

Shadow Creatures

Kejani Ki				Shadow	
AHP	18	OCV	4	DCV	5
S	20(+1)	St	12	NWI	0
D	32(+2)	A	40(+2)	NAV	1
MR	13	DTV	-1	INT	6
MDV	12	EnL	44	MEL	8
CL	2	CDF	6	EL	4
C	8	SS	NA	SIZE	2
HC	10%				

APPEARANCE - Worshippers of Shadow refer to these beings as the brides of Mulabe. They are elegant women five to six feet tall. Their entire substance is shadow except their compelling silver eyes.

SPECIAL - Kejani Ki are encountered in the realm of shadow, when summoned or as guardians. They can only be summoned by a practitioner of Shadow magic. When this is done they demand a favor. The Referee decides what it is depending on what is asked and how they feel toward the summoner (if the summoner is not a Shadow Weaver the price is likely to be higher). If the favor is not paid the summoner loses his ability to cast shadow magic until it is.

The lady may cast any Shadow spell with a BMC less than or equal to her EL + 2. They cast as Shadow Weavers in all ways. No creature of Shadow, including Shadow Weavers, may attack them. Any who does faces the vengeance of Mulabe. Kejani Ki are immune to any force of Shadow.

These ladies cast from their EnL. Per turn spent in shadow they regain FIVE energy points if they have expended any. They must spend at least one turn per hour in shadow to remain in the mortal realm. If they fail to do so they return to the Shadow realm.

Kejani Ki are capable of casting an illusion of solidity making them appear to be flesh. The cost is one energy point per day. While solid, they appear human and can act as such. On a successful Em roll, a person can note a flash of silver in their eye. It is the only way to tell they are not human. The illusion is dispelled if they suffer physical damage.

NOTE - Important Shadow temples often have a lady in residence (60% chance). They commonly function as Tariti as well as guardians. In such cases, they use Tariti magic in addition to Shadow magic.

IMPORTANT - A Kejani Ki cannot use the Liberate Shadow spell on herself. She may use it on a willing target.

Kejan'po				Shadow	
AHP	21	OCV	8	DCV	4
S	33(+2)	St	25(+1)	NWI	-3
D	10	A	8	NAV	3
MR	8	DTV	-3	MDV	20
CL	2	CDF	8	EnL	120
INT	8	MEL	10	C	NA
SS	NA	NF	1	HC	NA

Appearance - The Kejan'po are a being of shadow that constantly shifts shapes from one form to the next (adopts a new form every 1D3 turns). Their true form is an elegant man of Shadow with eyes of radiant silver.

SPECIAL - Kejan'po cannot be dealt with safely unless they are compelled to remain in their true form. A second success with summoning is required to do this. When not in his true form, the being radiates Disorder affecting anyone in range. It has no other use when not controlled.

Once he is compelled, he may be used in any of the following manners:

- 1) To gain knowledge of Shadow. The expertise gain is twice that normal for an EL5 Knowledge spell.
- 2) Transport. He has the power to carry the caster anywhere within the range of an EL5 Teleport. If he wishes others to be included, a payment is demanded. If it is not paid, the others are not taken when he is.
- 3) Combat. He attacks any enemy specified by the caster. He only attacks the one specified. Any service beyond that demands payment. He may use Disorder, Create Warriors and Delusion in battle.

Once the boon required is granted, the man must be banished. The caster has two turns to do so safely. If he is not banished he may attack the caster. Whether he does depends on how he feels about him and what was asked of him. If he does not choose to attack, he will leave, remaining in the Middle World to enjoy himself for a while. More than a few mortals will suffer as a result.

Kiana'nir				Shadow	
AHP	14	OCV	5	DCV	4
S	16(+1)	St	20(+1)	NWI	-2
D	12	A	18(+1)	NAV	0
MR	11	DTV	-2	MDV	15
CL	2	CDF	7	EnL	45

INT	7	MEL	9	EL	5
SS	NA	NF	1	C	20(+1)
				HC	20%

Appearance - Kiana'nir are composed of shadow. They appear as featureless human forms. As they draw strength from the target they fix on, their form changes to that of their prey and they solidify.

SPECIAL - The goal of this being is to steal the existence of a living person. They fix on their prey, generally one chosen by the summoner, and leech his strength over the course of weeks or months. When the prey reaches EnL zero, the Kiana'nir is solid and human. The prey dissolves into dust.

The being's first use of this power on the chosen requires that he touch him or her. After that effort succeeds anytime he is within 6 hexes of the target he can automatically leech energy from him (as for EL5 Leeching). He may only do this once per day.

The only way to stop this, short of the death of the chosen, is to cast Negate Curse on the victim AND dispel the Kiana'nir. Nothing less works. A Kiana'nir can only be affected by a Dispel/Banish spell at dusk or dawn. It is immune to all magic at any other time.

NOTE - If a Kiana'nir is "killed" by a spell or physical damage it reforms 2D6 hours later and continues hunting.

The Kiana'Shan				Shadow	
HPV	15	OCV	***	DTV	0
DCV	***	NWI	Varies*	MDV	15
S	Varies*	St	Varies*	INT	7
D	Varies*	A	Varies*	EnL	100
MR	Varies*	NAV	NA**	MEL	10
CL	2	CDF	7	EL	4
SS	NA	NF	1	C	Varies*

* The creature has average values for the shape it takes. HC is not applicable.

** The creature can only be affected by certain weapons. If the attacker has such a weapon the NAV is zero.

*** OCV equals 3+SB+StB. DCV equals (MR/5) + DB+ AB. Both vary with the form the creature is in.

APPEARANCE - Kiana'Shan are an amorphous blob of Shadow. In combat they adopt the form of a creature or man. At this time they are the solidified shadow of that being.

SPECIAL - Kiana'Shan take any shape they wish and hold it for as long as they desire. They are immune to damage from any attack,

normal or magical, except for Light or Darkness Powers or an item with those powers in them.

Kiana'Shan are energy leeches. In addition to any physical damage they score, any target wounded loses 1D6+ 4 energy points. If, at any time, the total energy consumed exceeds 1/2 the Kiana'Shan energy level, it departs.

Shadow Beast				Shadow	
AHP	40	OCV	14	DCV	6
S	80(+4)	St	40(+2)	NWI	-6
D	20(+1)	A	20(+1)	NAV	4
MR	10	DTV	0	MDV	12
CL	2	CDF	7	EnL	60
INT	5	MEL	6	EL	NA
SS	NA	NF	1	C	NA

APPEARANCE - An immense anthropoid more than 20 feet in height. The Beast has white fangs, silvery claws and is a solid, preternaturally dark, shadow.

SPECIAL - When combat against this beast begins, roll its MEL without modifiers on the Magic Table. If the result is success it has the blessing of the Lord of Shadow, granting EL3 Luck and EL3 Invulnerability. Any other result indicates it does NOT receive these benefits.

Other than this power, the beast is strictly a physical force. It can be encountered normally in Hill or Forest areas. It can also be summoned from the Upper World. It is the bane of creatures of Law and Chaos. It has also been known to extend its hatred to the Kotothi and Sidh. Except for these things, the beast rarely attacks other forces except in self-defense or to protect something.

Shadow-Fox				Shadow	
AHP	7	OCV	1	DCV	11
S	4(-1)	St	12	NWI	-3
D	55(+3)	A	120(+5)	NAV	0
MR	15	DTV	-1	MDV	8
CL	1	CDF	3	EnL	76
INT	8	MEL	4	EL	2
SS	NA	NF	1D3+1	C	12
				HC	12%

Per individual summoned the NF appears. If any are killed, the survivors disappear with it, i.e. four of them appear, one is killed. The other three leave to plot vengeance.

APPEARANCE - Shadow-foxes appear as the shadow of a large fox except for their silvery teeth and claws. Whether substantial,

or insubstantial, the appearance is the same. Only an extremely empathic person, or a Shadow-weaver, can detect the difference between these two states. (It is an Em/4 roll for normal people and automatic for Shadow weavers).

SPECIAL - These beings are extremely intelligent and capricious. They are never encountered alone. The fewest ever found together is two. They can communicate with any human and, in most cases, enjoy doing so. They are mischievous and curious. Many a mortal who has been befriended by them has regretted their kindness.

All Shadow-foxes use MEL4/EL2 Insubstantiability. When they attack, one remains substantial to bite while the others try to draw the enemy's blow in their insubstantial form. As the battle progresses, they shift form repeatedly making it impossible for most people to determine which is solid at a given time. They can be a terrible enemy.

If the Referee wishes, the Shadow-fox can be encountered in the Middle World. It prefers Forest, Swamp, Plains and City Margins if you add it to your encounter list.

NOTE - Though relatively friendly, these beings are known for their love of vengeance. To kill one, and not kill its brothers, is guaranteed to inflict the killer, and possibly the summoner, with a "plague of foxes" for years.

Shadow Hawk				Shadow	
AHP	12	OCV	4	DCV	4(9)
S	16(+1)	St	12	NWI	-3
D	14	A	36(+2)	NAV	0
MR	5(32)	MDV	7	NF	1D3
EnL	21	CDF	2(5)*	CL	1
DTV	-1	HC	NA	INT	3
HC	16%	SS	NA	C	20(+1)

* If the enemy uses light or darkness magic, the CDF is 5.

Appearance - A being of shadow that intermittently flashes both light and darkness. Its eyes, beak and talons are glowing silver.

SPECIAL - These beings operate as normal hawks with one exception. Any person who uses light or darkness magic, or any supernatural being empowered by those forces, can be affected by a BL6 spirit poison when damaged. The affect of the poison destroys the being's ability to concentrate for twelve hours per time affected. While this state exists the being cannot cast any form of magic, innate or otherwise.

Shadow Hawks can see in any light or darkness. They have EL2 Immunity to both powers. If they are summoned, and no user of such powers is present, they automatically leech 2D10 energy points from the caster in payment for their service. They can be

used as a normal hawk by anyone who has Falconry or Hawk husbandry as a skill.

Shadow Warrior				Shadow	
AHP	12	OCV	3	DCV	5
S	18(+1)	St	12	NWI	-2
D	25(+1)	A	30(+1)	NAV	0
MR	13	MDV	10	NF	NA (1D6)*
EnL	12	CDF	2	CL	NA (1)**
DTV	-1*	HC	NA	INT	2
C	18(+1)	SS	NA	HC	15%

*If the encounter occurs in a Shadow Realm of the Referee's creation the () value may be used.

**If the Referee allows magic-users that are not Shadow Weavers to summon shadows the () value is used.

Appearance – These creatures are composed of Shadow. They can be of any form, other than a supernatural force, that the summoner desires. They can have the form of any creature that has a shadow.

Special – Shadow Warriors are totally invisible in shadow or twilight conditions. They are afflicted by both Light and Darkness. (See Shadow Powers in book 1 for other attributes of this force). If the summoned warrior is made permanent, the HC is 15%. It must spend at least three hours a day in shadow doing nothing to remain in the Middle World.

Shadow Worm				Shadow	
AHP	3	OCV	0	DCV	1
S	2(-1)	St	4(-1)	NWI	+5
D	NA	A	6	NAV	0
MR	4	MDV	8	NF	2
EnL	10	CDF	5	CL	1
DTV	0	HC	NA	INT	4
C	6	SS	NA	HC	5%

Appearance - A four inch long worm composed of the darkest shadow.

SPECIAL - Shadow worms are used for information gathering or spirit attack. They are undetectable moving in shadow. At any other time, detecting them requires a successful Em roll. They can only be harmed with magic or a magical weapon.

When summoned they are given a specific target. To "aim" the worm, the caster must be looking at his target, have spit taken from him or place the worm on him.

Once it reaches the target's shadow the worm merges with it. If they are sent to gather information, they discover the knowledge the caster wants and return. He receives that knowledge when they arrive.

If they are sent for Spirit Attack they poison the target's soul. The affect, once they merge with his shadow, is as for MEL8/EL4 Leeching with the damage being scored on a daily basis and the caster gaining nothing from the effort. A successful Negate Curse spell is the only way to remove them once they link with their target's shadow. On his death they return to the Shadow realm.

NOTE - The HC listed for these creatures only applies if they reside in the Middle World. In all cases, to heal they must be resting in Shadow. They have no chance to infect and may roll once per hour spent in shadow. If they fail, the chance does not increase on subsequent rolls. No form of healing art or magic can aid them in healing.