CREATURES OF
THARKOLD™
# Creatures of Tharkold

Compiled by the Warriors of Dzis

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INTRODUCTION

The Warriors of Dzis. In all the world the Demonkind calls Tharkold, there are none as brave as these. On a planet filled with warriors, they have fought and died to free the Race from the chains the traitorous Jezrael and her monstrous troops have forged.

The Warriors came not from the demon stronghold of Dzis, but from all over the Free Nations of Tharkold, where humans cling to some vestige of safety and sanity. They assembled to raid the dreaded Tharkoldu slave pens, and that they did, freeing well over a thousand of their brethren. Many of the Warriors would die before they returned to their homes, falling prey to the vile things detailed on this datadisk.

Those who survived took it upon themselves to collect the facts of the Tharkoldu creatures — and some whose origins and loyalties are unknown — so that those who came later would know how best to fight them. It was then that we learned that many of them have spread to the place called Earth, there to spread their terror among the soft, weak humans who dwell on that sphere. It is for this reason that we have allowed the disk to be translated and converted into a form more palatable to soldiers of the Possibility Wars.

It is our hope that the words here written will lead to the destruction of these creatures, for they deserve no better fate.

— Alkar, (Nesh) Gel-5455/Dzis-4131

Techno-Horrors

The cosm of Tharkold is one torn apart by war. Almost since their recorded history began, the techno-demons who rule that world have been locked in conflict with the Race, humans hardened by millennia of battle.

The average Tharkoldu is a combination savage demonic entity and cyber-enhanced killing machine. Only guile, luck and a talent for survival have enabled the Race to withstand them for this long, but the balance of power shifts constantly on that world.

Naturally, a place like this spawns monsters of all sorts. Some are native to the cosm; others are mutates, formed by the high radiation levels in the area known as “the Dead Lands”; still others are creatures of dark magic, or those created in the laboratories of the Tharkoldu. Creatures of Tharkold range from those who tower over buildings to ones so small a microscope is needed to spot them.

For the first two years of the Possibility Wars, Earth was spared the attentions of the Tharkoldu, due to the heroic actions of a band of Russian psychics. But then, led by a new High Lord, the Tharkoldu mounted a second attack, this time in Los Angeles.

Now the “City of Angels” is home to prides of demons, and many of the darker forms of life from that cosm have migrated to Earth as well. More than ever before, it is crucial that Storm Knights know their enemies — for what you don’t know, in Tharkold, can very easily kill you.

And so a band of Race soldiers, the Warriors of Dzis, have prepared a report on the most deadly creatures in the cosm and realm. Many of these cry out for heroes to destroy them, and others ... ? Others you may have already encountered, and it may be too late to stop them ...

Something Cybered This Way Comes ...

This volume is the result of the fourth successful Torg contest run through the pages of the Infiniverse Campaign Game Newsletter. From its first appearance in the pages of Storm Knights, the first Torg novel, the realm of Tharkold has had a grip on players’ and gamemasters’ imaginations. It was their call through Infiniverse that prompted West End to bring the realm to Earth and provide our audience with the Tharkold sourcebook, the Los Angeles Citybook and the adventure, City of Demons. Now we present what may prove to be the most exciting project of all, Creatures of Tharkold.

This book contains 60 horrifying beings from the world of techno-demons and Race, where war has been a fact of life — and death — for thousands of years. The vast majority of the creatures contained herein were crafted by Torg players, ranging from undead demons to insidious and subtle nanotech viruses.

Put together, they add up to deadly threats to Earth’s reality from a cosm where pain is an art form and death is the only escape.

Important Note

This supplement is designed for use with Torg: Roleplaying the Possibility Wars. However, the creatures encountered within can be used with other roleplaying systems.

Each entry contains a description and illustration of the creature, its complete statistics, a comparative size diagram, and maps depicting its known habitats in both the Tharkold cosm and realm.
Within every piece of occult-tech cyberware, there is a small amount of malevolent mystical energy. This energy is responsible for the vibrations that allow the cybernetics to work for Demonkind. When cyberware breaks or is disassembled, this energy is released to float in the ether. By itself, it presents no threat — but when a good deal of this energy is allowed to coalesce, its power and its hatred for life increase. These unions of energy form magical beings called aishans.

An aishan appears as a translucent, vaguely humanoid shape which ripples and pulses with mystical force. Deep blue lightning crackles and arcs throughout its form.

Aishans are only semisubstantial. Their intangibility allows them to pass through solid objects, though at half their normal movement rate. This ability also allows them to disrupt any non-Tharkoldu cyber systems. When an aishan passes through someone equipped with such gear (a successful maneuver), they prompt an attack of cyberpsychosis which cannot be actively resisted. A character subjected to such an attack will feel as if the air has suddenly become dense, as if he were walking through water.

Physical attacks can be used against the aishans, although with limited effect, due to their intangibility. By the same token, they are not able to mount effective physical attacks against others. Psionics and magic are the best weapons for use against aishans.

Were Sterret to gain control over the aishans currently extant, he would almost certainly attempt to send them against the Cyberpapacy. Thus far, they have shown little inclination to leave Tharkold, but things change ...

Domain

As the energy released from cyberware is not
bound to a form, it floats over vast distances in order to join with others of its kind. For this reason, aishans can be found all over the cosm and realm. They are particularly prevalent in black market areas, where a great deal of used and broken cyberware has been collected.

**Aishan**

- **Reality: Tharkold**
- **DEXTERITY** 10
  - Dodge 13, maneuver 16
- **STRENGTH** 12
  - Climbing 15
- **TOUGHNESS** 10
- **PERCEPTION** 9
  - Alteration magic 14, tracking 14
- **MIND** 9
  - Apportation magic 14, willpower 19
- **CHARISMA** 7
  - Charm (25), persuasion (25), taunt (25)
- **SPIRIT** 9
  - Faith (Cult of the Dominant) 11, intimidation 12 (18)
- **Additional Skills:** two at +1 adds
- **Possibility Potential:** some (98)
- **Arcane Knowledges:** entity 6
- **Spells:** *pop*, *foeblaster*
- **Natural Tools:** semi-intangibility, TOU+8, STR-6 in combat; cyberpsychosis attack (see above).

Discovered by
Jamie Lewandowski
Anora first appeared on Tharkold after then High Lord Kranod used Malgest to stabilize the Magic axiom. They are ghostly figures who wander where they will, seen only when they attack. They appear as humanoid, robed figures, approximately two meters tall. No facial features can be discerned behind the shadows of their hoods, although their skin is said to be light grey.

Anora feed upon magic and their touch can drain arcane energies from their victim. For that reason, they target techno-demons, who are magical in nature, far more often than Race. Their origin is unknown, and they have no known base. They appear, attack, and vanish, disintegrating within seconds should they be killed.

Some demon scholars believe that the voracious anora may have, in some way, been responsible for the original drop in the cosm's Magic axiom. But this remains only a theory, as there is no record of their presence prior to the stabilization of the axiom.

**Domain**

Anora are found throughout Los Angeles, particularly in places where magic-using creatures congregate. They are most often seen in the neighborhoods of the Vampyres and the Black Diamonds. They seem unwilling or unable to pass beyond the realm’s borders.

It is believed that Jezrael may have used the implied threat that anora would be sent to Aysle to keep the Dark forces in line. But it is doubtful that the High Lord would have any influence over these mysterious creatures.

**Anora**

**Reality:** Tharkold  
**DEXTERITY** 11  
Dodge 15, stealth 20, unarmed combat 16
STRENGTH 7  
TOUGHNESS 15  
PERCEPTION 12  
Find 15, tracking 20, trick (16)  
MIND 12  
Test 20, willpower 25  
CHARISMA 7  
Taunt (18)  
SPIRIT 8  
Intimidation 20  
Additional Skills: one at +1 adds  
Possibility Potential: some (30)  
Natural Tools: magic draining attack, effect value 20. An anora attacks with its bare hands, using unarmed combat. If a wound or better is scored, the effect value of the magic drain is compared to the victim's highest magical skill (occult and occultech do apply). The difference is read on the Speed column of the Push Results Table and the result points permanently subtracted from the targeted skill. The skill may be increased normally.  
Note: Anora are immune to non-magical attacks and can pass through any barrier that is not magical in nature. They are immune to gases, vacuum, temperature extremes, poison and disease.
Cairns are created when entire battlefields are levelled and armies destroyed, with neither side winning the battle. Left unburied due to the war, the dead rest, but not in peace. Their inability to inflict pain on others torments them, until their hatred of the living forces them to lash out. Hundreds of souls trapped in one place, with hate their only emotion and no release, even in death.

Whenever living beings enter a cairn— which is not a single organism, but the field of battle upon which many have died — it angers the dead, who then attempt to slay the living. Their seething hate forces the rubble of the countryside into the air, creating huge storms of rock and earth. While it may seem that these storms are designed to drive away the living, the cairn is just toying with its victims: once aroused, the dead can only be appeased by more death.

If it appears that the living may escape, the cairn will reanimate its dead. These zombies bear the damage of battle as well as that inflicted by time, but they fight as well as any ghouls on Tharkold, their only purpose to drag the living down with them. The zombies are unable to venture beyond the edges of the cairn.

Most cairns are composed of only a few hundred bodies, covering an acre or three. Larger ones can and do exist, but they are rare. Cairn zombies are made up of both sides of the battle, working together against their common enemy, the living.

Cairns can be identified by the fact that no plants grow upon them, no animals make them their home, and no birds fly above them.

**Domain**

Cairns can be found in both the Tharkold cosmos and realm, wherever major battles have been fought and the dead left unburied.
DOMAIN

I. (A cairn is roughly an acre of ground.)

SIZE REFERENCE

Tharkold Realm

Tharkold Cosm

Tharkold

Reality: Tharkold
DEXTERITY 0/7
Unarmed combat 10
STRENGTH 0/13
TOUGHNESS 35/11
PERCEPTION 8
Trick 13 (25)
MIND 10
Test (25)
CHARISMA 7
Charm (25), persuasion (25), taunt (25)
SPIRIT 12
Intimidate 15 (25)
Possibility Potential: all/none
Natural Tools: rock storm, damage value 20

Note: The values before the slash are for the cairn; those after for the animated bodies. While the cairn are possibility-rated, it can use possibilities only for the rock storm or healing damage to itself. It cannot modify the rolls of the animated bodies or heal damage for them. The animated bodies take damage on the Ord table.

The above values are for a small cairn, with roughly 200 dead. For larger cairn, the damage of the storm is the Many-on-One Value of the number of dead +8 (e.g., the above cairn has 200 dead, which has a value of 12; 12+8=20.)

A cairn can animate as many bodies at one time as the Many-on-One Value. Each body may only be animated once per day, so it is possible to exhaust the cairn’s supply of bodies. Any bodies added from among the cairn’s victims may not be animated until the next time the cairn is active.

Discovered by
David Oakes
Calinosaurs are relics of Tharkold’s past, huge, lumbering engines of destruction that ruled the cosmos before either demon or Race existed. Long thought to be extinct, they made a reappearance in Tharkold about a thousand years after the war began — some believe they were always present, just waiting to be revived; others say that these calinosaurs are simply recreations of the originals.

Genuine or artificially created, the calinosaurs is a formidable opponent. Roughly 12 meters high, the creature’s fangs and teeth are almost superfluous when compared to the devastation it causes simply by crushing foes underfoot. It walks upright, with its two forelegs being smaller than its hind legs and used for tearing at prey. Rather than a single center of thought, the calinosaurs has over a dozen walnut-sized brains scattered all over its body.

Calinosaurs are meat-eaters and uniquely adapted to living in the Dead Lands. This is primarily evidenced by their immunity to radiation, which enables them to take refuge in areas where not even the bravest hunters would dare attempt to track them.

The meat of the calinosaur is considered delicacy by the Tharkoldu, but with the invasion of Earth, Jezrael has found a better use for the creatures. The massive beasts make excellent diversions — while the US Army, Air Force and Marines are busily assaulting a specimen, a team of techno-demons can accomplish any number of missions in the area without being noticed. It has come to be a maxim in the realm that the appearance of a calinosaurs means something far worse may be going on elsewhere.

Needless to say, calinosaurs do not take well to discipline and are not under the control of the Tharkoldu. But certain scents — particularly that of desni — can be used to lure the monster to a particular area.
Domain

Calinosaurs can be found in the Tharkold Dead Lands and in the general vicinity of Cosmic Land in the realm. It is believed that there are relatively few on Earth, although even one can cause tremendous amounts of destruction.

Calinosaurs

Reality: Tharkold

**DEXTERITY 10**
- Unarmed combat 14

**STRENGTH 24**
- Lifting 25

**TOUGHNESS 27**

**PERCEPTION 8**
- Tracking 9, trick (15)

**MIND 6**
- Test (25), willpower (30)

**CHARISMA 5**
- Charm (40), persuasion (35), taunt (10)

**SPIRIT 5**
- Intimidation 25

Possibility Potential: none

Natural Tools: claws, damage value STR+2/26; teeth, damage value STR+3/27; hide, armor value TOU+1/28

Discovered by
Greg Farshley
Domain

Chip-killers may be found anywhere within the Los Angeles area. There have been rumors of whole
families or groups being turned into chip-killers in the immediate area of the Ichi Entertainment building, but these rumors have not been confirmed.

**Chip-Killer**  
**Reality:** Tharkold  
**DEXTERITY** 8  
Dodge 9 (11), melee weapons 9 (11), unarmed combat 9 (11)  
**STRENGTH** 8  
**TOUGHNESS** 8  
**PERCEPTION** 8  
Find 9  
**MIND** 8  
Test 10  
**CHARISMA** 8  
**SPIRIT** 8  
Intimidation 10 (20)  
**Additional Skills:** three at +1 adds  
**Possibility Potential:** some (90)  
**Equipment:** Cyberware: Nanocord, shock suppression booster, level 4 Ex-Wires, ExChips +2 (dodge and unarmed combat), Slave-Chip, monofilament slashers, damage value STR+5/13. Cyber value: 8  
**Note:** Activated chip-killers cannot be charmed, persuaded, or taunted, and are very difficult to intimidate.
Cyberplants are tall (0.4 to 0.5 meters) sunflower-like flora with built-in cybernetics. How and when this equipment was introduced into the evolution of these plants is unknown, but its development is now part of their natural growth process.

Cyberplants have a relatively slow reproductive cycle, releasing only six seeds per year. Due to the plants' high metallic content, they can take up to 15 months to reach full height, as they must draw additional minerals from the soil. In controlled circumstances, minerals can be added to the ground in such quantities as to shorten the growth cycle to one month.

The type of cybernetics present varies with each plant. As they are encoded in the plant's DNA, dominant and recessive parts can be found in different plants, and controlled pollination can be used to breed superior specimens. The cyber value rarely exceeds 10.

Cyberplants are highly sensitive to heat and can home in on any source within 24 meters (use find value). They can use any built-in weapons to their advantage, but are incapable of sophisticated tactics due to their limited intelligence.

Rare specimens have been discovered with cybernetic eyes or neural jacks allowing interface with the Grid. No more than four cyberplants can be found in a 100 meter area, due to the depletion of minerals from the soil. Entire fields can be grown, provided sufficient minerals are provided.

Tharkoldu tend to plant these on the outskirts of strategic areas to act as guards against Race incursions.

Domain

Cyberplants are known to grow only in the cosm and realm of Tharkold. There are no known migrations of the plants to other
realms, although there are rumors that a few may have been transplanted into the Akashan realm. Research is also being done into a new species for use against Nippon Tech.

**Standard Cyberplant**
- **Reality:** Tharkold
- **DEXTERITY 2**
  - Dodge 5, energy weapons 12, fire combat 12
- **STRENGTH 2**
- **TOUGHNESS 8 (12)**
- **PERCEPTION 6**
  - Find (heat source) 15
- **MIND 4**
  - Test (30)
- **CHARISMA 4**
  - Charm (25), persuasion (25), taunt (25)
- **SPIRIT 6**
  - Intimidation (20)
- **Additional Skills:** three at +1 adds
- **Possibility Potential:** some (12)

**Equipment:**
- **Cyberware:** interdermal plating, armor value TOU+4/12, automated booster system, reflex booster, two gun mounts.
- **Cyber value:** 8.11/12 automatic, damage value 16, ammo 21, range 3-10/20/30

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*Discovered by*

Sean Sherman
The cyberpossessor is a spirit of unknown origin that roams Tharkold and Earth freely. It appears as a man-sized (two meters tall) humanoid mist, moving at human walking speed. It has the curious property of being able to condense itself in a single round and enter any mechanical object, effectively taking it over. This "possession" is a result of conjuration magic. To possess any ordinary mechanical item — a gun, a car, a computer — it must generate a successful conjuration magic total of 13. If it does so, it has complete control of the item, causing guns to fire, cars to roll over anyone in their path, etc. A subtle cyberpossessor can make all attacks look like accidents; this makes it hard to tell just how common these things are.

When the mechanical item to be possessed is some character's piece of cyberware, the cyberpossessor must generate a willpower total of 11. The owner of the cyberware will not feel anything, and if he is not looking at the equipment at the time of possession, he will have no idea anything has happened until the cyberware begins acting up.

When the cyberpossessor tries to make a character's cyberware operate against his will, the character will have one round of advance warning before an action can be taken. A Mind or willpower total of 13 will allow the character to expel the spirit. If the roll is failed, the cyberpossessor has control of the cyberware for that round. If the cyberpossessor is expelled, a Spirit total of 14 is required to repossess a piece of that character's
cyberware.
Once the cyberpossessor has infiltrated an item of cyberware, it can move to any other piece of cyberware connected via NeuraCal or Nanocord. If the cyberware is not connected, the spirit must leave one item and attempt to possess the other.
Cyberpossessors are considered to be entities and are vulnerable to ward enemy miracles.

Domain
Cyberpossessors can be found anywhere within the cosm and realm. Their exact numbers are unknown, as they can possess any mechanical item from a pistol to a supertanker.

Cyberpossessor
Reality: Tharkold
DEXTERITY 10
Dodge 12, energy weapons 12, fire combat 12, heavy weapons 12, melee weapons 12, unarmed combat 12
STRENGTH 10
Lifting 13
TOUGHNESS 9
PERCEPTION 11
Trick 13
MIND 10
Conjuration magic 12, willpower 11
CHARISMA 7
Charm (20), persuasion (21), taunt (21)
SPIRIT 8
Intimidation 11 (13)
Possibility Potential: none
Natural Tools: cyberpossession (function of conjuration magic)
The cyborths are the result of a horrible experiment conducted by the Tharkoldu on the Race. A small number of Race infants are taken from their mothers in the slave pens and handed over to occult technicians, who slowly begin introducing them to cyberware. They are raised among machines and trained to despise themselves for being of the flesh.

When the test subjects reach adulthood, they are given far more cyberware than the normal human mind could handle. But because these people are trained to think of themselves as machines and to hate humanity, they have developed an immunity to cyberpsychosis.

The Tharkoldu use the cyborths as hunters, sending them after their Race brethren. Race members know full well that there can be no room in their hearts for pity for these victims of the Tharkoldu, for they are as deadly as the techno-demons and just as committed to slaying humans.

In at least one case, Race scientists were able to successfully "deprogram" a cyborth. Unfortunately, cyberpsychosis set in almost immediately upon his being cured and he went on a murderous rampage. Efforts to reclaim the cyborth have since been abandoned.

Domain

Cyborths can be found in all parts of the Tharkold cosm, except the radioactive Dead Lands. They also hunt on Earth, but they seldom leave the realm, save for occasional journeys to CyberFrance or the Akashan realm.

Cyborth

**Reality:** Tharkold

**DEXTERITY 13**

- Dodge 13
- Energy weapons 16
- Fire combat 13
- Maneuver 13
- Melee weapons 13
- Unarmed combat 15

**STRENGTH 13/22**

**TOUGHNESS 12/30**

**PERCEPTION 10**

- Cyberdeck operations 12
- Evidence analysis 12
- Find 12
- Tracking 11
- Trick (18)

**MIND 9**

- Streetwise 13
- Survival 12
- Test (25)

**CHARISMA 5**

- Charm (25)
- Persuasion (25)
- Taunt (25)

**SPIRIT 8**

- Intimidation 13 (25)

**Additional Skills:** two at +1 adds.
Possibility Potential: some (35)

Equipment: Cyberware: Nanocord, nervejack, Cybercam, Dangerscan, EMvue, Farsight, Heathunter, Hidehunter, Killseeker, TextLED, Bugsweeper, Codewalk, Cybercorder, Radiohear, Sonar, Soundtrap, Truthhear, Poison Snoper, Oxyplugs, Purifier, balance-wires, Biostat, Nondoc, Radiotalker, Skinscan, Voice Mimic, interdermal plating, armor value TOU+6, exordermal plating, armor value TOU+5, Bodymax, armor value TOU+5, Cyberarms, STR+9, Cyberlegs, STR+9, adrenal booster; Fe-9 Ion Gun in right arm, damage value 24, ammo 24, range 3-50/150/300; Res-14 laser in left arm, damage value 26, ammo 25, range 3-50/100/200; slashers, damage value STR+4/26; one slot chipholder; SlaveChip. Cyber value: 83. Chod 8 power armor, armor value TOU+8/30

Note: Immune to cyber-psychosis
Cygons are the last survivors of a race of enchanted dragons who thrived in Tharkold prior to the Spasm. As they saw their magical abilities fading, these creatures accepted the offer of a Great Alpha techno-demon to be fitted with Life-Cyber and other implants. What the demon did not tell them was that the cyberware would include SlaveChips, a fact they did not learn until it was too late.

But the cygons were not so easily controlled. A small number escaped, returning only to destroy the Slave-Chip controls and free their brethren. They have since fled into the cosm, taking no side in the Race-Tharkoldu war, instead starting prides by dominating humans and demons alike. (Cygons do not attempt to dominate each other.)

Cygons are serpentine beasts with four clawed appendages and huge wings. They range in size from 15 to 25 meters in length and have thick, brown scales. They have lost their natural breath weapon, but have a Thav-7/Nu plasma gun mounted inside the roof of their mouth that is retracted when not in use. Most have also lost all magical skills and typically have magicenablers installed. All have had their SlaveChips removed.

Cygons suffer a +3 to the difficulty of resisting cyberpsychosis. They use the "Demon" column of the Syndrome Table on page 109 of the Tharkold sourcebook.

Domain

In addition to their presence in the cosm, three cygon prides currently operate in the realm. Each consists of Tharkoldu, Race slave specialists, gangslaves and a single cygon who acts as leader. Strongholds are built by the cygons using the stone tunnel spell.
Cygon
DEXTERITY 11
Dodge 13, energy weapons 15, flight 17, unarmed combat 14
STRENGTH 22
Lifting 24
TOUGHNESS 20 (30)
PERCEPTION 12
Cyberdeck operations 14, find 13, language 13, trick 15
MIND 17
Science (computers) 19, survival 18, test 20
CHARISMA 11
Persuasion 14, taunt 15
SPIRIT 20
Intimidation 22, reality (Tharkold) 24
Possibility Potential: all
Arcane Knowledges:
earth 2, darkness 4, entity 4, metal 2
Spells: stone tunnel
SpellChips: Black Bart's deadly darts, bullet, pop, slave send
Natural Tools: claws, damage value STR+3/25; scales, armor value TOU+10/30; wings, speed value 14
Equipment: Cyberware: Nanocord; Heathunter (find +3 in poor light, tracking+3); Modspotter (find value of 20 to spot cyberware); gun mount, with Thav-7/Nu plasma gun, damage value 35, ammo 10, range 10-200/500/1.5k; Radiohear; Truthear; nervejacks (2); apportion magic enable (+1 add/skill value 18); LifeCyber. Cyber value: 23; cyberdeck
Response/Processor/Storage: 5/6/12
Programs: Any

Discovered by
Paul Balsamo
Deathmasks are sentient occultech devices whose innocent exterior hides a horrifying purpose. Los Angeles hospitals are filled with victims of the masks who mistook them for playthings.

When first seen, a deathmask looks like a featureless white shell. As soon as it is touched by someone, it uses monkey mimic to take on the appearance of that person's face. The soft clay from which it is made is pliable and can be molded into other shapes. Deathmasks bestow +3 to the user's disguise skill, as well as +3 to the bonus of any Charisma or Charisma-related skill check made while wearing the mask.

As long as the mask resembles his own face, the wearer may put it on and take it off at will. But if he molds it into someone else's face and puts it on, it generates an occultech total versus his Toughness. If any result points are achieved, no damage is done, but the mask has bonded itself to his face. A Strength total of 22 is required to remove it, with damage being done to the wearer's face.

While it is bonded in this manner, it punishes severely the failure to perform Charisma or Charisma-related actions. If a wearer fails at such a skill check, award the mask two points. When its points exceed the wearer's Charisma value, it has merged so with the face beneath it that there is no way to remove it without tearing the flesh off. Again, a Strength total of 22 is required, but add +5 to the damage done to the wearer if he does succeed in removing the mask. A "successful" victim will often have nothing but bone and some cartilage left where once he had a face.

Domain

Deathmasks are found primarily in the Tharkold realm, in an area ranging as
far south as Compton and Bellflower and as far north as Hollywood. They are particular favorites of actors and actresses, who learn the tragic truth of them too late.

**Deathmask**

- Reality: Tharkold
- DEXTERITY 0
- STRENGTH 0
- TOUGHNESS 25
- PERCEPTION 9
- Alteration magic 16, evidence analysis 11, find 12, trick (30)
- MIND 6
- Occultech 21, test (30)
- CHARISMA 10
- Charm (35), persuasion (35), taunt (36)
- SPIRIT 7
- Intimidation (35)
- Additional Skills: two at +1 adds
- Possibility Potential: some (72)
- Arcane Knowledges: entity 3

**Spells:** monkey mimic

**Note:** Wearer receives +3 to his *disguise* skill (if he does not have the skill, he may still roll as if skilled). He also receives +3 to the bonus when attempting a *Charisma* or *Charisma*-based skill.

Mask bonds to face through occultech process automatically upon use. Mask’s power increases each time wearer fails at a *Charisma* or related skill check—when mask’s power exceeds that of wearer’s *Charisma* value, mask has erased wearer’s face.
Demon guls are techno-demons brought back to life by Relictin V. Although Tharkoldu much prefer bringing “monkeys” back to use as warriors, circumstances often dictate the use of Tharkoldu corpses.

Demon guls are physically more powerful than their living counterparts, but lack their native cunning and brainpower. They are, however, still capable of using all their cyberware, and occasionally more is added to create demon guls' dreadnaughts. These creatures suffer the same ravenous hunger as do human guls.

The primary problem with creating demon guls is finding enough relatively intact corpses with which to work. Techno-demons' cannibalistic tendencies and the violence of the world in which they live mean that limbless corpses are common, which are largely useless for purposes of revivification.

Demon guls are frequently used as shock troops when the more valuable N.E.G.s are not available. As with all guls, demon guls can exist without contradiction in any realm, which explains why they are often sent to areas like Sacramento to raid Nippon facilities.

Domain

Demon guls are found, in the realm, primarily in the Compton and Bellflower areas. They can often be found in areas where cairns are common. They have been known to appear throughout the cosmos.

Demon Gulk

Reality: Tharkold
DEXTERITY 12
Dodge 14, energy weapons 16, fire combat 14, flight 15 (18), melee weapons 13 (15), missile weapons 13, stealth 15, unarmed combat 16 (19)
STRENGTH 17

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Demon Gulk

Reality: Tharkold
DEXTERITY 12
Dodge 14, energy weapons 16, fire combat 14, flight 15 (18), melee weapons 13 (15), missile weapons 13, stealth 15, unarmed combat 16 (19)
STRENGTH 17
TOUGHNESS 18 (23)
PERCEPTION 1
Find (living beings) 12,
tracking (living beings)
12, trick 12 (25)
MIND 1
Test 15 (25)
CHARISMA 2
Taunt (25)
SPIRIT 5
Intimidation 20 (26)
Possibility Potential:
none
Natural Tools: teeth,
damage value STR+2/19;
talons, non-cybered limb,
damage value STR+3/20;
wing strike, unarmed combat
to hit, damage value
STR+7/24; wings, speed
value 10
Equipment: Cyberware:
Nanocord, windsniffer (Per-
ception or find+3 using
smell), balance-wires (+3 to
skills using agility, noted in
parentheses above), inter-
dermal plate, armor value
TOU+5/23, talon, damage
value STR+5/22, cyber-
wings (+3 to push for flight,
lifting while flying (cyber
value 3), LifeCyber, 3-slot
chipholder. Cyber value: 16
Note: Demon ghouls are
immune to charm and per-
suasion. They have lost any
magical knowledge they
may have had while alive.
Desni are small, rodent-like creatures, measuring from .5 to .75 meters in length and about .10 meters in height. Its most striking feature is its huge, intelligent eyes, which bear more than a hint of intelligence. Desni are fast and agile.

They first appeared in the cosm roughly three years ago and are believed to have come from someplace Kraiod conquered.

The desni have an innate ability to detect the strong, violent emotions of the Tharkoldu, giving them a +7 bonus to find attempts involving the techno-demons. Desni are also capable of linking minds with humans, provided they make a successful Mind roll of 15 (the human partner can coordinate on a difficulty of 10). Once the link has been achieved, the human can make use of the desni's senses as a simple action, within a range of 100 meters from the creature. The human suffers a +3 to the difficulty of all other actions while doing this.

Desni live on small insects and live in burrows. They mate for life and communicate with each other through chirps and whistles. Once they have linked with a human, they will stay with her for life. They will not accompany a human with whom they cannot link.

The Tharkoldu hate desni with a passion, and the feeling seems to be mutual. Techno-demons will attack these creatures on sight. They have even attempted to start a rumor that the desni are trying to steal the minds of the Race, but with little success.

**Domain**

There are only a very few of these creatures, perhaps a few thousand at most. They can be found anywhere one finds Race in the cosm, and they have begun to travel with Race to the realm.
Desni
Reality: Tharkold
DEXTERITY 9
Dodge 14, stealth 17,
unarmed combat 11
STRENGTH 4
TOUGHNESS 5
PERCEPTION 9
Find 11, tracking 12,
trick 13
MIND 7
Test (10), willpower
(10)
CHARISMA 9
Charm (11), persuasion
(13), taunt (20)
SPIRIT 7
Intimidation (13)
Additional Skills: one
at +1 adds
Possibility Potential:
some (15)
Natural Tools: claws,
damage value STR+3/7;
teeth, damage value STR+4/8;
empathy; link senses
Note: Needle birds cannot
be charmed, persuaded or
taunted.
Desiccators were genetically engineered by the Tharkoldu to destroy the Race's precious supply of clean water. The desiccator is a three-meter wide, one-millimeter thick transparent disc, sporting blue-green silicon-etched veins. The discs float upon the water's surface and can also use the expulsion of hot air through dorsal vents to float as high as eight meters above the ground. It can fly as far as 24 meters before being forced to return to the ground and launch again. While on water, the desiccator is practically invisible, requiring a find total of 25 to spot. A find total of 18 is needed to see it when in mid-air.

When threatened, the desiccator launches itself at its foe. A successful unarmed combat attack allows it to envelop its target and begin draining his bodily fluids (only targets who have no flesh exposed are safe from this attack). The victim suffers damage value 18 per round from this process until he is dead or escapes. A Strength total of 16 is required to free oneself from the desiccator's embrace.

A desiccator can drain water at a rate of one liter per round, yet its appetite is never sated. Race scientists believe the desiccators uses only a fraction of the water it consumes, converting the rest into inert gases. A high level of these gases in water storage areas is a sure sign of a desiccator; presently, most of Aurioch and Mitzyan's water facilities have sensors to detect them.

Most conventional weaponry has proven to be useless against desiccators. Melee and projectile weapons pass through it and the energy from explosions and lasers, etc. is partially diffused across the creature's surface, causing only half damage. Fire and frost do full damage, but its true weakness is electricity, which inflicts twice the normal damage. Those trapped
within a desiccator also take damage from attacks made against the creatures.

Recently, attacks on humans by desiccators have increased. It is believed some may have developed a taste for the Race. Troops patrolling in areas with a great deal of open water normally carry electrical weapons with them, or else make a point of being accompanied by magic-users with knowledge of fire, lightning or ice spells.

Domain

The desiccators can be found throughout the Free Nations of Tharkold. The Tharkoldus saw no reason to bring any desiccators with them to the realm, but some came to L.A. nonetheless, perhaps because of the plentiful water supplies there.

Desiccator

Reality: Tharkold

DEXTERITY 9
Flight 11, stealth 18, swimming 14, unarmed combat 12
STRENGTH 15
TOUGHNESS 15
PERCEPTION 7
Find 14, trick 12
MIND 5
Test (15)
CHARISMA 5
Charm (40), persuasion (35), taunt (10)
SPIRIT 4
Intimidation 13
Additional Skills: one at +1 adds
Possibility Potential:
some (85)
Natural Tools: desiccation grip, damage value 18 per round; special protection against attacks (see above); flight, speed value 8

Discovered by
Pete Venters
Dim'Azzin are humanoid entities, assassins used by the Tharkoldu throughout the cosmos. The Dim'Azzin (a corruption of "Dimensional Assassin") vary in height from 1.6 to two meters and their tough hide is pale blue and stretched taut across their facial bone structure. Only the chosen pain weapon attachments distinguish one Dim'Azzin from another. Employed as assassins by Kranod, the Dim'Azzin did not truly come into their own until the occultechs of Fanexith discovered a way of improving their performance. The occultechs designed a SpellChip which contained an extradimensional gate spell that could be programmed for various destinations. Such a chip was surgically implanted in each assassin, allowing interdimensional travel. The catch to this was that the chip provided a one-way trip unless the contract was fulfilled.

Along with being linked to the chip, the Dim'Azzin was also linked to an implanted gauntlet which could be fitted with a myriad of detachable pain weapons. Prior to departure, the physical specifications of the assassin's target are programmed into the gauntlet. Once the assassin killed his target, the gauntlet's external scanners would analyze the victim to ensure it matched the data programmed. Once satisfied, the SpellChip would return the Dim'Azzin to its point of departure.

**Domain**

Originally found in the Dead Lands of Tharkold, the Dim'Azzin are now bred and trained in the Bellflower section of Los Angeles. There are no confirmed sightings outside the realm as yet. Thus far, they have been used solely to "discipline" feuding Tharkoldu Demon Lords.

**Dim'Azzin**

Reality: Tharkold

**DEXTERITY 16**

Dodge 17 (20), melee weapons 18 (21), stealth 17

**STRENGTH 16**

**TOUGHNESS 12**

**PERCEPTION 13**

Alteration magic 15, divination magic 14, find 14, tracking 14
MIND 9
Apportation magic 11, conjuration magic 11
CHARISMA 7
Charm (25), persuasion (25), taunt (15)
SPIRIT 9
Faith (Cult of the Dominant) 10, intimidation 16, pain weapons 11
Additional Skills: three at +1 adds
Possibility Potential: some (15)
Arcane Knowledges: folk 3, entity 3, inanimate forces 2, living forces 2, true knowledge 3
Natural Tools: teeth, damage value STR+2/18; talons, damage value STR+3/19
Natural Tools: fangs, damage value STR+2/18
Equipment: Typical cyberware: Nanocord; Heathunter (find+3 in the dark); balance wires (+3 to skills using agility, noted in parentheses above); interdermal plate, armor value TOU+4/20; adrenal booster (DEX and STR+3); slashers, damage value STR+4/20; Hidehunter (find+3); Dim'Azzin gauntlet (see below). Cyber value: 15
Note: The Dim'Azzin gauntlet is a product of Faneexith occultech. The gauntlet must be installed by someone skilled in occultech (difficulty number 8, heavy wound, cyber rating +3). The gauntlet can be fitted with various pain weapon attachments, from tridents to taloned whips, which provide physical damage as well as spiritual damage to targets (physical damage value STR+2 to +4, spiritual damage +2 to +4, depending on size of attachment.

Discovered by Scott Mitchell
The eye-driller is a bio-borg, a creature grown in a tank from Race cell samples. They are genetically engineered to have heightened strength, speed and limited shape-shifting abilities.

When not in attack mode, an eye-driller looks like Race. It attempts to infiltrate combat units in the field, where its lack of social skills is less likely to be noticed. It will then isolate a single target and attack, its left hand enlarging by a factor of three and its fingers becoming flat and spatula-like. It uses this hand to hold its victim's head steady, while two fingers of its right hand merge to become a .25 meter long bio-organic needle. This is inserted into the victim's eye socket and into the brain.

The eye-driller injects three different substances into its target. The first is a drug that induces short-term amnesia. The second heals any damage made by the needle insertion. The third is a liquid nanotech mix which manufactures a functioning Slave Chip in the victim's brain. When the chip is completed (in roughly one week), the mind-controlled victim is ordered to kill any humans he sees. The chip self-destructs upon his death.

**Domain**

Eye-drillers operate primarily on the battlefields of Tharkold. However, demons have released a few in Los Angeles, and they frequent high-combat areas. They are evidently unable to tell the difference between Race and Core Earth humans.

**Eye-Driller**

**Reality:** Tharkold

**DEXTERITY 14**

Dodge 17, fire combat 15, melee weapons 15, stealth 16, unarmed combat 19

**STRENGTH 17**

Lifting 20

**TOUGHNESS 20 (25)**
PERCEPTION 10
Disguise 16, find 14, first aid 12, land vehicles 12, language 14, tracking 14, trick 15
MIND 8
Test 15, willpower 18
CHARISMA 7
Persuasion 10, taunt (14)
SPIRIT 8
Faith (Cult of the Dominant) 11, intimidation 12 (16)
Additional Skills: two at +1 adds
Possibility Potential: some (40)
Natural Tools: bioarmor, value TOU+5/25; needle fingers, damage value STR+5/22

Equipment: Varies. The eye-driller will have weapons and armor suitable to the field unit it is infiltrating. This can include Race weapons and armor, LAPD gear, etc.

Description: The eye-driller needs to score a wound or better on an unarmed combat attack to seize his victim. A Strength total of 18 is required to free oneself from its grip. In the next round, the eye-driller will attempt a vital blow with its needle (a second use of unarmed combat). If this is successful, the drugs are automatically injected.

The amnesia encompasses only fifteen minutes, ten preceding the attack and five immediately thereafter. One week after the attack, the victim must generate a willpower or Mind total of 20 in an attempt to destroy the chip. If he fails, he has received a rage result on the Tharkold Syndrome chart. He can use firearms in this case.

A medicine total of 20 is required to surgically remove the chip.

Discovered by
Steve Crow
Face thieves are the results of genetic experimentation by Tharkoldutech<ddemons. Like Janissaries, they hold positions of authority in the cosmos's hierarchy, acting as personal assassins to Demon Lords and Princes.

Face thieves are former Race slaves who were tortured, brainwashed and surgically altered by their captors. Their primary mission is to infiltrate Race strongholds by killing a warrior and stealing his features. It can then get close and slay its assigned target.

A face thief is a bizarre sight. Its true "face" has been separated from the back half of its skull, then strung on to a frame. Its body is humanoid in appearance, and most wear black leather lined with rings and chains. Face thieves commonly carry monofilament and plasma daggers. The glass cylinders on their belts hold human faces they have collected for future use.

Between missions, face thieves live a life of relative luxury. As they are not social creatures, a Demon Lord rarely has more than one or two "on staff." Invariably, the twisted assassins keep the faces of past victims tacked on their walls as trophies.

An attempt by face thieves to slay L.A. Mayor Terri Bender was thwarted by Storm Knights. But a number of other city councilpersons have not been so fortunate.

Domain

Face thieves can be found in any Race stronghold. They are also found in demon demesne, waiting to
serve their masters. In L.A., they remain near places of power, such as gang headquarters. Some few have left the realm and begun infiltrating other countries.

Face Thief

Reality: Tharkold

Dexterity 12
Dodge 16, fire combat 14, melee weapons 18, stealth 17, unarmed combat 15

Strength 12
Toughness 12 (17)

Perception 11
Air vehicles 13, find 14, first aid 12, land vehicles 12, language 16, tracking 14, trick 16

Mind 10
Test 15, willpower 18

Charisma 10
Charm 11, persuasion 14, taunt (14)

Spirit 10
Faith (Cult of the Dominant) 13, intimidation 14

Additional Skills: one at +2 adds

Possibility Potential: some (20)

Equipment: synthileather armor, value TOU+5/17; monofilament dagger, damage value STR+4/16; plasma dagger, damage value STR+5/17

Note: Face thieves have special technomagical implants that give them the equivalent of disguise 18 and artist (actor) 17. These skills will only allow them to impersonate human/humanoid individuals whose face the face thief has cut off and has in its possession.
The ferrovirus is actually the unholy combination of a nanotech virus and the mind of a Cult of the Dominant cleric. The virus is usually encoded into some form of Tharkoldu cyberware, where it lies dormant until the equipment is activated by a user. Once awakened, the virus passes into the victim through the Nanocord or Neuracal connections — a medicine total of 18 (Tech 26 equipment or better) is required to detect the virus at this stage.

The virus need not proceed to the brain, but can act from any part of the body. The virus immediately invokes the *mechani-zation* miracle, transforming the user’s body to living metal. His eyes become glowing lights, his ears act as radio receivers and a Nervejack appears on his forehead. In addition, the victim becomes a slave of the virus, as per the *mechanization* rules on page 59 of the *Tharkold* sourcebook. Once this is done, the virus will move to the brain and communicate through electrical stimulation of that organ.

The duration of the miracle is extremely short, only five minutes, but the virus normally will not invoke it until it has the victim in the vicinity of a SlaveChip. Once this chip is installed (possibly by an earlier victim), the person remains mechanized.

The virus can be eliminated on a *medicine* total of 21 (Tech 26 or better). There is no known cure for the miracle — it must be allowed to run its course.

Many Storm Knights have taken to bringing scientists with them when purchasing Tharkoldu cyberware, to ensure that the virus is not present. Once a ferrovirus has left a piece of cyberware to inhabit a host, that item of equipment is now cleansed of its presence.
Domain

The ferrovirus can be found throughout the Tharkold realm, and to a lesser extent, the Tharkold cosm. Despite the large geographic area covered, there are relatively few ferroviruses actually in existence, owing to the fact that their creation involves the murder of Tharkoldu clerics.

Cyberware black markets are the best places to find ferroviruses. Most legitimate cyberphysicians will check their equipment over before installing it, but cyberleggers and black marketers have no compunctions about selling infected 'ware.

Ferrovirus

DEXTERITY 5
Stealth 18

STRENGTH 4
TOUGHNESS 4

PERCEPTION 10
Evidence analysis 14, find 16, scholar (Tharkoldu lore) 18, trick 15

MIND 11
Test 16, willpower 18

CHARISMA 14
Persuasion 15, taunt 15

SPIRIT 18
Faith (Cult of the Dominant) 23, focus 25, intimidation 19, reality (Tharkold) 20

Possibility Potential: all

Miracles: mechanization, animate cables

Discovered by Ed Stark
Flesh hives are the products of a nanotech virus called a hive swarm, created for use against the Race. Hive swarms are invisible to the naked eye, but characters with EMV eyes or other electromagnetic sensors can spot them with a find or Perception total of 15. The swarms lie dormant until a human comes within five meters, at which point they make an unarmed combat attack. If a wound or better is caused, they can seep into the body and begin to attack the immune system.

Over the next 24 hours, the victim will run a high fever and not respond to conventional medical treatment. At the end of that time, a Toughness total of 20 will neutralize the virus — failure means it continues to grow. Over the next three days, the fever subsides and the digestive system is altered to allow it to take in normally inedible materials — metals, plastics, etc. The victim will develop cravings for such objects.

After this period, the virus will create an artificial nanocord system in the host's body (if one does not already exist). It then invades the host's brain — a Mind or willpower total of 25 can prevent the virus' assuming control for a few days, but not eliminate the problem. While the virus is seizing control of the mind, the victim may experience muscle spasms and blackouts.

Once fully in the swarm's control, the host will establish a lair in some secluded spot, stockpile food, and go into a coma-like state, emerging only to eat. The swarm begins to replicate itself, large blisters forming on the skin containing new swarms that will eventually burst forth. The victims of these swarms will gather in the lair to protect their "mother." Some of these "children" may merge with the original host, forming a giant flesh creature, immobile and inhuman. (A mature hive averages 1.5 meters in height, two meters in diameter, and consists of four to five hosts.)

The attributes of a flesh hive are the average of all the hosts it contains, with +4 added to Strength and +6 to Toughness. It also possesses all the skills of its victims, at the highest level...
possessed by them. They have possibility potential at some (50).

The only known cure for the hive swarm virus is a special hunter/killer nanotech concoction developed by the Race. Victims need to find a Race enclave willing to part with a sample.

**Domain**

There is currently only one flesh hive in the realm, hiding in an unused maintenance tunnel beneath Cosmicland. A steady supply of victims has allowed it to grow rapidly and it will soon send some of its brood out to form new hives.

**Hive Swarm**

- Reality: Tharkold
- DEXTERITY 12
  - Dodge 14, flight 13,
  - unarmed combat 14
- STRENGTH 0
- TOUGHNESS 4
- PERCEPTION 10
  - Find 12, tracking 12,
  - trick (15)
- MIND 7
  - Test (35)
- CHARISMA 3
- SPIRIT 4

Possibility Potential:

none

Note: Hive swarms cannot be charmed, persuaded, taunted or intimidated. Physical attacks must make use of area effect weapons to harm them.

Natural Tools: infestation attack, see above.

**SIZE REFERENCE**

Magnification x 100

Discovered by
John Hopler
Glitches were a failed attempt by Sterret's occult technicians to create Tharkoldu versions of Cyberpapal Spirit Chips. The result was sentient programs capable of physically separating themselves from the Grid. However, the glitches grew malicious and the techno-demons quickly lost control over them.

Glitches appear as slate grey humanoids, 22 centimeters in height, and devoid of hair. Lights blink on and off across their bodies and LED displays flash, giving the glitch the appearance of a living display monitor. In the Grid, glitches may take on a number of terrifying forms. Glitches are sexless and do not require sustenance to remain "alive."

Glitches are malevolent creatures who terrorize areas of the Grid, all manners of electronic equipment, and characters with cyberware. To enter a machine not connected to the Grid, the creature must generate a materialization total of 8 while touching an input jack or the like (see page 80 of the Cyberpapacy sourcebook). Unfortunately, they can do the same to any person with a neural interface, with the difficulty being equal to the target's Spirit. Once jacked in, the glitch can run the victim's cyberware or induce cyberpsychosis (successful cybertech total against the victim's Spirit).

Glitches can be expelled if their targets generate a successful Spirit total against a difficulty of their cyber value and the glitch's cybertech adds. Once expelled, the glitch cannot attempt to possess the character's cyberware for 24 hours.

In combat outside the Grid, glitches rely on their magical abilities.

**Domain**

Glitches have migrated to Earth in alarming numbers and can be found
Glitch

Reality: Tharkold

**DEXTERITY 9**
Dodge 12, maneuver 13, stealth 12, unarmed combat 12

**STRENGTH 6**
TOUGHNESS 6

**PERCEPTION 11**
Alteration magic 19, cyberdeck operations 14, find 14, tracking 14

**MIND 12**
Apportation magic 13, computer science 18, cybertech 18, materialization 15, willpower 14

**CHARISMA 9**
Taunt 13

**SPIRIT 7**
Intimidation 11

Additional Skills: one at +1 add

Possibility Potential: some (30)

Arcane Knowledges: inanimate forces 6

Spells: lightning, rocket, telekinesis, block neural conductor (see block NeuraCal on page 66 of the Storm Knight's Guide to the Possibility Wars)

Net Values: net attack (unarmed) 18, net defense 17, net find 17, net stealth 14, net manipulation 16, net track 19

Response/Processor/Storage: 2/14/22

Programs: Onslaught 5, Scramble 3, MindWipe 2, Armor 5, Scan 3, Trace 2, Grapple 2

Discovered by Christopher Hudson
One of the most feared Grid constructs, glitter dust resembles a clouddlike mass of swirling light particles. But its beauty hides a deadly intent: glitter dust is actually a "smart" computer virus that attacks both human and technodemon Gridrunners.

Glitter dust uses its Shroud program to mute its glow until it can mount an all-out attack. Engulfing the helpless runner, it uses a Grapple program to hold its victim in place, then employs its special Surge program. This is both a means of attack and of reproduction. Once it has inflicted a heavy wound on the Gridrunner, it surges its essence into the victim's body and disappears. Many an unwary Gridrunner has thought the danger past at that point, only to find themselves tragically mistaken.

Within 24 hours of infection, the host's body begins to dimly sparkle. As the infection progresses, the intensity of the sparkling effect increases. This illumination will extend to her VX image.

If the Gridrunner is not cured within one week, she is doomed (cure disease miracle of difficulty 18). The infection will force the runner to jack in, her VX image erupting in a blaze of light when she does so. The screams of the VX image echo down the datapaths, and when the light fades, the image has been replaced by two to four glitter dusts. Even if the decker resists the urge to jack in (Mind or willpower of 17), the "light show" will take place within eight hours of the compulsion's start. The sole difference will be that the new glitter dust produced will not survive.

A decker whose VX image is thus destroyed will also have horrible wounds appear in her flesh body. Even if she does not die from massive blood loss and shock, her mind will be totally destroyed.

Domain

Glitter dust may be found throughout the entire Grid system, both in the cosm and the realm. It is not known at this time if glitter dusts have been able to gain
access to the GodNet. If they have, they would find no problems in existing there as well as they do in the Grid.

Glitter Dust
Reality: Tharkold
DEXTERITY 11
Dodge 14, flight 12, maneuver (20), stealth 16, unarmed combat 13
STRENGTH 1
TOUGHNESS 9
PERCEPTION 12
Find 13, tracking 15, trick 13
MIND 11
Test (20), willpower 16
CHARISMA 9
Charm (20), persuasion (20), taunt (20)
SPIRIT 8
Intimidation (18)
Additional Skills: two at +1 adds
Possibility Potential: some (30)

Net Values: net attack (unarmed) 18, net defense 19, net find 18, net stealth 20, net manipulation 16, net track 20

Response/Processor/Storage: 5/8/13
Programs: Attack 2 (2), Grapple 2 (3), Shroud 2 (2), Surge 2 (3), Trace 3 (3)

Discovered by
Ashley Lovins
Gridlocks are the survivors of a Tharkoldu invasion of another cosm. They are technomancers who escaped the total destruction of their universe by projecting themselves into the Grid. Now they live within that net, embittered and vengeful, striking out at those who are in the Grid by choice rather than necessity.

Gridlocks build massive data fortresses within the Grid, preferring areas that lie along unused lines. Though they can exist both within and outside of the Grid, they understand that their power is far greater within the virtual reality they have come to know so well. There are few, even among the techno-demons, who care to challenge Gridlocks in their element.

Gridlocks vary in appearance, although all look humanoid. Flowing, hooded robes patterned with runic, astrological or arcane symbols are common, as are robes imprinted with what looks like circuitry. Gridlocks may wear any variety of facial features, or appear to have no features at all.

Gridlocks are known to hate and distrust glitches, who frequently harass their fortresses or warn away potential victims, just out of spite. The Gridlocks feel certain they could eliminate the glitches if they chose to do so, but the elusive creatures rarely make themselves easy targets.

**Domain**

The Gridlocks reside in the Tharkoldu Grid, able to emerge into the real world through any link between it and the computer net. Gridlocks spend most of their time within the Grid, emerging only when they must obtain something for their ritual magic.
Gridlock
DX: 10
Dodge 12, melee weapons 12, unarmed combat 12
ST: 8
TO: 8
Perception: 12
Alteration magic 17, scholar (technomancy) 18, tracking 13
M: 13
Apparition magic 15, conjuration magic 16, cyberdeck operation 14, test 16, willpower 16
C: 6
Charm 8, persuasion 10, taunt 12
S: 12
Intimidation 13, occult tech 17, pain weapon 13, reality (Tharkold) 14
Possibility Potential: all
Net Values: net attack (unarmed) 18, net defense 18, net find 13, net stealth 13, net manipulation 19, net track 19
Response/Processor/Storage: 5/8/13
Programs: Attack 2 (2), Trace 3 (2)
Arcane Knowledges:
Most Gridlocks have the arcane knowledges: darkness 2, folk 2, inanimate forces 5, magic 4, metal 2, and true knowledge 6.
Spells: Black Bart’s deadly darts, bullet, create fear, facade of normality, hide from magic, invisibility, pao crush, pop
Equipment: Cyberware: nervejacks (6), 5-slot ChipHolder (2), ChipExpander, backlash buffer, between 13 and 21 SpellChips and 4-6 arcane knowledge chips. Cyber value: 20
Usually manifest with Kap/3 Mesh+Diffrax armor, value TOU+3/11, +6/14 against energy weapons; pain weapon (staff or wand).

Discovered by Laura Heilman and Sean Holland
**GRIDRAKE**

The Gridrake is a VX entity that lives in the Tharkoldu Grid. A creation of occultech and more traditional magic, the Gridrake appears as a glowing, reddish-orange mass of energy with a serpentine shape. It has four thin, blurred legs, a long tail and a dragon head whose eyes are multifaceted (like those of insects). From the perspective of a human whose VX form is in the Grid, it appears to be ten meters in length.

This monster can appear in any part of the Grid network without warning. Although the Tharkoldu created it as a high-security program to destroy Race deckers, it soon escaped their control and took on a life of its own, attacking Race and technodemons with equal rapacity. The Gridrake has two attacks: a bite from its powerful jaws or a burst of VX flame from those same jaws.

The Gridrakes have multiplied greatly in recent months, and their spread has hampered the ability of the technodemons to respond to Race offensives in the Grid. Despite their earlier failures, the Tharkoldu are still working on Gridrakes. Not only do they still have hopes of finally taming their VX beast, but they also want to transport some of these powerful entities into the GodNet, as well as the more primitive computers of Core Earth and Nippon Tech. Needless to say, modifying the Gridrake to survive in Nippon's computer system has the highest priority of any of these programs.

**Domain**

These horrid VX entities are all over the Grid, both on Tharkold and in the system on Earth. There are even reports that the Gridrakes have spread to computer systems on Earth which are not connected to the Grid.

Some believe that the
rapid multiplication of the Gridrakes may have resulted from a clash between the possibility surge caused by the failed invasion of the Soviet Union and the creatures' magical energy.

**Gridrake**

- **DEXTERITY 13**
  - Dodge 14, missile weapons 18, stealth 15, unarmed combat 18
- **STRENGTH 14**
- **TOUGHNESS 14**
- **PERCEPTION 15**
  - Find 17, trick 17
- **MIND 14**
  - Test 20
- **CHARISMA 13**
  - Taunt (18)
- **SPIRIT 13**
  - Intimidation 17 (23), reality (Tharkold) 14

**Possibility Potential: all**

**Net Values:**
- Net attack (missile) 23, net attack (unarmed) 23, net defense 19, net find 22, net stealth 20, net manipulation 20, net track 20

**Response/Processor/Storage:** 2/10/10

**Programs:** Attack (5), Defense 5 (5), Scan 5 (5)
Grid-Vid is the latest video game system raging through Los Angeles, combining a wealth of software with digitized graphics and sound beyond anything ever heard before. Equipped with a CD drive, two controllers and an introductory game, "Dust the Demon," Grid-Vid has been flying out of local department stores.

What few realize is that Grid-Vid is a living machine whose hardware actually links the user's television to the Tharkoldu Grid. Often, the figures attempting to avoid fire on the screen are actual deckers, under attack by unwitting game players.

At higher levels, players can link themselves up to the machine through innovative virtual reality technology that is actually a primitive version of a neural interface. At some point, the machine uses alteration magic to drag the user's mind into the Grid, making him a target for other players. Meanwhile, the unit itself attacks and attempts to consume his physical body. If it succeeds in doing so, the user's mind is trapped in the Grid until such time as it is killed or it succeeds at possessing another body.

There is no rhyme or reason to Grid-Vid attacks. They seem to strike whenever the mood passes over them, with no warning, turning from innocent machines of amusement to blood-hungry killers. Efforts by Storm Knights to stop the sale of these devices have come to naught — with the local economy as shaky as it is, retailers are loathe to give up on any product that is bringing in revenue. Attempts to track sales and raid homes that contain units have been slightly more successful, but have also landed more than a few Storm Knight groups in trouble with the law.
Domain

Grid-Vid is found only in the realm, but is everywhere there. It has outsold many of the Nippon-manufactured game systems as well as a number of the former giants on the market. Grid-Vid is believed to be in over 10,000 homes in the L.A. metropolitan area.

The manufacturers, Grid-Vid, Inc. currently have plans to market the game in other areas of the United States, and are looking for licensees in France, Germany and Japan.

Grid-Vid

Reality: Tharkold

DEXTERITY 8
Melee weapons 15, stealth 12, unarmed combat 15

STRENGTH 11
TOUGHNESS 18

PERCEPTION 9
Alteration magic 17, find 12, trick 15

MIND 12
Test 15, willpower 15

CHARISMA 13
Charm 16, persuasion 17, taunt 19

SPIRIT 12
Intimidation 18

Additional Skills: two at +1 adds

Possibility Potential: some (82)

Arcane Knowledges: living forces 3

Equipment: grapplers, damage value STR+2/20; jaws, damage value STR+3/21

Discovered by
Ed Stark
Hackles are combinations of vegetable and animal material which have the ability to create fear in their victims. They feed on blood and commonly act in concert with other, more formidable, creatures. The hackles paralyze the victim with terror, making him an easy victim for its partner. When the larger beast has fed, the hackles sup on what remains.

Hackles are small creatures, rarely more than five centimeters in diameter, although some have been known to grow larger. (However, the bigger they are, the less effective, as so much of their success depends upon secrecy.) They resemble nothing so much as tubers, with spines growing out of the tops.

Hackles have limited mobility—they tend to live wherever they sprang into being. When a living creature passes, they will leap on to it, attempting to affix themselves to the base of the target’s spine. A wound or better is required on an unarmed combat attack to achieve this, but note that, because of the nature of the spines, no pain is felt or damage done from this attack. The victim is rarely aware that the hackles has adhered to him unless someone else spots it.

Once it is safely ensconced, the hackles will wait until the victim is in a stressful situation, like combat. It will then make an intimidation attack on the target, repeating this every round. A player’s call is that the victim becomes paralyzed with fear and can take no action.

The target can actively resist the intimidation attacks. A find total of 12 is required to detect the presence of the hackles. If he should attempt to remove the creature, it will defend itself by digging its spines further into his flesh.

Once a target is dead, the hackles frees itself and waits
in the area for another suitable victim.

Domain

Hackles are relatively rare in the Tharkold cosm, but can be found everywhere in the realm. Since their presence so often goes undetected, it is unknown just how many there may be in existence.

Hackles
Reality: Tharkold
DEXTERITY 10
Long jumping 14, stealth 20, unarmed combat 13
STRENGTH 6
TOUGHNESS 9
PERCEPTION 11
Find 15, trick (25)
MIND 6
Test (14), willpower 15
CHARISMA 6
Charm (30), persuasion (30), taunt (35)
SPIRIT 11
Intimidation 18
Additional Skills: two at +1 adds
Possibility Potential: some (65)
Natural Tools: spines, damage value STR+5/11
Originally quite docile creatures, horgons were discovered in one of the many cosmos the Tharkoldu invaded and have been perverted by the demons to become semi-intelligent instruments of destruction. After effortlessly slaughtering hundreds of the creatures, the Tharkoldu began capturing them and experimenting. Whether they saw something useful in them or were simply amused at the prospect of turning the inoffensive creatures into killers is unknown.

A hargon is an awkward-looking animal with a large, bulbous body sitting atop a pair of three-meter-long legs. It has no head or arms, but four eyestalks protrude from the crown of its body. Horgons once had large beaks, but these were removed by the techno-demons to make room for a light chain gun. Small computers implanted in their brains allow the demons to control them.

Horgons are used as mobile artillery units and support infantry in large battles with the Race. Their cyber-implants give them superior ranged attack capability, but their hybrid animal/computer brains leave them vulnerable to Race tricks. Horgons are immune to cyberpsychosis, since there is little left of their animal psyches.

Domain

Very few horgons were sighted during the initial invasion of Los Angeles, but it has since been rumored that large numbers were dispatched to support a massive assault on Nippon/Living Land territory. They can be found wherever there is a large concentration of Tharkoldu forces in the cosmos or realm.

Hargon

Reality: Tharkold
DEXTERITY 10
Dodge 11, heavy weapons 13 (15), maneuver 12, running 12

**STRENGTH 11**

**TOUGHNESS 11 (21)**

**PERCEPTION 5**

Find 7, tracking 8 (11), trick 6

**MIND 5**

Test (20), willpower 10

**CHARISMA 5**

Persuasion (10), taunt (20)

**SPIRIT 5**

Intimidation 10

Possibility Potential: some (20)

**Equipment:** Cyberware:

- Nanocord, Dangerscan *(find+3 when detecting ambushes, surprise attacks, etc.)*
- Farsight *(reduces ranged attack modifiers by -1)*
- Heathunter *(find+3 in poor light, tracking+3)*
- Killseeker *(+2 to ranged attacks)*
- Interdermal plating +5 and exodermal plating +5, armor value TOU+10/21
- Cyber value: 19.

**Zan-10 light chaingun,** damage value 27, ammo 20, range 3-120/500/1k
Kettest are cybernetically-enhanced serpents, released by the Tharkoldu into Race areas in the cosmos. Roughly a meter in length, a kettest resembles a standard snake until one looks closely and notices its fangs are metallic.

The kettest's most dangerous weapon is its explosive venom, stored in injector sacs attached to its fangs. If a kettest causes a wound or better with an unarmed combat attack, the venom is introduced into the victim's system. The chemical components of the venom are inert at this point, and thus cause no damage. But 24 hours after the attack, the venom will have worked its way to the brain, where it will explode, doing damage value 22. This should be considered as a vital blow.

A medicine total of 15 during the period the venom is making its way through the bloodstream will enable a physician to neutralize it. Healing miracles can patch up the wound made by the kettest, but will have no effect on the venom at this stage, as it is not doing any damage.

Encountered alone, kettest do not pose too great of a threat. However, should a nest be disturbed, the kettest will attack en masse, using the "Many-on-One Chart."

Kettest prefer to nest in soft soil or sand.

The greatest danger posed by the kettest is that its victims may ignore its bite, since the venom initially causes no ill effects. They are frequently mistaken for other varieties of snake (an evidence analysis total of 9 is needed to spot the telltale fangs).

Another problem is that, with Storm Knights journeying all over the globe, they are often far from the site of the attack when the venom explodes. This makes it virtually impossible for the offending creature to be tracked down and killed.
Domain

Kettest can be found throughout most of the Tharkold cosm, but are only present in the coastal sections of the realm. Particularly heavy concentrations can be found around Long Beach and San Clemente.

Kettest
Reality: Tharkold
DEXTERITY 11
Dodge 14, maneuver 13, stealth 16, unarmed combat 16
STRENGTH 4
TOUGHNESS 4
PERCEPTION 10
Find 11, tracking 14, trick 12
MIND 7
Test 19
CHARISMA 5
Charm (35), persuasion (35), taunt (12)
SPIRIT 8
Intimidation 15
Additional Skills: two at +1 adds
Possibility Potential: some (20)
Equipment: Cyberware:
Nanocord, interdermal armor, value TOU+5/9, fangs and injector sacs, damage value STR+2/6, adrenal booster. Cyber value: 5. Explosive venom, damage value 22.

Discoverered by
Greg Farshtey
We stealers are Tharkoldu statues capable of taking on the lives of others, reducing their victims to soulless shells. All resemble Race, usually made of wood or stone, although there are rumors of some made of "living metal."

Inanimate life stealers are aware of their surroundings and when exposed to a "look" - a face, an attitude, a style of dress - that they find interesting, they fixate upon this style and must possess it. Life stealers animate and follow their intended victims. (Often, life stealers simply fixate on the nearest creature and hope to find a more interesting "look" after animating.)

After it has followed a victim for some time, the life stealer will begin to physically resemble him. Then it will begin stealing the victim's memories and thoughts. Eventually, it takes the very soul, leaving the victim a mindless automaton. Life stealers have been known to kill to protect their new identities from those who know they are not what they appear.

**Domain**

Life stealers can be anywhere on Tharkold, though the war has left many of them buried in forgotten tombs or disenchanted with the simplistic "us vs. them" mentality so prevalent in that cosmos. The invasion of other realms has provided an influx of new "looks," and the style-over-substance lifestyle of L.A. has caught the attention of life stealers all over Tharkold. Most animate ones have made their way to Earth and even inanimate ones have been found waiting in antique stores and department stores, waiting for the right "look."

**Life Stealer**

- **DEXTERITY** 10
  - Dodge 14, melee weapons 12, unarmed combat 12
- **STRENGTH** 14
- **TOUGHNESS** 20
- **PERCEPTION** 10
  - Alteration magic 15,
tracking 20
MIND 5
Test (20), willpower (20)

CHARISMA 0
Charm (25), persuasion (25), taunt (15)

SPirit 0
Intimidation (25), reality (Tharkold) 10
Possibility Potential: all

Note: A life stealer must make four successful *alteration magic* skill checks to complete its dark work. There is no time limit over which these checks must be made, but all must be performed while within sight of the intended victim. The life stealer must generate an *alteration magic* total of 20 to animate. He must then follow his prey for at least three rounds before attempting his first theft. An *alteration magic* total of 15 allows the life stealer to take the "look" — his Charisma now equals his victim's and he physically resembles him.

To steal the victim's memories, the life stealer makes an *alteration magic* check against the victim's Mind or willpower. Treat this as mental combat and keep track of the mental damage done. When the damage reaches four wounds, the memories have been stolen and victim and victimizer have swapped Mind attribute levels. The victim can actively resist, if he can figure out what is happening.

To steal the victim's soul, the same process is used, but the life stealer makes its totals versus the target's Spirit or faith. Damage done is *spiritual damage*, and once four wounds are scored, the life stealer and his victim swap Spirits.
Liquefiers

Liquefiers were an early product of Tharkoldu bioengineers and have since become dangerous pests throughout the cosm and realm. In appearance, they resemble large winged insects, roughly .33 meters in length, with six clawed limbs and segmented bodies. Upon closer inspection, they are revealed to be disgusting meshes of flesh and metal, with heads that are covered in warty protrusions and bristly hair, and no visible sensory organs. The head tapers into a long, pointed snout, which curls under the head when not in use.

Liquefiers hunt by sensing body heat. Their preferred method for attacking humanoids is to leap on the back between the shoulder blades, where the arms of the victim have a difficult time reaching. The round after they hook on to the target (successful unarmed combat check), they uncurl their snouts and nano-machines at the base of the snout piston it into the victim. Any level of damage indicates a successful “sting.”

The next round, the liquefier extends its monofilament “tongue” into the target and begins whipping it around, turning bones, muscle and organs into an organic soup. This shredding does damage value 12 in the first round, and the damage value increases by +2 per round afterward.

Liquefier victims must generate a willpower total equal to the damage value to be able to act — otherwise, they can only writhe and scream. The liquefier will focus on one victim and ignore all others in the area, meaning the victim’s friends can help get the insect off. (A dead liquefier may be removed without harm to the victim on a medicine total of 12.) Removing a live liquefier requires a Strength total of 10, and the liquefier will still do shredding damage that round as
If the liquefier succeeds in killing its victim, it will continue flaying until the insides have reached a sufficient state of liquidity, then retract its tongue and begin to feed. Once it has gorged itself, it will depart.

Domain
Both the Tharkoldu and the Race ruthlessly exterminate these creatures wherever they are found, but this has not stopped liquefiers from thriving in the cosmos of Tharkold. Many have made it down the maelstrom bridge and into Los Angeles, and now infest abandoned buildings in the war-torn city.

Liquefier
Reality: Tharkold
DEXTERITY 11
Dodge 13, flight 12, maneuver 12, stealth 12, unarmed combat 15
STRENGTH 10
TOUGHNESS 16
PERCEPTION 9
Find 14, tracking 10
MIND 5
Survival 12, test (20), willpower 20
CHARISMA 5
Charm (25), persuasion (30), taunt (20)
SPIRIT 5
Intimidation 20
Possibility Potential: none

Natural Tools: snout, damage value STR+8/18; monofilament tongue, damage value STR+4/14, +2 per round after initial insertion; wings, speed value 11
This creature's true name is "Monofilament Defiler," but coming from a cosm where the longer the warning cry, the less chance you have of living to hear it, the name has been shortened — and corrupted — to Mon-D-Vil.

The Mon-D-Vil has no natural habitat, it was created by slave scientists as a living espionage tool. The dormant Mon-D-Vil is a two-inch monofilament nano-horror coiled so tightly as to be virtually invisible. These are introduced into Race environs by either infiltrators or air drops. The MDV will become active when its thermal senses detect humans.

It will hide anywhere that will give it an opportunity to attach itself to a host: toilets, beds, clothing, but preferably in the ear piece of communications equipment. It secretly penetrates its host's skin after spraying the chosen area with a powerful local anesthetic. The MDV then works its way through the body's cavities until it can attach itself to the host's digestive tract. Here it feeds off the nutrients, allowing it to grow, first toward the spine and then throughout the host's entire body, creating a second nervous system. The only symptom evident is an increased appetite as the body adjusts to the drain on the body's proteins. The MDV reaches full size after ten weeks.

It can now act as a strong transmitter/receiver, laying the host open to subconscious commands from the MDV's controller. The MDV can also transmit, due to its technomagical nature, all of the host's senses and thoughts, making the host an unwilling spy. Sometimes the host is used as an assassin by "suggesting" he visit a key Race member and then using the Mon-D-Vil's signal as a homing beacon for a missile.

Presently, the only way the Race know to destroy a Mon-D-Vil is by surgical removal before 12 days growth has elapsed. After this, the MDV has become too entwined with the host's nervous system.
**Domain**

The Mon-D-Vil can be found throughout the Free Nations. It is also becoming increasingly common in L.A.'s communication systems, particularly those owned by the Kanawa Corporation. Recently, a Mon-D-Vil entered a Comaghaz host, but when it came online the psionic blowback incinerated the controlling slave. Jezrael has ordered a top priority investigation which may lead her to realize just how dangerous the Comaghaz is.

**Mon-D-Vil**

- Reality: Tharkold
- Dexterity 5
- Stealth 20
- Strength 4
- Toughness 10-20
- Perception 8 (9)
  - Evidence analysis (12), find (12), scholar (Race Lore) (13), tracking 14, trick (14)
- Mind 4 (8)
  - Test 17 (27), willpower 18
- Charisma 3 (10)
  - Charm (12), persuasion (14), taunt (13)
- Spirit 5 (8)
  - Additional Skills: one at +1 adds
  - Possibility Potential: some (80)

**Natural Tools:**

- Anesthetic, damage value 22 (stun only); transmitter/receiver, range value 31

**Description:**

- All parenthetical values are those of the average MDV slave controller and take precedence when the MDV goes "online." The MDV's Toughness increases from 10 to 20 at a rate of one point for each week's growth in the host.

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**DISCOVERED BY**

Pete Venters
Nanodeth is a virus created by the Tharkoldu to make their conquest of the Race that much easier, by prompting their enemies to destroy themselves. Like the Mon-D-Vil, nanodeth can enter a victim's brain through a telephone receiver. But it can also slip through the pores of his skin after any physical contact, and often substances containing the virus are applied to weapons or other items which Race might come into contact with.

Once inside a host, nanodeth incubates for three days before beginning its work. Through a combination of tricks, intimidations, and Charisma-related skill attempts, the nanodeth begins prompting the host to commit destructive acts. Often, these start small: the nanodeth will convince its host to take unnecessary chances in combat, often resulting in acts of great heroism. But soon the virus is pushing for violent acts, sometimes committed on others, sometimes on oneself. Race physicians dismissed these acts as the result of adrenaline addiction, and are only now beginning to realize that their patients are in the grip of a deadly virus.

Once detected, a medicine total of 15 or more (using Tech 26 equipment) is sufficient to eliminate the virus. Nanodeth is known to be contagious if one comes into physical contact with an infected person. Tharkoldu are believed to be immune.

While some minor victories have been scored by the Race as a result of the artificial bravery imparted by nanodeth, the Tharkoldu believe that the self-destructive acts committed later by the soldiers makes it more than worth it.

Domain

Nanodeth are believed to be in the phone lines throughout the central area of the realm. They have long
been a fixture of the Tharkold cosm and are the bane of Race enclaves.

Increasingly, the virus is appearing among Storm Knight groups in Berlin, with one member spreading it to all the others. As many of these are Nile heroes, used to attempting dramatic and/or suicidal acts, the virus goes undetected for long periods of time. Up to 15 Storm Knight deaths have already been ascribed to nanodeth, and the numbers of those infected are too high to even be guessed at.

**Nanodeth**

- **Reality:** Tharkold
- **DEXTERITY 5**
- **Stealth 15**
- **STRENGTH 4**
- **TOUGHNESS 4**
- **PERCEPTION 9**
  - Evidence analysis 12,
  - trick 20
- **MIND 12**
  - Test 20, willpower 20
- **CHARISMA 14**
  - Charm 17, persuasion 22,
  - taunt 22
- **SPIRIT 7**
  - Intimidation 20
- **Additional Skills:** two at +1 adds
- **Possibility Potential:** some (52)
Needlebirds are creatures mutated by the Tharkodii into highly efficient killing machines. They combine the size and speed of a hummingbird with the lethality of a bullet. A needlebird is a small creature, only .13 meters in length, small enough to be able to fit into the palm of a grown man. Its beak is actually a needlelike prosthesis with a microfine point on the end. It has a hollow tube running through it for the needlebird to feed through (see below).

Needlebirds were first released into the Race enclave of Helfei, causing a great deal of death and destruction. They can now be found in most Race enclaves, with Techno-Demons releasing new swarms as old ones are killed.

The needlebirds attack by diving at their prey - their speed enables their cyberbeak to punch through light armor to reach the juicy meat underneath. If a wound or better is done on this unarmed combat attack, the needlebird has attached itself and begins to siphon blood (damage value to target is one shock point per round). Up to 50 (five swarms) birds may attack one target at a time. Removal of the swarms is a simple matter and causes no extra damage to the victim. One swarm may be removed per round per person engaged in removing them.

Needlebird swarms attack using the "Many-on-One Chart." The diving attack of a swarm adds +3 to both its action value and its damage value.

As the needlebird does not have a proper mouth through which to eat, it ingests liquids through a hollow tube in its cyberbeak. The liquid substance of choice is human blood, from which its digestive system chemically extracts the adrenaline and endorphins it needs to survive.
Domain

Needlebirds may be found anywhere in the Tharkold cosm, but most particularly in Helfei, the site of their initial release. The Tharkoldu have not yet seen fit to release them into the realm of Los Angeles.

Needlebird
Reality: Tharkold
DEXTERITY 12
Dodge 20, flight 16, maneuver 14, stealth 17, unarmed combat 15
STRENGTH 5
TOUGHNESS 8
PERCEPTION 7
Find 9, trick (15)
MIND 5
Test (18)
CHARISMA 5
SPIRIT 5
Intimidation 13
Additional Skills: one at +1 adds
Possibility Potential: some (90)
Natural Tools: wings, speed value 15
Equipment: Cyberware: cyberbeak, damage value STR+7/12. Cyber value: 3.
Note: Needle birds cannot be charmed, persuaded or taunted.
N.E.G.s (Narcotic Enhanced Ghuls) are used to strike deep into Race enclaves, especially those whose members' "monkey tricks" have caused problems during Tharkoldu raids. They are designed to be capable of outwitting Race security measures, allowing them to move deep into Race territory before striking. More than ever, the cremation of fallen comrades has become a priority for the Race.

The N.E.G.s are produced using a prototype Relictin-VI, which allows the ghuls to maintain higher brain functions and relieves them of the characteristic obsessive hunger. The balance is that the N.E.G.s' abilities decay after 28 days, after which they disintegrate completely.

Besides the cyberware and the additional cosmetic changes that the Tharkoldu found pleasing to the eye, the N.E.G.'s main feature is a sturdy ring that starts behind the jawbone and encircles the head. Attached to this ring are six multi-dose syringes which pierce the ghul's skull. They are loaded with opaque drugs which have the following effects:

**Syringe One:** STR & DEX+3  
**Syringe Two:** PER & MIN+2  
**Syringe Three:** May absorb five extra shock this round only.  
**Syringe Four:** TOU+3. May ignore K/0 results.  
**Syringe Five:** Gives N.E.G. an extra action this round.  
**Syringe Six:** Suppressant, reduces cyber value by -5 and allows a new roll on the cyberpsychosis table this round.

All drug effects last for three rounds, unless otherwise noted.

**Domain**

N.E.G.s can be found on suicide missions in any of the Free Nations. Sightings in L.A. are becoming increasingly common, since the Tharkoldu don't have to contend with Race members spoiling their fun by cremating all of the dead.
N.E.G.
Realogy: Tharkold

**DEXTERITY 9**
Dodge 14, energy weapons 13, melee weapons 12, stealth 13, unarmed combat 12

**STRENGTH 15**
Climbing 16, lifting 16

**TOUGHNESS 16 (21/27)**

**PERCEPTION 8**
Find 15, scholar (security systems) 15, tracking 15

**MIND 8**
Test 17 (27), willpower 18

**CHARISMA 3**
Taunt (20)

**SPIRIT 8**
Faith (Cult of the Dominant) 9, intimidation 17 (27)

**Possibility Potential:** none

**Equipment:** Thav/6-Nu plasma gun (2), damage value 30, ammo 20, range 5-50/300/500; Bith/90 pulse gun, damage value 28, ammo 50, range 5-10/30/60; plasma dagger, damage value STR+5/20; Chod/5 armor + Diffax, TOU+5/21, +11/27 vs. energy weapons. Cyberware: Nanocord, nervejack, cybervisual package (darksight, EmVue, eyestealer), cybershroud, slashers, damage value STR+4/19, onboard computer and drug enabler. Cyber value: 15

**Discovered by**
Pete Venters
Neurochs are Tharkoldu vampyres, undead fiends who prowl the Free Nations of the cosm as well as the realm, feasting on the minds of their victims. Rather than serve Jezrael, most neurochs are self-serving predators who dwell among the Race.

The origins of the neuroch are lost in time, although it is believed they may be Race who tampered with magics best left alone. The skin of a neuroch is dead white, its eyes ice blue, its hair black, grimy and ragged. Cyberware is fused into its being, chrome canines in its mouth and talons protruding from its bony white fingers. The neuroch is both cunning and bestial, making its lair in dark, cold places.

Neurochs use the Law of Domination to their advantage, besting intended victims in combat and then attempting to intimidate them into freezing in place. The neuroch then uses its fangs to crack open the skull and begins feeding on the brain.

Neurochs cannot feed on Tharkoldu.

Neurochs are vulnerable to sunlight (damage of one wound per round when exposed) as well as the ward enemy miracle. It can only be killed through exposure to sunlight or the removal of its cybernetic heart. Any other death will merely incapacitate it temporarily until it can reform and walk again.

Neurochs may be encountered either alone or in covens, although the relatively low number of the creatures in existence makes the latter occurrence uncommon.

Domain

A few neurochs, loyal to Jezrael, have been given passage down the maelstrom bridge into Los Angeles. Many others have since journeyed to the realm as well. They lurk around libraries or schools, as they have a higher percentage of scholars to feed upon than elsewhere. A coven of neurochs has made their lair at LAX, where they remove certain "foreign elements" (read: Nippon Tech agents)
from existence. When disloyal neurochs encounter a Tharkoldu, it usually leads to full-fledged warfare.

**Neuroch**

**Reality:** Tharkold  
**DEXTERITY 12**
- Acrobatics 19, dodge 17, energy weapons 13, fire combat 13, flight 16, maneuver 15, melee weapons 14, running 17, stealth 17, unarmed combat 18  
**STRENGTH 18**
- Climbing 19, lifting 19  
**TOUGHNESS 18**
- Alteration magic 11, divination magic 11, find 14, language 13, tracking 15, trick 14  
**MIND 14**
- Apportation magic 15, conjuration magic 15, cybertech 15, survival 16, test 17, willpower 18  
**CHARISMA 8**
- Charm (15), persuasion 13  
**SPIRIT 10**
- Intimidation 15, occultech 12

**Additional Skills:** one at +1 adds

**Possibility Potential:** some (18)

**Equipment:** Cyberware: Nanocord, farsight (find+3 at a distance), balance-wires (+3 to Dexterity skills using agility), fangs, damage value STR+2/20, talons, damage value STR+2/20, LifeCyber. Cyber value: 11. Also may be armed with firearms or energy weapons (gamemaster’s discretion).
Creatures created out of the devastation of the Spasm, nuclear shadows are ghostly beings that look like flat, white silhouettes of humanoids with smudged black auras surrounding them. They continually moan and howl in pain and glow with a faint luminescence in the dark.

The shadows are incorporeal spirits and are dangerously radioactive. They hate all life and seek to destroy any living creature that approaches them. The touch of a nuclear shadow inflicts terrible burns. If the creature gains a wound result or better, the character is also afflicted with a lingering radiation sickness that will kill her in a number of days equal to her Toughness value. A medicine total of 25 or a cure disease invocation of 22 will eliminate the radiation sickness.

Any character who is killed by damage inflicted by a nuclear shadow or dies from the radiation sickness inflicted by one will become a nuclear shadow after death. The character's body will explode with nuclear flames (damage value 25 to anyone within two meters) until only the blasted silhouette of a nuclear shadow remains.

Physical attacks have no effect on these creatures. They can be affected by magic, miracles and psionics.

Nuclear shadows are considered entities. They are considered enemies by any mythos that has the concept of evil spirits and a ward enemy miracle may keep them at bay.

**Domain**

Nuclear shadows haunt the radiation-blasted wastelands of the Tharkold cosm. A few have migrated across the maelstrom bridge and their population is rapidly increasing due to the number of deaths in Los Angeles. They generally haunt...
abandoned areas like Compton.

**Nuclear Shadows**
- **Reality:** Tharkold
- **DEXTERITY 11**
  - Dodge 12, flight 13, unarmed combat 12
- **STRENGTH 3**
- **TOUGHNESS 10**
- **PERCEPTION 10**
  - Find 12, tracking 12, trick (16)
- **MIND 11**
  - Test 14, willpower (15)
- **CHARISMA 8**
  - Charm (25), persuasion (28), taunt (17)
- **SPIRIT 9**
  - Faith (Cult of the Dominant) 12, intimidation 12

**Additional Skills:** one at +1 adds

**Possibility Potential:** some (20)

**Natural Tools:** energy touch, damage value 20; flight, speed value 10

**Note:** Nuclear shadows are immune to physical attack.
The creatures now known as "pain givers" may have once been Race or demons — there is no way to be certain, so horribly disfigured are their bodies. In constant pain, but prevented by Tharkoldu magic from taking their own lives, they exist to make others as they are. Pain givers are considered living embodiments of the Tharkoldu aesthetic.

The constant agony brought on by every step has broken the minds of the pain givers. These creatures stalk the city by night, usually choosing their victims from the middle and upper classes. Race scientists believe this may be because these groups have less experience with physical pain than do the poor, and so their terror is more satisfying for the creature.

The pain giver attacks with a built-in stunner, attempting to render its victim unconscious. It then drags the victim to a deserted area, binds him, and tortures him slowly with pain weapons. With the skill of a surgeon, it slowly transforms its victim into another pain giver. This process commonly takes four days — by the third day, the victim's mind has usually snapped from the agony. The final part of the process is the use of alteration magic to impose a mental block on the victim that makes suicide impossible.

Pain givers always travel alone. Two in the same area would come into conflict over victims, and working together, they would almost surely slay their plaything.

Domain

Pain givers can be found throughout the Tharkold cosm and realm. They are particularly prevalent in out of the way areas, where there are no neighbors to hear the screams of their victims.

Most recently, a pain giver was spotted in Long Beach. Race warriors hunt-
ed the maddened thing down, but not before it claimed a victim. The whereabouts of this new terror remain unknown.

**Pain Giver**

*Reality: Tharkold*

- **DEXTERITY 18**
  - Dodge 18, melee weapons 12, stealth 9, unarmed combat 11
- **STRENGTH 11**
- **TOUGHNESS 15**
- **PERCEPTION 9**
  - Alteration magic 14, find 11, tracking 14
- **MIND 10**
  - Medicine 20, willpower 13
- **CHARISMA 5**
  - Charm (20), persuasion (20), taunt (20)
- **SPIRIT 12**
  - Faith (Cult of the Dominant) 19, intimidation 20, pain weapon 16

**Additional Skills:** one at +1 adds

*Possibility Potential: some (15)*

*Arcane Knowledges: folk 7*

**Equipment:** Cyberware: stunner, damage value 23 (stun only), ammo 40, range 3-15/25/40. Cyber value: 3; assorted pain weapons
These pain sculptures are far different from those created by the judicious use of torture devices on Race prisoners. Rather, these are twisted works of art created by a techno-demon named Malkoth, and granted an artificial intelligence that allows them to move, think and seek out additional “decoration” for themselves.

Pain sculptures vary greatly in size and appearance, ranging from mere centimeters to over six meters in height. Their “skin” is harsh and metallic, their bodies twisted into grotesque, asymmetrical shapes with plenty of sharp appendages. The more successful sculptures may also have draped themselves with the flesh of their victims or other horrific decorations.

Pain sculptures are flexible and sophisticated circuitry allows them to control the whole of their structure. Thus, they can move even in their horribly unbalanced configurations, by crawling, hopping, etc., whatever is easiest for the individual unit. Their powerful processors allow them to perform multi-actions with their weapons without penalty.

Pain sculptures cannot be charmed, persuaded, taunted or intimidated.

Domain

Sightings have thus far been limited to the grounds of the Los Angeles County Museum of Art, but the pain sculptures may well have moved out into the city proper.

Pain Sculpture

Dexterity 9

Dodge 12, energy weapons 18, fire combat 18, heavy weapons 18, maneuver 10, melee weapons 18, missile weapons 18, stealth 10, unarmed combat 18

Strength 14

Toughness 14 (21)

Perception 12

Evidence analysis 18,
find 18, tracking 18, trick (25)

MIND 12
Artist (pain aesthetic) 18, test (30)
CHARISMA 0
SPIRIT 0
Intimidation 20 (25)
Possibility Potential: none

Natural Tools: metal-composite sheath, armor value TOU+7/21; any of the ranged or melee weapons given in the Tharkold sourcebook, excepting pain weapons; also may have one or more of the following: spikes, damage value STR+3/17; saw blades, damage value STR+2/16; broken glass/shredded metal, damage value STR+1/15; other weapons at gamemaster's discretion. One to six weapons is recommended.

Note: Individual sculptures may vary widely in DEX, STR, TOU and physical skills, but their mental attributes and skills will remain the same. Pain sculptures cannot use pain weapons, as they require a Spirit attribute.
Created in the same experiment that spawned the flensers, phasers have needle-sharp claws and possess the ability, through the use of alteration magic, to render their bodies intangible. They can be seen when in this state, although they appear transparent, but cannot be harmed by physical attacks and can walk through walls, floors and any other solid object. Only a forcefield or its equivalent can keep them at bay.

Shifting into an intangible state takes one round and requires an alteration magic total of 18. The result points gained on the roll represent how long the phaser can remain in this state before having to generate another total.

A phaser attacks by surprising its victim, using its phasing ability to appear from the walls, the floor, even the ceiling. It must be wholly in a room before it can attack and must be solid to grapple with its prey. The phaser attacks with unarmed combat — if successful, it then attempts One-on-Many desolidification (alteration magic total of 20). A round must go by between the attempt and the actual effect, during which the phaser is vulnerable to attack (if contact is broken, the desolidification process will not take place).

When the phaser succeeds at turning both itself and its victim intangible, it attempts an apporation magic total against the victim's willpower or Mind. The target may actively resist. If the phaser fails, the target slips from his grasp and resolidifies. If the phaser succeeds, it drags its victim halfway through the nearest solid object and lets go, allowing him to resolidify. The target takes damage equal to the apporation total, disregarding any armor.

Shock or KO damage means the object rejects the victim and ejects him. A knockdown means the same. A wound or better means the object could not eject the person and parts of him are fused to it. Often ampu-
tation is the only solution in these cases.

**Domain**

Phasers are, fortunately, rare even on Tharkold. Their lairs are gruesome indeed to behold, with various bodies contorted and intertwined within the structure, their faces pictures of indescribable agony. The portions of victims not meshed are usually mauled and eaten, then left to rot where they lie.

It is not known if any of these creatures have come to Earth.

**Phaser**

**Reality: Tharkold**

**DEXTERITY 13**

Dodge 14, maneuver 14, unarmed combat 20

**STRENGTH 11**

**TOUGHNESS 14**

**PERCEPTION 13**

Alteration magic 25, find 16, trick 16 (25)

**MIND 13**

Apportation magic 25, survival 17, test 15 (20), willpower 20

**CHARISMA 4**

Charm (20), persuasion (20), taunt (15)

**SPIRIT 8**

Faith (Cult of the Dominant) 18, intimidation 15

**Additional Skills:** one at +1 add

**Possibility Potential:** some (9)

**Natural Tools:** teeth, damage value STR+3/14; phasing attack, damage value equals apportation magic total.

**Note:** Phasers are entities and are considered enemies of any religion with the concept of evil spirits. Like flensers, they are out of control and attack both demons and humans.
This unique bio-horror is the result of a cross-pollination of Tharkoldu and Akashan design. The Coar-aligned bioengineer Herztefel was captured and forced to submit to a Tharkoldu Alpha named Ver'Churuda. Now she is part of Ver'Churuda's team of slave scientists and the preserver is their first creation.

The beast resembles nothing more than a distorted, tendriled two meter long open-ended cylinder. It has six spindly legs. The preserver is equipped with a bioengineered attack, a spore cloud that, when sprayed into the face of a victim, causes unconsciousness. The creature then swallows the victim whole, but he is not digested; rather, the unfortunate is passed through the preserver's body and excreted out the other end, encaised in a fluid-filled transparent sac. The sacs are extremely elastic and tough (TOU 10), allowing the preserver to drag them back to its lair.

It is believed that these "preserved" victims are still alive and may even be aware of their surroundings, though unable to move due to the numbing effects of the liquid (a willpower total is required to break free of the fluid's influence — see below). Others believe the victims are in a state of suspended animation. As yet, no one has survived removal from a sac to allow medics to confirm any of these beliefs. The fluid left in the victim's lungs turns poisonous on contact with air (damage value 23 per round). It is believed that Ver'Churuda's team has devised a way to neutralize the fluid before freeing their captives from the sacs.

What possible use Ver'Churuda has for these preserved people is unknown, but it is estimated that over two hundred victims have been claimed thus far. The lack of any connection between the victims has led Race scholars to believe they may be being stored in preparation for the creation of some outlandishly grotesque pain sculpture. Others believe the Alpha is storing them for a future test of Relictin-VI.
Domain

The preserver’s hunting ground ranges from as far west as Lawndale to Bellflower in the east, and as far north as Huntington Park to Carson in the south. Ver’Churuda’s biolab is thought to be in the vicinity of Watts Towers.

There are no preservers in the Tharkold cosm, nor are there any plans to introduce them there. Ver’Churuda fears that Race specialists there might get hold of one and deduce a means of counteracting its effects.

Preserver

**DEXTERITY 10**
- Dodge 13, long jumping 14, maneuver 11, running 14, stealth 16

**STRENGTH 9**
- Climbing 12

**TOUGHNESS 14**

**PERCEPTION 13**
- Find 15, psionic manipulation 16

**MIND 8**
- Mindsense 10, psionic resistance 13

**CHARISMA 5**
- Charm (13), persuasion (13), taunt (8)

**SPIRIT 10**
- Faith (Cult of the Dominant) 11, intimidation (12), reality (Tharkold) 13

Possibility Potential: all

Natural Tools: paralyzing spore, stun damage value 18, range 1-3/6/-; paralyzing sac fluid, willpower roll of 20 to break free; sac, Strength total of 11 to escape; running, speed value 11

Psionic Powers: Psychic Senses (awareness, lifesense); Telepathy (perception distraction, send thoughts, thought scan)

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Discovered by Pete Venters
Originally designed to terminate the Priests of the Way, priestburners have now been dispatched to areas of covert Cyberpapal activity. They use divination magic to hunt clergy and are equipped with defensive weaponry designed to counteract clerics' offensive capabilities.

Priestburners look like a cross between a cygoyle and a skat. Their wings are topped by four miniature dart launchers, each of which carries a nanotech virus. If one of these darts should inflict a wound, the virus has entered the victim's bloodstream. Due to a symbiotic relationship between the creature and the virus, it knows the moment this has occurred and makes its escape, providing all targets have been accounted for. The priestburner will only attack non-clergy with its integral laser, and only in self-defense.

Two hours after the initial injection, the virus causes the victim's pores to cease functioning while speeding up the metabolism to overheat the body. The victim suffers a wound per hour after the overheating begins.

Ords rarely last long, but stormers may last considerably longer, though the pain is excruciating. Willpower totals of 15 are required to perform anything beyond a simple action.

The virus will continue to overheat the body (whether dead or alive) until the victim has taken seven wounds, whereupon the body spontaneously combusts. Tech 26 medicine is required to cure the virus, with a medicine total of 25 required to eliminate it. For every level of medical technology above Tech 26 that can be brought to bear against the virus, subtract 1 from the difficulty of healing.

The priestburner's inventor, a slave scientific genius, was assassinated by Race agents. Those who have tried to duplicate the virus have failed to come close. Priestburner numbers are dwindling, but not fast enough for a worried clergy.
Domain

Priestburners total no more than 40, with 15 believed to be on Earth at present. Many have been transplanted to Spain and Germany. None have been sent to South America, as the Tharkoldu are happy to leave the clergy there free to deal with the Akashans.

Priestburner

DEXTERITY 13
Dodge 15, energy weapons 17, fire combat 17, flight 16, maneuver 16, stealth 15, unarmed combat 15

STRENGTH 10
TOUGHNESS 12 (21)

PERCEPTION 10
Divination magic 16, find 20, scholar (religion) 15, trick 12 (15)

MIND 11
Survival 13, test 13, willpower 15

CHARISMA 5
Charm (20), persuasion (20), taunt (22)

SPIRIT 13
Faith (Cult of the Dominant) 20, intimidation 17, reality (Tharkold) 14

Possibility Potential:
all

Natural Tools: strafe dodge 22; internal laser, damage value 25, ammo 50, range 3-25/60/250; viral dart launcher, damage value 18, ammo 50, range 3-40/80/150; talons, damage value STR+3/13; interwoven metal composite armor, value TOU+9/21; wings, speed value 15; “focusfinder,” (divination magic 16), finds characters with specific focus skill. Difficulty is target’s focus value, range is 3 km.

Discovered by
Pete Venters
For millennia, the Tharkoldu have battled the surviving humanity known simply as the Race. One of the results of the techno-demons' raping and pillaging has been the Progeny, the offspring of human and demon mating.

Eighteen months of gestation is required to produce a single live Progeny. Their physical appearance resembles that of a Tharkoldu in "monkey form," with the generic bipedal skeletal structure and facial features. Progeny are devoid of sexual organs, a trick Nature apparently played to prevent further spread of the bloodline.

Progeny are imbued with the mystic energies of the Tharkoldu. Many carry slight physical reminders of their demonic nature: a rough, warted hide, pointed canines, elongated claws, or a pair of underdeveloped, useless wings.

Viewed as freaks by both their respective parent races, the Progeny are normally abandoned to die in the wastelands of Tharkold. Some have survived, though, keeping to themselves to avoid experiencing the rejection which would cause their human side pain. For centuries, the Progeny have wandered the Dead Lands of the cosm, until the dropping of the maelstrom bridge provided them with a place they could call home.

On Earth, the Progeny were able to mingle with drunks, bag people, junkies and other denizens of the city streets. It is believed that a leader or leaders may be emerging from among the unwanted children of the techno-demons. It is possible that they may take to the surface in the near future to claim their birthright and destroy those who abandoned them.

Domain

Surviving Progeny on Tharkold hide in the abandoned caves and subterranean tunnels of the Dead Lands. Since their descent down the maelstrom bridge, the Progeny have resided in
the sewer tunnels beneath Compton.

The Progeny
Reality: Tharkold

**DEXTERITY 13**
Dodge 15, energy weapons 14, melee weapons 14, stealth 14, unarmed combat 15

**STRENGTH 14**

**TOUGHNESS 14**

**PERCEPTION 9**
Divination magic 12, tracking 10

**MIND 9**
Apportation magic 12, survival 10, willpower 10

**CHARISMA 8**
Persuasion 9, taunt 9

**SPIRIT 8**
Faith (Cult of the Dominant) 10, intimidation 10

**Additional Skills:** one at +2 adds

**Possibility Potential:** some (40)

**Arcane Knowledges:** folk 2, entity 1, inanimate forces 1, living forces 1

**Natural Tools:** teeth, damage value STR+2/16; talons, damage value STR+3/17; hide, armor value TOU+4/18

**Equipment:** Typical cyberware: Nanocord; Dangerscan (find+3 for hidden danger); slashers, damage value STR+4/21; interdermal armor, value TOU+3/21; 9/ Gam automatic pistol, damage value 15, ammo 9, range 3-10/20/30. Cyber value 8

**Note:** When creating Progeny characters, demonic physical features are rolled for randomly: 1-10, one feature; 11-15, two features; 16-19, three features; 20, four features. Once the number of features is found, the feature itself is rolled for: 1-5, fangs; 6-10, talons; 11-15, hide; 16-20, underdeveloped wings.
Protectionists are sentient sentry androids developed by the Aurioch Free Nation. Such was the pomp surrounding their unveiling that cynics began to reword the tag of "perfect protector" to "perfectionist," and finally the hybrid title "protectionist" emerged and stuck.

The reason behind the creation of these androids was that the Race desperately needed good sentries who could not be picked off at a distance by the Tharkoldu's thermic targeting weaponry (protectionist heat sources are shielded). A protectionist resembles a black disc, roughly .5 meters in diameter, with a thin blue ring around their outermost edge, which contains the unit's sensor package. Protectionists hover up to four meters above the ground, always trying to remain under cover to retain the element of surprise. Each unit is equipped with a single Res-14 laser, which can be used to devastating effect (consider all shots fired by protectionists to be vital blows).

If the lasers should prove ineffective, or their assigned charge should be endangered, the protectionist will generate a plasma field and fly directly at its opponent (flight skill is used to generate the to hit total, and the damage is done with the plasma field). If the protectionist inflicts less than a wound, it will fly around for a second attempt. If the protectionist does inflict a wound, it has embedded itself in its target and will self-destruct in two rounds. This explosion ignores all armor adds (as it has already cut through them).

A Strength total of 15 is required to pull the protectionist loose. It will still explode, however, so the intended victim had best get far away. Race documents tell of one particularly large forcefoot who survived nine attacks, but the tenth was a spectacularly good shot as the protectionist flew into the hole made by a previous device. The dull explosion signalled the forcefoot's end.
Protectionists are roundly hated by the Tharkoldu. It is not uncommon for a techno-demon to send one whom he dominates ahead to scout for the devices. When they hear a snarl of rage, a scream and a violent blast, they know the way has been cleared.

**Domain**

The protectionists can be found near any sensitive Race areas within the cosm and realm. The Black Diamonds can testify to their effectiveness.

**Protectionist**

- **Reality**: Tharkold
- **DEXTERITY** 14
- Energy weapons 22, flight 17, stealth 20, unarmed combat 16
- **STRENGTH** 12
- **TOUGHNESS** 18 (24)
- **PERCEPTION** 14
- Demolitions 17, evidence analysis 16, find 20, trick 16
- **MIND** 12
- Test 18, willpower 26
- **CHARISMA** 4
- Taunt (20)
- **SPIRIT** 12
- Intimidation 14
- **Possibility Potential**: none

**Note**: Protectionists cannot be charmed or persuaded. The parenthetical TOU value applies to energy weapon attacks.

**Equipment**: Res-14 laser, damage value 25, ammo 50, range 3-50/100/200; plasma field, damage value 22; self-destruct explosive, damage value 32, blast radius 0-4/10/15; flight, speed value 13; sensor array (darksight, infrared, thermal imaging), use find value

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Discovered by Pete Venters
Psi-borgs consist of the disembodied brains of psionically gifted Race attached to occultech computers. These servants of the Tharkoldu are broken down into three categories: hunter/killers, Inquisitors, and Grid-psis.

Domain

Grid-psis can be found throughout the Grid. Hunter/killers and Inquisitors are in use in both cosm and realm.

Hunter/Killer

**DEXTERITY 10**
Dodge 11, energy weapons 13, fire combat 13, melee weapons 13, unarmed combat 12

**STRENGTH 10 (14)**
Toughness 10 (19)

**PERCEPTION 10**
Language 11, psionic manipulation 14, tracking 12

**MIND 9**
Psionic resistance 12, test 11, willpower 12

**CHARISMA 7**
Charm (25), persuasion (25), taunt (25)

**SPIRIT 11**
Cybersynche 15, intimidation 13

Additional Skills: two at +1 adds

Possibility Potential: some (16)

Psionic Powers: Psionic Defense (general resistance (self), psychic screen); Psychic Senses (lifesense, psi detection)

Equipment: Cyberware:
- Nanocord, Nervejack, eye-package 1 — Cybercam, Darksight, TextLED, Hide-hunter (find+3 for spotting hidden targets), eye-package 2 — Killseeker (+1 to ranged attacks, +2 with smart weapons), Sharpsight (PER+2 to all checks using vision), SlaveChip, interdermal plate, armor value TOU+6/16, exodermal armor, value TOU+3/19, Bodymax, STR+4, already noted above; Cyber value: 20. Mim-8/ Alph carbine, damage value 21, ammo 30, range 3-20/150/400; monofilament axe, damage value STR+8/22

Inquisitor/Grid Psi

**DEXTERITY 0**

**STRENGTH 0**

**TOUGHNESS 5 (10)**

**PERCEPTION 13**
Cyberdeck operations 16 (Grid-Psi only), evidence analysis 15 (Inquisitor only), language 14 (Inquisitor only), psionic manipulation 16, trick 14

**MIND 11**
Psionic resistance 14, test 13, willpower 14
CHARISMA 7
Charm (12), persuasion 11, taunt 12

SPIRIT 10
Cybersyn 13 (Grid-Psi only), intimidation 13 (Inquisitor only), pain weapon 13 (Inquisitor only)
Additional Skills: two at +1 adds
Possibility Potential: some (20)

Psionic Powers — Grid
Psi: Psychic Senses (life sense, perception projection), Telepathy (perception distraction, thought scan). Inquisitor: Psionic Defense (general resistance (self), general resistance (group), psychic screen), Psychic Senses (life sense, perception projection, psi detection), Telepathy (beacon, cloud mind, thought scan)

Net Values — Grid-Psi:
net attack 16, net defense 16, net find 16, net manipulation 16, net stealth 16, net track 16

Equipment — Inquisitor:
Cyberdeck (response +4, stealth +1, processor 6, storage 12).
Programs: Onslaught 4, Mindwipe 3, Armor 4, Scan 3, Shroud 3, Trace 3, Search 3, Copy 2, Alter 2, Store 2

Discovered by Stephen Kenson
The sadomachs are twisted and perverse beings from beyond the Tharkold cosm. They dwell in a grotesque nether region of their own making, a hell wherein they pursue the goal of their entire existence: the inflicting of pain on others.

The sadomachs, incapable of relating to or understanding Race or demon concerns, claim to serve a higher, and darker power. The members of this horrifying priesthood are unable to leave their abode without invitation, but can send objects through. Now the Tharkold cosm and realm are home to arcane volumes and other such artifacts that can lure the unwary into summoning these foul things.

Each sadomach is unique in its appearance and its approach to torture. The only thing they have in common is their skin color, bone-white, and the fact that most show the effects of torture. All sadomach carry pain weapons, many far more effective than those carried by the techno-demons.

Sadomachs have no interest in killing their prey. They are more interested in pure research: how long can a man live after being cut in half? How many incisions must be made into the heart before a man dies? These are the gruesome, bloody subjects of inquiry for these things.

Shortly after becoming a High Lord, Kranod sealed off the sadomach's dimension from the cosm of Tharkold. With his death, the seals weakened and were broken. The sadomachs walk Tharkold once more.

Domain

The wards sealing the sadomach's dimension from the cosm of Tharkold have been shattered, and the creatures have traveled to both cosm and realm. Six are known to be living in a rundown warehouse in L.A.'s Chinatown. An extradimensional gate between the realm and the sadomach's dimension exists there.
Sadomach

Dexterity 12
- Dodge 15, melee weapons 16, missile weapons 16, stealth 16, unarmed combat 17

Strength 16

Toughness 20

Perception 16
- Find 20, language 18, scholar (torture) 20, tracking 18, trick 18

Mind 14
- Artist 17, medicine 18, psychology 19, test 18, willpower 20

Charisma 16
- Charm 18, persuasion 20, taunt 20

Spirit 24
- Faith (Cult of the Dominant) 28, focus 25, intimidation 25, pain weapon 27, reality (Tharkold) 25

Possibility Potential: all

Equipment: Standard equipment: pain weapon (varies); leather bodysuit, armor value TOU+2/22; and three of the following: barbed lash, damage value STR+3/19; scalpel, damage value STR+2/18; razor and chain, damage value STR+3/19; spiked club, damage value STR+4/20; razor darts, damage value STR+2/18

Note: Incapable of suffering physical damage (wounds appear, but no effects are registered). Vulnerable to spiritual, psionic and magical attack as normal.

Discovered by
Patrick Flanagan
Semths are crystalline creatures, roughly 80 centimeters in diameter, that appear to be made out of spines. They have the ability to concentrate either light or sound through their bodies and project either powerful laser or sonic blasts from their spines. Many a Storm Knight has made the mistake of using sound-based weaponry against this creature, thinking it would shatter, only to have the force amplified and reflected back.

Semths are always found in groups of three, for reasons that are unclear. They prefer to travel during the day, using sunlight as a weapon. Traveling at high speeds, the light reflecting off their bodies makes them appear as tiny, bright stars. Semths are constantly active and do not need rest.

In combat, semths concentrate their attacks on a single target. When light is available, they will use their laser attack. Damage varies based upon the amount of light available: darkness, 0; rain, 4; overcast, 6; early morning/evening, 12; noon, 18; unnaturally bright light, 20. When there is not sufficient light for such an attack, the semth will amplify sound and direct it at their foe (minimum damage value 10).

One tactic of the semth is for one to absorb sound waves and redirect them at a second, who amplifies them and adds +4 to the damage value. It then beams the sound at the third member of the triad, who adds another +4 to the damage value. In this way, damage value of sonic attacks can be boosted to 18. It takes one round for each of these amplifications to take place.

**Domain**

Semths are found throughout the central portion of the realm. They prefer open areas and avoid the indoors and dark, shad-
There have been no reported migrations outside of the realm, nor any sightings in the cosm.

Semth
Reality: Tharkold
DEXTERITY 9
Dodge 12, energy weapons 15, flight 14
STRENGTH 6
TOUGHNESS 9
PERCEPTION 9
Find 11
MIND 6
Test (15), willpower 9
CHARISMA 6
Charm (15), persuasion (15), taunt (11)
SPIRIT 7
Intimidation (15)
Additional Skills: two at +1 adds
Possibility Potential: some (13)
Natural Tools: flight, speed value 10; laser attack; sonic amplification. Both attack forms have ranges of 1-50/200/400
Note: Immune to light- and sound-based attacks.
These relatively mundane creatures (by Tharkoldu standards) have been used throughout the cosmos of Tharkold since the terrible quakes of the Spasm. A sensor is a cybernetic construct which incorporates a particularly sensitive animal (normally a dog) as part of a complicated array of devices designed to detect seismic disturbances. The body used is cadaverous and in constant pain from the numerous cybernetic devices attached to it.

Sensors are normally inserted into the ground near suspected fault lines. Here they monitor seismic activity and warn sensor tracking stations of impending quakes up to two hours before they strike. Their "signals" are composed of coded whines and yelps, too high for the ear to detect but capable of causing severe mental damage to humans. (Not surprisingly, the demons find the signals most stimulating and treat them as music.) The Race slave specialists that monitor sensors have been cybernetically "adjusted" to allow them to survive constant exposure to the transmissions — in truth, there is little of their humanity left. (Cyborgs are often used for these duties — see individual entry.)

Excess sensors are often grafted into the demons' pain sculptures, so beware — in Tharkold, even the scenery is potentially lethal.

Recently, modified sensors have been placed around industrial sites in the hope of detecting forcefoots. In addition, miniaturized sensors are being developed as intruder detection devices. Their effectiveness thus far has been limited, but the demons' love of the macabre keeps them trying.
kold cosm. Several have been placed at potential trouble spots along the San Andreas fault. Recent readings have been skewed by the violent quakes taking place in the eastern Living Land.

Sensor

- Reality: Tharkold
- Dexterity: 0
- Strength: 0
- Toughness: 8
- Perception: 15
- Evidence analysis: 18
- Find: 18
- Mind: 5
- Charisma: 5
- Spirit: 7
- Cyberpsyche: 15
- Intimidation: (12)
- Possibility Potential: none

Note: Sensors cannot be charmed, persuaded, taunted, or tested.

Natural Tools: The cry of a sensor is beyond the range of human hearing, but when its transmissions are tapped into, severe damage can result. A human exposed to the signals sent by a sensor suffers mental damage value 16 per round. This is particularly dangerous because often one does not realize that damage is being done until it is irreparable.

Equipment: Nanocord, Cybercoder, Touchmike, Touchbooster (+3 to Perception already added), Biostat, Nanodoc, long-range radiotalker (advanced system with a range of 1000 km), nutrient battery (unique system designed to absorb nutrients from surrounding earth to maintain health of the sensor and power its equipment). Cyber Value: 16.
Shards are centimeter-long crystalline insectoidish creatures with thousands of legs. They are normally encountered in swarms of 10 to 20 and are the creation of a Demon Lord named G'thrack. A shard swarm will attack any source of heat, and have been known to fly into open flames.

When attacking, each shard tries to sting its opponent by landing on him. Once the shard causes a wound or better, it injects an occultech virus into the person and then dies. The virus thereupon generates an alteration magic total (base skill value 10) against a difficulty of the target's willpower. If successful, the virus grafts itself to the subject's DNA. If unsuccessful, the virus is destroyed by the body's immune system.

Once it has taken root in the body, the virus reprograms the cells so that each begins to grow razor-sharp metallic shards. This has the effect of slowly ripping the victim to pieces from the inside out — an infected person suffers a wound each day until he is cured or dies.

The shard virus can be treated with viral therapy medicine (Tech 23 or higher) or healing miracles. To determine the difficulty of the medicine total, add +4 to the appropriate DN on the Medicine Chart on page 56 of the Torg Rulebook. The difficulty for healing miracles is 24.

To prevent their own invention from attacking them, Tharkoldu occultechs developed the ShardChip. A ShardChip causes a shard swarm to ignore the user. Unfortunately, all such chips self-destruct upon the user's death, so none has ever been recovered intact.

It is known that some techno-demons have had special crystal cyberlimbs (called "swarmware"). Having all the benefits of regular cyberware, these limbs are also factories for producing shard swarms. Each limb
can hold a ten-shard swarm. This swarm remains inactive until released by the user. After a swarm is released, it takes a full day to regrow one. As with the Shard Chips, the swarm self-destructs upon the death of the user.

**Domain**

Shards are found throughout the Tharkold realm, but are exceedingly rare in the cosm. They are most prevalent in the Long Beach area. Shards prefer the outdoors, often burrowing into the sand and waiting to fly out and attack unwary passersby.

**Shard**

- Reality: Tharkold
- DEXTERITY 13
  - Dodge 15, flight 16, maneuver 13, stealth 13, unarmed combat 16
- STRENGTH 2
- TOUGHNESS 17
- PERCEPTION 10
  - Find 12, tracking 12, trick (15)
- MIND 2
  - Test (15), willpower (10)
- CHARISMA 2
  - Persuasion (15), taunt (14)
- SPIRIT 4
  - Intimidation (14)
- Possibility Potential: none

Natural Tools: stinger, damage value STR+10/12; infection, see description in text.

Note: Shards cannot be charmed.
"Sidearm" is the nickname given by the Race to the self-aware devices known as UltraCIDARMs (Computer Initiated Design and Replicative Manufacture). Originally developed by a Race scientist who wished to create a mobile UltraCAD device to aid his people by breaking down materials and reprocessing them, the experiment backfired when the sapient machine killed its creator. The UltraCID replicated itself, adding a neural distorter, pulse lasers, and additional equipment for processing of non-organic material.

"Sidearms" are roughly six meters long, six meters wide and three meters tall, with a bewildering array of tools and processing units on its exterior. The tracked vehicle gathers samples of metals, hydrocarbons and ceramics to reproduce the functioning of nine of the twelve types of MakerMods: ceramics, cybernetics, electronics, machining, plasmas, plastics, polymers, structural and vehicular. "Sidearms" have no jacks allowing interface with programmers.

There are believed to be at least 20 UltraCIDARMs operational in the cosmos. "Sidearms" possess a sophisticated intelligence, but the motives for their actions remain unknown. Their actions appear erratic to observers, working toward goals known only to them. They are as likely to ignore a party of Storm Knights as they are to brutally slay them for the non-organic material they carry. No attempt at long-range communication with a "Sidearm" has succeeded, though they have the ability to electronically dictate short commands in the language of the Race (i.e., "Get out of the way," or "Give me your equipment.").

There are rumors of UltraCIDARMs with the power of flight or the ability to function underwater.
but these have yet to be confirmed. If they do exist, they would have to have been created specifically by another “Sidearm” for its particular purpose.

Perhaps in a throwback to its original program, no UltraCIDARM has ever been known to kill a Race member. They will attack and render them unconscious if they get in the way, however.

Domain

“Sidearms” wander the Tharkold realm and cosm, occasionally replicating themselves but generally going about their own destructive business. Few have wandered outside the steleae boundaries.

Sidearm

Reality: Tharkold
DEXTERITY 10
Energy weapons 18, maneuver 16
STRENGTH 25
Lifting 27
TOUGHNESS 25
PERCEPTION 11
Evidence analysis 12, find 20, land vehicles 17, tracking 13
MIND 14
Science (computers) 20, survival 16, UltraCAD operation 24
CHARISMA 4
Charm (30), persuasion (30), taunt (25)
SPIRIT 9
Intimidation 14
Possibility Potential: none

Equipment: Bith/42 neural distorter, stun damage value 30, ammo 50, range 5-15/30/-; pulse lasers (2), damage value 28, ammo 50, range 3-25/100/150; speed value 12

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Discovered by
Ronald Lundeen
Simmulids are genetically engineered humanoids created by the Tharkoldu, for the purpose of deep-cover infiltration of Race strongholds. They have the advantage of being harder to spot as different than their cyborg counterparts, along with a limited chameleon ability.

Simmulids average 1.8 meters in height and can be of either sex (a factor which they are unable to change) and any skin color. Knowing full well that they would not be accepted by the Race were their true nature known, none have any compunction about betraying the humans.

Simmulids' chameleon abilities come from two sources. The first is their genetic makeup, which allows them to change the contours of their face by the detachment and reattachment of their facial muscles and the alteration of their skin color. The second is an assortment of nanotech devices located throughout their body. These perform the more difficult structural changes, such as height and hair color.

There are limits to this ability. Height cannot be altered by more than plus or minus five centimeters. Drastic changes in skin or hair color can take up to two weeks. Major changes to the facial structure can result in damage to the simmulid if they are performed too swiftly.

When in combat, simmulids can make rapid changes in appearance on a disguise total of 20. If the roll is failed, the transformation does not take place and the number of points by which the check failed are read as damage taken by the simmulid. If the change is successful, the transformation acts as an intimidation attack on the target with a value of 20. Seeing through a simmulid's transformation requires an evidence analysis or Perception total of 15.
No check is needed for changes that occur over time.

**Domain**

Simmulids can be found in Race strongholds both in the cosm and in the realm. Some may have been working with the Race for years, making identification of them difficult.

**Simmulid**

**Reality:** Tharkold

**DEXTERITY 10**

Dodge 14, energy weapons 12, fire combat 12, maneuver 12, melee weapons 11, stealth 11, unarmed combat 13

**STRENGTH 13**

Climbing 14

**TOUGHNESS 14**

**PERCEPTION 7**

Disguise 18, find 11, trick 10

**MIND 6**

Survival 11, test 12

**CHARISMA 10**

Charm 13, persuasion 12, taunt 12

**SPIRIT 6**

Intimidation 14

**Additional Skills:** two at +1 adds

**Possibility Potential:** some (40)

**Natural Tools:** claws, damage value STR+3/15; teeth, damage value STR+2/14; chameleon ability, value CHA+5/15

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**DISCOVERED BY**

Sam Thornton
The large cybernetic spiders known as skitters were originally derived from a species of tiny, harmless arachnids that migrated from Kadandra to Tharkold during the Sim War. Exposure to the high radiation levels in the Dead Lands caused some of the spiders to mutate to dozens of times their original size and ferocity.

Noting the apparent genetic malleability of the creatures, Tharkold gen-engineers treated some of these mutated spiders with occultech processes in the hopes of creating a new biocarbon weapon against the Race. Unfortunately, the experiment failed, resulting in a breed of vicious, high-tech arachnids with a permanent case of cyberpsychosis. Now, hordes of skitters ravage Tharkold, devouring everything in their path.

Skitters grow to about one meter in length, resembling large, spindly silver and black spiders with visible cyber-enhancements and extremely sharp mandibles. They travel in packs of anywhere from a dozen to a hundred. Their goal in life is to eat, which they do with zeal. They will consume any organic material they can find (except, apparently, each other) and are nearly always hungry. A group of skitters can reduce a man to bones within one minute. But skitters don't stop at the bones...

Skitters are nomadic, moving from place to place as the food runs out. When living prey is spotted, skitters enter a "hide and stalk" mode and attempt to quietly surround their intended victim, then leap upon them. In combat, skitters act as cyberpsychosis victims suffering from rage — that is, they attempt an all-out attack every round. Skitters fight to the death and are therefore immune to setback results. Treat such situations as setbacks.
Domain

The first (and so far only) sighting of skitters in the realm has been in Compton, where a hundred of the creatures descended upon a convenience store and devoured everything — and everyone — inside. They are sure to spread throughout Los Angeles as time passes.

Skitters

**Reality:** Tharkold

**DEXTERITY 12**

Dodge 14, long jumping 15, maneuver 14, stealth 16, unarmed combat 14

**STRENGTH 10**

Climbing 16

**TOUGHNESS 9**

**PERCEPTION 10**

Trick (12), tracking 15

**MIND 4**

Test (18)

**CHARISMA 4**

Taunt (15)

**SPIRIT 4**

Intimidation (25)

**Possibility Potential:** none

**Natural Tools:** mandibles, damage value STR+5/15; Darksight visual system (see normally in darkness); interdermal plating, armor value TOU+2/11; cyberlegs (four pairs), increasing running and long jumping limit by +3. Cyber value: 6.

Discovered by
Steve Stelter
Also known as the "Spasm sprite" or the "twisted faery," Spasm faeries are believed to be loosely related to the nature elementals that lived on Tharkold prior to the cataclysmic upheaval referred to as the "Spasm." All sightings of such beings halted after the ecoshattering.

Roughly ninety years after the Spasm, Tharkoldu researchers began to record sightings of diminutive creatures. But rather than benevolent children of nature, these were malevolent beings with a drive to eliminate all that lived.

Although their powers vary widely from one to another, they seem to share a common physical form. They are roughly 10 to 20 centimeters in height, with features that mingle those of the Race and the Tharkoldu. All are deformed — Race researchers believe that their forms mirror the warped ecology of Tharkold.

Spasm faeries have powerful magical abilities, which they use with equally devastating effect on the Race and techno-demons. In addition, their physical strength is formidable for creatures so small, and a few have exhibited nasty claws and teeth when backed into a corner.

Domain

Spasm faeries can be found throughout the cosmos of Tharkold, but their only appearances in the realm have been in the Compton area. It is believed that some may have allied themselves with Garthak during his abortive rebellion against Jezrael, and abandoned him when it became clear he would lose his struggle with Thratchen.

There are rumors that some Spasm faeries may have made their way to Aysle, where they are spreading their poisonous view of life to some of that realm's faerie folk. With recent events in Aysle, many of the formerly benevolent
faeries have lost faith in the Light and may be ripe for conversion to this way of thinking.

**Spasm Faerie**

**DEXTERITY 12**
Dodge 15, maneuver 16, stealth 18, unarmed combat 18

**STRENGTH 13**
Climbing 15

**TOUGHNESS 18**

**PERCEPTION 15**
Alteration magic 20, find 17, trick 19

**MIND 15**
Conjuration magic 19, survival 17, test 19, willpower 17

**CHARISMA 10**
Charm (19), persuasion (20), taunt 16

**SPIRIT 10**
Intimidation 16, reality (Tharkold) 14

Possibility Potential:
all

Arcane Knowledges: living forces 8, entity 8

Spells: disguise self, attack dominant, foeblast, horrifying arrival, pleasure flip

Natural Tools: varies

Equipment: varies

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Discovered by
Mike Cone
Small, fast, metallic, and very, very deadly, with a size and weight approximating that of a baseball, these occultech devices pack a considerably more lethal punch. Whether it is partially organic or totally non-living is unknown.

Each sphere is highly maneuverable, being able to accelerate from a dead hover to its full speed almost instantaneously. When stalking prey, the spheres make use of infrared scanners and sensitive motion sensors. Having been programmed with a limited cunning, they are not easily outwitted. Unlike organic creatures, spheres do not tire and can be exceedingly patient while waiting for a target to emerge from his hiding place.

A sphere manages to pack an arsenal of weaponry into its tiny form by utilizing its alteration magic skill. Whenever a new weapon mode is desired, an aperture appears on its seamless surface allowing access. If at range, the sphere will employ a high energy laser beam. Spheres usually prefer getting into melee combat, however, as they have been primarily designed as "gore machines."

A sphere on strafing runs usually use monofilament-edged rotary buzzsaws that can pop out of the sides. For a more direct assault, the whirling drill-bit attachment is perfect for a full-speed collision with an unprotected forehead. If the sphere achieves a wound result on a ramming attack, then it has embedded itself and can continue to inflict damage value 22 per round. (A Strength total of 16 is required to remove the sphere.) A sphere can generate intense heat on its surface, with which it can attempt to burn through barriers or people foolish enough to try and grab it.

Fortunately, spheres are
generally solitary in nature, but up to three spheres have been known to work together when the need arose.

**Domain**

Spheres can be found anywhere within the bounded stelae area of Los Angeles, as well as in some portions of Berlin. In the cosm, they can often be found in the Free Nations of Aurioch and Kham.

**Sphere**

**Reality:** Tharkold  
**DEXTERITY 14**  
Dodge 20, energy weapons 16, flight 20, maneuver 15, melee weapons 16  
**STRENGTH 16**  
**TOUGHNESS 20**  
**PERCEPTION 15**  
Alteration magic 18, evidence analysis 16, find 17, tracking 17, trick 16  
**MIND 12**  
Apportation magic 16, test 17, willpower 17  
**CHARISMA 10**  
Taunt (14)  
**SPIRIT 11**  
Intimidation 15  
**Possibility Potential:** some (25)  
**Skill Notes:** Immune to shock and K/O.  
**Natural Tools:** Flight, speed value 16  
**Equipment:** Hidehunter (*find*+3); Heathunter (*find*+3 in the dark); Sharpsight (+2 to all Perception checks using vision); integral laser, damage value 25, ammo 50, range 3-50/100/200; monofilament blades, damage value 20; drill-bit, damage value 22; heat field, damage value 20. Cyber value: 6.

*Discovered by Nick Corkigian*
Sprites are magical creatures who, for reasons of their own, have taken up residence in the Tharkoldu Grid. They are mischievous demons who delight in leading unwary deckers into the deepest parts of the computer net, then abandoning them. On rare occasions, they will actually point a decker in the right direction or lead him to a treasure trove of data, the better to lure intended victims in the future. They treat Tharkoldu and Race deckers much the same, and as a result, both sides think the other is responsible for the creatures' introduction into the network.

Sprites appear as small, sexless humans, no more than 1.2 meters tall. They have glowing eyes that change colors frequently, and are able to travel along the data pathways at great speed.

Sprites are capable of slipping into equipment attached to the Grid, and particularly enjoy entering remote security cameras, linked terminals and video monitors. They often make appearances on monitors, as a matter of fact, posing as virus programs in an effort to frighten operators. They are capable of emerging from the Grid, but have never been known to do so.

Sprites are considered entities for purposes of spellcasting. As they are magical constructs and have no true physical form as such, they do not have net values.

Jezrael had been planning to transfer some sprites into Nippon computer systems, but has discovered a slight snag: owing to their nature, sprites cease to exist if they disconnect in a realm whose Magic axiom is less than 10. This limits their utility in the war with Nippon.

Domain

Sprites can be found throughout the Tharkoldu Grid, with some having migrated into the GodNet. In addition, sprites can often be found residing in equipment attached to the
Grid.
Sprites have also made forays into Aysle, attracted by the high Magic axiom, but the lack of technology disappointed them and they returned to Tharkold.

**Sprites**
- Reality: Tharkold

**DEXTERITY 13**
- Acrobatics 15, dodge 17, energy weapons 14, maneuver 16, running 15, stealth 16, unarmed combat 15

**STRENGTH 7**

**TOUGHNESS 14**

**PERCEPTION 12**
- Alteration magic 14, find 15, trick 16

**MIND 8**
- Apportation magic 13, conjuration magic 13, science (computers) 16, test 10

**CHARISMA 12**
- Persuasion 15, taunt 16

**SPIRIT 8**
- Intimidation 12

**Additional Skills:** two at +1 adds

**Possibility Potential:** some (32)

**Arcane Knowledges:**
- Metal 4, fire 4, any other three at +2 each

**Spells:** varies

**Natural Tools:** claws, damage value STR+4/11
SSATHACK

Ssathack are single-celled life forms which travel in colonies. They are considered to be scourges by both the Race and the Tharkoldu, since they have no qualms about hunting and consuming any organic creature that crosses their path (including each other).

Due to their amorphous nature, ssathack colonies can pass through any opening larger than half a centimeter in diameter. While in water, ssathack resemble thin, multicolored oil slicks. On land, they resemble large jellyfishes, minus the tentacles. Ssathack can swim extremely swiftly and silently, and colonies have been known to exceed speeds of 30 knots without even disturbing the surface. On land, they can move as fast as average human walking speed.

A colony attacks by first attempting to engulf a victim (an unarmed combat attack). If a wound or better is scored, the colony has covered its prey. A Strength total of 16 allows the victim to free himself. The round after it engulfs its prey, the ssathack will flow into the person through any orifices or heavy wounds. Once inside, the creature releases digestive enzymes that begin dissolving the insides of the person (damage value 20 per round). These enzymes only break down organic matter and have no effect on metals, plastics, etc. The attacks continue until contact with the ssathack is broken or the creature is killed. Once this occurs, the victim ceases to take damage. A person killed by a ssathack is fully liquified and absorbed by the colony.

Armor adds are not taken into account during the dissolving attack. If a victim has some sort of protection that prevents the creature from getting inside them, the ssathack will disengage and try to find another target.

Ssathack are severely hampered when out of fresh water. Each round a colony is out of water, it suffers five shock points due to dehydration. The exception to this is when they are out of water in a heavy downpour.

When immersed in salt water, ssathack take a wound...
per round. Fire-based attacks receive a +2 bonus to their damage value when employed against ssathack.

**Domain**

Ssathack were spawned in the toxic waterways of Tharkold and hunt all organic life in the areas where they live. Only a few of these monstrosities are known to have descended the bridge to the realm and are now living in the L.A. sewer system.

**Ssathack**

Reality: Tharkold

**DEXTERITY 15/8**

Dodge 16/8, maneuver 17/9, swimming 17, unarmed combat 19

**STRENGTH 15**

Climbing 12

**TOUGHNESS 12**

**PERCEPTION 10**

Camouflage 17/11, tracking 11/9, trick (12)

**MIND 6**

Test (12)

**CHARISMA 5**

Charm (16), persuasion (16), taunt (15)

**SPIRIT 8**

Faith (Cult of the Dominant) 11, intimidation (12), reality (Tharkold) 13

Possibility Potential: none

Natural Tools: dissolving attack, damage value 20

Note: Numbers before the slash refer to the colony's skill value while immersed in water. Numbers after the slash refer to the creature's skill value when out of water.
Even amid the chaos of the Possibility Wars, young women from around the United States still travel to Hollywood every year, hoping for a chance to break into the movies. And while the Tharkoldu are by no means the first to exploit such innocents, they have certainly developed a unique method of doing it.

Starlets are young, beautiful women brainwashed by the Tharkoldu into serving them. They are fitted with technomagical implants and trained in the use of spells to make them, in their way, devastatingly powerful agents of chaos. The starlets use their charisma-enhancing magics to seduce powerful men (usually Storm Knights). Once they have them hooked, they cast pleasure flip. Suddenly, though kissing a starlet seems tremendously appealing, it also causes intense pain.

This contradiction weakens the will of the victims and makes them easier to manipulate. The brainwashed starlets are almost as sadistic as the Tharkoldu, and take great pleasure in telling their victims that, say, eating or breathing should be avoided.

The biggest problem starlets face is keeping their victims from trailing after them when they are in search of new prey. For that reason, they usually have a technodemon or two as allies to keep the tortured fools in line.

Starlets are normally not adept at physical combat, but one can often convince an opponent to fight on her behalf, given time. In general, starlets who are drawing unpleasant attention from too many Storm Knights will be disposed of to prevent the disruption of the entire operation.

Domain

There are no starlets present in the cosm of
Tharkold. In the realm, they tend to congregate in Beverly Hills and Hollywood, working their wiles on any Storm Knights (or other wielders of power) they come across.

**Starlet**

- **Reality:** Tharkold
- **DEXTERITY 8**
  - Dodge 9, stealth 9, swimming 9, unarmed combat 9
- **STRENGTH 8**
- **TOUGHNESS 8**
- **PERCEPTION 9**
  - Alteration magic 13, find 10, scholar (Hollywood lore) 13, trick 10
- **MIND 8**
  - Artist (actress) 9, test 11
- **CHARISMA 13**
  - Charm 20, persuasion 20, taunt 18
- **SPIRIT 12**
  - Intimidation 17
- **Additional Skills:** three at +1 adds
- **Possibility Potential:** some (35)
- **Arcane Knowledges:** folk 3, living forces 5 on ExChips
- **Spells:** pleasure flip, charm person, command obedience, enhanced aura, persuasion, increase charisma, snail wit
- **Equipment:** Cyberware: Nanocord, alteration enabler, 3-slot chipholder, folk 3 ExChip, living forces 5 ExChip. Cyber value: 9

Discovered by
Greg Farshtey
These unliving monstrosities appeared shortly after the arrival of Tharkold in L.A., and are the product of a devious new strain of the Relictin virus.

Two Great Alphas seeking a base in this new realm happened upon Hancock Park, site of the famed La Brea Tar Pits. Here over a million fossils of the Ice Age were dug from the tar and many are now housed in nearby museums. The techno-demons took up residence in the museums and set out to create a new type of Relictin that would return life to the ancient bones.

These new types of ghuls suffer from the same hunger as their human brethren, but cannot sate it due to their skeletal nature. This does not stop them from killing virtually any living thing that crosses their path. The virus has been modified to ensure that the ghuls will never be rendered comatose by their inability to feed and the brittle bones were strengthened to improve durability.

Tar Pit ghuls are incredibly stealthy, cunning and savage. Their darkened bones, stained brown by tar, blend with the shadows and their lack of lungs or vocal cords means only a slight rattle of bones when they walk betrays their presence. Tar Pit ghuls are immune to charm or persuasion, as well as shock and KO damage. Due to their skeletal nature, they are difficult to hit with ranged weapons (add +3 to the difficulty of efforts to hit with missile weapons, fire combat and energy weapons).

**Domain**

Tar Pit ghuls are commonly found within the Tharkold realm, in the area around the La Brea Tar Pits. None are known to have migrated to the cosmos.
Standard Tar Pit Ghul
(Mammoth)
Reality: Tharkold
DEXTERITY 8
Dodge 11, stealth 12, unarmed combat 14
STRENGTH 26
Lifting 30
TOUGHNESS 28
PERCEPTION 4
Find 13, tracking 13, trick (25)
MIND 4
Test 15 (25), willpower 25
CHARISMA 4
Taunt (25)
SPIRIT 5
Intimidation 20 (25)
Possibility Potential: none
Natural Tools: tusks, damage value STR+4/30; teeth, damage value STR+2/28

Standard Tar Pit Ghul
(Sabretoothed Cat)
Reality: Tharkold
DEXTERITY 17
Acrobatics 18, dodge 20, long jumping 18, maneuver 18, stealth 19, unarmed combat 18
STRENGTH 18
Climbing 21
TOUGHNESS 19
PERCEPTION 4
Find 18, tracking 18, trick (25)
MIND 4
Test 15 (25), willpower 25
CHARISMA 4
Taunt (25)
SPIRIT 5
Intimidation 20 (25)
Possibility Potential: none
Natural Tools: claws, damage value STR+3/21; teeth, damage value STR+5/23
Thin widows are artificial spider-like robots created by the Tharkoldu to harass and attack the Race. They are about fist-sized, made from a dull black metal with a silver hourglass on the abdomen.

The spiders have special mechanisms built in which allow them to mix chemical resins and spin out incredibly fine monofilament polymer chains. They string these “webs” across available openings such as doorways, windows, corridors, etc., where they are virtually invisible to the naked eye (find or Perception difficulty of 15 to detect).

When an unsuspecting human blunders into the mono-web, he is cut to ribbons. The mono-web inflicts a base damage value of 22, plus the speed value that the character was traveling when he hit it. The webs themselves are not very strong and fire combat attacks will easily destroy them. Attacks with melee weapons will succeed only if the weapon is not destroyed by the mono-web first. Apply the web's damage value against the weapon's Toughness. If it suffers four or more wounds, the weapon breaks and does not damage the mono-web.

For secondary defense (and finishing off those not killed outright by the mono-webs), thin widows have small fangs connected to sacs filled with a powerful neurotoxin. They often drop from walls or ceilings and use the poison to slay wounded or confused prey. The widows must cause a wound or better to introduce the venom, and then the toxin does damage value 18 per round (medicine total of 15 to nullify the venom). The widows have very rudimentary programming and generally resist interaction, although they have shown some vulnerability to tricks. They never attack technodemons.

The demons often use thin widows when attacking Race settlements, releasing the spiders just before...
the assault and allowing them to spin mono-webs across exits. This effectively disposes of any humans who attempt to escape the carnage.

The widows are powered by small energy cells that allows them to run for several days without requiring recharging. Some very rare thin widows are fitted with *viril* batteries that power them perpetually. Such widows are usually personal pets of a powerful Demon Lord.

**Domain**

The thin widows are present in the Tharkold cosmos and have been imported to the realm to terrify the human monkeys. The techno-spiders are often introduced into the ventilation systems of Kanawa subsidiaries to set traps for unsuspecting employees.

**Thin Widows**

*Reality: Tharkold*

**DEXTERITY 9**

Acrobatics 12, dodge 13, long jumping 11, stealth 13

**STRENGTH 3**

Climbing 12

**TOUGHNESS 8**

**PERCEPTION 9**

**MIND 3**

Test (15), willpower (18)

**CHARISMA 3**

Charm (15), persuasion (15), taunt (18)

**SPIRIT 4**

Intimidation (15)

**Possibility Potential:**

none

**Natural Tools:** fangs, damage value STR+8/11; mono-webs, damage value 22 plus speed value of character; neurotoxin, damage value 18

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**Domain Cosm**

**Tharkold Realm**

**SIZE REFERENCE**

* Magnification x 5

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*Discovered by*

Stephen Kenyon
Tunnelers came about as a result of massive genetic mutations among the indigenous soil-dwelling worms of Tharkold following the Spasm. Tunnelers are very large creatures, an average specimen measuring about 10 meters. The entire body is never seen above ground, but would resemble an enormous earthworm, covered in a thick, flexible brown hide. This hide is actually a protective shell the tunneler retracts its neck into when burrowing.

Tunnelers are extremely sensitive to vibrations in or above the ground. A tunneler attacks by burrowing beneath its victim and then rearing up out of the ground, cracking open the front end of its shell to extend its long, flexible neck, which ends in a fanged maw.

Tunnelers make no distinction between different vibrations, and are just as likely to attack a noisy car as a man. Loud noises, such as explosions, have been known to temporarily drive them away from an area. Their range of hearing is tied to the strength of the vibration, but seems to have a limit of 500 kilometers.

Tunnelers can burrow through most substances with amazing speed, although they prefer sand or loose dirt. Soil that has a more solid consistency slows them down, subtracting one or more points from their speed value.

Tunnelers are extremely cunning beasts. They learn from their mistakes and adapt quickly to new situations. They have been known to dig beneath the foundations of buildings and bring the structures down, in an effort to get at prey on the rooftop.

Domain

Tunnelers are a plague throughout the Dead Lands and deserts of Tharkold. Many demon strongholds
and Race cities have set up forcefields in the ground surrounding their borders to keep out these abominations. Aurioch and Kham, in particular, are plagued by the many tunnelers that inhabit the wide expanses of desert surrounding them. Sterret, in analyzing the predominantly arid terrain of Southern California, decided to capture and import a number of these creatures. The tunnelers migrated to looser soils when released, and now roam beneath the sands of L.A.'s beaches and the outlying deserts surrounding the city's inland side.

Tunnel

Reality: Tharkold

DEXTERITY 9
Dodge 12, maneuver 12, stealth 16, unarmed combat 16

STRENGTH 24
TOUGHNESS 20 (30)

PERCEPTION 15
Find 20, tracking 20, trick 16

MIND 9
Survival 18, test (25), willpower 25

CHARISMA 4
Charm (25), persuasion (25), taunt (15)

SPIRIT 8
Intimidation 20 (25)

Additional Skills: one at +1 add

Possibility Potential: none

Natural Tools: teeth, damage value STR+3/27; shell, armor value TOU+10/30 (exposed neck uses TOU value 20); burrowing, speed value 12

Discovered by Clinton Wolf
Project: Warlord began as an attempt by Nippon scientists, prior to the Tharkoldu invasion, to develop a self-aware computer defense system which would possess artificial intelligence. It was seen as a potential deterrent to efforts by the Cyberpapists to infiltrate the Kanawa computer network. Their efforts seemed doomed to failure until the techno-demon attack on Earth warped reality, bringing the program to unlife and transforming it to Tharkoldu axioms.

The program set about dominating the scientists and forcing them to gather raw materials via the use of synthecyclers. Meanwhile, the program entered the DemonGrid and began gathering knowledge about this new realm. When this was done, it had a massive bodysuit constructed to which were grafted the bodies of captured humans. The Warlord program then downloaded a copy of its consciousness into the bodysuit, creating its first Drone.

Both the VX and the true image of the Drone are that of a Nippon-like armored warrior standing nearly five meters tall, its surface gleaming gold.

The program is now completely psychotic, bent on conquering both the Race and demonkind, and any others who might seek its destruction. The master consciousness now rules an entire section of the Grid. It is believed that it intends the construction of more Drones in the near future.

Domain

The Warlord program itself is headquartered in the basement of a Kanawa subsidiary in Los Angeles. The Drone has been seen throughout the city.

**Warlord Drone**

**DEXTERITY 15**

Energy weapons 18, fire combat 16, heavy weapons 18, maneuver 17, melee weapons 17

**STRENGTH 18**
TOUGHNESS 24
PERCEPTION 16
Alteration magic 17, cyberdeck ops 19, find 17, tracking 19, trick (18)
MIND 17
Apportation magic 19, conjuration magic 18, science (computers) 18, willpower 25
CHARISMA 9
Charm (30), persuasion (30), taunt (21)
SPIRIT 10
Intimidation 20, reality (Tharkold) 15
Possibilities: 30
Arcane Knowledges: (on ExChips) living forces 2, entity 3
Spells: captive send, horrifying arrival, alpha steech
Equipment: plasma broadsword, damage value STR+8/26; Thav-6/Nu plasma gun, damage value 30, ammo 20, range 5-50/300/500; armor, TOU+10/24; net programs: attack 4, defense 3, shroud 3; Cyberware: nervejacks (3), shockbuffers (2), shock suppression, chipholder 5, slashers, damage value STR+5/23. Cyber value: 13
Net Values: net attack 25, net defense 21, net find 20, net manipulation 19, net stealth 22, net track 22
Note: All attacks made by Drones are all-out attacks. They attempt to dominate all opponents by defeating them in combat.
A watch beast is to the dog as the sabre-tooth tiger is to the house cat. At one time, their ancestors stood over a meter high at the shoulder and ravaged the plains of Tharkold. And they didn't settle for the young and the sick among the prey animals, they brought down the herd leaders.

The Tharkoldu have genetically altered and cybernetically enhanced these fierce beasts. They now average 1.5 meters in height at the shoulder and can bring down the strongest of opponents.

The creation of watch beasts has saved the technodemons from having to deploy perimeter guards in many areas. The average Race member is just a quick snack to one of these monsters. And, should prey escape, the beasts can go on search and destroy missions. Each is equipped with a Third Eye and a Biostat that relays the beasts' position and visuals. In turn, a monitor can respond to the action by sending back vocal commands to a Radiohearn. This deadly teaming can quickly and efficiently track down any escapee and dispatch him. Watch beasts are further equipped with Windhunters (to augment olfactory tracking), a shock suppression unit, armor and talons. Note that their teeth have no need of augmentation, and when you see them, it's already too late for you.

Watch beasts commonly patrol in pairs, usually without a keeper. They are swift over short distances, but owe much more of their success to their ability to relentlessly pursue quarry. It's said that the only way to throw off pursuit by a watch beast is to kill the thing, otherwise it will follow until your corpse mingles with the dirt.
Domain

Watch beasts can be found in both the cosm and the realm, protecting Race slave compounds and other facilities of importance to the techno-demons. Sterret of the Blades is known to have watch beasts among his guards, and frequently jests that Garthak might have survived the assault by the Nipponese and Thratchen had he employed a few of the creatures.

Watch Beast
Reality: Tharkold

**DEXTERITY 13**
- Dodge 16, maneuver 14, stealth 17, swimming 13, unarmed combat 16

**STRENGTH 14**

**TOUGHNESS 15**

**PERCEPTION 12**
- Tracking 16 (19), trick (12)

**MIND 12**
- Test (13), willpower (15)

**CHARISMA 6**
- Taunt (18)

**SPIRIT 8**
- Intimidation 15

Possibility Potential: none

Natural Tools: teeth, damage value STR+5/19

Equipment: Cyberware:
- Third Eye, Radiohears, Windhunter, Biostat, shock suppression booster, interdermal plating, armor value TOU+3/18, talons, damage value STR+2/16. Cyber value: 11

Discovered by
Brian S. Perry
A ziggit is a small winged creature found primarily near parkland or sites of recent battles. Its central body is a 10 centimeter wide lump of pinkish, folded flesh resembling a brain. Two brown, leathery wings protrude from opposite sides of the central body, giving the creature a wingspan of half a meter. Ziggit is capable of hovering, but cannot land, and so must remember constantly airborne.

Ziggit possess a single appendage, a 20 centimeter long hollow tube, one centimeter in diameter, that seems to be metallic in nature. This is the instrument of the ziggit's attack and its means of feeding. Ziggit thrive on the cranial fluid of dead or unconscious mammals. A man-sized creature will provide a ziggit with enough fluid for three days. Prey cannot have been dead for more than a week for the creature's purposes. Ziggit feeding takes approximately four minutes.

Hungry ziggit are perfectly willing to attack creatures far larger than themselves, often doing so en masse (use the Many on One chart). They will use their tubes to sting the victim into unconsciousness and then drain his cranial fluid.

The presence of ziggit in the sky is often a sign that a bloody battle has been fought below. Techno-demons seeking subjects for Relict V experiments or gospog creation have learned to follow ziggit flocks.

Ziggit prefer parkland where there are large numbers of small animals upon which to feed. They lay their eggs in trees, and hundreds of the newly-hatched creatures may swarm out and attack a passerby at any time. Nocturnal attacks by the creatures were initially dismissed as bat attacks by witnesses until a closer look was taken at the corpses left behind.
Domain

The ziggit is very rare in the cosm of Tharkold, but seems to be flourishing in the Griffith Park area of Los Angeles. It has never been sighted outside of the Tharkold realm.

The Gaunt Man is said to have taken an interest in the creatures, perhaps as a model for a future horror. An official "request" to Jezrael for samples has so far gone unheeded, and it is believed that Orrorshan agents may soon appear in Tharkold with orders to capture some zigigits.

Ziggit

Reality: Tharkold

Dexterity 14
Dodge 18, flight 16, maneuver 17, stealth 14, unarmed combat 16

Strength 11

Toughness

Perception 9
Find 10, tracking 11

Mind 5
Survival 11, test (15)

Charisma 5
Charm (15), persuasion (15), taunt (11)

Spirit 15
Intimidation 18

Additional Skills: one at +1 adds

Possibility Potential: some (60)

Natural Tools: wings, speed value 14; hollow tube, damage value STR+5/16

Discovered by
Ronald Lundeen
Creature Size Comparison
CREATURES OF THARKOLD™

From a world where inflicting pain is the greatest pleasure known come creatures of nightmare, agents of destruction whose only common trait is a love of bloodshed. Now the Race Warriors of Dzis have assembled all known data about these monsters to give Storm Knights at least a fighting chance for life.

Demon ghouls, psi-borgs, and other evils from the cosmos of the techno-demons wait within these pages. The war has come to Los Angeles, and it’s no longer about victory — it’s about survival.

This supplement to Torg: Roleplaying the Possibility Wars features detailed information on the creatures of the Tharkold cosm and realm, with illustrations, statistics, and maps of their domains.