

Fomos Harnic Ettin)

Bill Gant 1991.

The Fomos is a rare form of Ivashu, basically humanoid but sporting two heads and four arms. It towers eight feet on average in height and weighs some 600 lbs. The Fomos's heads resemble those of very ugly men (Comeliness of about 3), with boar-like tusks protruding up from the jaw. Its skin is thick, rough and hairy, light brown to flesh in colour, and its eyes are black or dark grey. It has two muscular arms on either side of its torso, one above the other, making for quite an interesting anatomy. It has thick, stumpy legs ending in feet with seven toes each, and the only clue indicating that this beast is in fact a variety of Ivashu is its lack of genitals.

The Fomos is carnivorous but its hunting is not limited to searching for food. It often kills for enjoyment and sometimes displays its hobby in the form of a necklace or belt of skulls. Usually the Fomos fights with several large clubs - one in each hand - but sometimes it hurls boulders with its upper pair of arms. Because of its excellent sense of smell and since it has two heads, the Fomos is very difficult to surprise. Also because of its heads, it can attack twice per round independently with one right and one left arm!

The Fomos has yet another curious feature: if it suffers arterial bleeding, the blood loss will slow down by 1 point per round after the wound is taken until the bleeding stops (just like the Aklash). This has nothing to do with regeneration, simply that the alien biology of the Fomos is able to swiftly divert blood flow after an artery or major vein is ruptured. In a similar way, if one of the heads is incapacitated or slain, the other head can keep the rest of the body in motion (with the exception of two arms, one on each side).

The Fomos tends not to congregate with others of its kind; it has more than enough trouble keeping its two heads at peace with each other! However, there has been an instance where a Fomos has actually become a leader of a gargun band (the Fomos can speak Ivashi and the gargun can try to learn it).

STR 25	SPD 10	INT 08	MOB 50
END 18	EYE 10	AUR 01	DGE 45
DEX 12	HRG 13	WIL 12	INI 60
AGL 09	SMT 18	FR 1	

Unarmed Combat: 50/6b Large Club: 55/8b
Boulder (range 65'): 40/10b

ARMOUR: B8 E6 P5 F6 S8 T6 (except eyes)

Hri (Stone Giant)

Bill Gant 1991.

The uncommon Hri is somewhat more dangerous than its larger cousin the Hru. Towering 10 feet in height and massing 1.5 tons, it resembles a stony man, much thinner than the Hru. The Hri has an affinity with rocks within fresh water and is normally found in rapids or shallow rivers where it gains its sustenance. Like the Hru, it is nocturnal and during the day it transforms into a large boulder or pile of rocks. At night, however, it travels up and down the water ways, even on land as long as at least part of it is kept wet.

The Hri has a rather destructive disposition; it likes to destroy land-based beings and items that cross, float on or enter the water. This includes bridges, boats and people. Fortunately the Hri is territorial and rarely travels beyond its own boundaries. The Hri is solitary by nature.

STR 45	SPD 09	INT 09	MOB 50
END 32	EYE 07	AUR 01	DGE 50
DEX 09	HRG 07	WIL 14	INI 70
AGL 06	SMT 07	FR 1	

Unarmed Combat: 65/12b

ARMOUR: B10 E8 P7 F9 S12 T8 (except eyes)

Yeatruh (Harnic Cyclops)

Bill Gant 1991.

The Yeatruh is a fierce monocular monstrosity, sporting a powerful arm in the middle of its broad chest and one massively-built leg supporting an otherwise humanoid body and head.

This Ivashu is rare and is most likely to be encountered in Misyn. It is extremely violent and so is understandably solitary. It travels by bounding with its powerful leg, but this limits the terrain on which the Yeatruh can go. The Yeatruh tends to avoid wooded areas or places with a lot of loose rock. It is omnivorous but prefers meat over plants. It is also intelligent enough to wield clubs or whatever swinging weapon it finds. Due to its poor depth of perception, it rarely uses missile weapons.

The Yeatruh has rough, leathery, brownish-grey skin, usually with thick, wiry hair on its back. Its eye is yellowish-purple and its sensitive ears are pointed and reach beyond the skull. Its massive hand has a thumb on each end. This creature towers nine feet and weighs about 600 lbs. However, the Yeatruh is amazingly agile and is capable of leaping 30' in a single, giant bound (up to 10' upwards), even from a standing start! Although it is not easy to knock a Yeatruh down, once prone, it has tremendous difficulty getting back up again (5d6 roll vs Agility required). Fumble rolls on the Yeatruh are made with a +2 bonus because of its thumbs.

STR 29	SPD 17	INT 07	MOB 85
END 18	EYE 11	AUR 01	DGE 80
DEX 13	HRG 16	WIL 15	INI 85
AGL 16	SMT 14	FR 2	

Unarmed Combat: 50/6b

Large Club (e.g., stalactite): 70/8b

ARMOUR: B8 E8 P7 F6 S10 T8 (except eye)

Nualo (Harnic Manticore)

Bill Gant 1991.

The Nualo is a very rare form of Ivashu that lives alone in rocky, wasteland regions. Having the head, body and hind legs of a mountain lion, its arms resemble those of a bat, complete with membranous wings with which to glide. At the end of its long, prehensile tail is a poisonous sting, similar to that of a scorpion, and it uses this to subdue its prey.

The Nualo is tan-brown in colour and its feline eyes are pure white. Its mouth, although equipped with ferocious fangs like any big cat's, somewhat resemble a human's and is capable of forming words. The Nualo can speak Ivashi and is capable of learning other languages if anyone teaches it. This creature travels either by gliding or by running clumsily on its hind legs.

The Nualo is carnivorous, usually eating stray or old mountain goats. It is curious about intelligent beings and will often be friendly to them to learn more about them. Of course, if they are hostile, then the Nualo will defend itself with its teeth and tail! The Nualo is immune to all types of poisons, although extremely deadly toxins such as those produced by Death Cap or Gaethipa will give it a debilitating illness for a day or two.

Its sting can inject a paralysis poison. The Nualo can pull the impact of its tail to paralyze, rather than kill, its prey.

STR 20	SPD 09	INT 17	MOB 35
END 15	EYE 16	AUR 01	DGE 55
DEX --	HRG 17	WIL 10	INI 50
AGL 14	SMT 17	FR 2	

Bite: 75/10t

Sting: 70/9p & H3 Poison (paralysis for 2-4 hrs at H0)

ARMOUR: B4 E3 P1 F3 S1 T3 (except eyes)

GLIDER: 40 hexes/turn

Y'gnac (Headless)

Bill Gant 1991.

The Y'gnac is a malignant, abominable creature said to have been created (mutated?) by Morgath. It has a bloated, hairless humanoid body completely devoid of a head. This terrifying monster stands roughly 4'9" tall at the shoulder and weighs about 140 lbs. Its skin is pale with veins visible underneath. On the palm of each hand there is a wet, toothy mouth with which the Y'gnac devours its prey.

The Y'gnac senses its surroundings by feeling and "tasting" the environment with its sensitive flesh. This makes up fully for the monster's obvious lack of eyes, nose and ears.

The monster's two, slavering maws can emit disgusting, bellowing noises which can be very disconcerting to those who can hear them. It may hold objects in its hands with no apparent discomfort to the mouths. Usually, however, the Y'gnac fights by grappling its prey and hanging on as the fearsome jaws tear into its victim's flesh. If the Y'gnac successfully grapples with both hands, two separate biting impacts can be determined.

The Y'gnac usually travels in gangs of 3 to 12 (3d4). It is carnivorous but does not necessarily have to eat living meat; it can quite happily devour decomposing corpses (it appears to be immune to many diseases), which is why it can sometimes be seen haunting graves or gibbets. Y'gnac fear sunlight and usually hide in dark caves and crypts during the day.

STR 14	SPD 11	INT 10	MOB 55
END 15	EYE --	AUR 01	DGE 75
DEX 13	HRG --	WIL 10	INI 65
AGL 15	SMT 19	FR 1	

Grapple & Devour: 75/3t

ARMOUR: B3 E2 P1 F3 S3 T2

Blackspawn

Bill Gant 1991.

The Blackspawn is a very rare, solitary abomination that is believed to have been created by Morgath. It is a glistening, black, formless slime, massing about 800 lbs, capable of temporarily altering its form in an instant, from a toad-like lump to an elongated thing with hundreds of rudimentary legs. Due to the creature's extreme fluidity and the many different forms into which it may transform with alarming speed, it has at least four attack forms which it can vary at will from combat round to combat round. It may normally use only one attack mode in a single round, however.

The common attack modes of the Blackspawn are: Whip; Tentacle; Bite; and Bludgeon. If the creature uses its Whip mode, it may attack 1d3+1 times simultaneously per round. If it uses its Tentacle mode of attack, it may strike at any 1d3 opponents in one round. If it uses its Bite or Bludgeon modes it may attack only once that round. Its Whip and Tentacle attacks may reach further than 1 hex, but at a -20 ML penalty per hex beyond 1.

If the Bite strikes an individual, the victim takes no immediate damage but is instantly swallowed. In the following rounds, the victim is subjected to the Shadow of Bukrai each round (4d6 Shadow Strength)! While swallowed, the victim may make one attempt to break free by comparing his Strength + 1d6 against the Blackspawn's Strength + 2d6; if higher, he escapes, otherwise he may take no actions whatsoever. A swallowed character, if able to resist the Shadow, will die from asphyxiation in Endurance x 20 seconds. The Blackspawn can swallow prey equal to or less than its own mass. While devouring a victim, the Blackspawn may continue to fight, but may not move from its site without disgorging its prey. Any hits to the Blackspawn may injure the victim within, depending on the location of the creature struck. In that case, the impact dealt to the Blackspawn, minus 1d6, is inflicted on the victim.

The Blackspawn is completely immune to all physical weapons, even enchanted ones, as wounds simply seal up again after being opened. The creature is, therefore, extremely difficult to destroy. Frost injuries can harm it, and fire damage is doubled, however. Direct sunlight will kill it within an hour.

STR 18	SPD 17	INT 13	MOB 85
END 11	EYE 13	AUR 01	DGE 95
DEX 14	HRG 11	WIL 12	INI 70
AGL 19	SMT 14	FR 1	

Whip: 90/3be (1d3+1 attacks per round)

Tentacle: 60/6s (1d3 attacks per round)

Bite: 30/Special

Bludgeon: 20/9b

ARMOUR: None (but see above).

Guggh

Bill Gant 1991.

The Guggh is a sentry in the court of Ilvir. Those visiting the Sixth Gate of Conception deep beneath Araka-Kalai (?) will probably encounter two or three of its kind. Anyone not devout enough will almost certainly be attacked and most likely eaten by the Guggh.

The Guggh towers 20' tall - clearly the tallest of the Ivashu - and weighs about four tons. It is vaguely humanoid in shape, except sprouting from each elbow are two short forearms ending in paws fully two and a half feet across and equipped with formidable talons. The most horrific feature of this beast is its head, however. A pink eye juts two inches from either side of a head as big as a barrel, shaded by bony protuberances overgrown by coarse black hairs. The mouth has great yellow fangs and runs from the top to the bottom of the head, opening vertically instead of horizontally. The Guggh's entire body is covered by tough skin, coarse black fur and protruding cartilage. Truly a frightening sight.

In combat, the Guggh may either bite or hit with one arm. Each arm has two forearms and thus two claws, so that the arm strikes twice when it hits. Both claws must strike at the same opponent.

STR 60	SPD 10	INT 11	MOB 70
END 42	EYE 16	AUR 01	DGE 50
DEX 10	HRG 14	WIL 15	INI 80
AGL 08	SMT 15	FR 1	

Bite: 40/17t

Claw(s): 60/15bt

ARMOUR: B12 E10 P9 F10 S14 T9 (except eyes)

Matra-cu'jux (Harnic Basilisk)

Bill Gant 1991.

The Matra-cu'jux is a curious creature with tremendous attributes, some say imbued by Naveh himself. Massing about 100 lbs, it has an agile reptilian body, covered with greenish-silver scales, and four sharp-clawed legs. It has a long tail and neck, and its head resembles a cross between a lizard's and a vampire bat's. Deadly fangs protrude from its hideous mouth. Its huge eyes are the unblinking black of death, forever glaring. It is solitary by nature and nocturnal.

The Matra-cu'jux can slay with a glance. Any being who looks right into the monster's eyes as they glare at him will surely die. The victim of the death glance must make two rolls on 1d100. First is an Eyesight x 3 roll. If this succeeds, the victim must then make an Endurance x 1 roll, failure indicating immediate death, success meaning that the victim had somehow managed to survive. If the Eyesight roll fails, the victim has failed to see the eyes and therefore is unaffected. In combat, the Matra-cu'jux may glare at one opponent per round. The monster may glare as an attack or defence, but it may take no actions while it does so. If defending with the glare, the attacker must make the Eyesight and Endurance rolls before his attack. The Matra-cu'jux's glance can be reflected back on the creature and slay it.

The Matra-cu'jux's breath is poisonous (H4). Any adjacent character must make Endurance rolls every round until either H0 (death) or H6 is achieved. The poison of the Matra-cu'jux does not remain potent for long in open air; its strength is reduced by 1 HR every round that it is exposed, becoming useless once H6 is attained. The breath attack costs the Matra-cu'jux 10 FPs.

Finally, the blood of the Matra-cu'jux is extremely corrosive. Any weapon which penetrates the creature's hide will have its WQ reduced by 1/4 (round off) the IPs suffered by the Matra-cu'jux from the attack. Therefore, if a sword chopped into the monster and inflicted 12 IPs, its WQ will be reduced by a full 3 points! Enchanted weapons can also be affected because the Matra-cu'jux is obviously a magical beast. However, such weapons have their WQ reduced by 1/8 (round down) the IPs inflicted. If the Matra-cu'jux suffers a Blood loss (B) wound, the corrosive blood will spray up to three feet away, with a 70% chance of striking the attacker, 35% chance of anyone else within range. The acid inflicts 1d10 IPs per B-level (maximum injury sufferable is 35 IPs, however) to 1d3 adjacent locations. For additional effects of the injury use the Burn impact table. Armour (Fire aspect) struck by the acid reduces the injury, but must make a save on the Tear impact table (Damage to Armour, Harnmaster II) to prevent it from ruining. The acid blood loses its potency after one round.

STR 08	SPD 10	INT 05	MOB 50
END 13	EYE 18	AUR 01	DGE 50

DEX --	HRG 11	WIL 10	INI 40
AGL 07	SMT 13	FR 1	

Glare: 100/Death (see above)

Breath: 100/H4 poison (see above) Bite: 40/5t ARMOUR: B1 E2 P1 F2 S2 T2
(except eyes)

Dvor-masquz

Bill Gant 1991.

The Dvor-masquz is a very disgusting form of Gulmorvrin. This hideous beast is humanoid, but its sickly pale flesh is covered completely by oozing blisters and pustules. It constantly exudes an acidic-smelling, viscous and sticky fluid which possesses an incredible ability; the power to become like glue. Instead of blood, the Dvor-masquz has this gluey substance seeping through its fat veins.

From a distance, the Dvor-masquz looks like a naked man who is melting, a sight which would send most sane people screaming away in terror. Its wet footprints are easy to detect, and the strong smell of the disgusting monster's fluid is evident even from afar.

The Dvor-masquz's amazing ability is, apparently by will alone, to turn its fluids in one or more body locations immediately into a powerful glue. Anything which touches this glue will remain stuck fast (equivalent of Str 28!) until the creature wills the fluid to let go, or until it dies. This glue returns to its 'normal', inert (but still sticky) state if it loses contact with the beast's body.

This undead monster attacks by attempting to smother its victims to death - anyone killed by the Dvor-masquz will rise as a Gulmorvrin. It is slow and relatively easy to fight, but it takes one with nerves (and stomach!) of steel to do so. Melee weapons are at a disadvantage against this abomination. In game terms, anyone seeing this monster for the first time is required to make a Will check on 1d100 at x3 if alone, x4 if in a group. An Endurance x 4 roll is necessary for those who marginally fail their Will checks, in addition to the effects of Desperation.

STR 14	SPD 06	INT 10	MOB 30
END 22	EYE 10	AUR 01	DGE 35
DEX 10	HRG 10	WIL 17	INI 62
AGL 07	SMT 10	FR 1	

Unarmed: 45/3b (see above)

ARMOUR: B7 E8 P6 F10 S8 T7 (except eyes)