousia, *a.k.a.*, Essences, Spirits, Elemental Spirits, , Anima, Animus are extraplanar entities from the planes of Earth, Air, Fire, Water and Ether. They are the formless, living qualities, substance and essence of the classical elements. They have a distinctive energy and character and have existed since the big bang. Ousia can be considered immortal and will exist as long as the universe exists. They have very little awareness but a virtually unlimited potential within their element.

Overtime they may naturally become conscious, which is disconcerting to them. In some cases, consciousness is forced upon them by magic users performing *Magic Rituals*. Regardless, they will excise that part of their essence transferring it to a *Sphinx*, creating an *Elemental*, or other entity native to their

plane of existence. After this creation effort they will return to their natural formless, unconscious essence of their element.

Their classification is not clear. It can be said with certainty that they are not undead. They could be the precursors to the gods. The Jinn actually worship them. Spell casters can feel their existence as part of their dreams.

Ousia will never be physically encountered in their native habitat. Their temporary awareness and consciousness can briefly be confronted before they excise it. They cannot be manipulated, coerced, or bribed but they can be provoked to anger. It can be assumed that they have a *Mana* of +3z and can utilize any Codex spell associated with their plane at +3.0z combined utility. Their damage and exhaustion pools are unlimited. The created entity can actually be more dangerous than the Ousia.

Habitat

Their habitat is the very heart of their plane of existence.

Ecology/Psychology

They are made of the distilled chaos of their element.

Society/Culture

Ousia have no society and culture in their unconscious state. They simply exist flowing freely in their element.

188 Rakshasa

Rakshasa, *a.k.a.*, Iuocha are extraplanar creatures closely associated with weretigers and inspired by Hindu mythology. It is said they were created by the breath of Brahma whom they immediately attempted to devour and were banished by Vishnu to Earth. Rakshasas are not therianthropes or demons but shapeshifters that have the appearance of a human but can take on the characteristics of any large mammalian predator *e.g.*, lions, tigers, bears, wolves, etc. that are no more than twice normal body mass. They usually take the form of an animal that is native to their region, which may explain many of their tiger-like depictions.

Their transformation is never complete. They will have a large humanoid-like body with the predators features *e.g.*, head, claws, teeth, fur and tail. They keep their extraplanar intelligence and skills and gain the body ability bonuses, senses and attack traits of the predator they assume. For example, shifting into a tiger would give them a tiger's bonuses to speed, agility, vitality and strength; enhance their active awareness, direction sense, hearing, smelling and vision; and give them a tiger's bite, claw and grappling attack bonuses. Their animal transformations do not convey the ability to communicate with animals. They are insatiable man-eaters and love the taste of fresh blood, equal to that of undead.

They tend to be powerful warriors, expert magicians and illusionists. They are known to fly, vanish, spit fire, control dead and prey on humanoids. One of their favorite glammers is to appear with flaming red eyes and hair or appear to have multiple heads. Rakshasas have 258.8 development points to define their potential.

| Rakshasa | Δ | Units | DPs |
|--------------|-------|-------|-----|
| Comeliness | -0.75 | z | 0 |
| Agility | 1.00 | z | 0 |
| Vitality | 0.25 | z | 0 |
| Stability | 0.50 | z | 0 |
| Empathy | -0.50 | z | 0 |
| Spirituality | -0.75 | z | 0 |
| Will | 0.50 | z | 0 |
| Age Span | 5.00 | yrs | 0.2 |
| Healing Rate | 1.75 | z | 89 |
| Mana | 1.00 | z | 100 |

| | | | |
|-----------------------------------|-------|-----|--------|
| Sleep Required | -1.00 | hrs | 1 |
| Extraplanar Body-Change-Polymorph | 3.00 | z | 99 |
| Undead Craving | 1.00 | NA | 100 |
| Codex-Illusion-Sight | 1.00 | z | 52 |
| Transference-All | -0.85 | z | -441.2 |

Habitat

Vishnu banished them from the Upper Planes to the Prime Material Plane. They are extraplanar entities which settled in South Asia in what is now India and Pakistan. Over the years they have migrated a little and can now be found in China, Nepal, Bhutan, Bangladesh, and Myanmar.

Ecology/Psychology

Baring accident or disease rakshasa are considered mature at 18 years of age and have an average lifespan of 80 years with a maximum of 112 years. The female (rakshasi) comes into heat once per month with a gestation period of nine months. They are a surprisingly populous race. They are equally comfortable in daylight or night but prefer the night and require on average seven hours of sleep a night. There are both good and evil rakshasas and tales record they have fought alongside the armies of both good and evil. Rakshasa can only procreate with their own kind and humanoids. Their offspring from humanoid couplings are always weretigers.

Society/Culture

They have fully infiltrated/integrated into human society and frequently maneuver into positions of influence and power. Humans have a natural fear and distrust of rakshasas and if discovered will banish them into the wilderness.

Exiled rakshasas tend to travel to the Ethereal plane and become wyldfae or create small settlements in the jungles, swamps and forests of South Asia on the extreme edges of civilization. These villages are dominated by the most powerful individuals who rule as they wish. They will terrorize any nearby human villages forcing them to regularly supply food and human victims.

189 Salamander, Fire

A fire salamander is an extraplanar creature from the elemental plane of Fire. They appear as large lizards with a long tail, strong and agile necks, and sturdy limbs. Their tongues are orange and forked. Their mouth has 60 frequently replaced, serrated teeth over 2 inches long. Their primarily orange, mottled yellow-white skin is reinforced by obsidian scales which act as scale-mail. An adult fire salamander can be up to 15 feet long and weigh 500 pounds.

Fire Salamanders are immune to fire and heal 1one point of damage per minute when in contact with fire. All magical fire-based attacks act like healing spells. Their saliva will melt steel, (magical stressors apply). Their natural body temperature will ignite any nearby (5') plant based combustible material within a matter of a few seconds.

Adolescent development must include *Bite, Claw, Grappling, Striking/Blocking* and *Sweep Attacks*. The Sweep attack can strike rear and flanking entities without penalty. Fire Salamanders have 101.55 development points to define their potential.

| FireSalamander | Δ | Units | DPs |
|--------------------------------|--------|-------|---------|
| Comeliness | -1.50 | z | 0 |
| Speed | 0.50 | z | 0 |
| Agility | 0.50 | z | 0 |
| Vitality | 2.50 | z | 0 |
| Strength | 2.00 | z | 0 |
| Endurance | 2.00 | z | 0 |
| Eloquence | -1.50 | z | 0 |
| Quickness | -3.50 | z | 0 |
| Intuition | -2.00 | z | 0 |
| Stability | 1.00 | z | 0 |
| Reasoning | -3.50 | z | 0 |
| Memory | -2.00 | z | 0 |
| Charisma | -1.00 | z | 0 |
| Empathy | -2.50 | z | 0 |
| Creativity | -1.00 | z | 0 |
| Age Span | -40.00 | yrs | -1.6 |
| Bodily Fluids (melts steel) | 2.50 | z | 108.5 |
| Gigantism | 0.50 | z | 19.95 |
| Natural Armor | 2.00 | z | 107 |
| Natural Weapons | 2.00 | z | 107 |
| Fire-Create-Element Resistance | 4.00 | z | 157 |
| Fire-Create-Fire | 3.00 | z | 99 |
| Trance-All | -0.56 | z | -296.85 |
| Transference-All | -0.57 | z | -300 |

Habitat

The natural habitat of fire salamanders is in the elemental plane of Fire. They prefer their home plane but are sometimes drawn through lava tubes to active volcanos on the Physical Plane. In addition, they can be magically summoned and bound. Their diet is anything that is combustible, which includes any carbon-based entity.

Ecology/Psychology

Baring accident, fire salamanders are considered mature at 8.4 years of age and have an average lifespan of 35 years with a maximum lifespan of over 40 years. Mating season is in the height of summer, when the female will dig a nesting hole in or around an active lava flow. As many as 20 eggs are deposited which hatch the following summer. Their tongue is able to detect, taste and smell entities as they have no nostrils.

Fire Salamanders are ectotherms and are capable of running rapidly in brief sprints up to 18 miles per hour. If the temperature drops below 100 degrees Fahrenheit they become sluggish and lethargic, (-0.5z/10 degrees) to all actions.

Society/Culture

Fire Salamanders are solitary, coming together only to breed and eat. They are known to pack hunt but after consuming their prey they will disperse.

Bibliography

Agrippa, Cornelius. *Fourth book of occult philosophy*, Heptangle Books, 1985

Barrett, Francis. *The Magus or celestial intelligencer*; being a complete system of occult philosophy, York Beach, Maine: Samuel Weiser Inc., (1978)

Book of Enoch, Apocrypha of the Old Testament.

Borges, Jorge Luis Book of Imaginary Beings

Burton, Geoffrey of Life and Miracles of Virgin Saint Modwenna, 12th century.

Butcher, Jim, *The Dresden Files* a contemporary urban fantasy series.

Butler, Elizabeth M., *Ritual Magic*, Penn State, 1999.

Charles, R. H., *The Book of Jubilees* From "The Apocrypha and Pseudepigrapha of the Old Testament", Oxford: Clarendon Press, 1913.

Charles, R. H., *The Testaments of the Twelve Patriarchs* From "The Apocrypha and Pseudepigrapha of the Old Testament", vol II. Oxford: Clarendon Press, 1913.

Charles, R. H., *Fragments of a Zadokite Work*, also known as The Damascus Document.

Beauvais, Pierre. *Bestiaire*

Clutton-Brock, Juliet, "Eyewitness DOG", DK Publishing, Inc., 2004.

Dante, Alighieri. Inferno

Dragons. Chicago: Time-Life Books, 1984, (The Enchanted World series)

Doktor Faustus, Volsbuch vom (1587)

Erowid, Online library of information about psychoactive plants, chemicals and related topics, Retrieved 2005, from <http://www.erowid.org>.

The Goetia (Lemegeton Clavicula Salomonis)– The Lesser key of Solomon the King, translated by Simuel Liddel MacGregor Mathers

Goethe, *Faust* (1775)

Grafton, Anthony, Natural Particulars: Nature and the Disciplines in Renaissance Europe, MIT Press, 1999.

Grimoir of Pope Honorius, Seattle: Trident, 1999

Hamilton, Edith, *Mythology*, Boston, Little-Brown, 1942.

Kabbalah

The Key of Solomon (Clavicula Salomonis) Edited by S. Liddell MacGregor Mathers, Revised by Joseph H. Peterson.

Keyworth, G. David, "Was the Vampire of the Eighteenth Century a Unique Type of Undead-corpse?", Folklore, Routledge Journals, Dec 2006,

Le Dragon noir: ou, les forces infernales soumises a l'homme, Mayer: Editions Bussiere, 1995

Le Dragon Rouge: ou, l'art de commander les esprits celeste, 1521 Cergy: Editions Pesthuis, n.d.

Leiber, Fritz, "The Swords of Lankhmar", 1968.

De ManHar, Nurho. *The Sepher Ha-Zohar, or The Book of Light*. originally published in "The Word" Edited by H.W. Percival New York, Theosophical Publishing Company [1900-14]

Mann, Thomas. *Doctor Faustus*, 1947.

Marlowe, Christopher. *The Tragical History of the Life and Death of Dr. Faustus* (1589)

Milton, John,. Paradise Lost.

Mode, Heinz, *Fabulous Beasts and Demons*, London, Phaidon Press, 1975. Translated from *Fabeltiere und Dämonen*, German Edition, Leipzig, 1973.

Old Testament

South, Malcom, editor. *Mythical & Fabulous Creatures: A Source Book & Research Guide*.

Stevens, Deborah, S., A. Klarner, *Deadly Doses a writer's guide to poisons*, Cincinnati, Ohio, Writer's Digest Books, 1990.

Shelly, Mary, Frankenstein-The Modern Prometheus, 1818.

Talmud

Tolkien, J.R.R., The Hobbit, New York, 1937

Tolkien, J.R.R., The Return of the King, Ballantine Books, New York, 1965.

Weyer, Johann. *Pseudomonarchia Daemonum*

Index

- Abominable Snowman. *See* Giant Ape
 Acid Fly. *See* Blister Beetle
 Adder, 134
 Aes sidhe. *See* Faerie
 Aeshnoidae, 31
 African Hunting Dog. *See* Lycaons
 African Millipede. *See* Giant Centipede
 African Wild Dog. *See* Lycaons
 Afrit. *See* Ifrit
 Agamidae, 31
 Air Elemental, 252
 Air Giants. *See* Giants
 Air Nymph, 210
 Akee, 23
 Alerion. *See* Roc
 Alligator Gar. *See* Lepisosteidae
 Alma. *See* Giant Ape
 Al-Mi'raj, 164
 Alpaca. *See* Lama
 Amazonian Giant Centipede. *See* Giant Centipede
 American Black Bear, 151
 American Lion, 83
 Amphisbaena, 164
 Anaconda. *See* Boa
 Androsphinx. *See* Sphinx
 Angel, 236
 Anguillonae, 32
 Anima. *See* Ousia
 Animus. *See* Ousia
 Ant, 36
 Antelope. *See* Antelopini
 Antelopini, 46
 Anura, 34
 Anzu. *See* Ziz
 Aos Si. *See* Faerie
 Apocrita, 36
 Appalachian Hellhound. *See* Hellhound
 Aqrabuamelu, 165
 Arabian Camel. *See* Camel
 Arabian Fat-Tailed Scorpion. *See* Fattail Scorpion
 Arai. *See* Erinyes
 Archangel, 237
 Archelon, 147
 Arctic Red Jellyfish. *See* Hair Jellyfish
 Arctodus simus. *See* Giant Bear
 Argentine Mesquite, 29
 Armadillo, 65
 Asian Pit Viper. *See* Pit Viper
 Asian Water Monitor, 155
 Asiatic Black Bear, 152
 Aspergillus, 28
 Ass. *See* Donkey
 Atlantic Sea Nettle Jellyfish. *See* Nettle Jellyfish
 Atlantic Seal. *See* Grey Seal
 Auras. *See* Air Nymph
 Aurochs. *See* Bovini
 Avalerion. *See* Roc
 Axe Beak. *See* Kelenken
 Baboon, 56
 Bactrian Camel. *See* Camel
 Badger, 110
 Bai Ze. *See* Hakutaku
 Bakedanuki. *See* Tanuki
 Bakeinu. *See* Yamainu
 Bakeneko, 166
 Baku, 166
 Baneberry, 23
 Banshee, 167
 Barbados Nut, 23
 Barbary Macaque. *See* Macaque
 Barghest. *See* Hellhound
 Barn Owl, 141
 Barracuda, 140
 Basilisk, 167
 Batoidea, 43
 Bauchans. *See* Boggart
 Beaked Sea Snake. *See* Sea Snake
 Bean Sidhe. *See* Banshee
 Bear. *See* Ursidae
 Beast of Caer-Bannor. *See* Vorpall Bunny
 Beaver, 55
 Behemoth, 168
 Beithir, 169
 Belladonna, 23
 Bennu. *See* Phoenix
 Betel Nut, 23
 Bialong. *See* Spirit Dragon
 Big Foot. *See* Giant Ape
 Birdmen, 159
 Bison. *See* Bovini
 Bittersweet, 29
 Bivalvia, 45
 Black Adder. *See* Adder
 Black Demon Shark. *See* Great White Shark
 Black Hellebore, 23
 Black Locust, 24
 Black Mamba. *See* Cobra
 Black Mold, 28
 Black Panther. *See* Jaguar
 Black Rhino. *See* Rhinoceros
 Black Shuck. *See* Hellhound
 Black Tulip Fungi. *See* Hissing Fungi
 Black Widow Spider, 38
 Bladderwort, 19
 Blister Beetle, 66
 Blood Root, 24
 Blue Dragon. *See* River Dragon
 Blue Shark, 100
 Blue-ringed Octopus, 114
 Boa, 135
 Bobcat. *See* Lynx
 Bobwhite. *See* Quail
 Bodach. *See* Boggart
 Bogey. *See* Boggart
 Bogeyman. *See* Boggart
 Boggart, 169
 Boggle. *See* Boggart
 Bombardier Beetle, 67
 Bonacho. *See* Bonnacon
 Bonasus. *See* Bonnacon
 Bonnacon, 170
 Bonobo. *See* Chimpanzee
 Boomslang. *See* Adder
 Bouda. *See* Were-hyena
 Bovidae, 45
 Bovini, 46
 Box Jellyfish, 105
 Broonie. *See* Brownie
 Brown Bear, 153
 Brown Marmorated Stink Bug. *See* Stink Bug
 Brown Recluse Spider, 39
 Brownie, 171
 Brùnaidh. *See* Brownie
 Bryony, 24

ORS

- Buffalos. *See* Bovini
Bugbear. *See* Boggart
Buggane. *See* Ogre
Bunagaya. *See* Kijimuna
Bunny. *See* Rabbit
Bunny Rabbit. *See* Rabbit
Burmese Python. *See* Python
Burro. *See* Donkey
Bushmaster. *See* Viper
Bwbach. *See* Brownie
Cacholot. *See* Sperm Whale
Caladrius, 171
Camel, 48
Camel Spider, 139
Camelidae, 48
Canidae, 49
Cannabis, 20
Cape Hunting Dog. *See* Lycaons
Caprini, 47
Carcajou. *See* Wolverine
Caribou, 57
Carnivorous Bat, 62
Carrion Crow. *See* Crow
Cassava, 24
Castor Bean, 24
Castoridae, 54
Cat, 84
Cat Sith. *See* Malk
Catclaw, 29
Cattle. *See* Bovini
Cave Bear. *See* Giant Bear
Cave Hyena. *See* Giant Hyena
Cave Lion. *See* American Lion
Cave Spider. *See* Giant Spider
Celandine, 24
Celestial Dragon, 176
Centaur, 172
Centipede, 61
Cephalosporium, 28
Cerastes, 173
Cerberus, 181, 238
Cercopithecidae, 56
Cervidae, 57
Cheetah, 84
Chicken, 120
Chilopoda, 61
Chimera, 174
Chimpanzee, 94
Chinese Giant Salamander. *See* Giant Salamander
Chiroptera, 62
Cinchona Bark, 24
Cingulata, 64
Clay Golem, 186
Cloud Dragon, 177
Cobra, 135
Coca, 21
Cockatrice, 174
Coconut Crab, 77
Coffee, 21
Coiled Dragon. *See* River Dragon
Coleoptera, 66
Colocynth, 24
Columbidae, 71
Common Jellyfish. *See* Moon Jellyfish
Condors. *See* Vulture
Cone Snail. *See* Snail
Coney. *See* Rabbit
Copperhead. *See* Pit Viper
Coral Reef Snake. *See* Sea Snake
Coral Snake. *See* Cobra
Corn Cockle, 24
Cort, 24
Cottonmouth. *See* Pit Viper
Couatl, 175
Cougar, 85
Coyote, 49
Criosphinx. *See* Sphinx
Crocodile, 74
Crocodilia, 73
Crocotta. *See* Leucrocotta
Crow, 73
Curare, 24
Cŵn Annwn. *See* Hellhound
Cyclops. *See* Giant
Daidara-bocchi. *See*, Ether Giants
Daphne, 24
Dart Frog, 35
Dasyuromorphia, 75
Death Adder. *See* Cobra
Death Camas, 25
Death Cap, 25
Death Owl. *See* Barn Owl
Deathstalker Scorpion, 132
Deer, 58
Demogorgon, 243
Demon Horse. *See* Hellhorse
Demon Owl. *See* Barn Owl
Demons, 238
Deva. *See* Angel
Devil Dog. *See* Lycaons
Devil Fish. *See* Devil Ray
Devil Frog. *See* Frog
Devil Ray, 43
Devil's Tail, 30
Devil's Thorn, 29
Devils, 249
Devil's Urn. *See* Hissing Fungi
Diamondback Rattlesnake. *See* Pit Viper
Dingo, 50
Dip. *See* Hellhound
Dire wolf, 51
Dis Pater, 250
Djinn, 259
Dog, 51
Dolphin, 116
Domestic Pig. *See* Pig
Donkey, 81
Doppelganger, 176
Dove, 71
Dragon, 176
Dragonfly, 31
Draugr. *See* Zombie
Dream Eater. *See* Baku
Dromedary Camel. *See* Camel
Dryads. *See* Flora Nymph
Dung Beetle. *See* Scarab Beetle
Dwarves, 160
Eagle, 125
Earth Elemental, 252
Earth Giants. *See* Giants
Earth Nymph, 210
Echeneidae, 78
Echeneis, 180
Egyptian Fruit Bat. *See* Fruit Bat
Ekimmu. *See* Ghost
Elderberry, 25
Electric Eel, 32
Electric Rays, 44
Elemental Spirits. *See* Ousia
Elementals, 251
Elephant, 80
Elephant Beetle. *See* Scarab Beetle
Elephant Seal, 124
Elk. *See* Wapiti
Elves, 160
Emu, 143

ORS

- Equidae, 80
Ergot, 25
Erinyes, 254
Esocidae, 83
Essences. *See* Ousia
Ether Giants. *See* Giants
Ettin. *See* Giant
Eumenides. *See* Erinyes
Eurasian Wild Pig. *See* Wild Boar
European Adder. *See* Adder
European Common Frog. *See* Frog
European Dragon, 177
European Eel. *See* Freshwater Eel
European Leech. *See* Leech
Euryale. *See* Gorgon
Eurytion Dog, 181
Faerie Steed, 256
Faeries, 254
Fairy Dragon, 182
Falcons. *See* Eagle
Fattail Scorpion, 132
Fat-tailed Scorpion. *See* Fattail Scorpion
Faun. *See* Satyr
Feathered Serpent. *See* Couatl
Felidae, 83
Fenodyree. *See* Brownie
Fer-de-lance. *See* Pit Viper
Ferrets. *See* Weasel
Fetch. *See* Doppelganger
Fiddle-Back Spider. *See* Araneae
Fire Elemental, 253
Fire Giants. *See* Giants
Fire Salamander. *See* Salamander, Fire
Firefish. *See* Scorpaenidae
Fireflies, 68
Firethorn, 29
Flesh Golem, 187
Flora Nymph, 211
Flying Dragon Lizard. *See* Flying Lizard
Flying Fox. *See* Fruit Bat
Flying Lizard, 31. *See* Fairy Dragon
Flying Snake, 136
Flytrap, 19
Fomorians. *See* Water Giants
Fox, 52
Foxglove, 25
Frankenstein's Monster. *See* Flesh Golem
Fravashi. *See* Angel
Freshwater Eel, 33
Friar's Lantern. *See* Will-o-Wisp
Frog, 35
Fruit Bat, 63
Funnel-web spiders, 40
Furies. *See* Erinyes
Futakuchi-onna, 182
Gabon Viper. *See* Adder
Galerinas, 25
Gar. *See* Lepisosteidae
Gargoyle, 257
Gastropoda, 90
Gazelle. *See* Antelopini
Genies. *See* Jinn
Ghost, 224
Ghost Owl. *See* Barn Owl
Ghoul, 225
Ghüls. *See* Ghoul
Giant Ape, 95
Giant Bear, 153
Giant Beaver, 55
Giant Centipede, 61
Giant Clam, 45
Giant Crab, 77
Giant Deer, 59
Giant Devil Ray. *See* Devil Ray
Giant Dragonfly, 31
Giant Eagle, 126
Giant Gippopotamus. *See* Hippopotamus
Giant Hyena, 98
Giant Jellyfish. *See* Hair Jellyfish
Giant Leech, 93
Giant Millipede. *See* Giant Centipede
Giant Octopi, 115
Giant Owl, 141
Giant Pacific Octopus. *See* Giant Octopus
Giant Rat, 109
Giant Rhinoceros, 128
Giant Salamander, 129
Giant Scorpion, 133
Giant Short-Faced Bear, 153
Giant Spider, 40
Giant Squid, 150
Giant Teratom. *See* Giant Eagle
Giant Turtle. *See* Archelon
Giant Wasp. *See* Wasp
Giants, 183
Gibbon, 95
Gigantopithecus. *See* Giant Ape
Gila Monster, 91
Gill-men. *See* Yacuruna
Giraffe. *See* Giraffidae
Giraffidae, 90
Glass Eel. *See* Freshwater Eel
Gliding Snake. *See* Flying Snake
Glow Worm. *See* Firefly
Glyptodon, 65
Gnoll. *See* Were-hyena
Gnome, 185
Goat. *See* Caprini
Goblins, 161
Gold Dragon, 178
Golem, 186
Goliath Beetle. *See* Scarab Beetle
Gorgon, 188
Gorilla, 96
Grass Frog. *See* Frog
Great Apes. *See* Hominoidea
Great Barracuda. *See* Barracuda
Great Diving Beetle. *See* Water Beetle
Great Horned Owl, 142
Great White Shark, 100
Greek Tortoise. *See* Tortoise
Gremlins. *See* Boggart
Grey Seal, 124
greymalkin. *See* Malk
Griffin, 189
Grimalkin. *See* Malk
Grizzly Bear. *See* Brown Bear
Gruagach. *See* Brownie
Gryphon. *See* Griffin
Guanaco. *See* Lama
Gwyllgi. *See* Hellhound
Gynosphinx. *See* Sphinx
Gytrash. *See* Hellhound
Gyüki, 189
Habu. *See* Pit Viper
Hafuga. *See* Kraken
Hag, 190
Hair Jellyfish, 105
Hakutaku, 191
Hallucinogenic Mushrooms, 22
Hamadryas Baboon. *See* Baboon
Hard Tick, 99
Hare, 103
Harionago, 191
Harpy, 192
Harriers. *See* Eagle

ORS

- Hawks. *See* Eagle
Hecatoncheires. *See* Giants
Hellbender. *See* Giant Salamander
Hellhorse, 257
Hellhound, 258
Hellsteed. *See* Hellhorse
Helodermatidae, 91
Hemlock, 25
Henbane, 25
Hieracosphinx. *See* Sphinx
Hinkypunk. *See* Will-o-Wisp
Hippocampus, 192
Hippogriff, 193, *See* Hippogriff
Hippopotamidae, 92
Hippopotamus, 92
Hissing Fungi, 29
Hob. *See* Brownie
Hol. *See* Phoenix
Hominoidea, 94
Homunculus, 194
Honey Locust, 29
Hook-Lipped Rhino. *See* Rhinoceros
Hoot Owl. *See* Great Horned Owl
Horned Serpent. *See* Jormungandr
Horned Viper. *See* Adder
Hornet. *See* Wasp
Horse, 81
Horse Chestnut, 25
Horsehead Seal. *See* Grey Seal
Howler. *See* Jackal
Huecuva. *See* Spectre
Húli jīng. *See* Kitsune
Huma. *See* Phoenix
Humboldt Squid, 150
Humpback Whale, 113
Hyaenidae, 97
Hydra, 194
Hyena, 98
Ibex. *See* Caprini
Ifrit, 259
Impala. *See* Antelopini
Indian Tobacco, 25
Inocybe, 25
Ipecac, 25
Iron Golem, 187
Irukandji Jellyfish, 106
Isumade, 195
Iuocha. *See* Rakshasa
Ixodida, 99
J'ba Fofi. *See* Giant Spider
Jack Rabbit. *See* Hare
Jackal, 52
Jackalope. *See* Al-Mi'raj
Jack-o-Lantern. *See* Will-o-Wisp
Jaguar, 86
Jaiolong. *See* River Dragon
Japanese Giant Salamander. *See* Giant Salamander
Jararaca. *See* Pit Viper
Jellyfish. *See* Medusozoa
Jibia. *See* Humboldt Squid
Jimsonweed, 26
Jinn, 258
Jormungandr, 195
Jormungandrs Git. *See* Jormungandr
Jorōgumo, 196
Jötunn. *See* Giant
Jubokko, 197
Jumbo Flying Squid. *See* Humboldt Squid
Jumbo Squid. *See* Humboldt Squid
Jumping Cholla, 29
Kaftar. *See* Were-hyena
Kamaitachi, 197
Kappa, 198
Kawatarō. *See* Kappa
Kelenken, 144
Kelpies, 199
Kestrels. *See* Eagle
Kiinushii. *See* Kodama
Kijimuna, 200
Killer Clam. *See* Giant Clam
Killer Hornet. *See* Wasp
Killer Rabbit of Caerbannog. *See* Vorpall Bunny
Killer Whale. *See* Orca
Kirin, 201
Kites. *See* Eagle
Kitsune, 202
Kob. *See* Antelopini
Kobold. *See* Boggart
Kodama, 202
Kodiak Bear. *See* Brown Bear
Komahiki. *See* Kappa
Komodo Dragon, 156
Krait. *See* Cobra
Kraken, 200
Krasue. *See* Nukekubi
Kudzu, 30
Kumiho. *See* Kitsune
Kutabe. *See* Hakutaku
Lama, 49
Lamassu. *See* Sphinx
Lamia, 203
Lamnidae, 99
Lamprey, 119
Lancehead. *See* Pit Viper
Lares. *See* Ghost
Larkspur, 26
Leech, 93
Lemures. *See* Ghost
Leopard, 86
Lepisosteidae, 103
Leporidae, 103
Leprechaun, 203
Lernaean Hydra. *See* Hydra
Leucrocotta, 204
Levantine Viper. *See* Adder
Leviathan, 205
Leyak. *See* Nukekubi
Lianas, 30
Lich Owl. *See* Barn Owl
Lightning Bug. *See* Firefly
Lily of the Valley, 26
Lion, 87
Lion's Mane Jellyfish. *See* Hair Jellyfish
Lionfish. *See* Scorpaenidae
Lizard Men. *See* Yacuruna
Llama. *See* Lama
Lucifer. *See* Satan
lycanthropy. *See* Werewolf
Lycaons, 53
Lynx, 87
Ma Lai. *See* Nukekubi
Macaque, 57
Malak. *See* Angel
Malk, 261
Mamedanuki. *See* Tanuki
Mammoth. *See* Elephantidae
Man Of War, 106
Mandrake, 20, 26
Manes. *See* Ghost
Maniai. *See* Erinyes
Manticore, 205
Marid, 260
Martens. *See* Weasel
Mastodon. *See* Elephantidae
Mauthe Dhoog. *See* Hellhound
Mbwum, 261

ORS

- Meadow Saffron, 26
Medusa. *See* Gorgon
Medusozoa, 104
Megalodon, 101
Mephitidae, 108
Mermen, 162
Mexican Beaded Lizard. *See* Gila Monster
Midgard Serpent. *See* Jormungandr
Milcham. *See* Phoenix
Millipede. *See* Chilopoda
Mind Moth, 206
Minks. *See* Weasel
Minotaur, 206
Mistletoe, 26
Mo. *See* Baku
Monkshood, 26
Moon Bear. *See* Asiatic Black Bear
Moon Jellyfish, 107
Moonseed, 26
Moose, 59
Moray Eel, 34
Morningstar. *See* Satan
Mosaic Reef Crab. *See* Decapoda
Mountain Goat. *See* Caprini
Mountain Laurel, 26
Mountain lion. *See* Cougar
Mouse Spiders, 41
Mujina. *See* Tanuki
Mule, 81
Mulga Snake. *See* Cobra
Mummy, 225
Muridae, 109
Muskox. *See* Caprini
Mysticeti, 113
Naiads. *See* Water Nymph
Naqab Desert Scorpion. *See* DeathStalker Scorpion
Narasimha. *See* Sphinx
Narwhale. *See* Orca
Nathair. *See* Beithir
Nekomate. *See* Bakeneko
Nereids. *See* Water Nymph
Nettle Jellyfish, 107
Newt. *See* Salamander
Nexy. *See* Nixie
Nicor. *See* Nixie
Nightmare. *See* Nue
Nile Monitor. *See* Asian Water Monitor
Nine-Banded Armadillo. *See* Armadillo
Ningyo. *See* Nixie
Nisse. *See* Gnome
Nix. *See* Nixie
Nixie, 208
Nokken. *See* Nixie
Nome. *See* Gnome
Nook. *See* Nixie
Nue, 208
Nukekubi, 209
Numbfish. *See* Electric Ray
Nymph, 210
Octopus, 115
Odontoceti, 116
Ogre, 211
Oil Beetle. *See* Blister Beetle
Oillipheist. *See* Jormungandr
Okuri Okami. *See* Yamainu
Okuriinu. *See* Yamainu
Oleander, 26
Omdurman Scorpion. *See* Deathstalker Scorpion
Onager. *See* Donkey
Oni. *See* Ogre
Orangutan, 97
Orca, 117
Orcus, 246
Oreads. *See* Earth Nymph
Orthrus, 181
Oryx. *See* Antelopini
Ospreys. *See* Eagles
Ostrich, 144
Otter, 111
Ounce. *See* Snow Leopard
Oupires. *See* Vampire
Ousia, 262
Oxen. *See* Bovini
Painted Dog. *See* Lycaons
Painted Wolf. *See* Lycaons
Palestina Viper. *See* Adder
Palestine Yellow Scorpion. *See* Deathstalker Scorpion
Panda Bear, 154
Panlong. *See* River Dragon
Panther Mushroom, 26
Papuan Monitor. *See* Asian Water Monitor
Paradise Tree Snake. *See* Flying Snake
Partridge. *See* Quail
Paternoster Pea, 26
Peafowl, 121
Pegasus, 212
Peist. *See* Jormungandr
Penanggal. *See* Nukekubi
Penicillium, 28
Perentie. *See* Asian Water Monitor
Peruvian Giant Yellow-leg Centipede. *See* Giant Centipede
Peryton, 212
Petromyzonidae, 119
Peyote, 22
Phasianidae, 120
Pheasant, 121
Phoenix, 213
Piast. *See* Jormungandr
Pig, 145
Pigeon, 72
Pike, 83
Pilot Whale. *See* Orca
Pinniped, 123
Pit Viper, 137
Pitcher Plants, 19
Pixie, 214
Poinai. *See* Erinyes
Poinsettia, 27
Poison Dart Frog. *See* Dart Frog
Poison ivy, 27
Poison Ivy, 30
Pokeweed, 27
Polar Bear, 155
Polecats. *See* Weasel
Poltergeist, 226
Pony. *See* Horse
Poppy, 22
Portuguese Man O' War. *See* Man Of War
Pota. *See* Humboldt Squid
Praxidikai. *See* Erinyes
Predaceous Diving Beetle. *See* Great Diving Beetle
Prickly Pear Cactus, 29
Privet, 27
Pronghorn. *See* Antelopini
Pseudo Dragon. *See* Fairy Dragon
Puff Adder. *See* Adder
Puffball, 28
Pufferfish, 149
Puma. *See* Cougar
Purushamriga. *See* Sphinx
Python, 138
Qilin. *See* Kirin
Quail, 122
Quickhatch. *See* Wolverine
Rabbit, 104
Rakshasa, 262

ORS

- Raptoridae, 125
Rasselbock. *See* Al-Mi'raj
Rat, 109
Rattlesnake. *See* Pit Viper
Raven. *See* Crow
Red Devil. *See* Humboldt Squid
Red Fly Agaric Mushroom, 22
Red-Back Spider. *See* Black Widow
Redcaps. *See* Goblins
Reedbuck. *See* Antelopini
Reef Stonefish. *See* Rockfish
Reindeer. *See* Caribou
Remora, 78
Reptilian. *See* Yacuruna
Revenant. *See* Zombie
Rhinoceros, 128
Rhinoceros Beetle. *See* Scarab Beetle
Rhinocerotidae, 127
Rhododendron, 27
Rhubarb, 27
River Dragon, 179
Robber Crab. *See* Coconut Crab
Roc, 214
Rock Dove. *See* Pigeon
Rock Pigeon. *See* Pigeon
Rockfish, 131
Rokurokubi, 215
Rook. *See* Crow
Rukk. *See* Roc
Russell's Viper. *See* Adder
Saber-toothed tiger. *See* Smilodon
Salamander, 130
Salamandridae, 129
Sand Dollar, 79
Sand Viper. *See* Adder
Sasquatch. *See* Giant Ape
Satan, 251
Satyr, 215
Saucer Jelly. *See* Moon Jellyfish
Saurian. *See* Yacuruna
Savin, 27
Sawscaled Viper. *See* Adder
Scale Tick. *See* Hard Tick
Scarab Beetle, 68
Scorpaenidae, 131
Scorpion Man. *See* Aqrabuamelu
Scorpiones, 132
Scorpionfish. *See* Scorpaenidae
Sea Cookie. *See* Sand Dollar
Sea Dragon. *See* River Dragon
Sea Hedgehogs. *See* Sea Urchin
Sea Snake, 138
Sea Urchin, 79
Sea Wasp. *See* Box Jellyfish
Seelie. *See* Faerie
Seiryu. *See* River Dragon
Selkie, 216
Senmurv. *See* Ziz
Serpent Men. *See* Yacuruna
Serpentes, 134
Shadow, 226
Shadow Cat. *See* Cougar
Shark, 99
Shark Sucker. *See* Remora
Shedu. *See* Sphinx
Sheep. *See* Caprini
Shield Bug. *See* Stink Bug
Shirdal. *See* Griffin
Shooting Fly. *See* Bombardier Beetle
Short-Tail Stingray. *See* Stingray
Shui Gui. *See* Kappa
Sidewinder. *See* Pit Viper
Sidhe. *See* , Faerie
Simurgh. *See* Ziz
Sirens, 216
Skeleton, 227
Skulking Henchman. *See* Jackal
Skunk, 108
Skunk Ape. *See* Giant Ape
Sloth Bear. *See* Bear
Sluagh. *See* Wraith
Slug, 90
Smilodon, 88
Snail, 90
Snow leopard, 88
Solifugae, 139
Spectral Bat. *See* Carnivorous Bat
Spectre, 227
Sperm Whale, 118
Sphinx, 217
Sphyraenidae, 140
Spiders. *See* Araneae
Spindle Tree, 27
Spinetail Devil Ray. *See* Devil Ray
Spirit Dragon, 179
Spirits. *See* Ousia
Springbok. *See* Antelopini
Sprite. *See* Pixie
Spur-Thighed Tortoise. *See* Tortoise
Stag Beetles. *See* Scarab Beetle
Stallo. *See* Ogre
Star of Bethlehem, 27
Stheno. *See* Gorgon
Stingray, 44
Stink Bug, 69
Stoats. *See* Weasel
Stone Centipede. *See* Centipede
Stone Golem, 188
Stonefish. *See* Scorpaenidae, *See* Rockfish
Strigidae, 141
Struthionidae, 143
Suckerfish. *See* Remora
Suiki. *See* Kappa
Suina, 145
Sun Spider. *See* Camel Spider
Sundews, 20
Sunekkorogashi. *See* Yamainu
Sunekosuri. *See* Yamainu
Swan Maiden. *See* Faerie
Swanmay. *See* Faerie
Sylph. *See* Pixie
Taipan. *See* Cobra
Takifugu. *See* Pufferfish
Tanghin, 27
Tansy, 27
Tanuki, 218
Tarantula, 42
Tarasque, 219
Tasmanian Devil, 75
Tasmanian Tiger. *See* Thylacine
Tasmanian Wolf. *See* Thylacine
Tea, 23
Tengu, 219
Testudinidae, 147
Tetraodontidae, 149
Teuthida, 150
Thunderbird. *See* Giant Eagle
Thylacine, 76
Tianlong. *See* Celestial Dragon
Tick. *See* Hard Tick
Tiger, 89
Tiger Owl. *See* Great Horned Owl
Tiger Shark, 101
TimberWolf. *See* Wolf
Titan Crab. *See* Giant Crab
Titans. *See* Giants

ORS

Toad. *See* Frog
Tobacco, 23
Tomte. *See* Gnome
Tortoise, 147
Toxic Reef Crab. *See* Decapoda
Trapdoor spider. *See* Araneae
Troll, 223
Tsukumogami, 224
Turbantop, 27
Turkey, 123
Turkeyfish. *See* Scorpaenidae
Turtle, 148
Tylwyth Teg. *See* Faerie
Tzitzimime. *See* Aqrabuamelu
Uktena. *See* Jormungandr
Umibozu. *See* Kraken
Unicorn, 230
Unryu. *See* Cloud Dragon
Unseelie. *See* Faerie
Ursidae, 151
Vampire, 228
Vampire Bat, 64
Vampire Fish. *See* Lamprey
Vampire Tree. *See* Jubokko
Vampyres. *See* Vampire
Varanidae, 155
Vicuna. *See* Lama
Violin Spider. *See* Araneae
Vorpal Bunny, 230
Vrykolakas. *See* Zombie
Vulture, 127
Walrus, 125
Wapiti, 60
Wasp, 38
Water Beetles, 70
Water Elemental, 253
Water Giants. *See* Giants
Water Hemlock, 28
Water Nymphs, 211
Water Tiger. *See* Great Diving Beetle
Weasel, 111
Were-bear, 220
Werefox, 221
Were-hyena, 221

Were-jaguar, 221
Were-leopard, 222
Were-lion, 222
Wererat, 109
Wererats, 222
Wereshark, 222
Weretiger, 223
Werewolves, 223
Whale Shark, 102
White Snakeroot, 28
White Tiger. *See* Tiger
Wight, 228
Wild Boar, 146
Will-o-Wisp, 231
Wind Scorpion. *See* Camel Spider
Wisteria, 30
Wolf, 54
Wolpertinger. *See* Al-Mi'raj
Wolverine, 112
Woolly Rhinoceros. *See* Giant Rhinoceros
Wraith, 229
Wyldfae. *See* Faerie
Wyvern, 232
Yacuruna, 232
Yak. *See* Bovini
Yaksha. *See* Ogre
Yamainu, 233
Yashigani. *See* Coconut Crab
Yellow Dragon. *See* Gold Dragon
Yellow Jasmine, 28
Yellowjacket. *See* Wasp
Yeren. *See* Giant Ape
Yeth Hound. *See* Hellhound
Yeti. *See* Giant Ape
Yew, 28
Yowie. *See* Giant Ape
Yukionna, 234
Zebra, 82
Zebrafish. *See* Scorpaenidae
Ziz, 234
Zombie, 229
Zoni. *See* Zebra
Zonkey. *See* Zebra
Zorse. *See* Zebra