

A BESTIARY OF THE KNOWN WORLD



Part Two



NATURAL BEASTS

A wide variety of natural animals populate the Known World, only a few of which were described in the *Artesia AKW* rulebook. Here are some more animals common to the environs of the Middle Kingdoms.



BEARS

A variety of bears inhabit the regions of the Middle Kingdoms. The bear is considered a sacred animal of the Cult of Adjia, and is not considered a proper target of the hunt by them. Bear hunts are quite popular amongst the Aurian and Danian nobility, however.

APP 5	STR 13	STAM 9	DEX 5	TECH 2	BODY 34
PER 3	WILL 5	MEM 3	IMAG 3	INST 3	MIND 17
PRE 6	CONV 8	COUR 7	EMP 4	WIS 6	SPIRIT 31

SKILLS: Feral Tongue 3, Awareness 4, Foraging 8, Hand-to-Hand 5, and Evade 2

GIFTS: *Keen Smell* 8

BINDINGS: *Fear (humans)* 2

WEAPONS: Hand-to-Hand 5: **Bite** +1 Puncture, **Claw** +8 Cut, **Swipe** +10 Impact

HIT LOCATION TABLE: Four-legged Animal

ARMOR: Hide: Overall 4/3/3

ENC: 0

MOVE: 34 (Run x2: 64)

NOTES: Bears don't see or hear very well, but have a keen sense of smell. The Characteristics block above can be applied to the **Black Bear** Lineage common throughout the Middle Kingdoms and Palatia, and the small **Eastern Brown Bear** Lineage of Hemispia. The **Western Brown Bear** Lineage of the Middle Kingdoms and the Western mountains of the Thessid-Golan Empire results in somewhat larger bears; they add +1 APP, +2 STR, +1 STAM, and -1 DEX for an average Body of 37. The largest bears in the region are of the **Éduins Grizzly Bear** Lineage, which adds +2 APP, +4 STR, +1 STAM, and -1 DEX for an average Body of 40. Bears may have specific Lineages, Birth Signs, and Birth Omens. Bears are usually encountered alone or in small family groups.



BIRDS OF PREY

Several large predatory birds can be encountered in the Middle Kingdoms region, either domesticated or in the wild.

APP 5	STR 2	STAM 5	DEX 8	TECH 5	BODY 25
PER 9	WILL 3	MEM 6	IMAG 5	INST 5	MIND 28
PRE 5	CONV 8	COUR 10	EMP 2	WIS 7	SPIRIT 32

SKILLS: Feral Tongue 6, Awareness 6, Hand-to-Hand 3, and Evade 6

GIFTS: *Keen Sight* 4

BINDINGS: *Fear (humans)* 2

WEAPONS: Hand-to-Hand 3: **Beak** -3 Cut, **Talons** -1 Cut

HIT LOCATION TABLE: Bird

ARMOR: Feathers: Overall 2/1/1

ENC: 0

MOVE: 25 (Fly: Soaring/Gliding x3: 75, Active x6: 150, Dive x20: 500)

NOTES: The various predatory birds of the region are all raptors. They fly in several modes: **Soaring** (up) or **Gliding** (down), which requires no expenditure of energy; **Active flight** (flapping the wings) which is the equivalent of the Run Action and therefore causes Fatigue ENC Points; and **Diving**, which technically requires no energy but is generally only done for very brief bursts (a few phases), aimed at attacking unsuspecting prey. A Dive provides a +10 Attack Modifier. While raptors can claw or peck with their beaks, the most common attack is indeed the Grab, after which their prey is lifted into the air and slowly choked to death (generally this can only be done with prey that weights less than around 10 lbs or so; in other words, that does not cause any ENC to the bird – squirrels, rabbits, voles, smaller birds, snakes, toads, lizards, etc.), though some varieties will seek to kill with their Talon attack at the end of the dive.

The Characteristics block above can be used for the domesticated **Aurian Brown Falcon** Lineage, the occasionally domesticated **Red-Tailed Hawk**, the wild **Éduins Harrier Hawk** Lineage, and the wild **Silver Goshawk** Lineage. The **Kestrel** Lineage is somewhat smaller, and adds a –1 STR and –1 STAM for an average Body of 23. The **Éduins Eagle** Lineage is the most common eagle in the region, and adds +2 APP and +4 STR for an average Body of 31. The **Crested Serpent Eagle** Lineage is a slightly smaller variety throughout the Middle Kingdoms famed for eating snakes, and adds +2 APP and +3 STR for an average Body of 30. The **Imperial Golden Eagle** Lineage migrates between the Éduins Mountains, the Pallithanes to the North-East, and the Baragh Metras to the South-West; they add +3 APP and +6 STR for an average Body of 34, and +2 COUR for an average Spirit of 34.

The Characteristics block above can also be used for carrion birds such as vultures; all vulture Lineages receive the *Ghost Mask* 2 Gift. The **Black Vulture** Lineage produces some of the largest birds in the region, with up to a 10' wingspan; they add +2 APP, +8 STR, +1 DEX, and –2 TECH for an average Body of 34, and +2 PRE for an average Spirit of 34. They rarely attack living things. The **White-Backed Vulture** Lineage is fairly large also, and adds +1 APP, +6 STR, and –1 TECH for an average Body of 31. The **Griffon Vulture** Lineage is slightly smaller; they add +1 APP and +5 STR for an average Body of 31. The **Lammergeier Vulture** is the smallest (and usually last at the body of carrion); they add +3 STR for an average Body of 28. The Lammergeier Vulture consumes bones by dropping them on rocks, and so as the Eater of Bones is considered the most sacred of vultures in the Old Religion.

The Characteristics block above can also be used as the basis for nocturnal birds of prey, such as Owls, except that all Owls add +2 MEM for an average Mind of 30 and receive the *Otherworldly Visage* 2 and *Keen Sight* 10 Gifts. The **Danian Owl** Lineage is a typical kind of Owl, as is the **Great Horned Owl** Lineage, which also receives *Second Sight* 4; the **Barn Owl** Lineage is the most common and a bit smaller, and adds a –1 STR and –1 STAM for an average Body of 23. The largest of the Owls is the **Éduins Eagle Owl** Lineage that adds +2 APP and +3 STR for an average Body of 30. Birds of Prey may have specific Lineages and Birth Signs, but do not usually receive Birth Omens.



CATTLE

Cattle are the economic backbone of much of the Known World, and the Middle Kingdoms are no exception, with several distinct Lineages of domesticated cattle in the region.

APP 5	STR 15	STAM 10	DEX 3	TECH 1	BODY 34
PER 4	WILL 3	MEM 4	IMAG 3	INST 3	MIND 17
PRE 4	CONV 7	COUR 5	EMP 5	WIS 6	SPIRIT 27

SKILLS: Feral Tongue 4, Awareness 4, Foraging 5, and Evade 2

GIFTS: None

BINDINGS: *Fear (wolves)* 4

WEAPONS: Hand-to-Hand 0: Kick +10 Impact, **Horn Gore** +8 Puncture, and **Trample** (prone opponents) +15 Impact

HIT LOCATION TABLE: Four-legged Animal (treat as *large*)

ARMOR: Hide: Overall 3/2/2

ENC: 0 [STR x4 for ENC determination]

MOVE: 34 (Run x2: 68)

NOTES: The above Characteristics block can be applied to typical cattle of the **Danian Cattle** Lineage common throughout the Middle Kingdoms and the **Short Hair Cattle** Lineage common throughout the Known World. The bulls of the red-coated **Aurian Cattle** Lineage common to the Middle Kingdoms and their cousins in the Far North add +2 STR and –1 DEX for an average Body of 36, but females of the Aurian Lineage use the same Characteristics as above, and have no horns. The shaggy **Highlands Cattle** Lineage common to Daradja results in a smaller variety, though spry, and adds –4 STR, +2 STAM, and +2 DEX for an average Body of 34. The **Galian Brown Cattle** Lineage, common throughout the Empire of Thessid-Gola and now imported on occasion to the Middle Kingdoms, adds +2 STAM for an average Body of 36. A variety of other cattle Lineages are known, but these are the most common types in the Middle Kingdoms. Cattle may have a specific Lineage and Birth Signs, but not Birth Omens.



SHEEP

Sheep are ubiquitous in the Middle Kingdoms, a fundamental part of the economy and farm life. They are distantly related to Antelopes and other Bovids.

APP 5	STR 5	STAM 4	DEX 7	TECH 1	BODY 22
PER 6	WILL 4	MEM 3	IMAG 4	INST 5	MIND 22
PRE 5	CONV 5	COUR 4	EMP 6	WIS 6	SPIRIT 26

SKILLS: Feral Tongue 5, Awareness 5, Foraging 5, and Evade 2

GIFTS: None

BINDINGS: *Fear (wolves)* 5

WEAPONS: Hand-to-Hand 0: Kick –1 Impact, (ram) **Horn Butt** +0 Impact

HIT LOCATION TABLE: Four-legged Animal

ARMOR: Hide: Overall 2/1/1

ENC: 0

MOVE: 22 (Run x3: 66)

NOTES: The above Characteristics block can be applied to the average members of the domestic **Danian Forest Sheep** Lineage common throughout the region, the **Aurian Short-Horn** Sheep Lineage, and the **Éduins Prancing Sheep** Lineage. The wild **Éduins Mouflon Sheep** Lineage adds +1 APP, +2 STR, and +1 DEX for an average Body of 26; the ram's horns are much larger than on domestic varieties, so it's Horn Butt attack does +4 Impact damage. The largest sheep in the region come from the wild **Éduins Bighorn Sheep** Lineage, which adds +2 APP, +5 STR, and +1 DEX for an average Body of 30; it's horns can be quite large, and bighorn rams routinely fight each other, using Hand-to-Hand 4 and doing +7 Impact damage. Specific sheep Lineages exist, and sheep may be affected by Birth Signs, but not by Birth Omens. Wild sheep are usually encountered in small family groups or small herds.



LARGE CATS

In addition to their smaller domesticated cousins, there are a variety of Large Cat Lineages that prowl the mountains and wastes of the Middle Kingdoms. Cats are known for their ability to see into the Otherworld.

APP 5 STR 10 STAM 6 DEX 9 TECH 2 BODY 32
PER 8 WILL 7 MEM 4 IMAG 6 INST 4 MIND 29
PRE 7 CONV 8 COUR 8 EMP 3 WIS 5 SPIRIT 31

SKILLS: Feral Tongue 4, Awareness 6, Tracking 2, Follow 4, Watch 4, Athletics 5, Stealth 8, Hand-to-Hand 6, and Evade 5

GIFTS: *Second Sight* 4

BINDINGS: *Fear (humans)* 2

WEAPONS: Hand-to-Hand 6: **Bite** +4 Puncture, **Fore Claw** +4 Cut, and **Hind Claw** +8 Cut (after Grab)

HIT LOCATION TABLE: Four-legged Animal

ARMOR: Hide: Overall 3/2/2

ENC: 0

MOVE: 37 (Run x3: 111)

NOTES: Large Cats usually attack their prey using Bite and front Claw attacks; a Cat that succeeds with a Bite attack may choose to continue biting their prey as though they had succeeded in a Grab attack, doing their STR in Puncture damage each phase and also having the option of raking their prey with their Hind Claws (that requires a separate and successful Attack action). The Characteristics Block above is for a typical member of the **Éduins Mountain Lion** Lineage common to the Middle Kingdoms region. A smaller cat of the **Lynx** Lineage can also be found, that adds -2 STR and -1 STAM for an average Body of 29, and -1 COUR for an average Spirit of 30; the Lynx usually has Stealth 6, and Hand-to-Hand 4. The truly large **Lion** Lineage of Thessidia and the Gola is occasionally imported for the menageries of wealthy nobles; they add +2 APP, +4 STR, and +1 DEX for an average Body of 39, and +2 PRE and +2 COUR for an average Spirit of 35. Large Cats may have specific Lineages, Birth Signs, and Birth Omens. Cougars and Lynxes are usually only encountered singly; in its natural habitat, the Lion operates in small family groups, but in the Middle Kingdoms they are usually only found alone and in captivity.



SUPERNATURAL BEASTS

In addition to the supernatural creatures described in the **Artesia AKW** rulebook that are native to the Middle Kingdoms region, Satyrs, Sirens, Centaurs, Minotaurs and Griffins can be found elsewhere in the Known World. Satyrs and Sirens are the most likely to be encountered nearby, or perhaps wandering into the Middle Kingdoms of their own accord.



SATYRS

Half human and seemingly half goat, satyrs are the two-legged descendants of Agdah's couplings with mortal women during the Paradise of Creation. They are fairly rare, but can still be found in ancient forests and hills. Their distant cousins, four-legged centaurs, are only found in the plains of the Sea of Grass and so await a later volume.

APP 8 STR 8 STAM 7 DEX 6 TECH 5 BODY 34
PER 5 WILL 3 MEM 4 IMAG 5 REAS 4 MIND 22
PRE 6 CONV 5 COUR 4 EMP 4 WIS 4 SPIRIT 23

SKILLS: Awareness 6, Acrobatics 4, Athletics 6, Contortionist 3, Stealth 4, Persuasion 4, Seduction 8, Dancing 4, Musicianship 4 (Pipes 4), Artistry 2, Navigation 4, Folk Lore 2, Star Lore 2, and Evade 6

GIFTS: *Animal Mask* 6, *Feral Tongue* 4, *Brazen Body* 8, *Brazen Tongue* 5, *Brazen Touch* 4, *Enchanted Aura* 4, *Forked Tongue* 6, *Many Tongues* 4, *Open Heart* 6

BINDINGS: *Lust* 8, *Vanity* 4

MAGIC: Invocation, Purification Ritual, Offering Ritual, and Star Reading Ritual

INVOCATIONS: Geniché: Genetrix 2, Agdah: Ammon Agdah 2, Dieva: Dusk Maiden 4

WEAPONS: Hand-to-Hand 0: **Fist** +0 Impact, **Kick** +3 Impact (or by weapon, usually none)

HIT LOCATION TABLE: Anthropoid

ARMOR: Hide: Overall 3/2/2 Exposed Head, Face, Neck, Shoulders, Arms, Hands, Chest, Stomach 0/0/0

ENC: 0

MOVE: 40 (Run x2: 80)

NOTES: Satyrs are widely regarded as slothful pleasure-seekers, and while they are peaceful creatures they are usually greeted with hostility by the men of human communities that they approach; as they are primarily interested in human women, satyrs don't necessarily seem to mind the rude or even violent receptions they receive from their men-folk. Nonetheless, they rarely leave the protection of deep, ancient forests, preferring to spend their time chasing after the affections of Faerie Spirits and leaving it to luck to bring an attractive woman onto their path. Once a woman has attracted the satyr's interest, it will use every trick in the book to gain access to her bed, but usually the greatest danger to their paramours, aside from exhaustion, is to their chastity and/or reputation. Once a satyr has slaked its considerable (often pent-up) lusts, they tend to become bored and wander off. Satyrs are usually encountered alone, but occasionally they're found in small groups. Satyrs may have specific Lineages, Birth Signs, and Birth Omens.



SIRENS

Sirens share the same ancestress as the mermaids, Agave the White Lady of the Oceans, and look a great deal like them, being also half-human and half-fish; but unlike their gentler cousins, sirens are descended of Agave and Irré, the Black Sun, and they eat human flesh.

APP 10 STR 6 STAM 6 DEX 6 TECH 5 BODY 33
PER 6 WILL 5 MEM 5 IMAG 5 REAS 5 MIND 26
PRE 8 CONV 4 COUR 5 EMP 2 WIS 5 SPIRIT 24

SKILLS: Old Emmetic 5, other human language 4, Awareness 6, Stealth 6, Swimming 7, Persuasion 4, Singing 6, Navigation 8, Star Lore 4, Yheran Cult Lore 4, Hand-to-Hand 4, Evade 6

GIFTS: *Feral Tongue* 4, *Ghost Mask* 4, *Haunting Voice* 10, and *Voice of Madness* 8

BINDINGS: *Cruelty* 4 (-4 to PER and EMP in social interactions with prey)

MAGIC: Invocation, Offering Ritual, Sacrifice Ritual, Purification Ritual, and Star Reading Ritual

INVOCATIONS: Yhera: Queen of the Deep 4, Yhera: Dread 2, Heth: the Sea King 4

WEAPONS: Hand-to-Hand 4: **Fist** -3 Impact, **Tail Slap** +0 Impact (or by weapon, usually none)

HIT LOCATION TABLE: Mermaid

ARMOR: Scales: Overall 6/3/5 Exposed (Head, Face, Neck, Shoulders, Arms, Hands, Chest, Stomach) 0/0/0
ENC: 0
MOVE: On land 16, Swim 40

NOTES: Sirens usually live in much deeper waters than their mermaid cousins (indeed, they are often thought to be the Guardians of Lost Üüne Düré), though they will sometimes come close to shore to feed. They use their voices to lure sailors into wrecking their ships in dangerous waters, either by drawing them close to hidden rocks, or by driving them mad so they destroy their own boats, and then the sirens will consume the bodies of the drowned. Sirens are usually encountered in small groups; in the Middle Kingdoms region, they are most likely to be seen or heard in or near the Cape of Fangs off of Umis. Sirens may have specific Lineages, Birth Signs, and Birth Omens.



UNIQUE THINGS

The Known World has a number of unique creatures wandering its surface or appearing in it; the Wild Hunt was described in the *Artesia AKW* rulebook. Another, the Bull of Myrad, is described here and can be encountered at random, though it might best serve as something seen at a distance.



THE BULL OF MYRAD

Old legends in Dania and Auria tell of a great auroch Bull that occasionally roams the countryside, which supposedly was fattened in the dungeons of old King Myrad of Therapoli during the Golden Age on the bodies of his prisoners. It is said to be alternately a thing filled with hate that seeks to gore men and consume them, and on the other hand to be a symbol of the ancient Kingship of the Danias. The Bull of Myrad may be encountered (rarely) in Atallica, Dainphalia, Auria, or (somewhat more often) in the hills of Umis; some think that it makes its home beneath the city of Therapoli, in the remains of King Myrad's dungeons, while others believe that it now resides in the hills near Caven More, the ancient King's hold of Umis.

APP 10 STR 30 STAM 21 DEX 3 TECH 1 BODY 65
 PER 4 WILL 12 MEM 8 IMAG 4 INST 9 MIND 42
 PRE 15 CONV 20 COUR 18 EMP 2 WIS 10 SPIRIT 65

SKILLS: Feral Tongue 5, Awareness 8, Foraging 8, Hand-to-Hand 10, and Evade 10

GIFTS: *Dreadful Bellow* 12, *Dreadful Visage* 6 at no cost, *Enchanted Aura* 12, *Evil Eye* 8, *Initiate/Mystery* 8 at no cost, *Otherworldly Visage* 10, *Spirit-Walking* 10, *Wrathful Visage* 12

BINDINGS: *Hate Aurians* 8

WEAPONS: Hand-to-Hand 10: **Kick** +25 Impact, **Horn Gore** +23 Puncture, and **Trample** (prone opponents) +30 Impact

HIT LOCATION TABLE: Four-legged Animal (treat as *large*)

ARMOR: **Hide:** Overall 12/8/10, Ward against Magic 12

ENC: 0 [STR x4 for ENC determination]

MOVE: 65 (Run x2: 130)

NOTES: The Bull of Myrad is the largest example of an auroch that anyone's ever seen; it is a huge creature, weighing several tons and dwarfing most normal cows and horses. The mere sight of it can cause a *Dread* Binding in mortals; as with other aurochs, the Gift *Dreadful Bellow* should be considered the same thing as

Dreadful Voice. Unlike most other animals, it will actively seek to challenge humans (seeking primarily Aurians, but it's not very good at distinguishing between Aurians and people from other Cultures). Where its hatred of Aurians comes from, no one is certain; most speculate that the Bull was part of the Golden Realm of An-Athair in some fashion and that it seeks to destroy Aurians in vengeance for the downfall of the Green Temple (though no mention is made of a great auroch in any of the known tales of An-Athair). There has been some speculation of a connection between the Bull of Myrad and the Kings of Umis (indeed, the heraldic symbol of Umis in recent centuries has been a bull), but what exactly that connection might be is uncertain. The mere presence of the Bull, if approached properly when it's at rest, has been known to open the minds of those nearby to the Mysteries of the World. Occasionally someone claims that they've killed it, but it usually turns up again anyway, leading some to speculate it might be immortal (perhaps like the Phoenix) and most to simply dismiss any claims of its death as the words of liars.