

the LORIAN GENDARME
GUIDEBOOK for
ADVENTURING
STANDARDS





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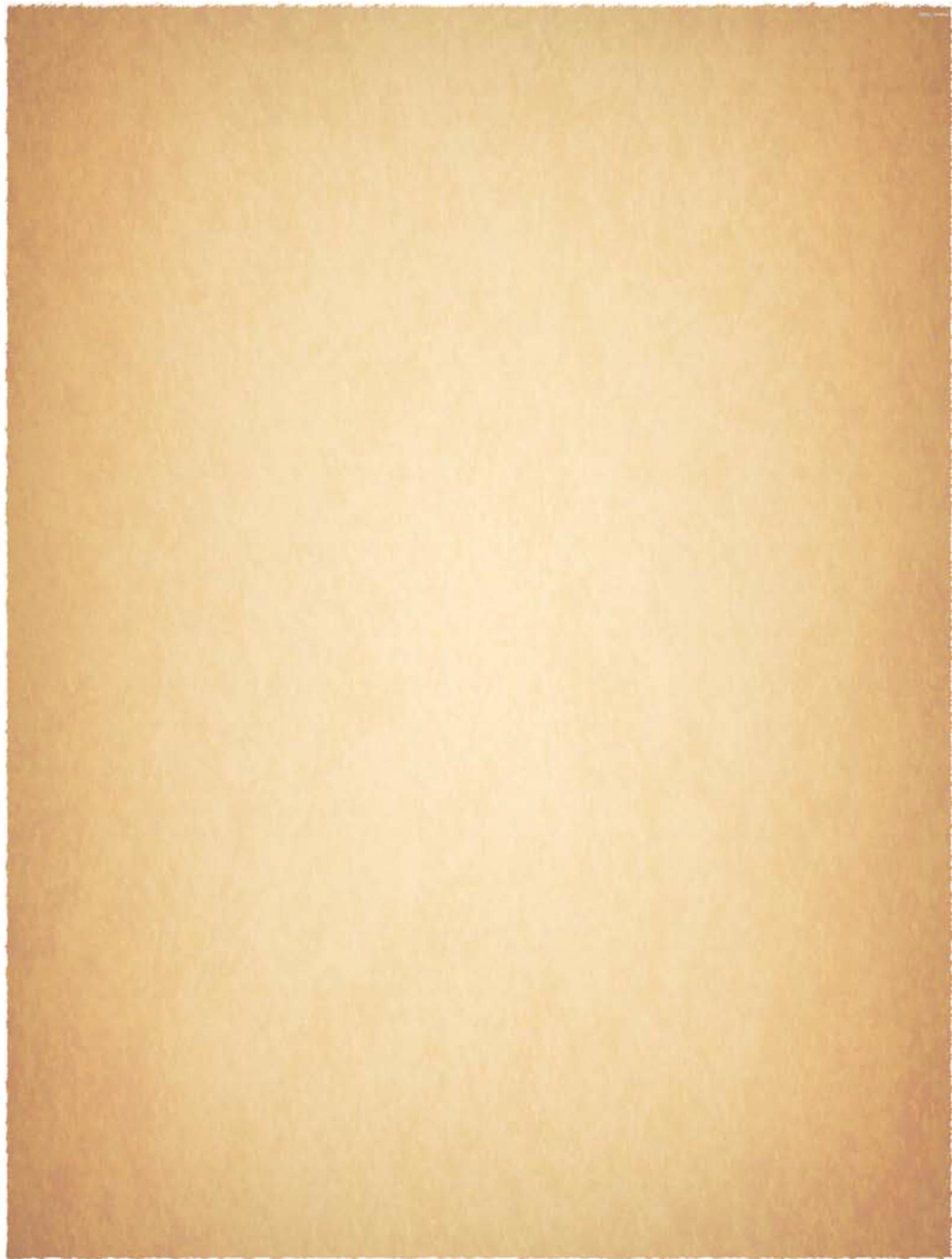


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INTRODUCTION



his guidebook is intended for the education of newly enlisted fighters in the Lorian Gendarme, including:

The King's Company, Barthhelm's peacekeepers and protectors, our largest register of enlisted men.

The Ravenchilde's / Alcion's Clutch, the units who accompany these fighters on their ranging.

The Casters of the Tower, the most learned magicians.

The Companies of the Lands, stationed in our cities.

The Hunters, who track and slay to keep our lands safe.

The Swords of the Farmlands, the men who train & devote their lives to protect their homes and villages.

The Men of the Southern Borders, monks who guard us from Asperian creatures.

The Greens, the newly recruited.

No one should ever enter the wild alone. Gendarme policy is to send a troop of no less than four to combat. This should ideally be at least one strong fighter, one caster for combat, one shield caster skilled in healing, and one scout for tracking and spying. Additionally, there should be a scribe to serve as mission recorder, unless one of the unit's members can keep good records. Experience has informed the captains that this is not always a suitable task for a fighter, but on occasions where men are scarce it is deemed necessary. Registers are to be logged with the copyists for entry into the Gendarme record library. One of a troop should also be a skilled tactician, but this member does not command others, only offer council to outwit enemies.

In more remote areas, if fighting men are truly scarce, swords should enlist others to aid them whenever possible, and help train whomever is brave enough to face the monsters in our world.

The Gendarme discriminates against no man or elf, nor union thereof, and will employ any of these who will take our oath, regardless of age, sex of birth, or physical limitations. There is room and need for all ranks, and given enough time, a gendarme may work his way up through all levels of experience.



OUR OATH

"The Gendarme of Lorian shall provide
A sword to any that can wield it,
A staff to any that can cast with it,
Help to all who need it.

Man shall stand together with our elven brethren,
and fight no wars among our kind."





LORIAN

BAY of ANDOR

BROADMOOR

The HANH VU HILLS

BRODNORIGAN

GALLEON

ANARCHIA

ALUS

ARYA

HÄNTÄ

ANANAS

UASI

DUMLIN

MANKOME

OSPREY

RINNE RIVER

COFFIN

Tynes River

DRUMLION

LANTINEN SEA

YDINIA

TYNNIMERI SEA

ARVONTON

Fork River

BARTHELM

ALKU

KASTANSA

MUNA

PESÄ

Fork River

Atpi River

KALLO

ELBERON

ORISSA

ASPERIA
[not well mapped]

The RATHS

BRILLIG

Rib River

Abra River

Selkäränka Mountains

Gob River

NISKA

ASPERIAN TAIGA

TUHE

SURKEUS ISLANDS

LORIAN GEOGRAPHY

The Seas

The Outer Seas are treacherous and stormy, and except for small harbors, they remain mostly wild, except to the north. There are settlements in Broadmoor, to the north, and along the Bay of Andor, to the northwest, but due to the stormy seas and the rocky terrain, they are not very large. Of the Inner Seas, Lantinen is to the west, Tyynimeri the eastern and connects to the Outer Seas; Ydinia is considered the dividing line.

Häntä

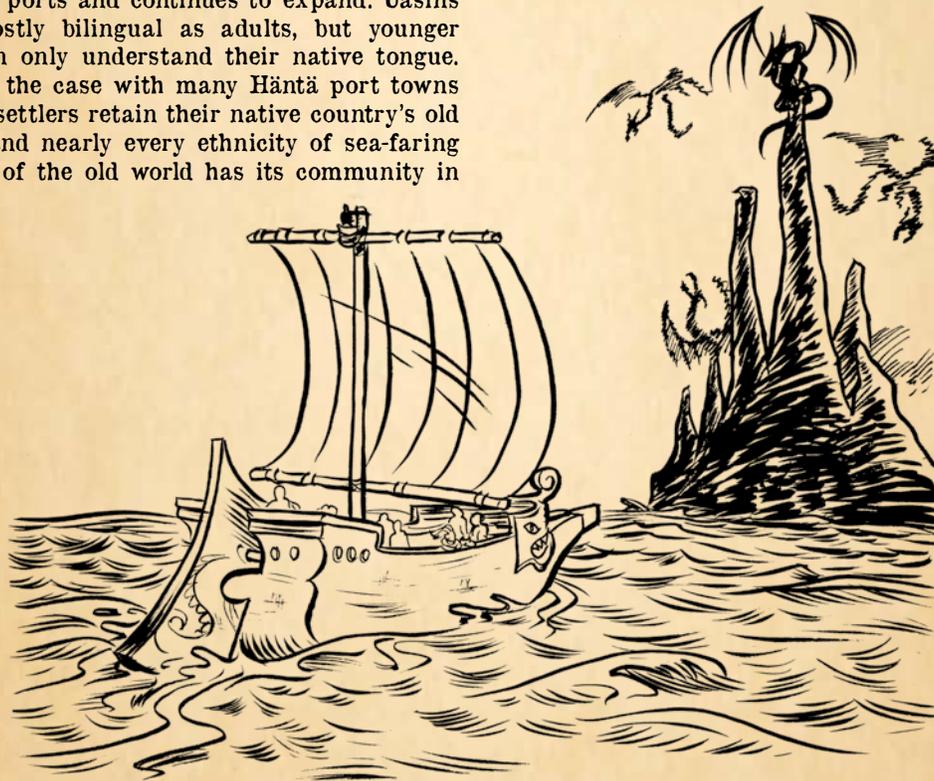
The major islands that make up the region include Alus, Ananas, Anarkia, Arvonton, Arya, Ruoto, and Uasi. Settlements are spread thinly throughout the coastal lands, though they expand on islands where land can be cultivated. The largest population comes from the settlers of the former slave ship The Cristina on Uasi, which now has several ports and continues to expand. Uasins are mostly bilingual as adults, but younger children only understand their native tongue. This is the case with many Häntä port towns whose settlers retain their native country's old ways, and nearly every ethnicity of sea-faring people of the old world has its community in Lorian.

Ydinia

These islands compromise the bulk of the Elven lands, and they are the most peaceful and fruitful lands in Lorian. Some believe that the presence of the Elves makes the land more arable, but it is more likely that their ancestors took the lands because of their pleasant conditions. There are few dangers here, and none that concern the Elves greatly. The city of Alku is the home to the Council of Elf Lords, and their records extend as far back as their written language.

Elberon

The home of dragons; few have been here, but its dragon builders have erected huge spires, visible from some distance at sea. It is said to have many caves and tunnels, as the dragons enjoy the "embrace of the earth" in such a lair. Little greenery is present besides the lichen on the rocks.



Asperia

The southern land mass, Asperia is a dangerous place, as our borders and treaties keep it so. It connects by a stretch of less than 200 miles, over 50 of which is divided from the Western Mass by the Gob River. The Men of the Southern Borders watch the pass from Niska to prevent creatures from passing into our lands. At the very south is the Asperian Taiga, a beautiful but deadly region that is impenetrable most of the year. Closer to us are mountains, plains, and deserts, but few reliable maps or accounts exist beyond the shape of its coasts, for so many deadly creatures live here it is almost certain suicide to venture far into Asperia. The nearby islands of Muna and Pesä are likewise avoided, though they are somewhat more hospitable - certainly one might land on their shores and not be attacked for several hours, or even a day. The Elves allude to ancient treaties which have prevented invasions and war from Asperia, though no document exists to record this.

The Western Mass

The largest area of continuous land in Lorian, most of the settled area lies to the east of the Selkäranka Mountain Range, along the rivers which empty into the Lantinen Sea. These are the Rinne, the Tynes, the Fork, the Arpi, and the Rib Rivers. The most peaceful area is Queensland, with the King's Company stationed in the capitol city of Barthhelm, highly regarded as the safest human settlement in Lorian. Most farming is done in this region, and there are close to a half-million residents between the Arpi and the woodlands above the Tynes.

The next most-populated areas are the Rinne River region, the Rathes, and Orissa. The Rinne is separated from Queensland by dense

woodlands that begin about fifty miles from the Tynes. Coffin, located at the foot of the mountains, is where the Malvernes reside. North of the woods, along the Rinne, there are many communities of prospering farmers, and it brags two hundred thousand inhabitants. At Drumlion is the bridge to the Ravenchilde's Castle Mahanagh, which is located on its own island for the safety of the family. The Rinne is well-protected by Taikurit.

The Rathes grow less densely populated as one travels west and south. Due to the rocky landscape, it is less easily farmed in wide tracts of land; along waterways, terraced rice paddies have yielded tremendous success, and the grasslands make decent grazing land for livestock. A hundred thousand humans are spread throughout the Rathes, the largest city is Oxbridge.

Orissa is less settled to the south, as it is this is closest to Asperia, but also due to the cold and mountains there. It is more heavily settled along the sea, though as our kingdom grows it may expand there. Brillig is its largest port, and the Alcions reside on the island of Kallo.

Brodnorigan is largely a dry region and includes many stretches of desert, but some cities and fishing villages lie along the coast. Osprey, Manxome, and Galleon are all ports of renown, and Dumlin is widely known for its frequent Elven trade and speed in adapting their trends and fashions.

Broadmoor, a peninsula at the northernmost point, is separated by the Selkäranka Mountain Range, as is the Bay Of Andor. They have their own governments and rulers, owing to the distance and danger across the mountains, but as human settlements are allied with the kingdom. Mining settlements are common near the mountains, especially along the Abra River.

A BRIEF HISTORY OF LORIAN

While none know the age of our lands, it is known that the elves precede man by some tens of thousands of years. They followed the birds across the seas until they reached these lands, and settled in Ydinia and its neighboring islands. They developed an understanding of magic, and their society evolved to utilize it. They fought for centuries with the dragons, who had been spread widely across Lorian, but who had also destroyed great swaths of land across it, Asperia and Brodnorigan being prime examples. The elves and dragons reached an accord, and have lived within certain guidelines ever since. (See Balon Abbernathy's "The Flights of the Sons of Tyr.")

When humans first arrived in Lorian, the elves helped man acclimate to the dangerous new lands. When it became clear that the elves' grasp of magic far surpassed man's abilities, they established the Taikurit, the Three Families, who, to this day, protect the lands from monstrous beasts. The first Taikurit were elves who married humans and taught their descendants the science of spell casting. Because of their elven heritage, their ability to use magic is greatly increased, and elves have regularly married into the families to maintain their strength over the past 500 years.

The **Ravenchildes** protect the land and everything that walks upon it.

The **Alcions** protect the sea and everything in it.

The **Malvernes** protect below the earth and everything that dwells underground.



The Ravenschildes

The Ravenschilde is the member of the Taikurit most likely to be encountered by the average Lorian citizen, as they are summoned about the countryside to battle the fiercest creatures. Aside from their family crest, they may be recognized as the "tall, dark stranger" when they arrive, for they unfailingly take after their namesakes and have shockingly black hair. They tend to dress in simple colors to blend into the landscape, and can travel so quietly that they will appear to materialize out of thin air even without the aid of magic. The Ravenschildes keep quarters in Barthhelm at Castle Trogon, and go between there and Castle Mahanagh in the Rinne at Drumlion when they are not afield. Gendarme men must be given extra training and have some experience in combat to be stationed to the Clutch, but any who encounter the Ravenschilde in his territory should be prepared to immediately put his duties aside and follow any orders he might receive; he will certainly witness some exceptionally strong spells, but will be expected to contribute to the best of his abilities.

The Alcions

The Alcion travels by boat almost exclusively, and seldom ventures far onto land. The home of the Alcions is on Kallo Island, which employs several ship builders and many sailors to look after the fleet vessels with golden-hued sails. The Alcion's ships have a specially packed ballast of stone and earth, which enables them to cast more strongly at sea, though many of their battles are on the coasts and can be fought from the shores. As the spells of the Taikurit differ from those of humans, the Alcion does not require the touch of land or wood to cast, and have been known to dive into the sea to fight their opponents. The Alcion's spells are so advanced, they can breathe water and grow webbing between their toes and fingers should they need to fight in the depths. It is rumored there is a contingent of underwater fighters who follow their ships but cannot surface, but this may in fact be a misunderstood and long-propagated joke, though the idea has persisted for over a hundred years. They are sandy-haired and tan, and while some stern individuals have been emerged from this family, they more often tend to take on the "salty" characteristics of sailors. For men with a love of sailing, the Alcion's Clutch is a fine assignment, but a trial of two weeks is required to ensure no man must suffer on the waters without his sea legs.



The Malvernes

The Malvernes live in a complex of caverns, the entrance of which is in Coffin in the Western Mass. While the other Taikurit engage in combat, the Malvernes work together as a family to continuously protect the underworld. The largest threats are not of creatures entering the earth and wreaking havoc, but of magical pollution that might corrupt the land or raise the dead. Instead of fighting, a continuous chant is hummed in the Malverne's Caverns. There is a Head of Family, but they serve as a leader to the clan, instead of as the sole fighter. Some Malvernes live above ground in Coffin and manage the family's resources and affairs, and some take periodic respites from the caves, though the Head must remain below ground at all times. The Malvernes tend to be excessively pale and blond, and are unnervingly calm at all times.



typical troop is made up of at least one of each fighting rank, who may also perform the roles of tactician and scribe; or these duties can be performed by specialists if there are sufficient gendarme men available to dispatch. A unit's safety depends on each man pulling his own weight and honing his abilities to their finest.



WARRIOR

Duties : Eliminate dangerous beasts, protect the troop from a direct physical attack.

Strength is the main ingredient in a good warrior, and stamina is the yeast to strength's flour. Warriors should act as a human shield for the casters, and keep between them and danger. Weapons are a matter of preference, but warriors will likely experience both close combat and more distant attacks, so a mix of specialties is preferable. More intelligent warriors may also learn casting, but are left little time for it in battle as they are usually covered in too much armor. Warriors are best taught one spell at a time, and do well to study spells designed to be cast in safety.



WARRIOR CASTER

Duties : Use spells to aid in missions & battles.

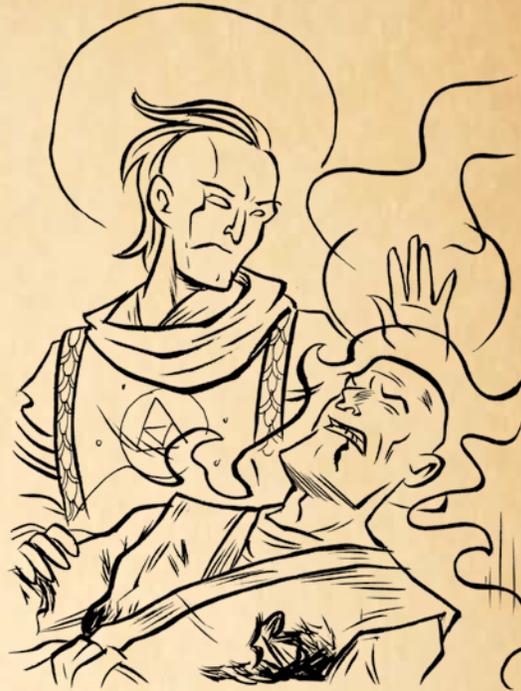
Mew casters must build up their spells through practice, but once begun can quickly advance. A caster of normal intelligence begins his service in the gendarme when he can cast four spells in battle, and masters at least one strong spell to wound opponents. He must also be able to fight when his magic is used up, though he may select any weapon he chooses. Obviously, staves are required weapons for all casters, unless they prefer to directly be in contact with the soil, though this is not recommended for new casters unless they are extremely quick or have well-callused heels. However, fighting casters may drop a staff to wield a sword or bow and arrow, though they must retrieve it to use spells in future battles.



HUNTER

Duties : Scout, determine safest routes for troop, spy on enemies, acquire game for meals.

Silence, stealth, and shadow are the hunter's allies. Speed and agility are more important than brute strength, but a hunter must also be prepared to fight if he cannot flee, and is expected to carry his weight in battles. Bow and arrow are required for game hunting. A knife or axe should be carried into the wild for hunting and survival. A hunter should also be wise enough to understand his surroundings, and provided he is, he may learn spells, though this happens slowly because his other duties take precedence over casting. It can be prudent for this to be a healing spell, should anything unfortunate happen to the healer.



SHIELD CASTER

Duties : Protect the troop, shield from attacks, heal the wounded.

A typical beginner shield caster will have enough strength to cast four spells on the average day, but with practice will quickly build up stamina and increase this number. An unusually wise caster will have more ease with healing arts and should be able to cast an extra spell or two of this type. A shield caster need not be strong or agile to wield a staff, but it is still recommended that he take extra precaution and learn to use a light hand weapon for close combat, and some type of projectile, should his spells become exhausted.



TACTICIAN

Duties : Keep the troop moving & focused, and keeping morale high.

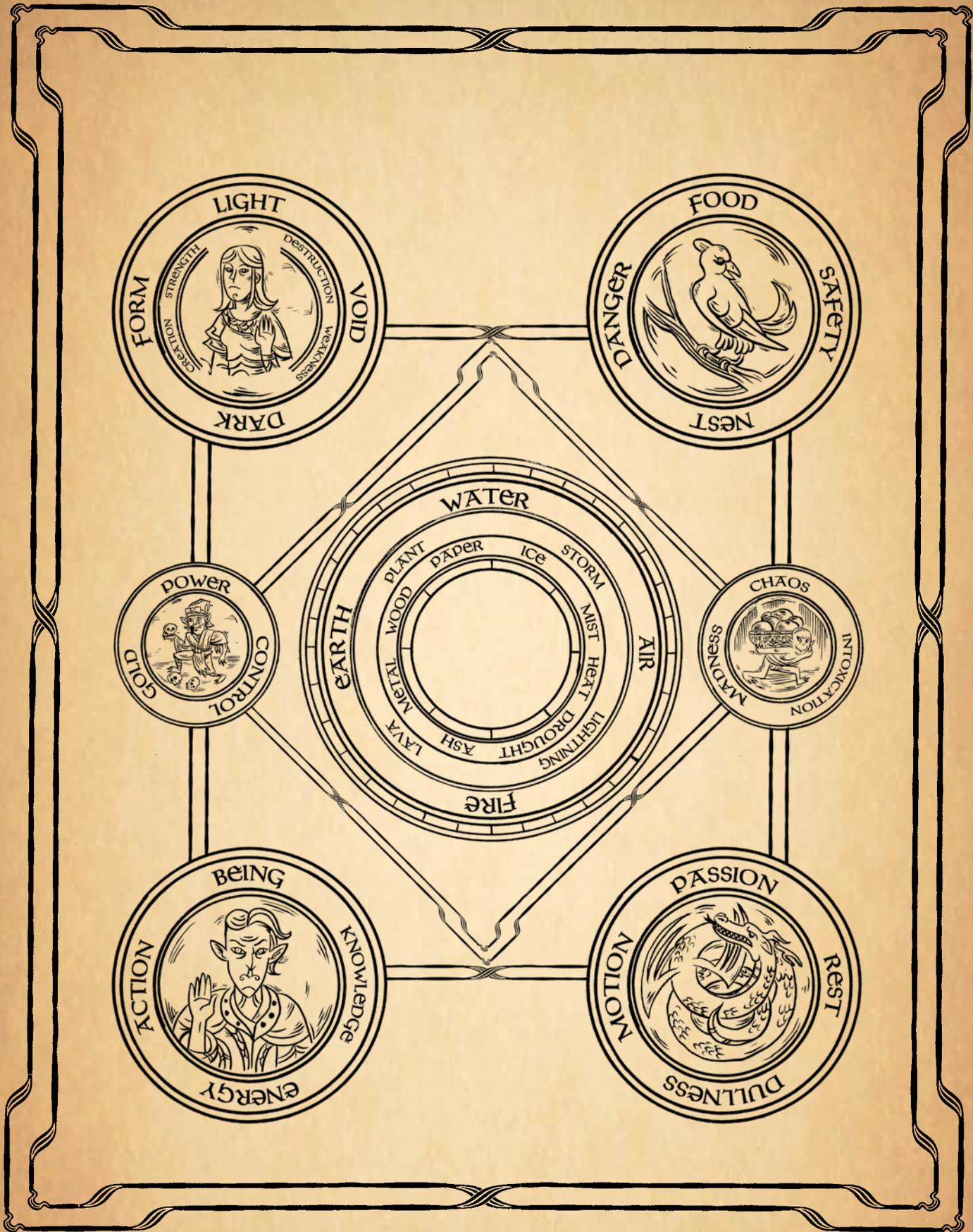
Intelligence is key. It does no harm to be likable, though often gendarme men will take their fighting cues from the most seasoned member of the troop, regardless of this man's charisma. The wisdom of experience is its own pedigree, and is worth listening to, but a good tactician will evaluate all plans put forward by the group. Each mind is a link in the chain that will whip the buttocks of evil. A good plan of attack will give each man a clear directive to follow, and utilize each man's talents and tools to their maximum. The tactician's motto: Remember the mission, and seek victory.



SCRIBE

Duties : Keep records of the encounters of the gendarme.

Any literate man may take this task, though at times scholars are assigned to gendarme troops to study a foe or observe tactics in use so that we may review our policies. It is all in the name of improvement and education that encounters be recorded and reviewed. If a highly personable scribe is assigned, he may serve as envoy to the group, and take on the role of diplomat in social functions that may arise in travels. However, pleasant personality is not foremost among skills required for gendarme scribes, therefore a troop may do well to practice their social graces and simply keep the scribe out of harm's way. Gendarme scribes are typically taught some spells, but have limited casting ability, and proficiency with weapons is not required for scholars.



MAGIC



nce the magical fundamentals are firmly understood by the student, he may graduate from the Greens to being his gendarme career. The usage of magic is difficult for those lacking fluency in the elven language, which can take half a human lifetime to properly master; and yet that is only but a part of spell casting. Though casters can devote their lives to study and still not learn but an ounce from the well of magical knowledge available to us, the following spells are provided for novices to gain experience in regard to the practical applications of magic. Please, be safe and do not attempt these without a firm grasp of casting, syntax, elementals, theory, and paradoxology. But do not be afraid, with even a basic understanding of magical mechanics, even a field hand can perform simple spells to protect himself from the many dangers lurking in our country.

A note on the Spells of the Taikurit

The Three Families are of mixed elven decent, and thus have a higher perspecapacity for magic. Their spells are quite complicated, and should never be attempted by a novice, nor indeed by anyone with less that half a century of experience in spell casting. If you are deployed on an assignment with a member of the Taikurit, do not attempt to replicate their spells!

SPELLS

Enchant Weapon / Arrow : noitua ase / nuoli

Make your arrows more accurate, deadly, or give them an elemental attribute.

Giant's Curse : kirouksesta jättiläinen

Grow in size, strength, and stamina by one-half of one's normal stature. The effect strains the brain slightly, one's timing and reactions may become delayed. The spell lasts for from ten to thirty minutes, then the fighter is returned to normal stature, with some damage from the spell.

Double strike : osuma kahdesti

A physical blow will do twice the damage with this spell, for up to five minutes of attack.

To use Elemental Spells: Use the following translations & replace E in the spells below.

air- ilma
water- vesi
fire- tuli
earth- multa

wind- tuuli
ice- jää
lightning-salama
stone: kivi

A Note on Fire Attacks

All soldiers should be issued a fire protection ward with their gear, but it does not protect from foolish advances. Always remember that fighting with fire is dangerous, as are the other elementals to a less immediate degree, and try to avoid your comrades in your attacks.

Elemental Strike: ampua E

A blast of any of the elementals hits one's enemy.

Elemental Hail: sataa E

A hail of the cast substance rains over an area. This method is better for causing damage over a group of enemies.

Elemental Sphere: pallo E

Launches an elemental ball at an enemy. This is larger than a beam, but takes longer to summon the increased size. It takes some time to master this spell.



Confusing lights : ilotulitus

An explosion occurs with bright lights. Stupider enemies will be transfixed to the spot, and utter "Ooohhh!" and "Aaaahhh!" while you run away. More intelligent foes will be startled, but quickly regain their footing. Best used as an escape aid, also useful as a temporary distraction. Does no damage.

Projectiles of Prestidigitation : taikaammus

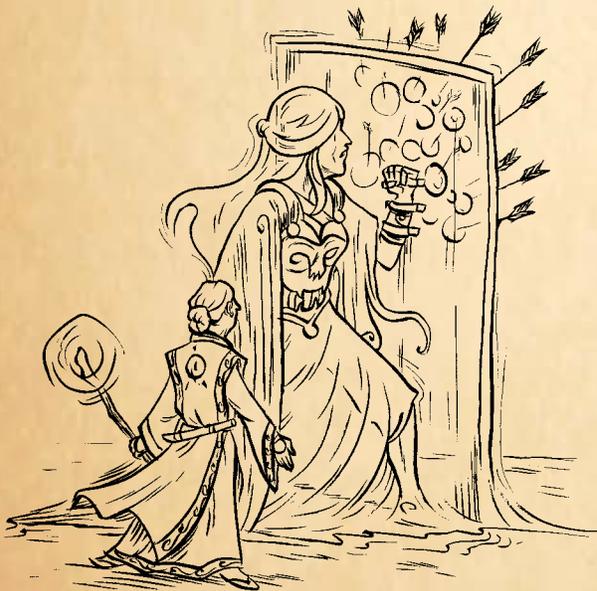
Small, precisely targeted explosion, will only harm intended target, though it is recommended that those close to the blast try to avoid contact. Can be quite hot, but will not ignite inflammable objects in area.

Shield : suojata

Protects person or group with invisible barrier. Requires one arm to hold in place, higher level spellcasters may use this spell merely by thinking the chant.

Shieldmaiden : kilpineito

A ghostly female figure will appear and keep between you and your foe with an impenetrable shield. She will stay as long as you need her, but cannot inflict damage upon your enemy, nor can your attacks go through the shield. It is customary to make an offering to her after a difficult battle, flowers or mead are thought good gifts.

**Bless Dwelling : siunata asunnon**

Deters evil or undead from entering rooms, homes, or buildings. Best cast from doorways to impede entry. If a ring is drawn in the ground with a gate marked by two stones, a larger area can be protected for up to two weeks, but do not forget the stones lest the occupants be trapped inside.

Pyre : polttorovio

Ensures that a fallen friend cannot be raised from the dead. A branch of one of the holy woods will add a blessing to protect the spirit from a troubled afterlife. A kind gesture will increase the likelihood of the spirit's inclination to assist the living with small tasks or information, though it is recommended that casters inexperienced with speaking to the dead do not attempt to do so; their manners can be interpreted as rude by the living who are unaccustomed to their ways, and trouble can follow. Expect a degree of detachment from their interest.

Helping Hands : kutsua auttaja

A half-sized helper appears to assist you with tasks, though your helper's enthusiasm to be of use can be disruptive to your own work if cast by an unready or inattentive caster. Give your helper clear directions, and he will do a fine job. Dismiss with a handshake.

Breakfast Rations : kutsua ateria

Eggs, bacon, cereal or uncooked oatmeal, bread, jam, coffee, tea, milk, and fruit (when in season), provided from the Infantry Larder. Only works outside city walls, for registered missions; otherwise rations will not be prepared. Baskets will be set out shortly after dawn; banging on the shelf only makes the kitchen staff cross and likely to leave out select items. Use hand with Infantry signet to enter Larder, some find it easier to reach into a hollow tree or burrow entrance until well-practiced.

Recover : parantua

Heals wounds, one blow at a time. If one limb has taken multiple hits, it will mend most of the total damage done to that body part in one cast minus a fraction for each hit.

Cure : uudistaa terveys

Disease, poison, and paralyzation are eliminated from the body; health is renewed. Wounds inflicted upon the body remain, but the inner workings are restored to normal.

Sympathetic Energy : jaamme terveys

The caster is able to share the physical and psychological state of themselves and their target, and to transfer feelings and aid to them. It can be used to calm anxious men and help heal the wounded so that they may hang on to life. The caster takes on some of the wounds or absorbs some of the state of the target, but he may choose to share a little or a lot. It can be used on memories and images as well, if that is the caster's desire. Except for highly advanced wizards, it cannot be used on unwilling subjects. The very powerful with a bent for evil can transfer their wounds to the healthy.

**Reforging : luoda uudelleen**

Can be used to temporarily repair man-made objects. They will return to their original state eventually, but the duration and extent of their repair depends on the skill of the caster.

Cheat Death : virottaa

Returns the severely wounded to the realm of the living, though it requires much time and natural recuperation to regain full health,

otherwise a corruption may occur. In some cases, the injured may remain unconscious, for instance, in the case of poisonings until the poison has been neutralized, but further healing can still save them, delivered from the safety of a bed. Failure will be evident quickly, a pulse will be detectable in all effectively cast spells. Must be cast within three minutes to avoid internal damage. For more experienced casters; those with no experience healing have no business attempting this spell.

The Wind's Whisper : kuiskaus tuulen

The caster creates a breath of wind that carries a message. A slight breeze can subtly influence someone, stronger gusts will shout.

Reflecting Pool : heijastava allas

The caster enchants a still plane of water to watch another place or person. It can be used to communicate over distances if two casters plan ahead. No sound can be heard, and the clarity of the image depends on the stillness and purity of the water.

The Hunter's Stealth : viekas metsästäjä

Temporarily conceal yourself from the normal vision of others. The spell can be used anywhere, but improves in shadowy areas and places with lots of cover, such as woods or rocky areas with tall rocks and boulders.

Favor of the Ravenchilde - siunaus Ravenchilde

Weapons hit harder, spells react better, and the troop moves faster and stronger. Invoking the Favor of the Ravenchildes aids troops in situations where they are outnumbered by at least five to one, and will last for up to ten minutes to cut through the numbers of your enemies. Some mastery needed, generally helps if one has met a member of the family.



UNSPELLED MAGIC

These techniques do not require a specific spoken phrase, and can be practiced by all.

Mantras -

A chant that resist another's magic. Mantras are often better when a more personal variation is found, anything that clears the mind and dispels fear will do. "Rabbit, rabbit, rabbit," is a popular ward to teach children, and "potato, potato, potato" is excellent for clearing the mind. But the stronger the words, the better. Ffifer's "Mantras for Modern Days" provides excellent insight into mantra selection.

Oaths -

Oaths can be enchanted so that the speaker will always remember the words so long as they remain in his heart. When a man turns false, he can no longer remember the words to the oath, and even when aided will stumble upon the words.

Concentrating the Third Eye -

This technique can heighten senses and aid in the detection of some sought after person, object, or beast. Practitioners reach out into the unknown with their mind and feel auras. This is aided by chanting a nonsense mantra to clear the mind of noise before beginning the procedure, repeating any word a dozen times will suffice.

Clear Sight -

Good for locating hidden objects, passageways, and enemies concealed in shadows. Close eyes, rub temples, open, and squint.

Tea -

A cup of tea can be a mild restorative, and a brewed pot can be shared among the troop, though drinking more than one pot per day will only make the troop antsy. Attempts may also be made to read tea leaves, but only those versed in tea-lore will make much sense of them.

Elven Calm -

Inspire detachment from earthly pursuits, and a zen-like calm will enter the hearts of those you speak to. Excellent for cooling hot heads and worriers. Speak with calm, confident tones, not

too loudly; if necessary, get a group's attention and make them take a collective breath. The moment of silence will help restore order. If these fail, the elvish saying, "Kaikki on siistiä," is not actually a spell, but does have a calming effect on the mind for both humans and elves.

The Hero's Heart -

Inspire bravery in others through the passion of your words. This cannot compel the subject to perform any deed he would not willingly do on his own, but will fuel any man's inclination to aid a troop in its mission and assist to the best of his abilities. The task will become their second priority, though the instinct for self preservation trumps this, unless a member acts to protect a larger group such as a family or village from immediate threat. Speak from the heart, as theatrically as possible.

Boo-boos -

Troop members can help the injured by blotting blood with a piece of fabric, and washing the spot with some water and soap, or alcohol, if that is possible. A kiss to the forehead will improve the injured's condition slightly; this is a medical fact.



"KNOW THY ENEMY."

While many of our beasts resemble and act like those known to the Old World, there are a number of creatures and beings unique to Lorian that merit study before entering the field. Their dangers include disease, transmutation, terribly painful internal injury, and of course death. He who invests time into studying these commonly encountered creatures will reap the reward of a long life!



ARSYKA

One of the bird's three heads is always awake, and one's fate may depend on the luck of timing. The beastly head loves nothing more than to pick upon bones, and is a bloodthirsty and malicious killer. One of the beautiful heads is a helpful soul, and will help you with your tasks. If you can procure an arsyka's feather as a gift from this head, the other two will leave you be. The other is a trickster, she will charm you into believing you have been helped, while plotting your demise. None of the heads are so clever that they cannot be deceived. Tasha Towhee, the legendary explorer of Broadmoor, noted their fondness for shiny objects such as crystals and metal, and so distracted the murderous arsyka with the beauty of her gleaming sword, it did not notice until it was too late that Tasha was close enough to stab it in the heart. Other lives have been saved by throwing daggers and shuriken that caught the sunlight to distract the arsyka. Fight during a sunny period, if possible; great treasures have been found in the arsyka's nest.

BAPUKAI

The Bapukai are conniving, thieving fiends. There is no circumstance in which they can be trusted not to cheat or swindle, even when it would be more prudent to ally with foes. The Bapukai believe that their magic will always protect them, and though it is stronger than that of the average farmhand or new recruit, experienced casters should not be much troubled trying to overcome their spells. Charms may be overcome by chanting mantras; if one member of a party is able to resist, then he may clear the minds of others with his chanting.

The black market of the Bapukai contains some truly evil exchanges, ranging from curses to poison, and chickens to people. If a market is found, or a lair, be wary of cages and ruses. Enter only with a large group, and stay together; attempt to free any humans you can find as long as they retain their humanity or can be transformed back safely. Bapukai will try and protest or intimidate, but will back down if they see one's resolution to the task at hand.



BLOOD GNOMES

Fearsome in later stages, blood gnomism is a horrific condition which decays the infected body until the skin ruptures and bleeds through any lesions or orifices. Thought to originate from a cursed goldmine, gnomes are particularly likely to contract this parasite, as it rarely is spread above ground except by bite from the infected. A worm takes control of the host, and can control motor functions as long as the muscles remain mostly intact. It appears ghostly and can pass through solid objects, paralyzing whomever it touches in that limb. The disease generally does all but kill human hosts, leaving victims weak and scarred; a quick amputation can save massive degenerative damage if no antidotes are on hand. Any cures should be made within minutes, the parasite replicates quickly. Elves are susceptible to the parasite, and will burn an infected host on site. This is the recommended attack, keep your distance and destroy upon recognition.





BOG GIANT

Mative to the Asperian Peninsula, the bog giant is slow moving but dangerous due to its tremendous size. The primary concern their inability to detect smaller and more agile creatures, who are easily stepped upon. When content to rest under water, the creatures present no threat as long as one remains wary enough to keep out of their path. Most encountered in Lorain terrain are adolescents who have been rejected by the tribes and forced to leave their natural territory. These unpredictable loners tend to exude a nauseating smell from their pectoral sacs, evidently caused by a silvery fungus called 'sac rot'. Despite legends, they do not contain metals, pearls, gems, or other valuables; the fungus plays a trick on the mind in order to duplicate itself in a new host, and can infect humans. Nor are the sacs a weak spot; they are best assaulted in the belly or limbs. Affected bog giants can putrefy waterways with their waste, these must be decontaminated after the creature has been removed.



CRABURAX

Cramongers by nature, the craburax has evolved a detachable tail to use as a stabbing weapon in its non-claw forelimb. The big claw and top, armored shell are signs of strength, look for signs of wear and scarring to identify the strongest & most experienced fighters. Though the edges of the claw are usually blunt, some battle-hardened craburax will sharpen them enough to pierce through steel armor. When fighting each other, the losing craburax will be forcibly removed from its shell, and loses all honor among its kind. It must then choose to remain in craburax society at the bottom of the social hierarchy, or leave and find new armor and weapons to protect itself in the wild. Exiled craburax will not attack first unless provoked, even when banded together; the sting of defeat remains in their memories.



IMPS

A mischievous creature, imps are helpful one day, then jokers the next. They are small but witty, and if one is unaware of the imps' sense of humor, it may be hours before their jests are noticed. They take delight in human's giant size (by comparison), and love nothing more than to see them in their tiny homes. The shorter the imp, the more powerful he is in their society, for he can enter the smallest seams and find treasures that his larger brethren cannot. Children soon join their parents' mine hunts, for though a cave-in would be treacherous for a human, for imps this is a bounty. They absorb nutrients directly from rocks and soil, and have a fondness for minerals. They may try to sample any gemstones they can find, though they prefer them in their rough state; too much handling seems to put them off a cut gem, or it may be that they are too rich for their diet. Imps eat a diet mostly of igneous and sedimentary rocks, and will not be very offended if asked not to consume a particular item, though they generally prefer to be offered a taste out of politeness. Imps are generally harmless provided they are left alone or feel well treated, but in numbers can be daunting. Imps adore the Malverne and are frequent aids and messengers.





FLESHEATERS

In moonless nights, flesheaters forget their normal lives, and hunger only for the meat of their own kind. A flesheater can hide his disease* well, in fact may even be unaware of it, until the turn of the moon, and then his incredible hunger will rear. Flesheaters, unless they are contained by magic, can stop at nothing to sate their hunger, and have been known to devour entire families when victims are incapable of escaping the hunger-induced fugue state. Some "gourmet" flesheaters develop a fondness for eating faces or particular organs, often the heart or liver. If the disease reveals itself, and the afflicted's family is willing, it is possible to contain the person and quarantine them for the length of their ravenous period, though it is difficult for some to reconcile their terrible crimes with their loved ones.

*It is not certain if this is truly a disease or in fact a curse. Contradicting evidence still exists as to the spread of flesheaterism, though much research has been carried out. See Curassow's "Record of Rylan Hightaper, the Monster of Manxome-town."



MANBABBY

A terrible fate for a stolen child, manbabblies are transformed into confused, rambling giants by bapukai to do their bidding. The transformation takes place from one full moon to the next, and seems to involve a diet of troll blood and a lengthy process of leeching, usually on the posterior. This sore spot, which never fully heals, is prodded to provoke the manbabby into battle. While innocent seeming, manbabblies no longer retain any truly human qualities once they've undergone the transformation, as the bapukai corrupt the spirit in order to turn the manbabby into their tools for evil. While one might imagine a manbabby is speaking to them, careful listening will discern only a series of babbling nonsense, with no indication of higher thought to be heard.



DAMDIGGER

Damdiggers are fish with a tendency to burrow into the ground at a bottom of a river and wait for prey to wander by, both in the water and on land. Their tendrils commonly reach 25 feet from their mouths in adulthood, and are quite strong; one of these limbs is strong enough to pull a fisherman under water, and they easily can attack two humans at once. Given the likelihood of their land prey to drown when pulled underwater, they have a bias against creatures who live in water for the greater struggle they incur, though a damdigger will never pass up an easy meal. They are sensitive to sound and can hear very well, though some of this is due to the ability of water to carry sound. Their vision is less acute. Damdiggers may pull themselves up on riverbanks and shores, but have more difficulty moving out of water, and can become trapped & die there; they generally avoid exiting the water completely. Even from a small size, they are adept at catching prey, and will attempt to eat anything they can fit in their mouths. They taste disgusting, though scavengers will eat them. If an area of water in a river or stream appears to have become more shallow or still when water remains at its normal height, damdiggers are likely the source. A straw man may be used to lure the beast out of his hiding spot, while others attack safely from a distance.



FROST WOLVES



Fliterally cold-blooded killers, Frost Wolves have an icy breath that can freeze a man in his tracks. They are known to capture men in ice, leaving parts exposed so they can gore the torso or limb with their horns and fangs. Fire will provide temporary relief from attack, though braver wolves will attempt to reach through it. Usually found in South Orissa or the Asperian Taiga, Frost Wolves have been known to travel in the mountains, but deal with heat poorly. Once one was trapped, and brought to Barthhelm, where it was thought it would be a diverting exhibition during the summer, but the unfortunate animal appeared to have much trouble breathing in the warmer clime and eventually became ill. The colder the region, the more savage the attack will be. The wolves' pelts are highly prized for their warmth, and the horns are of some value to craftsmen and traders. Teeth are best used to impress children, but are traded in taverns for ale and meals, especially in the south.

ODEN

The Oden are born warriors, brought into this world with an instinct for combat and warfare. Able to fight as soon as they're able to walk, they would be nigh unstoppable on the field, save for one weakness - their tiny, fragile legs. They appear to age at a rapid rate, so an Oden that is twenty years old will look like a human of fifty. Once the Oden are of age, they become mercenaries, and will search out the most lucrative position they can find. Contracting an Oden is a gamble, as the contract is for life. They can bring great glory on the field of battle, but there remains a significant chance that they will become injured, and the contract holder is stuck with a lame, useless Oden.



GOLDEN BIRD OF YDINIA



A small, possibly scorched, golden feather will alert seekers to its proximity, left by the bird for those with which it would commune. It can bestow a powerful blessing, but only to the good; a glimpse of it from afar is good luck to all who gaze upon it. The smell of evil will incite its taste for blood, and it is something of a protector in its own right. Never attempt to kill the bird, it will leave a curse so strong nothing can dispel it, and evidence suggests that it is impossible to kill.



HAGGARDS

The first Haggards were a human coven who tried to perform a ritual that would extend their youth and beauty to the end of their lives. The ceremony backfired and instead the Haggards became twisted, though their lifespan became extended nigh indefinitely- they do not die from old age, but must suffer a violent death. They are still strong magic users, but it takes a tactful approach to avoid offending them if you wish to gain their help. It is much more likely that they will take insult at an innocent comment and proceed to remove the head of the person who spoke unwisely from the rest of his torso. Flattery may work, it just as frequently backfires. Do not confuse a haggard for the kind, grandmotherly type, they have been corrupted through magic. Upon occasion, a caster will think of a new way to "improve" this ritual, but if any have successfully performed it, it remains a secret. More often, this procedure is botched, for it requires the human body to do something too unnatural.



LISKOT

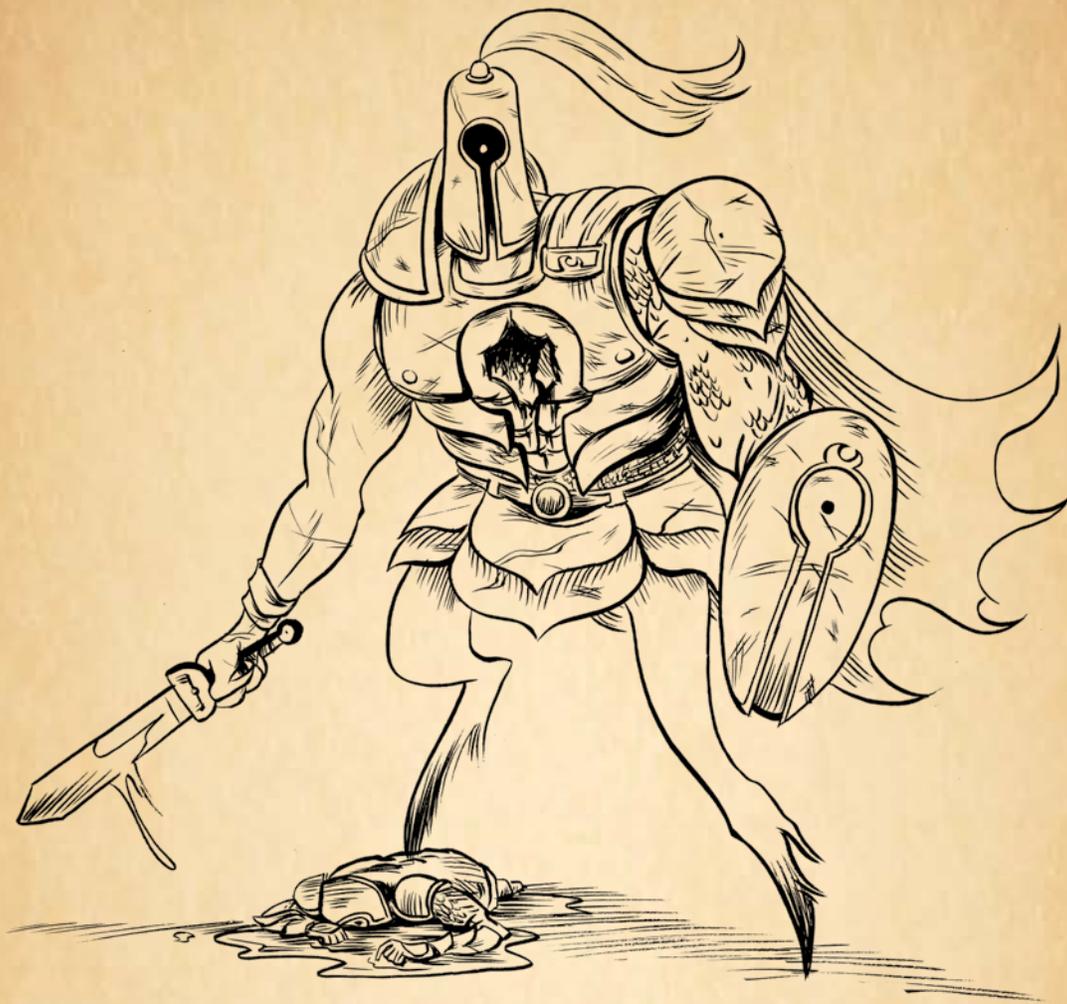
The Liskot, or Man-Lizard tribe, are among the more intelligent reptiloid species of Lorian, second only to dragons. They have some understanding of the workings of magic, but only the oldest and wisest among them develop the talent. This is thought to be a development in the brain which comes after the reproductive years have ended, though there are theories that it may be a cultural choice enforced by the amulets worn for protection by acolytes of Isssa, the Liskot warrior god, who is part of a trinity with Mother Ssharah, the wise, and the deathbringer, Kttk. All Liskot are warriors, and there are often battles between clans. When Liskot have killed a hundred of their kind, they begin learning the use of magic, but only undergo the Rite of Ssharah when elders agree they are ready to use this power. It is also believed that their casters can gaze through the Eyes of Isssa, and so a solitary Liskot warrior can spy even in death as long as his amulet is intact. Females, while somewhat less mercurial, can secrete a deadly poison, and one should avoid touching them directly. Its use can be detected by an oily sheen where contact has been made and a sweet odor, and is sometimes traded in the darker alleys of the ports.



LEVVI

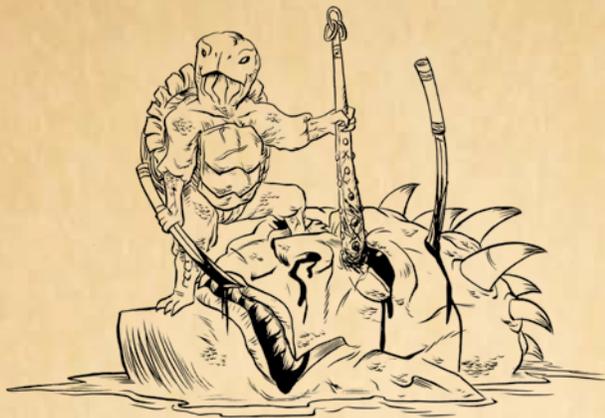
The Levvi is almost completely harmless, but its wail is so ghastly and shrill that many evil casters and even Bapukai will use them to guard castles, fortresses, or other places. Levvi are able to faintly sense anything underground, so often their masters will search for a mother levvi with pups, kill them, and then bury them near the place or object that requires guarding. The levvi then searches for her pups, being able to sense them nearby, but unable to ever find them.





THE MYOPES

Megends claim the first myopes were giants who were tricked into trading an eye to see the future by elfin hero Rohkea Reko. While fortune-telling is beyond most myopes, their speed suggests an ability to predict an opponent's next move. This ancient line is now almost extinct, but their few surviving members are powerful fighters, capable of decimating their opponents. To kill the creature, the heart must be destroyed, otherwise their wounds will heal. If wounded and taken alive, a powerful caster can remove the heart from the body, and the myope will become his slave. If this has happened, you must recover the heart to destroy it. A heartless myope lives a tortured existence, and may be inclined to tell you where his heart lies if he knows where it is hidden.



JAHANN

A benevolent being that appears to avenge the loss of fallen loved ones who died at the hands of demons and other monsters. The Jahann rarely appear, but when attempting to summon one, a person must leave an offering of a meal and weapons by a flowing body of water. If one returns to the site and the weapons and food are replaced with a small, smooth, perfect sphere of gold, then a Jahann has taken up the cause. It's said that one's chances of summoning a Jahann are improved if the weapons left are either the weapons of the deceased or one's own, and if the monster killed the person unprovoked. It's said that once it has taken up the job of revenge, they cannot be defeated. Once a Jahann has avenged the fallen, they will return the weapons to the person who summoned them, who is expected to return the golden sphere.

TROLL

Often found lurking in the most unexpected places, trolls are an loutish bunch. While they seem to speak a common language, they understand little and attack frequently in a frenzied state. Trolls never back down, and go by the ethos of he who fights the longest is the winner, even if in his fighting he traps himself or cedes ground. They are almost incapable of companionship, and shun each other's company, preferring only to battle instead. There are almost no distinctive clues to distinguish one from the other, aside from small differences in their war tactics. Neither courtship nor mating rituals have ever been observed, and it is not understood how they reproduce, only that there are many. It is believed that trolls come from a well that sinks into the stinking bowels of the earth, and that through some foul magic, they will never cease to cause chaos.



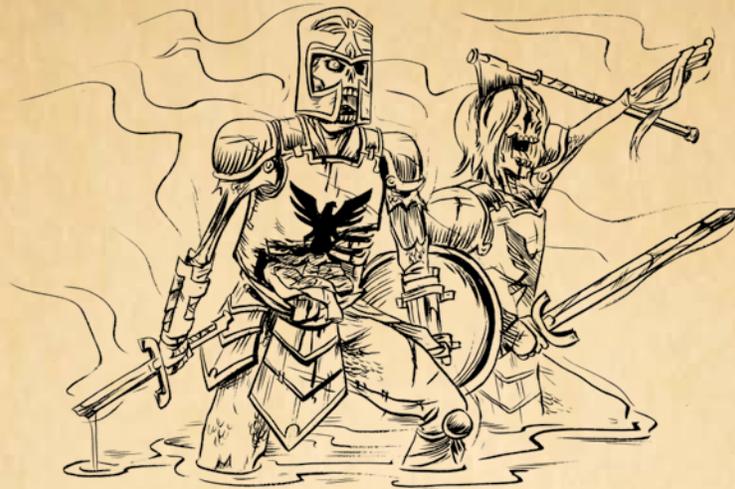


WOLFEN

Whe wolfen (a conjunction of “wolf women”) can spend three days surrounding the full moon in human form, but spend most of their lives in the form of wolves. They are larger than a nonmagical wolf, and supernaturally strong. In human form, they are adept at magic and make powerful casters, but retain little of this ability in their wolf form. They retain wolfen ethics in human form, and though they comprehend speech and can speak our tongue, cultural divides are often a gap too great to bridge. Wolfen inhabit the forests, and usually make their homes in caves, though they have been known to build structures during their human periods, and will make themselves quite comfortable in either instance. As humans, they wear their wolf skin as a cloak, and sometimes prefer to wear little else, depending on the season. Some stronger wolfen may have the ability to maintain a human form between moons if it serves their purposes, by remaining separate from their skin during the dawn when transformation would take place. Some have the ability to use hands while still a wolf, though this is extremely rare. No males have ever been seen by humans or elves, they may not exist.

Do not provoke the wolfen, even in human form. They are a strange breed of loners, happy when left to themselves as long as they are well fed. Wolfen may cooperate with humans, some villages will feed them in exchange for protection in trying times.





SHAME OF THE RAVENCHILDE

While undead creatures roam in every shape and form, “sotters” are a tragic reminder of the importance of the gendarme’s limitations. In the time of Raaf Ravenchilde, a traveler died alone upon the road near Brillig in Orissa, and was made undead by some unknown entity. The undead man went south, and news reached the Ravenchilde during his wedding feast. Reluctant to leave his new bride so soon, he entrusted his Clutch to begin the trip south, to contain the undead until he could arrive, and he agreed to leave after one week with his beloved. By the time Raaf caught up with his scouts, they had managed to trap the undead man in Castle Grandry. However, the Ravenchilde’s Clutch were trapped along with most of the inhabitants of the castle, all of whom were turned undead. So many died that a curse settled upon the castle, and Raaf decided to seal the undead inhabitants inside. It remains possible for the living to enter or exit freely should they, for some reason, choose to, but the undead cannot pass the stone castle walls without combusting. Raaf became known as Raaf the Regretter, and decreed that from that time forth, the Taikurit were to never put their desires before the needs of the kingdom.

RIDDLE CAT



An odd beast, there is only one rule to remember when it comes to the riddle cat: he will take your head if you answer wrong, but can do nothing if you simply ignore him. The riddle cat has charms that will bring on a feeling of obligation to play his stupid game, but the only way to win is not to play. Chants are of help. Though grotesque, riddle cats are not strong fighters, though they are quite difficult to kill, and if defeated one’s best move is to destroy the corpse, for given time the riddle cat can heal from mortal wounds. They are often used as guardians for treasures or tombs, but usually are part of a series of defenders.



Americus - www.saveapathea.com
MK Reed - www.mkreed.com
About A Bull - www.aboutabull.com
Jonathan Hill - www.oneofthejohns.com



"The Gendarme of Lorian
shall provide
A sword to any that can
wield it,
A staff to any that can
cast with it,
Help to all who need it.

Man shall stand together
with our elven brethren,
and fight no wars
among our kind."

