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By David M. Garrett – My Philosophy: I’m a huge fan of Savage Worlds the game, the fantastic creators who dream up the awesome materials for Savage Worlds, and the die-hard fans who make up the community of Savages. I’m sharing by experiences of how I run my games and settings for free in the hopes that someone else out there might enjoy the kinds of pulpy stuff I’m running.

If you find errors, mistakes, or have feedback: davidgarrett69@gmail.com



Call of Kungfulhu

Call of Kungfulhu brings together the action-packed, high-flying Wuxia tradition of Chinese warrior heroes and the madness-inducing, tentacle-adorned monsters of H.P. Lovecraft's Cthulhu Mythos.

To play the adventures in this setting, you'll need the following source books:

- *Savage Worlds Deluxe Explorer's Edition core rule book*
- *Iron Dynasty: Way of the Ronin core rule book*
- *Realms of Cthulhu core rule book*

Ancient Shan

In ancient times, Shan ruled the East in what is now Shan and Therwyndia. During the Golden Age of Shan, the realm was presided over by five sacred mountains. In the North was Shanxi Shan, or Permanent Mountain, in the Fire Mountains. In the West was Hua Shan, or Splendid Mountain, that overlooked the Azure Sea and was the realm of the Water Masters. Hang Shan, the Balanced Mountain, lay In the South and was where the Jade Lord of the Earth Masters resided. In the center of the realm was Song Shan, the Lofty Mountain, in the Mhuzheer Mountains. It was home of the mysterious Sea of Clouds and the Shaolin Monks who sought to master their Air Chi and walk upon the clouds. Finally, was the East mountain where the Great Emperor ruled all of Shan – Tai Shan, the Tranquil Mountain.

Within each of the great mountains lived a dragon that guarded a divine orb called The Pearl of the Dragon. No one knew where the dragons had come from nor why they guarded the wondrous pearls, but their magic was strong. It was believed that it was the pearl that created the chi for each of the elements.

A time came when plots and intrigues caused the infestation of the Great Emperor's Court. Over many years these machinations played out in favor of the Ertouk clan, great Void Walkers who assumed the throne and converted the majestic and serene mountain into an impregnable fortress called Osklabnidia.

The other mountain kingdoms rejected the usurpers and a bitter civil war descended on Shan that split the country into two lands – Shan in the North and Therwyndia in the South.

The Fall of the Ertouk Empire

Far in the eastern lands of Panjia lie the two mighty kingdoms of Shan and Therwyndia. Many centuries ago, Shan ruled all five of the eastern mountain lands, but then Therwyndia rose in power and the mountain kingdoms were split.

The last family to rule over the Xukong Xiangzhe (Void Walkers) of Therwyndia were the mighty Ertouk Dynasty. The last of their line was Emperor Liungesh, a fierce and tyrannical ruler. Now the lands of Therwyndia are in a state of turmoil.

The second highest office beneath the Emperor was the High Priest of Hyshu and his name was Jehnu-Hyshu. He had made the unfortunate mistake of falling madly in love with the Emperor's sister, Chunjesh. She was also smitten with the High Priest and the two of them became lovers.

When Emperor Liungesh found out about their tryst, he was furious. He forbade the scandalous affair and promptly had Jehnu-Hyshu imprisoned in the depths of Osklabnidia's dungeons to be tortured by the highly skilled torture masters.

As for Chunjesh, she was drugged by Liungesh and placed in an ornate bed guarded by several elite soldiers while he stewed over her fate.

Jehnu-Hyshu, however, had many, loyal followers and they managed to bribe certain spies within the fortress to release Jehnu-Hyshu. He fled from the East into hiding. Jehnu-Hyshu did not flee willy-nilly into the West, however; he knew immediately where he was heading – to hire an assassin from the most notorious of their clans, the *Maestro Kwellin* (Master Killers).

Not only did this assassin infiltrate the formidable fortress of Osklabnidia and kill Emperor Liungesh, he saved Chunjesh from being hurled from the lofty balcony of her bed chamber. The two escaped on the strange flying rats, called Malvrats, that the royal guard use as aerial steeds.

Jehnu-Hyshu then returned to Tai Shan to reign as intermediary ruler until the Emperor's young son could be coronated. This never occurred because Jehnu-Hyshu and Chunjesh slaughtered Liungesh's wife and children and proclaimed themselves the new rulers of the Ertouk Dynasty.

Their reign was short-lived, however. A revolt occurred and Chunjesh was slaughtered. Jehnu-Hyshu descended into madness at his lost beloved and began a campaign of executions against anyone he remotely suspected of not being loyal to him.

He had made one critical mistake, though; he never paid the *Maestro Kwellin* their payment for services rendered. So, the same assassin returned to Osklabnidia and killed Jehnu-Hyshu.

By this time, the whole region of Therwyndia had descended into chaos and civil war.

Shan Sets their Sights on Therwyndia

While things were deteriorating in Therwyndia, Emperor Zi-Khaf was watching vigilantly from his seat of power in Shanxi Shan. Not wanting to leave the power struggle down south an isolated fight, he decided that it just might be time to usher in a new Shan Empire to rival the ancients.

Already he has brought the bellows in the Fire Mountains up to full production. The blacksmiths are rumored to be producing weapons and armor like never.

But there is a far more sinister rumor that haunts the East. Some say that Zi-Khaf has discovered how to tame the great fire dragon Zhulong. They also say that the Fire Dragon's Pearl has awakened. Just where does Zi-Khaf acquire all the resources to create his army, anyway?

The State of Affairs in each Area.

The Fire Mountains

In Shanxi Shan, Zi-Khaf has reason to believe he is an unstoppable force that will reclaim Therwyndia for the glory of Shan. He has indeed discovered the spells that charmed old Zhulong. The great Red Dragon revealed the secrets of not just the Fire Pearl, but all of the pearls; and that is that all of the five pearls are Moshu Menhu (portals) to other worlds.

Zi-Khaf sent an expedition there. They returned to report that the portal led to a realm called the Dreamlands. A second expedition entered a city called Dylath-Leen and a trade agreement was negotiated. It was from Dylath-Leen that Shanxi Shan has been securing its raw materials.

On the domestic side of the portal, Zi-Khaf has decided that he will unlock all of the other portals as well. And what better place to start than your own puppet government?

The Azure Sea

For hundreds of years the court at Hua Shan has been ruled over by a token ruler with virtually no authority. The once great land is an extension of Zi-Khaf's rule now.

The Guowang (King) who presides over the Azure Court is Wanzhi. He is a reclusive man who only shows a prim and proper mask to the world. He is very precise and fair in his business for the Huangdi (Emperor) in the North.

Currently, there has been a huge contingent of the Emperor's court and army enter the area. Zi-Khaf has arrived himself to oversee the taming of the Azure Dragon. Things haven't been going so smoothly for the Emperor's greatest Fire Wu (Fire Wizard) Vishog-Li. Apparently, the spells that placed Zhulong in a trance don't work on the great Azure Dragon Qilong. But Vishog-Li knows it's just a matter of time before he unlocks the right spells.

One of the transformations that took place when the first great Khaf conquered Hua Shan was the abolishment of cultivating Water Chi. All the great masters were executed in bloody slaughters. Some claim that there are still masters who escaped into exile, but where they might be now is a mystery . . . or maybe even just a legend.

The Mhuzheer Mountains

Meanwhile, very few people come or go from the realms high up in the Mhuzheer Mountains and Song Shan. Long has Song Shan maintained an isolationist and neutral interest in the happenings below their world.

There used to be a time when all the monks of Shaolin Temple traveled all over the land fighting the injustices of the world and defending the weak and poor. Their exploits have passed into legend as being great heroes with great powers; but now most believe there are very few still alive. Most people also believe their great powers have waned to the point where they are mostly just lazy monks meditating their days away in the remote snows of Song Shan.

In reality, the monks have been quite diligent in their Kung Fu training. In addition, the exiled Water Masters did indeed journey to the upper regions of the Mhuzheer Mountains. Some days an enlightened monk may be seen treading the swells of the Sea of Clouds beside a mighty Jing, one of the beautiful sky whales that swim amongst the clouds.

The masters and Qinggong who rule this realm do not worry about protecting the location of Feilong, the Air Dragon, because none of them know where Feilong's lair is hidden in the obscurity of the Sea of Clouds. But occasionally, someone will glimpse the mighty dragon soaring in and out of the mountain crags and through the clouds.

Will the monks ever band together and return to the realms below? Will they at least send heroes who will once again fight for justice? No one can say, but as of now, Song Shan remains unconcerned with the troubles brewing in Shan and Therwyndia.

The Jade Mountain

Just as Hua Shan is a puppet of Shanxi Shan, so, too, is Hang Shan a puppet of Tai Shan. One might think that now would be an ideal time for the king there to take the throne of the Emperor, but Phan-Lo is only an eight-year old boy. Currently his mother, Queen Sha and the court vizier are at odds over who has authority over the boy's regency. While their power struggle plays out, the boy is no more than a rude little rich boy who whines over trivial things.

The Jade Mountain gets its name from the fact that the mines in this region are the world's only source of jade and it is a very valuable commodity. Only a clandestine sect of five mushi (priests) knows the twisting and turning route that descends deep within the mountain to the lair of Dilong; but they only check on the old Earth Dragon once every few years because the mountains are home to the Kara Barak as well. A race akin to gnolls but are markedly different by their black, thick coats of fur. They are fierce fighters who command trolls to help them fight.

Even when the mushi do go check on Dilong, he has been found sleeping away his days for many generations.

Osklabnidia

The chaos that erupted in Tai Shan led to a decimation of the population. Pillaging, fighting, and marauding are rampant throughout the region. The only area where any semblance of law and order prevails is in the coastal town north of Osklabnidia called Zik. The garrison there is captained by a great warrior named Shupa. He descends from a great line of invaders who once campaigned deep into the land of Shan from the Steppes of Yevar.

Shupa's men at this outpost are extremely loyal to him and have banded together to form a crack unit that wants to go take the capital back and restore order to the situation.

Meanwhile, the Fortress of Osklabnidia is currently held by the sect of warlocks known as the Xukong Xiangzhe. They have control of the elite guard who patrol the mountains with their flying Malvrats. The Void Wizards also have control of the Quanch Giants and Respich Spiders that protect all entrances to the area.

Of the Xukong Xiangzhe, three reside at the hierarchy's top as the sects highest Wu. Of these men, one, Ji-Laothak, is an ally of Karzhi, the vizier who is trying to control King Phan-Lo back in the Jade Mountain.

Speaking the Language

Some of the following terms list the equivalent term from Iron Dynasty's lexicon.

Term	Iron Dynasty	Definition
Bai Ze		A demon who was tricked into revealing the secrets of how to defeat all the creatures of Shan
Bai Ze Tu		The legendary book that supposedly records Bai Ze's secrets; it is lost
Bashe		Giant serpent that lives in the frigid waters around the Fire Mountains; it has extremely tough skin and scales
Chi/Qi	Ki	Spiritual energy
Cike	Ninja	Assassin (lit. "stabbing guest")
Dilao	Angura	Underground complexes and dungeons
Emo	Oni	Demon
Foo Dogs		Hybrid dragon-dogs that have been bred to hunt in Tai Shan
Gongjiang	Ganso	Tinkerer or artisan
Guizu	Goshi	Landed nobility
Guowang		King
Hang Shan		Balanced Mountain; home of Earth Chi
Hua Shan		Splendid Mountain; home of Water Chi
Huangdi		Emperor
Jiangshi		Hopping vampire
Jin Chan		Giant toads that live in lakes, swamps and rivers; they love to hoard treasure
Jing		Sky whale
Kara Barak		Gnoll-like creatures who inhabit the Dilao
Longma		Part horse and part dragon with wings; a herd lives in the Fire Mountains but it is very rare for someone to ride one
Miansha	Veeru	The veil between planes
Mogui		Vengeful spirit of the dead
Moshu Menhu	Teppi	Doorway between planes
Mushi	Makato	Holy man
Nian		Common dragon that is frightened of loud noise and the color red
Qinggong	Kensei	Weapon master
Qishi	Samurai	Knight

Shan		Mountain
Shanxi Shan		Permanent Mountain; home of Fire Chi
Shaolin Monk	Yamabushi	Mountain warriors of Air Chi
Shen	Kami	A spirit, god, or entity worshipped or called upon from Yin Jiah
Shibing	Ashigaru	A common soldier
Shui Gui		Sometimes called a water monkey; they live beneath the Azure Sea
Sifu	Sensei	Game Master
Song Shan		Lofty Mountain; home of Air Chi
Tai Shan		Tranquil Mountain; home of Void Chi
Wu	Onmyoji	Wizard
Wubang Clan	Yamabushi	Mountain warriors of Water Chi
Wuxia	Kesshi	Hero
Xia	Bushi	Warrior
Xukong Xingzhe	Void Walker	Wu who practice Void magic
Yeren		Bear men reputed to live in the forest around Hua Shan
Yin Jiah	Anoyo	The Other World, inhabited by spirits
Youxia	Ronin	Masterless warrior (lit. "wandering hero")
Zhenniao		Venomous eagle-like bird that inhabits the Jade Mountains

As far as character languages are concerned, Shan and Therwyndia share a common language. Each character also likely knows a clan, guild, temple, or fighting school language only known to those who come from that same background.

The Five Animal Schools

Hua Shan (West)



In the sea cliffs high above the Azure Sea, lie the deserted catacombs where the Azure Crab School used to operate. Most people across Shan and Therwyndia believe them to be extinct, but the reality is that they now operate high in the Mhuzheer Mountains. That is also home to the Shaolin Monks, but the two groups rarely have cause to cross paths. When they do, they are usually allies.

The new Azure Crab school is called the Wubang Clan. Their techniques focus on using both hands equally well as well as grab and throwing techniques. They may only learn the Elemental Focus of Water. Those who choose to wear armor have segmented armor that resembles crab shells.

Shanxi Shan (North)



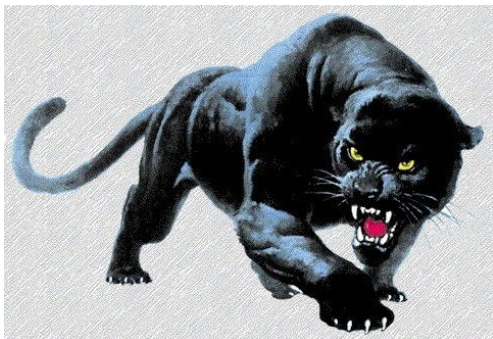
In the Fire Mountains of the North, the most formidable martial school is the Fire Cobra Clan. The Cobra style of Kung Fu is affiliated with the Fire Element and pupils of this school may only learn the Elemental Focus of Fire. Their empty hands and weapon skills are focused on quick, deceptive fighting tactics that include many, quick strikes. They are also very good close-in fighters who can take on multiple opponents. They have a reputation for being cruel and enjoy burning their enemies. The warriors who choose to wear armor have finely scaled armor. Their helms look like a flared cobra hood.

Hang Shan (South)



The Jade Mountain is home to the Jade Ram school of Kung Fu. This school focuses on techniques that enhance body strength and Vigor. They also may use their heads as a Signature Moves weapon. Their Elemental Focus may only be Earth. Those that choose to wear armor have armor that is adorned with coils of sheep's wool and ram horns on their helmets.

Tai Shan (East)



The Black Panther's Guild is a rigorous training program that produces many great shadow warriors. They are trained in stealth and sneak attacks and are infamous Cike. It may seem strange that the assassin that killed Emperor Liungesh and High Priest Jehnu-Hyshu didn't come from this guild, but the guild was thoroughly under the influence of both men at the time. It was Jehnu-Hyshu who had to go abroad and recruit an assassin from the *Maestro Kwellin*. The Black Panthers were created by the Void Walkers and a warrior from this clan may only choose the Elemental Focus of Void. They rarely wear armor as it jeopardizes stealth.

Song Shan (Central)



High in the Mhuzheer Mountains on the shores of the Sea of Clouds is where the Shaolin Temple trains the style of the Mhuzheer Hawk. This bird is similar to the Secretary Bird with a large crest and long legs with large talons. The Kung Fu style mimics the bird with its use of unorthodox, double-handed, raking strikes. Shaolin monks are experts on disarming their foes. They also use the Elemental Focus of Air. Shaolin monks rarely wear armor, but those that do choose to wear feather adorned armor with a helmet that is crested.

Other Notable Clans and Groups

Descendants of the Steppes of Yevar

At some point in the past, nomadic invaders from the Steppes of Yevar campaigned deep into Shan before they were finally pushed back. Now, many descendants of these invaders populate both Shan and Therwyndia. Yevarian descendants may choose to follow any warrior path, but by virtue of their skills with the bow and horsemanship, players may choose 1 free Edge from the following: Steady Hands, Signature Moves (Yevarian Bow), or Horse Archer. All the requirements must be met to choose one of these.

The Bone Chewers

Deep under the mountains in the Dilao live the Kara Barak. It is said that the Dilao extends via a vast underground network under all the mountain of Shan and Therwyndia. Mostly, however, the Kara Barak are concentrated under the Jade Mountains. It is believed that either the networks of tunnels don't actually connect to all the other mountains, or that the Kara Barak discovered something so terrifying that even they leave it alone. Whatever the case, very few people venture too far through the Dilao.

The Kara Barak are known by humans as the Bone Chewers because of their reputation for scavenging. The Bone Chewers care nothing for human clans and politics and attack any group of humans without discrimination.

The Da Ka Militia

Led by the Gongjiang prodigy Asha-Tana, the Da Ka Militia is a secretive fighting group that is currently preparing for a new emperor to rise to power in Tai Shan. Should this new emperor set their mind to subjugating Da Ka any further than the city has already been subjugated, they are prepared to unleash their arsenal of infernal devices upon Tai Shan. For now, they are training, building, and biding their time. They are more likely to defend Da Ka than set off to war, but maybe they can be persuaded to join the cause.

The Scribes of Monjara

In the wilderness near the Azure Sea lies the city of Monjara. This ancient city boasts the largest library in Shan. The overseers of the library are the Scribes of Monjara. Their services are invaluable for anyone wanting to go to Monjara and research nearly anything about the lands of Panjia.

The Lightning Throwers

In the large city of Kurla'ab is a small, but notorious school that produces powerful Wu who have learned to master a new elemental force with their chi – the Lightning Throwers. While rare, they can be powerful foes or allies.

Currency in Shan



In Shan the units of currency most widely used are:

Shan Currency	Konoyo Currency	Relative Value
Bao	Bu	\$1
Yuan	Yen	\$10
Zhong	Provincial Dragon	\$100

The Sifu may choose to include other denominations or other currencies to fit the setting.

List of Traditional Chinese Martial Arts Weapons

- Dao - Chinese saber



- Hu Cha - Chinese "Tiger Fork" or "Hunting Tiger Trident"



- Jian - Straight sword used in Chinese martial arts such as [Wushu](#) and Tai Chi.



- Jiu Jie Bian - Chinese "chain whip" weapon.



- Kwan Dao - heavy Chinese pole-based weapon with a "sword" at the top. "Dragon Headed Sword".



- Liu Xing Chui (or Meteor Hammer) - The Meteor Hammer is a traditional Chinese weapon consisting of iron balls on a chain.



- Lujiao Dao - "Deer Horn Knives" or "Duck Blades"



- Pu Dao - Chinese weapon known as the "Horse Cutter Sword".



- Qiang - Chinese spear



- Sanjiegun - Wu Shu three section staff



- Shaolin Spade - This Chinese weapon is also known as Yue Ya Chan and Chan Zhang.



- Shuang Gou - Chinese hook swords



- Sheng Biao - Chinese rope dart



- Mongol style bow – used by warriors from the Steppes of Yevar



Weapon	Damage	Weight	Cost	Notes
Dao	Str+d8	8	400	
Hu Cha	Str+d8	20	400	Reach 1; 2 hands
Jian	Str+d6	4	300	
Jiu Jie Bian	Str+d6	6	200	Reach 1; may be used to grapple
Kwan Dao	Str+d8	15	250	Reach 1; 2 hands
Liu Xing Chui	Str+d8	8	300	Reach 1; may be used to grapple
Lujiao Dao	Str+d6	2	50 ea.	
Pu Dao	Str+d10	12	400	Parry -1; Reach 1; 2 hands
Qiang	Str+d6+2	8	40	Reach 2; 2 hands
Sanjiegun	Str+d6	4	100	Parry +1
Shaolin Spade	Str+d8	20	400	Reach 1; 2 hands
Shuang Gou	Str+d8+2	8	300 ea.	Parry +1; +1 to Disarm attempts
Sheng Biao	Str+d4	1	30	Reach 1; may be thrown

Weapon	Range	Damage	RoF	Cost	Weight	Min Str
Mongol Bow	12/24/48	2d6 (+2 short range)	1	200	3	d8

Black Powder in Shan

Iron Dynasty includes black powder weapons and the use of steampunk-style machines. If the Sifu and the players want to include these elements into Call of Kungfulhu, then the group must decide the prevalence of such items in the world. The influence could have spread from Konoyo to Shan. Konoyo lies just off the edge of the map east of the shore's easternmost point (just to the right of the Mhuzheer Mountains and the Sea of Clouds. This also allows players to choose any style of character in the Iron Dynasty core rules.

Another method of including these elements is to create a backstory where the Shanese invented black powder and guns. The Ikusa Kikai have been introduced by the Oni-Kaji through the Water Pearl's Moshu Menhu when Zi-Khaf's Fire Wizard Vishog-Li manages to find the right spell to entrance the Azure Dragon Qilong. This other world would then need to be fleshed out quite a bit more, but would provide a potential area to go adventure in.

GM Notes for Shan and Therwyndia

While adventuring in Shan and Therwyndia, the important elements from Iron Dynasty to highlight to the players is the use of Reputation. The Plot Point Campaign below works best as the characters try to solicit for support in their battles against Zi-Khaf, Shupa, Karzhi, and the Xukong Xiangzhe. The more Reputation they earn, the more well-known they are as heroes, and the more likely they are to build a following. It is completely optional to use the Challenge system in ID. Try both ways and see what the players like. Bottom line, though, there is much politics and much opportunity for high-flying, chi-hurling combat.

GM Notes for the Dreamlands

When the characters' adventures take them to the Dreamlands, Fear rules from *Realms of Cthulhu* kick in. It's important to read those rules before running a battle in the Dreamlands, but basically, monsters use Fear much like combat and the characters' Sanity becomes the monsters' TN to inflict Mental Anguish on the characters (see page 24 in *Realms of Cthulhu*). The GM may elect to use normal Fear rolls and rules while in Panjia, or they may choose to not use Sanity at all in Panjia. It's important to remind the players of the rule change when they enter the Dreamlands.

GM Notes for Adventuring in Other Parts of Pangaea

There are lots of good opportunities for adventure outside of Shan and Therwyndia, too. It may help the GM to read *The Outlandish Adventures of Wratin and Raven* stories, but the Gazetteer can be used to create plots without reading the stories as well. Keep in mind, though, that the other regions are more traditional High Fantasy in nature than Shan and Therwyndia.

Plot-Point Campaign – The Return of the Shaolin

When the Water Chi Masters of the Azure Crab school escaped into exile in the Mhuzheer Mountains, they kept communications open with their kinsmen back by the Azure Sea and Hua Shan. Guowang Wanzhi has really been biding his time, playing nice politics with Zi-Khaf and waiting on his warriors to grow in strength. Times have become so turbulent with Zi-Khaf's arrival in Hua Shan with his large retinue of court and soldiers, that an urgent plea was sent to both the Masters of the Wubang Clan and Shaolin Temple.

A rare meeting was held at Shaolin Temple with members of the Wubang Clan. Now, your band of heroes has been formed with the mission of going to Jade Mountain, removing Karzhi from his position, restoring the Queen as the rightful Regent. Furthermore, you must convince her and young Phan-Lo to help the Azure Kingdom.

While at Jade Mountain, your heroes must also stop an incursion made by the Bone Chewers. If you fight like great warriors, your actions might just convince the Queen and her son to help.

The next stop for your band of Chi harnessers leads you through the heart of one of your enemies. You must cross Tai Shan and reach Zik. Your only hope for peace with Tai Shan is if you can help Shupa win the power struggle over the Void Walkers. Shupa may turn out to be an enemy, but he is surely better than the Xukong Xiangzhe – especially if you took out their buddy Karzhi.

Shupa provides you with your next adventure. In order to deliver a devastating blow to Zi-Khaf and his army, you must sneak through the Fire Pearl portal and go to the Dreamlands to Dylath-Leen. While there, you must convince the Mayor Feldagash of Zi-Khaf's true intentions so that hopefully Dylath-Leen will quit trading with Shanxi Shan.

Mayor Feldagash explains that he will stop trade on one condition. One of the greatest architectural features in Dylath-Leen was recently destroyed due to its age and the weather – the great oculus that adorned the Central Council House of Dylath-Leen and was made of highly polished onyx. It's up to you bunch of human cuisinarts to find the city of Inganok where the greatest onyx miners and craftsmen must be convinced to replicate the huge oculus.

You must venture to the Enchanted Wood where a magical portal leads to the Underworld. Once through, you must sneak through the City of the Gugs, cross the Valley of Pnath, climb the Peaks of Thok to find the stairwell that will lead you to the ruined city of Sarkomand. Sarkomand is near Inganok.

Once in Inganok, your trail leads you to the old High Priest Jollof. He can be found at the sixteen-angled tower that is the Temple of the Elder Ones. Jollof explains that Mayor Feldagash tried to negotiate the building of the oculus but he doesn't understand that the only place to mine a piece of onyx big enough for the oculus is north beyond the usual quarries. The heroes must put

together a mining group and escort the miners to the Giant Quarry where you must secure a site for the miners to work.

Once the large piece of onyx is back in Inganok, you can return to Dylath-Leen to report to the mayor that the craftsmen have begun. Mayor Feldagah is happy with your help and cuts off trade with Shanxi Shan.

Your Wuxia return to Shan just in time for the great battle that will hopefully end the reign of Zi-Khaf in the north and the Xukong Xiangzhe in the south and restore stability to the lands of Shan and Therwyndia. Hopefully, you've recruited plenty of help along the way to assist in the final battles in the North and South.

Side Quests Along the Way

Da Ka - While in the South, you get word that Da Ka might be a good place to go to recruit support. Rumor has it that there is an underground militia that has been secretly preparing to stand against Tai Shan should a new emperor arise who is tyrannical in their use of Da Ka and its people. The leader of this militia is a woman named Asha-Tana. She is a very accomplished Gongjiang who is very good at creating unique devices and weapons that might just come in handy.

The Reaver of Skulls – If the group is really determined to muster support for the coming war, you can attempt to free the Darnoogie tribes in the Jungles of Yi-Awm from the yoke of the Reaver of Skulls. When your Kung Fu warriors find the Darnoogie tribe's camp, you see them hoarding food in the center of the village. You learn that the food is a sacrifice to the Reaver of Skulls to keep him content so he doesn't emerge from the Sepulcher of Gloom and destroy the Darnoogie tribe. If you can defeat the beast, you will likely win over the Darnoogie tribe.

The Enchanted Wood (Dreamlands) – While in the Enchanted Wood searching for the magical door that leads to the City of the Gugs, the party runs into the Zoogs. The Zoogs are a finicky race who seldom venture from the forest. Recently, though, the Zoogs have been falling prey to an Urhag that has moved into the forest. It's strange that it should be so far south, but the Urhag has become quite a nuisance and is finding that Zoogs are tasty. If you think that you can take on an Urhag in order to recruit help from the Zoogs, then go for it.

Kurla'ab – A great ally to have in the coming war is the Lightning Throwers, mighty Wu who have learned to harness the element of lightning. It just so happens that the area near their temple is being ravaged by a Nian who is instilling fear in the poor farmers of the area. If you volunteer to put down this threat, you might convince them to join your cause.

Bestiary

Aklabask

Aklabask are giant, beetle-like creatures that graze on grass and lichen that grow in the foothills of mountains. They aren't very likely to attack unless cornered and their victim is in front of them. Aklabask will rotate to face their enemy. Because of their size (about as big as a cow), a sport has grown around trying to tip them over. Once they are on their backs, they struggle to flip themselves over. To tip over an Aklabask, make an opposed Agility roll to get into position beside the large beetle. Failure means the Aklabask has rotated and gets a free attack with its mandibles. On a success or raise, the person in position and must try to tip it by making an opposed Strength roll. The Aklabask gets a -4 due to reduced Strength from the sides. Failure means the beetle has managed to rotate and the Action begins anew to get in place again.

Attributes: Agility d4, Smarts d4, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d6, Notice d6

Pace: 3, **Parry:** 5, **Toughness:** 9(3)

Special Abilities

- **Armor +3:** Tough carapace
- **Mandibles:** Str+d8
- **Size +2:** Aklabask are about the size of a cow.
- **Slow:** Due to their size, they move at half normal Pace

Bashe



Bashe are giant, wingless lizards that live in the frigid lakes near the Fire Mountains. The average size of an adult is 20' long.

Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12, Vigor d12

Skills: Fighting d10, Intimidation d12, Notice d8

Pace: 6, **Parry:** 7, **Toughness:** 13(4)

Special Abilities

- **Armor +4:** Scaly hide
- **Claws/Bite:** Str+d8
- **Fear:** Upon first encountering a Bashe, must make a Fear roll.

- **Icy Breath:** Cone of frigid air. Roll opposed roll against Bashe using Agility to try and dodge the breath. A hit results in 2d6 damage. In addition to damage, use a Cone Template to represent the frozen ground beneath. Creatures on or entering the icy area must make an Agility roll or fall prone. A roll of 1 on Trait die (regardless of Wild die) means the person is Shaken as well. The template remains for three rounds.
- **Large:** Attackers add +2 to their attack rolls when attacking a Bashe due to its large size.
- **Size +5:** Bashe are over 20' long from snout to tail and weigh around 3,000 lbs.
- **Tail Lash:** A Bashe can sweep all opponents in its rear facing in a 3" long by 6" wide rectangle. This is a standard Fighting attack, and damage is equal to the creature's Strength -2.

Bhole

Bholes are giant worms that burrow beneath the immense pile of bones strewn across the Vale of Pnath in the Underworld of the Dreamlands. Because of their fearsome reputation and the fact that they prefer total darkness, no one has ever seen exactly what they look like. They are huge, very slimy, and have a large orifice of a mouth. They can sense vibrations through the earth, sensing a walking person some 200 yards away. They are about 50' long.

Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+10, Vigor d12

Skills: Fighting d6, Notice d10, Stealth d10

Pace: 6, **Parry:** 5, **Toughness:** 22(4)

Terror: -4, **Mental Anguish:** Spirit+d8

Special Abilities

- **Armor +4:** Scaly hide
- **Bite:** Str+d8
- **Burrow (20"):** Bholes can disappear and reappear on the following action anywhere within 20".
- **Gargantuan:** Bholes are Huge and thus suffer +4 to ranged attacks against them. Their attacks count as Heavy Weapons, and they add their Size to Strength rolls.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Size +10:** Bholes are usually about 50' long and 10' in diameter.
- **Slam:** Bholes attempt to rise up and crush their prey beneath their massive bodies. This is an opposed roll of the creature's Fighting versus the target's Agility. If the worm wins, the victim suffers 4d6 damage.

Bullzabuzz

These demon underlings possess a large bull head with fly-like compound eyes and long horns. They are fat with brown and black hair covering their bodies. Emerging from their torsos are six legs ending in three-fingered hoofs. Large, insectoid, translucent wings sprout from their backs. They can fly and make mooing noises. Bullzabuzzes are attracted to loud noises and bright colors and will charge at them.

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d10, Vigor d10

Skills: Fighting d8, Intimidation: d10, Notice d6

Pace: 6, **Parry:** 7, **Toughness:** 9

Special Abilities

- **Fear:** Any creature encountering a Bullzabuzz for the first time must make a Fear roll.
- **Fearless:** Immune to Fear and Intimidation.
- **Fly:** Pace 6" when flying.
- **Immunity:** Demons are immune to poison and disease.
- **Size +2:** Bullzabuzzes are about the size of a bull.
- **Unholy:** They cannot enter onto sanctified sites.
- **Unnatural Resistance:** Half-damage from non-magical attacks.
- **Weakness:** Bullzabuzzes are easily distracted by bright colors and loud noises. They are also attracted to large piles of feces.

Darnoogie

The Darnoogie are a tribe of small humanoids that live in the Jungle of Yi-Awm. One particular tribe has been subjugated by the Reaver of Skulls and must feed him fresh meat to appease his wrath. Darnoogie are slightly smaller than most humans and are primitive in their tribal traditions. They typically fight with spears, bows, and blowguns.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Climbing d6, Fighting d6, Notice d6, Taunt d6, Shooting d8, Stealth d10, Throwing d6, Swimming d6

Pace: 5, **Parry:** 5, **Toughness:** 4

Gear: Spear, bows, and blowguns

Special Abilities

- **Size -1:** Darnoogie are smaller than humans.

Emo



Emo are Chinese demons. They are roughly human size and attack furiously with teeth and claws.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d6

Pace: 6, Parry: 5, Toughness: 7

Special Abilities

- **Berserk:** Emo can go berserk at will.
- **Bite/Claw:** Str+d6
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except cold iron.
- **Weakness (Cold Iron):** Emo take normal damage from cold iron weapons.

Foo Dog



Foo Dogs look like huge dogs with dragon heads. They are loyal to their masters and are used by the soldiers of Tai Shan to guard the mountains around Osklabnidia. Foo Dogs have the ability to appear as a statue. There are numerous actual statues all over Therwyndia and the soldiers of Tai Shan mix in real Foo Dogs with the statues so that no one will know the real ones from the ones that are adornments.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d8, Notice d6

Pace: 10, Parry: 6, Toughness: 6

Special Abilities

- **Bite:** Str+d6
- **Fleet-Footed:** Foo Dogs roll d10 to run.
- **Go for the Throat:** Foo Dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, it bites the target's most weakly-armored location.
- **Stone Skin:** When a Foo Dog is in statue form, it's skin becomes harder than stone. While stone, a Foo Dog can't attack, but it is very tough. While stone, it gets +6 to Toughness.

Gwal Lizard

These large lizards are aggressive and like to drop down on their victims from above.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d6

Skills: Climbing d10, Fighting d8, Notice d6, Stealth d8

Pace: 6, Parry: 6, Toughness: 6 (1)

Special Abilities

- **Armor +1:** Scaly hide.
- **Bite:** Str+d6
- **Wall-Walking:** Gwal Lizards can move on all but the smoothest vertical surfaces with ease and can move upside down with a Climbing roll.
- **Sprint:** Gwal Lizards move at a Pace of 6 normally, but roll a d8 for running.

Halagrom

Halagroms are large, bull-like creatures with long shaggy fur and large horns that are prized for their use as horns and drinking vessels.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12, Vigor d12

Skills: Fighting d4, Notice d6

Pace: 7, Parry: 4, Toughness: 10

Special Abilities

- **Horns:** Str+d6
- **Gore:** Halagroms charge maneuver to gore their opponents with their long horns. If they can move at least 6" before attacking, they add +4 to their damage total.
- **Size +2:** Halagroms are large creatures.

Jiangshi

Also known as the hopping vampire due to the unnatural method of their movement, these oriental vampires have long claws, long fangs, and feed off a person's life force rather than blood.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d8, Notice d8, Stealth d10

Pace: 6, Parry: 6, Toughness: 9

Special Abilities

- **Bite/Claws:** Str+d6
- **Breath Sense:** Hopping vampires, even in complete darkness, can sense the breath of the living. Anyone wanting to hold their breath in an effort to "hide" from the Jiangshi must make a Vigor roll at the beginning of each round. A person can hold their breath for a number of rounds equal to their Vigor die before Fatigue sets in. After two rounds of Fatigue, the person passes out and begins to breath autonomously while they are unconscious and Incapacitated.
- **Cure:** A victim of a Jiangshi bite (and survives the attack) isn't necessarily doomed. The cure involves snake venom and sticky rice, blended by a Taoist mushi. A victim may not stop moving until they are cured. If he or she does, their blood congeals and they will turn into a Jiangshi. See the rule for Sleep in *Savage Worlds Deluxe Explorer's Edition*.
- **Extended Jump:** A hopping vampire may extend the distance they hop using a run Action.

- **Jump:** In addition to hopping horizontally, a Jiangshi can move half its Pace vertically as well.
- **Sire:** Each time a victim is wounded by a hopping vampire must make a Vigor roll or transform into a Jiangshi after 1d4 days.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.
- **Weakness (Prayer):** Prayers written on rice paper can be attached to the vampire to render it immobile. The attacker must make a Called Shot to the head (-4) to plant the parchment. On a success, the vampire is rendered immobile by the prayer (Parry reduced to 2).
- **Weakness (Rice):** Sticky rice sprinkled on the floor burns the feet on a vampire. Each round it stands on the rice, even if only for a moment, it suffers 2d4 damage.

Jin Chan

Jin Chan are huge toads that live in swamps. They are notorious for hoarding the treasure they have accumulated from their victims. Even if the Jin Chan is killed, it is still a difficult task to retrieve its treasure from the mire and muck at the bottom of their swampy lair.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6, Throwing d10

Pace: 6, **Parry:** 5, **Toughness:** 8

Special Abilities

- **Bite:** Str+d6
- **Leaping:** Jin Chans can leap 6", +2" with a Strength roll.
- **Size +2:** Jin Chans are large creatures roughly the size of a cow.
- **Tongue Strike:** These large toads can fire their tongues up to 3" with exceptional accuracy (use Throwing for this attack). This is like a Grapple attack (see *Savage Worlds Deluxe Explorer's Edition*), and the toad can damage in subsequent rounds using Grapple rules but doing Bite damage.

Kara Barak

These creatures are black furred, gnoll-like humanoids with heads that look like hyenas. Kara Barak means "black dog" in Shanese. They are cruel and eat most creatures they kill. They are also scavengers and will eat the kills of other creatures too. In larger groups, they typically have a large beast such as an ogre, troll, or giant to help them fight.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Intimidation d8, Notice d8, Shooting d8, Stealth d6, Tracking d6

Pace: 6, **Parry:** 6 (7 with shield), **Toughness:** 7 (1)

Gear:

- **Armor:** Boiled leather (+1 Toughness) and Medium Shield (+1 Parry)
- **Weapons:** Typically, Kara Barak have swords, axes, spears, bows, or crossbows.

Special Abilities

- **Low Light Vision:** Kara Barak ignore penalties for Dim and Dark Lighting
- **Scent:** Kara Barak get a +2 to Notice and Tracking rolls due to their sharp sense of smell.

Kraag

The Kraag are a race of lizard-like creatures that have four arms and two legs. They are very cruel and have a venomous bite.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Climbing d8, Fighting d8, Intimidation d8, Notice d6, Stealth d8

Pace: 6, **Parry:** 6, **Toughness:** 8

Gear

- **Weapons:** Kraag typically use primitive weapons such as knives, spears, and bows.

Special Abilities

- **Bite:** Str+d6
- **Fearless:** Immune to Fear and Intimidation.
- **Venomous Bite:** In addition to the damage of the bite, victims must make a Vigor roll or be affected by their venom. Failure causes death in 1d4 days if not treated.

Longma



Longmas look like horses with scales, wings, and the head of dragon. They live high in the Mhuzheer Mountains around the Sea of Clouds. They are extremely difficult to ride.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8

Skills: Fighting d6, Notice d6

Pace: 8 (Flying 12, Climb 6), **Parry:** 5, **Toughness:** 8

Special Abilities

- **Kick:** Str
- **Size +2:** Longmas are as big as horses.
- **Steed:** To ride a Longma, new riders must make a Riding roll four successful times. A Raise counts as two successes no matter how many Raises. Failure of the Riding roll results in erratic bucking that could cause being thrown. A roll of 1 or 2 on the Trait die regardless of Wild die results in being thrown and having to start over. For Longmas, this roll is made at -4.

Malvrat

Malvrats are large, flying, bat-like creatures that are used by the Elite Palace Guard of Osklabnidia and are stabled in the highest towers. The Elite Guard ride them on patrols around Tai Shan. There are some wild colonies that live in other parts of Tai Shan's mountain ranges, but they are tougher to ride.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12+2, Vigor d10

Skills: Climbing d6, Fighting d8, Intimidation d8, Notice d6

Pace: 6 (Flying 6, Climb 3), **Parry:** 6, **Toughness:** 8

Special Abilities

- **Bite:** Str+d6
- **Size +2:** Malvrats are as big as horses.
- **Steed:** To ride a tamed Malvrat, new riders must make a Riding roll two successful times or once with a Raise. Failure of the Riding roll results in erratic bucking that could cause being thrown. A roll of 1 or 2 on the Trait die regardless of Wild die results in being thrown and having to start over. For wild Malvrats, a successful Riding roll must be made four times. After completing the appropriate number of successful Riding rolls, the creature has now become used to the rider and no rolls are needed again.

Nian



A Nian is a wingless dragon that is afraid of the color red and loud noises. They typically feed on farmer's animals such as sheep, goats, pigs, and chickens. They will not fight unless provoked.

Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12, Vigor d12

Skills: Fighting d8, Intimidation d10, Notice d8

Pace: 6, **Parry:** 7, **Toughness:** 13(4)

Special Abilities

- **Armor +4:** Scaly hide
- **Claws/Bite:** Str+d8
- **Fear:** Upon first encountering a Nian, must make a Fear roll.
- **Large:** Attackers add +2 to their attack rolls when attacking a Nian due to its large size.
- **Size +5:** Nian are over 20' long from snout to tail and weigh around 3,000 lbs.

- **Tail Lash:** A Nian can sweep all opponents in its rear facing in a 3" long by 6" wide rectangle. This is a standard Fighting attack, and damage is equal to the creature's Strength -2.

Quanch Giant

Quanch Giants originally come from the mountains of Wikinrovia. They are used in Therwyndia to guard the Fortress of Osklabnidia and the area around Tai Shan.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+5, Vigor d10

Skills: Fighting d6, Intimidation d8, Notice d4, Throwing d6

Pace: 8, **Parry:** 5, **Toughness:** 12

Edges: Sweep

Gear: Quanch Giants prefer stone mauls (Str+d10).

Special Abilities

- **Large:** Attackers add +2 to their attack rolls when attacking a Quanch Giant due to its large size.
- **Size +4:** Quanch Giants are over 12' tall.

[WC] The Reaper of Skulls

The Reaper of Skulls resides in the Sepulcher of Gloom, an ancient ruin in the Jungles of Yi-Awm. The Reaper is eight feet tall, has the head of a bull's skull, and uses a huge cleaver for its weapon. The Reaper collects the skulls of his victims and displays them in the Sepulcher.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+3, Vigor d12

Skills: Fighting d8, Intimidation d8, Notice d4, Throwing d6

Pace: 7, **Parry:** 6, **Toughness:** 12

Edges: Sweep

Gear: Huge meat cleaver (Str+d10).

Special Abilities

- **Size +3:** The Reaper of Skulls is 8' tall.

Respich Spider

Respich Spiders live naturally in the rocks around Tai Shan and the Jade Mountains. Their bodies are about the size of a large dog.

Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d10, Vigor d6

Skills: Climbing d12+2, Fighting d8, Intimidation d10, Notice d8, Shooting d10, Stealth d10

Pace: 8, **Parry:** 6, **Toughness:** 5

Special Abilities

- **Bite:** Str+d4
- **Wall Walker:** Can walk on vertical surfaces at Pace 8.

- **Webbing:** The spiders can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.

Sachawure

A Sachawure is a large ape-like creature that resembles a Sasquatch but has a large, black, felt-covered horn growing out of its forehead. By some unknown way, the Sachawure secretes something from its horn that causes confusion similar to the Power Confusion does.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+1, Vigor d8

Skills: Climbing d8, Fighting d8, Intimidation d6, Notice d6, Stealth d8

Pace: 8, **Parry:** 6, **Toughness:** 7

Edges: Berserk, Combat Reflexes

Special Abilities

- **Claw/Bite:** Str+d6
- **Confusion:** The Sachawure automatically secretes the chemical from its horn in combat that causing his foes to become disoriented. Victims of this chemical must make a Smarts roll at -2 at the beginning of every round or become Shaken.
- **Fleet-Footed:** When running on all fours, Sachawures have a Pace of 8 and roll a d8 for running.
- **Leaping:** Sachawure can leap 3", +1" with a Strength roll.
- **Low-light Vision:** They ignore penalties for Dim and Dark light.

Shui Gui

Shui Gui are aquatic apes that live in the Azure Sea. They are fast swimmers like otters. They have webbed feet and hands. They are mischievous and have been known to pull people under water and drown them.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d8, Stealth d8, Swimming d12

Pace: 6, **Parry:** 6, **Toughness:** 6

Special Abilities

- **Bite/Claw:** Str+d6
- **Swimming:** Shui Gui move at Pace 10 in the water and can stay submerged for long periods of time. When they take a victim under water, the victim must make a Vigor roll at a -1 for each round they are submerged until they fail at which point they become Incapacitated. A person may make an opposed Strength roll to break free.

Urhag

An Urhag is a relatively humanoid shaped creature. Where its arm are, it has two, huge bat-like wings. Below its torso, it has a writhing mass of tentacles instead of legs. Its head is similar to a Gugs in that its mouth crosses half the circumference of its head. Instead of going from front-to-back, however, a Urhag's goes from side-to-side. Its eyes are on the side of its head and swivel independently like a chameleon's. Urhags grapple with their tentacles. For complete rules on how grappling tentacles works, see page 34 of *Realms of Cthulhu*.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d10

Skills: Fighting d6, Intimidation d6, Notice d6

Pace: 6, **Parry:** 5, **Toughness:** 7

Terror: -2, **Mental Anguish:** Spirit+d4

Edges: Improved Frenzy

Special Abilities

- **Bite:** Str+d8
- **Flight:** Urhags have a Flying Pace of 12" and an Acceleration of 4".

Yeren

Yeren are bear men who live in the wilderness of Hua Shan. They use makeshift clubs and poles to attack.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Climbing d6, Fighting d10, Intimidation d10, Notice d8, Stealth d4

Pace: 6, **Parry:** 7, **Toughness:** 9

Edges: Berserker, Improved Frenzy

Special Abilities

- **Claw/Bite:** Str+d6
- **Size +1:** Yeren are bigger than humans.

Zhenniao



This eagle-sized bird inhabits the Jade Mountains. They are notorious for their venomous bite.

Attributes: Agility d8, Smarts d4 (A), Spirit d4, Strength d4, Vigor d4

Skills: Fighting d6, Notice d6, Stealth d6

Pace: 4, Parry: 5, Toughness: 3

Special Abilities

- **Bite:** Str+d4
- **Darter:** Foes suffer a -2 penalty to all attack rolls if a Zhenniao is flying.
- **Flight:** Zhenniaos have a Flying Pace of 12" and a Climb of 3.
- **Size -1:** Zhenniaos are roughly the size of an eagle.
- **Venom:** When bit, a person must make a Vigor roll or suffer the effects of the Zhenniaos venom. On raise, the victim is unaffected. With a success, the person receives a -1 to all Agility and Agility-based Trait tests for 1d4 rounds. A Failure means the person is Shaken by nausea and vomiting for 1d4 rounds and cannot attack unless successfully making their Shaken roll.

Zoog

Zoogs are primitive, rat-like creatures with some level of intelligence and have a language and a society. Zoogs have small, feeler tentacles coming from their mouths. They live in the Enchanted Wood and rarely venture far from their burrows beneath trees and roots.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Climbing d8, Fighting d4, Notice d6, Shooting d8, Stealth d8, Throwing d8

Pace: 5, Parry: 4, Toughness: 4

Gear

- **Weapons:** Zoogs typically use primitive weapons such as knives, spears, and bows.

Special Abilities

- **Cowardly:** Zoogs will only initiate an attack when they outnumber their targets by at least two-to-one. If they're reduced to even odds, they make a Spirit roll at -2 each round for the group. Failure means they run away.
- **Cunning:** Zoogs get a +2 to all their Stealth rolls as long as they outnumber their opponents.
- **Size -1:** Zoogs are very small creatures.