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# ShadowMyths

## - Necromar

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## - Necromar

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*a biomaggy journal by*

DOUG HOPPES

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# Cards



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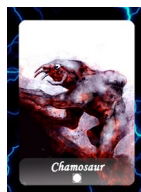
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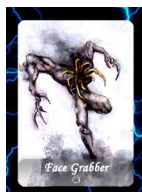
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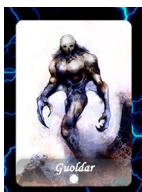
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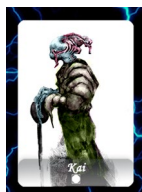
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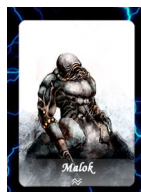
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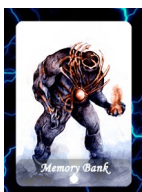
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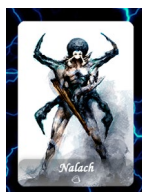
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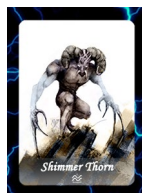
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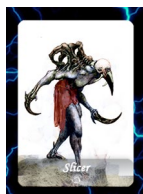
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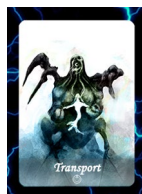
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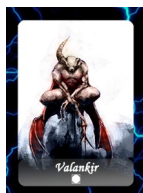
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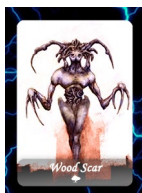
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# Monsters

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Monsters. They are in the games we play. In the books we read. In the movies we watch. Monsters are seen as horrible creatures that jump out at us in the dark and terrorize us. They are given every bad quality that has ever been seen in another person and amplified to the nth degree. Full of nasty claws and teeth, they seem like they could easily end a person's life.

Yet, even as horrible as we make them out to be, we do love them. In some ways, there's a fascination about them. Besides the fact that we loved to be scared, monsters are able to do things that we wished we could do. Many of them are incredibly powerful and can do anything they like. This is a freedom that we are unable to achieve as a human and contributing member of society.

Recently, though, we have started to change the fascinating ones into good creatures and not the horrors that plagued us. Take a look at a vampire. For years, they were the night stalkers who would capture someone and drain their blood. They were seen as callous, and humans were just cattle to them. That's being rewritten. Many of them just want to be left alone in peace and would rather feast on animal blood (no different from humans who eat meat). They use their powers to help others or prevent others from being harmed.

Additionally, there's the concept of aliens and how they look and behave. With the popularity of movies like Star Wars and Star Trek, what the early 20th century saw as monsters, we see them as unique

races. They are just like you and me, but look differently.

Nowadays, when we think about monsters, the line becomes blurred. The monster seems to be more in attitude and actions rather than looks. Sure, we're still scared by the things that jump at us in the dark and can hurt us. However, for many people nowadays, the thought is always... just because they look different doesn't mean that they will harm us.

There will always be monsters who plague us and make us fear the unknown. Also, there will always be monsters who help us and make our lives better.

## The Same as You and I

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In the beginning of my art career, I spent a lot of time painting landscapes, birds, and people. I would sell my work in small galleries or at plein-air events. However, I wasn't happy. I thought I was, but it wasn't true. It took a simple comment from my wife to show me that.

I kept having trouble coming up with a new landscape painting that seemed interesting. I would avoid painting in the interest of "finding the right landscape to paint." One day, we were talking about how I love landscapes and she immediately corrected me. "No. You don't. You LIKE landscapes, but you LOVE monsters. You send off two or three paintings to the galleries and then you paint one for yourself. It's always a weird painting with a monster in it. That is what you should

be doing.”

She was right. I love monsters and those creatures that differ from the norm.

When I started writing my stories based on my card decks, I also realized that my “monsters” were not scary and the more I thought about it, the more I wanted to represent them as actual people. These creatures were “people” and they had average lives like you and I. They had jobs. They went to soccer (or their equivalent of it) practice and had to coordinate dinner, school and their activities. They hit the morning alarm so they can sleep in or call in sick when they just wanted a day off. They were just like you and me. They just look different.

Whenever I told others about this, they saw my paintings and designs in a different light. The paintings were no longer scary and the situations were no longer horror-filled. The paintings now represented someone in a situation people could relate to. When you saw these creatures as you see each other, you realize we really are the same.

So, the world expanded. The monsters were not really “monsters” but people. However, for clarity’s sake, I still called them monsters since most people assume people are humans and monsters are anything that is sentient but different. Although the term alien could also be used, it is generally reserved for sentient beings coming from outer space.

# How to Use the Decks

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Now, I can hear you saying right now, “Okay. You have a deck of creatures. The art looks cool and interesting. What do I do with it other than just looking at the cards? Is that all there is to it?” Good question!

Yes. They are just cards with creatures on them. Imagine trying to think of a monster or alien creature for your story or game. You are going to draw back onto what you find familiar. If you are thinking of an alien, it’ll probably be some small thin grey or green humanoid with large eyes and a pair of antennas. If you try to imagine a monster in the woods behind your house, the first thing that comes to mind would be a hairy beast similar to Big Foot or a werewolf.

Like coming up with your own stories, you’ll always resort to whatever you are interested in or the last movie/picture that you saw. The problem is that, if everyone did this, there would be no variety. We would just end up with stories or games using the same thing everybody else does.

In addition, when describing the monster your players encounter in games like Dungeons and Dragons, you have to show them a picture from the Monster Manual (and hide all the detail information with your hands), describe the creature and, also, hope that the player hadn’t read the Monster Manual and memorized all the stats about the monster. Overall, the description is the hardest part. When the game master says that there is a “5 foot man with large claws and a slit for

a mouth walks towards you” every player will have a different idea of what they are looking at.



However, if game master shows them a card with this person, the players know what is going on and what weapons or spells they may need in case they have to attack. Showing the picture of the creature is always preferable to the description. The image adds realism to the game that is just not possible with words alone.

First, a word about what the symbols on the cards mean.



# Card Layout

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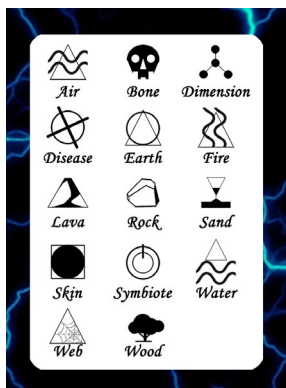
In the ShadowMyths world (more information about this is later in this book), the wizard, Necromar, was an apprentice to Malochi, a powerful wizard who tried to take over the world. Necromar stole several of Malochi's cards and started the Resistance Movement. It failed, but he went to his grave knowing that he tried.

In your case, maybe the Necromar deck is a religious sect or a university that is studying other races.

The front of the card is composed of three parts: Image, Name, and Symbol. Naturally, the image and name are fairly obvious about their meaning. The symbol is another form of grouping. In my world, each creature is an elemental type and the symbols represent the base elemental structure of the creature. For example, the Banathar is an

air elemental scavenger that consumes sentient dead people. It can sense when someone dies and tries to race to them and consume the body before it is buried.

The current set of symbols and their meanings that I use are



You are free to use your own meanings for each symbol.

Now, let's see how you can use the cards!

## Writing Prompts

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When writing fantasy or science fiction stories that deal with non-humans, it's not just a matter of taking two different people and acting as if they are human. Each race will have their own thoughts and

outlook on life, depending on how others treat them based on their looks and abilities. For example, If you had a Root Slider talking with a Tanthlar, they may go over some new ideas about what they've learned over the past year. They are both intellectual races that love to study and learn.



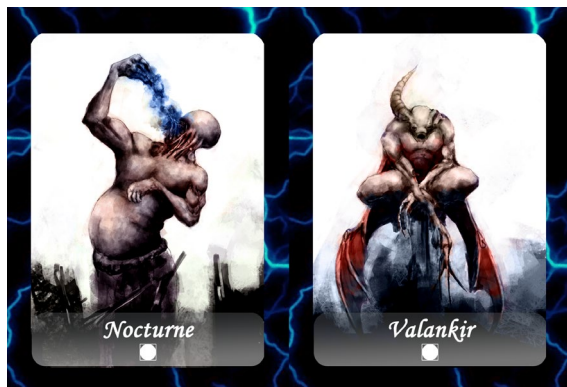
They may discuss the best spell components that they found in their region or ask each other questions about how they can adapt new spells based on their physical natures. The general premise of the story will be the same, but the approach will be vastly different.

Using the cards will help you see the race that you are talking about and kick start your imagination about what their lives would be like. Just don't go for the usual ideas that everybody has. Really think about who they are. Give each one a name. Give them a life that differs from the average person. The easiest way to do this is to look at the creature and think about someone you know who is similar.

Besides thinking about how the race would behave, also consider how others would see them. Would the creature be common or are they unique? Are there many of them or just a single one? If there is only one, what happened to the others? Are they afraid of people or outgoing? The questions are infinite. The more questions you ask about how others perceive the creatures, a better understanding is developed. You may, like me, even start seeing them as people in your world and not just props.

Remember to treat the races that you see in your writing as actual people with problems and not just ornaments for your stories. It'll make your tales much more interesting. You may find out that your main character, although he looks like a human, is the real monster and the creature that looks scary is just a helpless child. Imagine how that idea would surprise your readers!

So, let's look at how we can use the cards to come up with a unique conversation!



When setting up a situation between two or more characters I've drawn from the deck, I try to understand who they are and what is happening. Here, we have Bablar. He's a Nocturne sitting in a doctor's office recounting his story about the Valankir he encountered. So, what do we know about these two races?

Bablar is a Nocturne, and this race is generally reviled by the other elementals. They are seen as a subrace and their practice of eating the dead goes against anything that the other races find decent. On the other hand, the Valankir is a plague that many of the races would like to get rid of. They breed too quickly and consume all living creatures within a given distance to a ruin that they have taken over. They have no purpose in life other than breeding and destruction. Neither race is liked by the other races.

Now that I know the primary character and another race that he encountered, time to determine what is happening. Here, I can see a conversation between Bablar and a therapist. Normally, the Nocturnes wouldn't approach a therapist but Bablar is sensitive to how others see him. So he's been seeing a therapist for years to deal with this issue. What would this conversation look like?

*"Look, Doc," Bablar looks down in his hands. It was pretty clear he hadn't slept or eaten in quite a while. The gaunt body, disheveled clothing and droop of his eyes clearly showed that he'd seen better days.*

*"Look, Doc. I gotta tell ya. I can't sleep at night. This thing is killin' me. Every night! When I try to lay down, those horrid things keep poppin' in me head. All I see are wings and my friends and family fallin' down stiff like. I can't take it anymore. I need help. You've helped me before. I need help now." Lowering his*

head, the eyes teared up and his body started shaking.

*As I sat and watched him, I tried to be clinical. His kind always repulsed me, but I promised I would help. It's my duty as a therapist. I have to put my feelings of distaste for him and his kind aside and do my job.*

*"Okay, Bablar. Just take a second. Take a deep breath and tell me what happened. I can't help you if I don't know what's going on. "*

*"You're right, Doc. You always are. Okay, Me and my family were just having dinner with some friends one night. The ruins weren't exactly ideal for our latest village, but it worked and we were safe from others botherin' us. So's we's just eatin' dinner and this winged thing just landed on the rocks above us and says 'We're the Brood. You're home is no longer yours. Leave now.' After that, it looked around and just flew off. Well's we didn't think nothing of it. It was a small little thing and not very threatening."*

*"At that moment, other families started comin' over and asking us if we'd seen some winged thing tell us to leave. We had. Well now, the village was starting to get worried. Seems that there were a lot of us who had been visited by these winged things."*

*"Next thing I know, there were hundreds of them! It seemed like the air was screaming and I saw a lot of my friends and family just stiffen up and fall over. Now, I'm not a brave guy... as you know. I hightailed it out of there as fast as I could. I didn't look back. All I remember is the screaming and everybody around me fallin' over."*

*"It's been ten days since I've slept. Doc. You've gotta help me. I don't know what to do or where to go. I can't go home. I can't go to sleep. I need help." Bablar's body shook as he let out a wailing sound and cried.*

*“Bablar. Listen to me. This is important. I can help. I want you to take this note to the Red Blade Inn and ask for Tavar. He’s the barkeep. He’ll get the note to the right people. You have to trust me on this. Tavar’s contacts will be able to help you. “*

*After taking the note, Bablar left the office. I stared at him and my thoughts drifted back to twenty years earlier when the night screamed and all I saw around me were blood red wings.*

## Role Playing Game Ideas

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Okay ... okay ... I’m an old-school gamer. I started playing Dungeons and Dragons around the late 70s and continued off and on for much of my life. If I wasn’t actively playing the game, I was reading the monster manuals or other books related to gaming. I loved the books. Learning about the various creatures you can encounter and how they lived or what their special abilities were. As a fan of fantasy and science fiction, this game was perfect for me. What better way to imagine you as a hero fighting off weird creatures and monsters to save a village or town?

You see... I’m one of those people that this deck is designed for ... those who read the gaming books and know everything about the creature before the encounter could happen. No matter that I was just a level 1 character with limited knowledge.

For the gamer, the cards can be shown to them and there is no chance

that they can know anything about the creature. The descriptions of their abilities in this book provide the dungeon master with a broad overview of the creature and how they interact with the party. Even if the gamers bought this book to read, there are no established conventions that define how a creature should behave or their powers.

In any role playing game, the cards can be used in multiple ways:

## **Showing Players What They Encounter**



Imagine your players are walking around some dark cavern and, in the distance, they see a pair of bulging eyes on a cat. The cat seems to resemble a rock sculpture and they aren't sure if it is alive or not. At least until they see the eyes move.

How would you describe them? You can't really say that they see a cat. Everybody is familiar with a cat and will picture it differently. There's a reason people say a picture is worth a thousand words. When you



show them a picture of the creatures at the back of the cavern, they get an immediate sense of what they are looking at. They will notice that it is made of stone. They will notice that the face is almost human but nothing like they've ever seen before. Maybe they have a map that has the creature's likeness on it and they know they are in the right location.

With the direct visual information, they can accurately figure out what weapons or spells that they need if combat happens. In addition, since you can show them a card, they don't have access to any of the information about the creature. They don't know the armor class, special abilities, etc.

## **Props in the Game**

There are a variety of ways that the cards can be used as props in the game:

- 1) Tell the players that, during the last bar fight, there was a Memory Bank that came in, ordered a drink and some patrons immediately took a disliking to him. He quickly dealt with the patrons and left this card. Muttering something about "When they come, give them this card. They'll know what to do".
- 2) Use the cards as bounty cards that players can carry with them. Every time someone captures the creature on the card and brings them back for a particular crime, they are rewarded.
- 3) Maybe lay down four cards on a table in a dungeon. When the cards are turned over, the creature appears and answers a question. Different creatures could answer differently and give them new clues

to their problems.

## Campaign Ideas

Unlike using the ShadowMyths Story Telling Cards, it IS harder to come up with new campaign ideas using the monster cards. Harder, but not impossible. So, how I do it is to draw multiple cards and see how the races relate to one another, Let's look at how this is done. Assuming that you drew the three cards:



You could have a campaign set up where a Grubber (Nelik) and his Bone Stitcher buddy (Bink) are trying to rescue Bink's friend. A Face Grabber got a hold of Bink's friend when he was checking out the local caverns and stole his neural energy. They think they may get back the energy ball and give it to a mage to restore Bink's friend. Even if they can't, they can still teach that Face Grabber a lesson so he causes no more problems.

# Teaching Tool

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In the classroom, teachers are always looking for fresh ways to engage their students and encourage class participation. This is especially true in creative writing classes where students can explore novel ideas. From the teachers I've talked to, several of them had mentioned that there are three methods that they can be used for classroom study: Writing Prompts, Vocabulary Lessons, and Environment lesson.

**Writing Prompts:** Like the writing methods and storytelling games mentioned earlier, you could give each student up to three cards to help start their own story.

You could also have each student draw a card. They would write one paragraph about the card to start their story. Next, they would pass their paper onto the next student. The next student will add onto the story using their own card. At the end of the lesson, each student will have their original page back and they see how their story evolved from what the others wrote using their own cards.

**Vocabulary Lesson:** Rather than just use a basic lesson to learn extra vocabulary words by memorizing or reading books, try having them come up with descriptive words based on the cards.

For example, have each student draw a single card. Once all students have a card, ask them to write down five adjectives and five nouns that describe what they see on the card. After the students have finished writing their words, collect all papers. Next, show all cards to the

students, choose one of the papers, and start reading the adjectives and nouns listed. See if the students can guess what card is being described. Naturally, the one who described the card cannot take part.

**Environment Lesson:** This is my favorite lesson. Given the creature on the card, try to figure out where they live, what their home life is like, and what they can do. Think of it like a zoology study. From the shapes of their bodies to the coloration of their skin, you can make all types of assumptions about the creatures. The best part is that you will notice similarities between them and animals in our world. Research similar animals and use that information to make your creature more realistic.

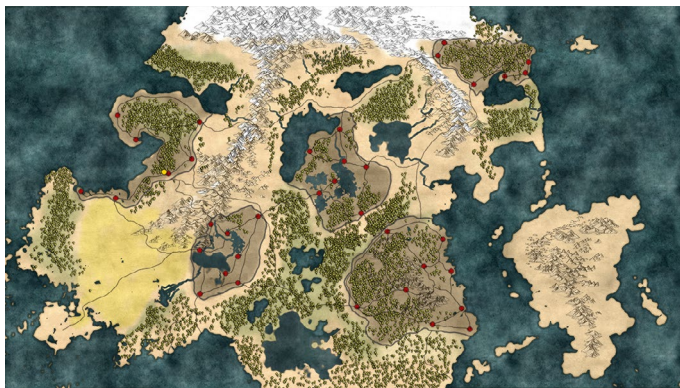
## How I Used the Decks

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Now that we've gone through a lot of different ways to use the decks, the big question I've always been asked is, "Okay, so you created the art for the decks, and you said that you use the decks in writing. What is this book about?"

This book is about wizards, elementals, magic and shadow creatures. The first book in the series is about a boy, Selik, who has this magic ability that everybody wants. He thinks he's pretty tough with this new ability but learns that thinking and doing are not the same thing.

In my world, Death created the universe from the darkness that was ever present. On Ozul, he brought the elemental gods into existence



and they created the races who live there. Over the centuries, humans (also known as skin elementals) and other weaker races were being abused by the stronger elementals because they had no natural ability to protect themselves. Death had to balance the world or, eventually, humans and the weaker races would be eliminated. Creating the ShadowMyths decks, Death gave those weaker elementals means to access the magic of the world.

Now that we have the basics, I'll pass you onto Selik. He's young and foolish, but ... well, you'll see.

## Calaban and Death (Third Age: Year 3126)

---

Hey. My name is Selik Garrulus, and I've been asked to fill in what I know about the world. It's the year 3126, and I've just passed my 17th birthday. So, for a human, I'm still young. Now, you may say that I'm

too young to know anything, but I'm a lot smarter than you think. Don't let my youth fool you. Also, I have a special trick up my sleeve that most people don't know about. It was something that happened to me when I was younger.

You see, my father passed away when I was 14. Now, that was tragic as things go, but that wasn't the worst part. I found out that my dad was hosting a creature called the Artifact. When he died, I happened to be near him at the time, and this creature entered me. Honestly ... kind of freaked me out at the time. But I'm pretty tough so I knew that I could handle it.

At the time, I didn't know that everybody wanted this creature that was inside of me. Now, I definitely understand why. Besides having direct and accurate access to the history of the world and all information known by previous hosts of the Artifact, I'm able to change into any elemental I want. The Artifact (or Calaban as I like to call him) also has a built-in defense mechanism so that nothing can harm me. That means I'm indestructible, and I can't be beaten!

Now, Calaban is amazing. Death created him long ago to help foster understanding between all the races of this world. In particular, after the War of Corruption, it became Calaban's job to help heal the wounds between the humans and the rest of the elementals. After all, it was my race that started it. I'm not saying that we were right to start the war, but I'm not saying that we were wrong, either.

One night, Calaban and I had a long discussion about who Death was. Long ago, there was nothing but Death. It's not that he was an entity floating in the void. He was the void itself. A sentient consciousness

that had no form. After a period, he knew that it was time for the Beginning and time for the End. He had rested enough, and the Great Cycle must begin again. So, he fractured his essence into multiple parts. Some parts created the moons, planets, and suns. Other parts were sent to oversee the created worlds, and they had dominion over what was created. They were all part of Death, but separate from him. Their job was to create life, learn from it, and, after a period, destroy it ... bringing back that knowledge so that Death can rest and the cycle begin again.

On Ozul, my world, Death created the major gods for the earth, air, water, fire, and skin elementals. Their job was to create all the races on the planet so that Death may learn from them. When working with the elemental gods, he was very careful to let them know that all the races had to learn to work together and understand one another. This understanding and empathy between the races would lead to more knowledge for Death to absorb. However, Death knew in his heart, though, that there would always be a conflict between the races since they, ultimately, are a creation of him and he is a creature of chaos.

## War of Corruption (Second Age: Year 2368)

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As time went on, the creations of the major elemental gods fought and ostracized one another. Prejudices and jealousies erupted, and the different elementals began keeping to their own. One particular group of skin elementals, humans, were the ones who most often fought with the others. Humans, and other weaker elemental races,

became targets of the stronger races since we did not have any special abilities to protect themselves. Because we were weaker we were taken advantage of for many years. This was known as the Time of Chaos.

Now, I know what you are thinking. If everybody is an elemental, why can't we humans protect ourselves? Well, it's simple, we can't alter our appearance. All the other elementals are mainly made up of their base element structure and can change the shape or density of that material. For example, water elementals can shift parts of their bodies into fins so they can swim faster or hide in the ocean by becoming transparent. We skin elementals can't do that. We're stuck in our single form. It's not like we have other special gifts, like being better at accessing magic from the Path or we're faster or stronger. Nope. None of that. So, we're definitely at a disadvantage against the stronger races. Even among other skin elementals, humans are definitely at the bottom of the power scale.

To help the weaker races deal with this imbalance of power, Death created the ShadowMyths decks in the year 2280. The decks provided access to the world's magic to help the lesser races defend themselves. They came in two forms: sacramancy and biomagy. The sacramancy deck altered reality or allowed the card holders to draw energy from the Path, and the biomagy deck was used to establish a common language and foster understanding between the different races. As with many powerful items, this worked for a while but soon came to be abused. Humans used the cards and waged war against the other elementals to get revenge on the way they had been treated over the years.

In the year 2368, Malochi, the Destroyer and Corrupter, was ready. He



had gathered as many of the ShadowMyths cards as he could. With both decks and help from a group of talented mages, he altered the magic in the cards and could capture many elementals and control them. Malochi had had enough of the world and desired to reshape it in his own image. He felt that humans AND elementals were at fault and sought to control everything.

So, the War of Corruption began, and no one could defeat him.

Eventually, he suffered the same fate that all creatures, humans and elementals alike, succumb to. He died from old age in the year 2432.

## Necromar

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He knew it wasn't right. When he first met Malochi, the sheer skill of the mage blinded him, and what Malochi could do with some simple cards was phenomenal. Malochi loved the hunger that he saw in the eyes of young Necromar. He felt Necromar may be a kindred spirit and had the potential of being very useful to his plans.

It took several months but Malochi was able to seduce Necromar with the power that could change the world. He enticed Necromar with dreams of making sure that everybody lived in harmony. No more powerful races forcing the lesser races to do their bidding. No more slaves. No more humans being subservient to the other elementals. All races will be treated as equals.

Over time, Necromar grew in skill and Malochi was very pleased. Even at a young age, Necromar showed skill in using ShadowMyths cards that would take many mid-level mages a long time to master. Malochi was very pleased.

The more Necromar learned, however, the more he got worried. He saw the true vision of Malochi. In order to achieve his goals, Malochi robbed the citizens of Ozul of their freedom to make their own choices and live where they want or act as they please. He took everything away that made life enjoyable. It was wrong.

Necromar wasn't a stupid person, though. He understood that he was no match for Malochi now or even ever. He had to get stronger and learn more magic. However, he couldn't wait forever. One day, Malochi will curtail his studies or even force him out. No. Necromar knew that he had to make Malochi believe that he was loyal and would do anything for him. In the meantime, he started making plans of his own.

Over time, Necromar convinced Malochi that the only way he could achieve certain spell proficiencies was to leave the castle and practice on the local townsfolk. The people that Malochi captured for testing were not good enough. Malochi agreed that this was sensible and gave his permission.

Over many visits to town, Necromar convinced the locals that Malochi had to be stopped, and he knew how to do it. He started building his own army of rebels to counteract the oppression of Malochi. Stealing many cards from him and finding more of his own, Necromar disappeared with his army to the Draegon Forest near Lake Naslar.

Being in a central location, they could send their own small armies out to combat Malochi's forces.

## The Separation (Second Age: Year 2433)

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"No." Death said flatly as the elemental lords looked upon the dark shape at the head of the table.

"No. And that's my final word. I will not end the existence of the humans of this world. Not to satisfy your blood lust after winning the war. Many good humans had nothing to do with this war. They were just as victimized as you were. Plus, let's not forget that each one of you elemental lords, not you Lord Mazram, is partly responsible for the actions of the humans. If you had treated them with proper respect as you do with each other and had controlled your races, the war would have never started in the first place."

Lord Mazram, the skin elemental god, nodded briefly at Death and smiled inwardly. Good, he thought. Good. They are getting what they deserve. How dare they solely blame my children for their problems! Yes, my children were at fault, but they were pushed to it. Those other elementals deserved what they got.

"I will agree, though, that peace must be restored to the world. For their protection and yours, humans shall be quarantined to certain regions of the world. Only humans are allowed in this region. It is forbidden that any other race, including other skin elementals, enter it

without the expressive invite of one of the humans. This is their land and they should be able to live there in peace. Over time, they will learn to live harmoniously with everyone else. But right now, wounds need to heal. After a period, some of them will be allowed to leave the quarantine area. It is my hope that everybody can learn to live together peacefully. You will work out the details, among yourselves, about how to keep the people in the quarantine area. Lord Mazram, you shall oversee this so that your children are treated fairly."

As Death faded away and the room became brighter, the elemental lords of water, air, earth, and fire started loudly complaining about Death's proclamations.

"How dare he order us around! We're not children! This is our world and these are our children that those filthy humans controlled and destroyed! To allow those humans to go out and threaten us again, is UNACCEPTABLE!" yelled Lord Faemir, the fire elemental lord.

As the earth elemental god, Lord Magnus, was about to join the conversation, he stopped. Studying Lord Mazram who was sitting quietly in the corner observing everybody, Lord Magnus understood that this was not the time or place to be discussing any problems that they had with Death's proclamations.

Quietly he said, "Hold, my fellow lords. Let us rest a bit and mull over what Death has proclaimed. It may be for the best right now. Nothing says that this has to be forever. I suggest that we meet again after we have thought about this."

As the elemental lords faded away and returned to their domains, Lord Mazram thought he saw the table shift and dissolve also.

## Quarantine Zone (Second Age: Year 2436)

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As Lord Mazram surveyed the world, he created five regions for the humans. Each district was thousands of miles in size and the humans had full access to natural resources to build their towns and live productive lives.



barriers, canyons on the earth side and formidable waves on the waterside. The canyons were to be inhabited by Death Mists, and the waves were to be managed by the Kai.

Lord Mazram enhanced both barriers by creating a magic field that allowed certain Kai and Death Mists to become far smarter, stronger and handsomer than the other members of their race. Over time, a religious organization was built that further enhanced the specialness of those members of their race that agreed to patrol the border. These unique individuals became known as maulers.

The final part of the agreement between Death and the elemental lords was that the humans had to have the opportunity to learn and associate with the elementals. On the land side, several bridges were created across the canyons. The only humans that could cross the bridges were human mages, and the individuals invited by them. Since mages were supposedly taught to understand the other races in their world, Death felt that they would have the best chance to bridge the gap between humans and elementals. If a human who was not a mage attempted to cross, a mauler would rise up and eliminate them. This also held true for those who tried to send ships across the lakes or the ocean.

When Lord Mazram presented the new world to the other elemental lords, they were strangely quiet. "So," he asked, "Will this satisfy the rest of you lords? Humans are no longer a threat to anyone else. If, by some chance, they understand other elementals, they should be worthy enough to join the rest of the world community. This is what Death wants, and I think I have delivered a suitable solution." No response. The other lords just looked at him. No smiles. Nothing.

Finally, Lord Faemir, the fire elemental god, spoke up. “It looks all nice and pretty. How are we supposed to get the humans in there? Do we just ask them nicely and politely? Please, go in. You’ll love it there!”

“No. They will be herded in by the Death Mists, thanks to Lord Graylar. Some humans will, of course, die, but I don’t believe that will bother too many of you.”

As the other elementals studied the map, they all seem to agree that the plan would work... for now. All understood that there really was no other option. Death would not allow the humans to be eliminated.

## Elementals in Zone (Third Age: Year 3126)

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“My job”, Calaban continued, is to help a particular member of one race better understand the world and teach the world about empathy. I’ve been doing it for thousands of years, and that will be my task for thousands more. You, Selik, are the next human that will help me teach the world. Your father was not a good choice. He preferred to hide away from the world. I can see in you that you want to be part of it.”

As I sat back, I thought ... well, why not? I’m smarter and stronger than the average person. Now, I’ve got this magical artifact that helps me be whatever I want and do what I want. Why not? I could do it.

“Calaban, I’m curious, though. If Lord Mazram didn’t allow other

elementals to get into this quarantine zone, how did some get in? There's the statue at the end of town which, I'm sure, is a captured elemental. Also, there are the ones that my dad and Jakob talk to when no one is around. Where did they come from?"

"Well, at the final meeting, after Lord Mazram left, I overheard some elemental gods talking."

"Is everything ready? Your people know what to do?" asked Lord Faemir.

"Yes." responded the air and water elemental gods. "We have given instructions to our priests that they will be visited by certain elementals. Some priests are loyal to our cause and will provide a way to bring in elementals out of sight of the Maulers. No one will know what is happening. We have to be careful not to let too many in or Death and Lord Mazram will notice."

"Great! This will be a perfect opportunity to get rid of the troublemakers and criminals in our lands. Since Death and Lord Mazram love those humans so much, they can have them. They have provided us a perfect opportunity to cleanse our lands also."

As the image faded, Calaban spoke again. "That," Selik, "is why you have elementals here. At first, they were not the best examples of the other races, but most of them were good people. Nowadays, many of them have come to see the quarantine areas as a sanctuary and protection from others of their own race. They have a right to live safely and freely just like you humans. That is the true meaning of the quarantine zones. That is the idea Death had in mind."



## The Guild (Third Age: Year 3127)

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I'm tired. I don't know what I'm doing. It's been a year since I started this journal. I don't know if I'll ever finish it. I don't know if I even want to finish it. Sitting with Kira at the breakfast table, I couldn't organize my thoughts. There were too many things going on, and I was losing touch with reality. As much as I thought I could do it all, I realized that it just isn't possible. However, there wasn't anyone else capable of doing it, so it all fell on my shoulders. So many people were counting on me to solve their problems. I needed to solve the riddle of changing the hybrids, like Kira, back into their human and elemental forms. I needed to repair the rift between the humans and elementals. I wanted to be out adventuring in the world and not in this old house studying dusty books, looking for clues to my problems.

I never noticed her watching me but her hand softly touched mine and, quietly, she said, "You're wrong, you know. You can't solve everybody's problems by yourself. I care for you deeply and I know that you feel the same for me. However, you have to make time for yourself and not worry about my problems. If you take care of yourself, everything will fall into place. Please... get help."

As I looked into her eyes, I knew that she was right. That was the moment that the Greywell Wizard's Guild, or more commonly known as the Center, was formed. The idea of the Center was to train people to become wizards and help them to understand the world around them.

We could teach others about the elementals they share the world with and show that they are not the horrific creatures that our parents told tales about to scare us.

The first instructors would be Kira and I. Jakob, Kira's father, spent most of his time with the Travelers and other mages, so he could not be relied on to make an appearance. He would be a guest instructor. We wanted to create a mentor/student type of system where an older mage would take a younger one under their wing and instruct them personally. The best way to learn something is to teach it, and Kira and I would provide the overall instructions. Over time, we'd introduce more visiting mages as guest instructors.

That part didn't quite work out the way that we wanted it to.

The next step was to determine who would attend the school. This was tougher. The people of Greywell, for the most part, are isolationists. They don't like new people coming into town or new ideas that may change their way of life. This guild definitely fell under that category. So, how did we find the students?

As I thought about the problem more and more, I realized that the best candidates were the ones who wanted to see the world. They were the ones who wanted to go beyond the everyday life of Greywell, and knew that there was more to life than this small town. They all flocked to the Travelers to hear their stories or welcome them into town.

They would be the first students and fortunately, most of them were my friends.

So, I went around town looking for them and quietly told them about the new guild that I was proposing. A lot of them loved the idea and wanted to participate. Some wanted to be part of it, but were afraid of how it would affect their standing in the community or what their parents would think. I was confident that they would tell no one but only time would tell. Either way, it looked like we had enough interest to start the guild.

Since we knew that the townspeople would not approve of our teachings, we purchased an old church building near the outskirts of town. This would act as a library and museum where people could come and spend time together learning about the world around them. We had unique items that were brought in by the travelers, and books that talked about other races in our world. Most people thought they were fantasy books but, nevertheless, they were popular. It didn't matter to me if they believed the material in it or not.

Secretly, though, in the back rooms of the Center, we would meet with prospective students who wanted to be mages. We would break the group into two areas of interests: biomagy and sacramancy. Biomagy is the study of the races who exist on our world, and sacramancy is the study of the magic in the world and how to access the energy from the Path.

The first group, biomagists, would study the various races and report all of their findings. Their focus would be to understand the elementals lives and why they act the way that they do.

By understanding others and their reasons, the mages would have a better understanding of who they were in the world. Naturally, they'd

have their own set of ShadowMyths cards to help them achieve this goal.

The second group, sacramancers, would study how the cards access the magic in the world and the best practices to use that magic. They will investigate existing magic and create new spell combinations. Their other main task will be to collect as many cards as they can for the guild.

## From the Children (Third Age: Year 3127)

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Gathered around the table, Jakob, Kira and I were not sure what to do. We needed ShadowMyths cards to teach the students, and we only had a handful. In the quarantine zones, the cards were fairly rare but seemed to be plentiful outside of it. At this time of the year, the traveler caravans were not seen that often and, more times than not, didn't include mages or magic merchants. Therefore, our only option was to purchase the ones we needed. It wouldn't be cheap to purchase the cards, and we really did not have enough excess funds to be doing that.

We knew that the best source of cards would be through the Balak Shifters, the ones who first introduced humans to magic. They were still around in many cities and still passing on their knowledge. However, the next closest city of any size or potential was Falard, and that was at least three weeks away. The caravans could get to it and bring back one priest, but that wouldn't solve our problem about

getting cards now. We had no idea when the next caravan would be arriving.

“Valchion has the cards that we need and they won’t be expensive,” said Kira. “The magic within the biomagy cards help different elemental races communicate with each other. When elemental children are young and don’t understand the common language, the parents use the cards to help the children communicate with those of different races. It’s common practice and the cards are pretty plentiful.”

Jakob seemed a bit worried. “Yes, but will they give them to us if they know we are going to teach humans? The last time the cards were in human hands, they were corrupted and enslaved entire villages of elementals. What could we do to change their mind about that? I’m afraid that suggestion is out of the question.”

“I think we can convince some of them to give us the cards. Not all elementals hate humans. Especially not the ones in this zone. Besides, you and the other wizards have made some friends who you can trust. All we need is a small set of cards so that we can teach the mages who want to learn. It’ll be slow but, once the elementals in the area learn that not all humans are bad and some can be trusted, they may help us more. Besides, no trust will ever be created if both sides avoid the other side.”

As I listened to Kira and Jakob, I knew we didn’t have a choice. We needed those cards to teach the other students. With no form of reliable communication, too many things can go wrong when we introduce the students to the different elementals. It’s hard enough

dealing with the racial prejudices, but having each side misinterpret what the other is saying will lead to disaster.

“Kira. Can you go over to Valchion and get some cards? Not too many. We just need some to practice on.” Turning to Jakob, “and Jakob. Can you go with Kira? I would like to know if there are some elementals who would be interested in teaching at our school. If you have some personal friends who could be trusted, that would be great. In exchange for their help, let them know we can offer some of our extra sacramancy and biomaggy cards as payment. The sacramancy cards will protect us against other elementals but, unless we can talk to them and foster that understanding, the school won’t succeed.”

Both Kira and Jakob nodded in agreement and left the room. I wasn’t so sure about sending Kira along on this trip. I had absolute faith that she could take care of herself and, with her father along, there would be no issues. However, I kept wondering if there was something I was missing. I know she cares about me, but she’s been more and more distant lately. Maybe we both need some time alone.

## ShadowMyths Cards

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Before checking out the journal notes from the wizards in the field, we should talk a little about the ShadowMyths cards, themselves.

When Death first created the ShadowMyths decks in the Second Age (Year 2280), he presented visions to the humans and weaker

elementals. These individuals, known as channelers, could create the cards and use them to a limited degree to talk with the other races, but they didn't fully understand what was going on. All they knew was that they could understand them and communicate with the elemental creatures when they held the card. Many of them were viewed as insane and, since the cards could not be destroyed, were thrown away or hidden. Death decided to present the dreams to some of the Balak Shifters, and initially charged them with helping everybody.

Since the Balak Shifters had the greatest connection to the Path, he felt that they had the best chance of instructing how to use the cards. So, in their dreams, he started sending visions of the decks and how they could be used to some of the shifters. It was a source of pride in the community if one received a dream. They were considered one of the chosen ones because it was felt they had a special connection with Death.

The channelers would create paintings of the various races, and when finished, the painting would shrink to a card. Every time they signed the original card, a thousand copies of the card would appear next to it. The signature on the original would disappear. After a certain number of signatures, the original card would also disappear. To protect the cards and their creator, only a handful of cards could remain in the creator's possession. Most of the other cards would disappear and randomly appear in different parts of the world.

Initially, the Shifters set up schools where they would teach the different races the common language using the cards. Over time, though, they realized that they would have to go out into the world and provide the cards and teachings to the different elemental villages.

In the beginning, most of the races had no interest in dealing with others who weren't like them.

Things didn't really take hold until the merchants and creators decided to learn. Rather than just learning the common language, the merchants felt that their products would sell better if they knew the language of each race. The more easily that they could communicate with the race, the easier it was to sell them goods. At this point, the mages and the Shifters started traveling with the merchant caravans.

Eventually, time came when the cards were very common and became a staple in almost every village school. All elementals other than humans were learning the individual languages of the other races. Humans were only taught the common language because the elementals didn't want their language to be soiled when spoken by a human.

Now, even though the cards were thrown away, they could never be destroyed. In the beginnings if humans were found to possess them, the cards were immediately confiscated. Over time, as more humans became mages, this changed. However, for many of the modern day elementals, it's still incredibly distasteful if a human could speak their language.

Using the cards, the biomagists began collecting information about all of the different races so that we may understand them better. Now, let's see what we've learned so far about the cards.



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# Biomagy Journal

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# Banathar

| Classification          | Sentient Race  |
|-------------------------|--|
| Elemental Type          | Air  |
| Habitat                 | Caverns  |
| Height                  | 4'   |
| Speed                   | Moderate   |
| Strength                | Moderate   |
| Intelligence            | Low  |
| Interaction             | Shy and reclusive.                                       |
| Special Characteristics | Fade away instantaneously and immune to “holding” magic. |

## Description

Scavengers of the Darkness. They are one of the more disgusting and hated races on Ozul and definitely not liked by those who knew the deceased. With the musty odor of death surrounding them, the Banathar appears from the shadows and darkness whenever an elemental dies.

Not much is known about their physiology, but they appear to have many sensors in their bodies that can detect when another creature is nearing their moment of death. They love to sit and watch as Death approaches. Once an elemental is dead, their first task is to take the body away before a Phantom Rider can arrive.

Crawling over the body of the deceased, this foul creature will lay its hands on the dead to dissolve the flesh and organs. In certain cases, it may carry off a limb or an organ, and it is not known what happens to the body part afterwards. Some suggest that they save it for dark rituals, while other suggest that they have a harvesting bank where they sell the body parts to wizards. It has even been suggested that the body parts are consumed as a delicacy. Mostly, no one knows.

If a Phantom Rider appears while they are processing the body, the Banathar will scatter into the darkness. Many elemental societies who find this abhorrent will often hire guards to prevent the taking of the body. Because of the number of Banathars showing up, however, this is a futile effort. This is a necessary task entrusted to them by Death itself.

No one is sure where in the caverns the Banathars live or what their society is like. From evidence of watching them work on a corpse, they do seem to have a hierarchy in which the thinner ones dissolve most of the body. The most likely idea is that they are feeding on the body and the thinner ones need more sustenance.

## **Interaction**

Although it is unlikely that someone could communicate with them, there have been stories about rogue Banathars that would observe

the living once a body has been taken. Any rumors of someone mentioning that they have established contact with them is usually suspect and the person is deemed a liar.

When processing a dead body, they will ignore everybody and communicate among themselves using a whisper-like shushing sound. Distinct words in the common elemental language seem to intersperse with what they are saying.

## **Combat**

As a peaceful and reclusive race, the Banathar will never attack. Using their unique abilities to fade into the darkness and mist form, they can elude any form of capture. They are never seen outside of the cavern systems or even near areas where light can be found.

If they are attacked, they will immediately fade away into a mist at a moment's notice. They seem to have a sensory ability to know exactly what is going on around them and, in the case of magic, they are immune to any form of "holding" spells.

When working on a body, they continuously fade away and reappear when their attackers try to stop them. Most of the time, the attackers' weapons go through the creatures. Spells work better in order to keep them from the body.



# BioFusion

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| Classification          | Sentient Race                                 |
|-------------------------|---|
| Elemental Type          | Skin  |
| Habitat                 | All Habitats                                  |
| Height                  | 3'  |
| Speed                   | Fast  |
| Strength                | Strong  |
| Intelligence            | Genius  |
| Interaction             | Friendly and open.                            |
| Special Characteristics | Can fully repair body and cure most diseases. |

## Description

As one of the most sought after elementals on Ozul, the Bio Fusion has taken great pains to hide their society from the other elementals. What is generally known is that they are seen in many parts of the world, but no one knows where they come from. It seems like they have always been present in many cities or crowded regions.

Being 3' tall and shaped like a small one-eyed pig, the Bio Fusion will fold in their legs and sit themselves on top of the patient. The patient doesn't really seem to notice since the Bio Fusion can hover lightly above the patient while their tendrils do the work.

Through use of the tendrils, it can restore the patient's health and cure them of most internal diseases. The ends of the tendrils will extract the blood or internal essence of the creature, process it through its own organs and then return it to the creature. This is the equivalent of a highly sophisticated blood transfusion system.

It should be noted that not all diseases can be cured. Like medical professionals, it depends on the age, intelligence and experience of the Bio Fusion. Each one has an innate ability to resolve most problems and restore the patient back to full health and strength, but the more obscure the disease is, the likelihood that it cannot be cured.

Once a year, these elementals disappear and no one knows where they go or how they leave. Within their bodies, they have a special organ that allows them to teleport back and forth from their home city. During that special day, they all congregate in the center of their city and join tendrils. The joining allows them to quickly share information about what they've learned and any special knowledge about diseases. This doesn't mean that they can cure any disease. It just means that they have knowledge and a starting point to figure out how to adjust their body to cure the disease.

## **Interaction**

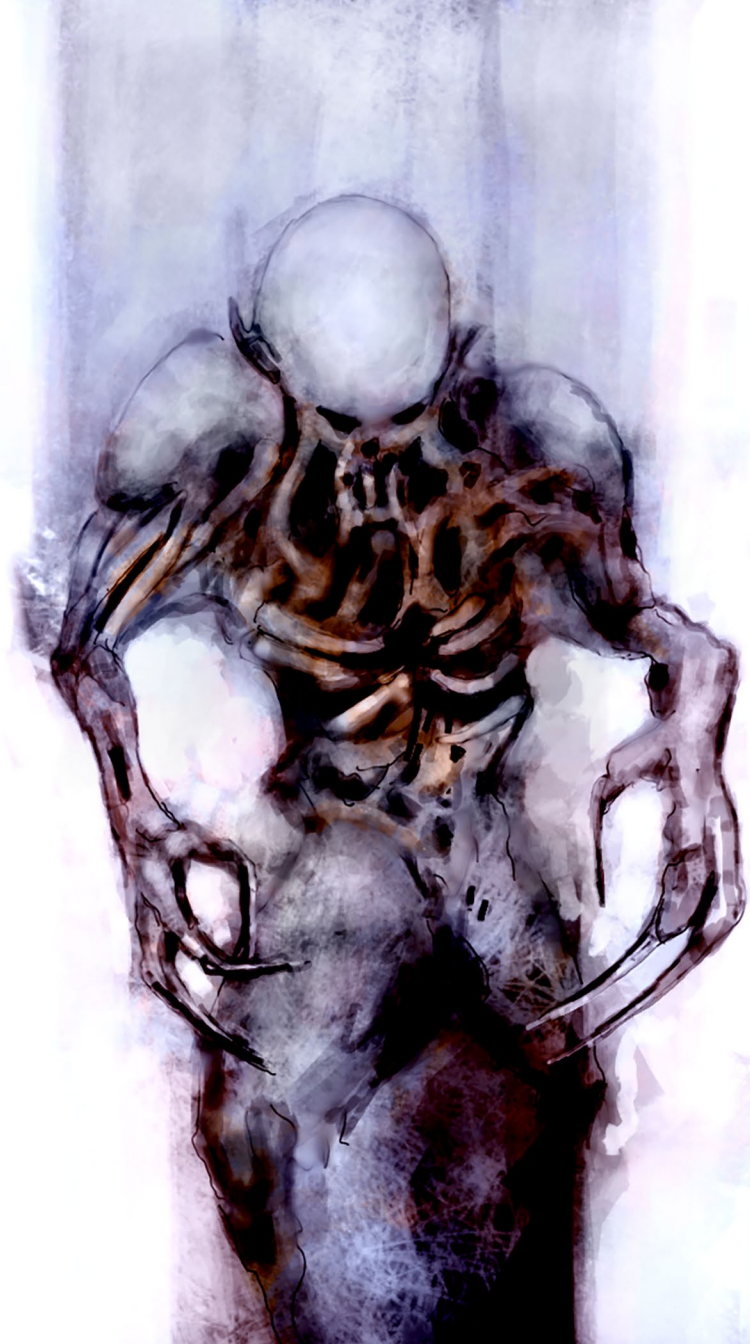
Open and friendly, the Bio Fusion can communicate with any individual using the common elemental language. They love talking about medicine and the latest techniques that others have



learned. When working with a patient, they are able to communicate telepathically with that patient. This allows them to talk “privately” about any concerns the patient may have. The conversation is shielded such that other telepaths are unable to hear them.

## **Combat**

Although maintaining a passive presence when dealing with aggressiveness, the Bio Fusion will always first try to teleport out of the way and back to their home city. The only time that this will not occur is if they are tending to a patient. In those instances, the elemental will inflate the skin folds along its back until a bubble encompasses itself and the patient. The skin “balloon” is impenetrable and will float the Bio Fusion and its patient to a new location.



# Bone Stitcher

| Classification          | Sentient Race   |
|-------------------------|---|
| Elemental Type          | Bone  |
| Habitat                 | All Habitats  |
| Height                  | 6'  |
| Speed                   | Moderate  |
| Strength                | Moderate  |
| Intelligence            | Low   |
| Interaction             | Shy but loves talking about art and new techniques. Loves learning. |
| Special Characteristics | Extremely nimble and a master at delicate work.                     |

## Description

The Bone Stitcher is a scary-looking elemental that is regularly employed for extremely delicate work. They are hired out as tradesman and make a very good living at it. In appearance, they seem to be more of the warrior type. Nothing could be farther from the truth. They are a very artistic race and love to sculpt, carve and create things with their hands.

Although shy, when they come across remarkable work from other elementals (even humans), they are eager to learn the process and try to incorporate it into their own working methods.

Many times, they would avoid combat situations but can defend themselves when the time comes. Even when forced for defense, they try to get out of the situation as quickly as they can by talking or trading non-combative services to their opponent.

As a nomadic race of artists (akin to gypsies), the Bone Stitcher doesn't really have a permanent home. They travel in small caravans or set up temporary shops in different villages. They are at home with most of the air-breathing races and, if a situation can be set up, they are happy to work with the water races.

## **Interaction**

Understanding how terrifying they are to most of the world, the Bone Stitcher spends most of their time hidden from others. This quiet race of introverts is gifted artisans and understands the impermanence of the world. Like their web structures, they enjoy the moments they have and not worry about the past or the future.

If they do interact with someone, they can speak common Elemental, but the words are short and click-like. They are creatures of few words and prefer to talk through their art.

## **Combat**

Mostly, the Bone Stitcher will attack no one. It may try to use its claws as weapons, but it's mainly a pacifistic elemental.

The best defense that the Bone Stitcher has is the bone-like material that its body is made of. The hyper-dense structure cannot be damaged and the skin tissue and tendons flow easily over the body. At any given time, the Bone Stitcher can meld the tendons in with the bone to easily protect the body. This causes sections of the body to stiffen.

The primary defense that the Stitcher employs, though, is to run away or convince the opponent that there is no need for violence. It is quite adept at talking its way out of a situation.



# Bone Walker

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| Classification          | Sentient Race  |
|-------------------------|--|
| Elemental Type          | Bone   |
| Habitat                 | Open Range   |
| Height                  | 2'   |
| Speed                   | Slow   |
| Strength                | Slow   |
| Intelligence            | Low  |
| Interaction             | Insular and almost always refuses interaction with others. |
| Special Characteristics | Telepathic. Will join forces to defeat opponents.          |

## Description

Hidden among the old battlefields may be thousands of Bone Walkers. This race was first developed as one of the first Bone Elementals by the Elemental Gods. Although they are a simple race, they communicate with each other via telepathic messages. Most of their day is spent going about collecting food and teaching their young about the world and how to survive.

They may have a rudimentary education, but no-one has ever studied them enough to figure out what was going on in their society. From basic studies, it appears that, outside of the children, there doesn't seem to be any hierarchy. All adults tend to take care of the children as a whole and the concept of parents seems to be foreign to them.

As they are moving about the field, the Bone Walkers feed off of the partially decayed flesh of warriors on the battlefield. Usually, within hours of the completion of the battle, they pick at the remains not retrieved by the Banathars or Phantom Riders. On any given battlefield, there may be thousands of these creatures. Once they enter the field, they will start stripping off the meat and brain material from the existing skulls. After that is done, the tissue portion of the Bone Walker attaches itself to the new skull and peels off the existing skull.

The process for stripping the meat and transferring is purely conjecture. No one has ever witnessed it close up. All that is seen is that the Bone Walkers cover the field like locusts and, when everything is over, the new skulls are seen to walk away. When someone has tried to capture one of them or get close to them, the entire group attacks that person. They are then overwhelmed and one of the walkers leaves with that creature's skull.

## **Interaction**

The Bone Walker is a total mystery to many of the races. They are seen to roam over the countryside and everybody tends to stay away from them. There have been times when someone has been able to capture a walker through magic but that has also led to no information. When the walker is brought back to the lab, the only thing present is the skull. It may be that the walker has disappeared within the skull or



that it has become the skull. No one has ever found out.

## **Combat**

When opponents are dealing with Bone Walkers, it is generally a frustrating experience. Although the walkers are easy to kill individually, using their telepathy, they are easily able to identify and overwhelm any opponent through numbers. The Walker that is attacked notifies the rest of the group of the opponent and thousands of walkers are given their target.

It is unknown how the walkers kill the opponent, but it is generally known that everything that is made of soft tissue is removed. The opponent is left as a husk of armor, weapons, and bones. In addition, the skull is usually removed and replaced with an older skull (not necessarily of the same race).



# Chamosaur

|                         |   |
|-------------------------|---|
| Classification          | Non-Sentient Race   |
| Elemental Type          | Lava  |
| Habitat                 | Caverns   |
| Height                  | 4'  |
| Speed                   | Fast  |
| Strength                | Moderate  |
| Intelligence            | Moderate  |
| Interaction             | Bold and threatening. Very defensive of territory.                  |
| Special Characteristics | Can regulate high body temperature so that claws can dissolve rock. |

## Description

It's tough enough when adventurers decide they need to enter the domain of lava elementals. It's worse when they decide they would like to hunt the Chamosaur in its natural environment.

Unlike most creatures living in the caverns near a volcano, the Chamosaur can easily be tracked because it leaves a noticeable trail by

dissolving the rock in which it moves. The rock beneath its feet cools quickly enough, but there is a noticeable claw mark embedded in the cool rock. Using this ability to “soften” the rock, the Chamosaur can scale vertical walls or crawl around on ceilings.

Within sizeable areas of lava fields under a volcanic mountain, the Chamosaur lives in large communities, with each family having a large nest of their own. The nest is really a hole in the ground that they have carved out for their own families. and within the nest, the children mainly sleep and feed. However, more times than not, they are wandering around playing with one another.

Near the perimeter of the nests, it is not uncommon to see three or four large Chamosaurs patrolling. If anything appears near the perimeter, the Chamosaur spotting the intruder will let out a loud howl and this becomes repeated by the rest of the guards. The children are immediately gathered up.

They are not stupid creatures. When an intruder is near their nests, sentries are sent out to other parts of the perimeter to keep watch. A large contingent is sent to the intruder's location with a set of reinforcement Chamosaurs waiting near the central nests to give aid. If one is injured, they will immediately drag them back to a safe location and give aid.

## **Interaction**

The Chamosaur is naturally an aggressive animal that takes no chances with intruders. They dislike any other races coming within any distance of their nests and will defend it at all costs.

They do seem to have a crude language, but no one has been able to decipher it. Most of their actions resemble that which is seen among other non-sentient species.

## **Combat**

When fighting, the Chamosaur relies on two tactics: spewing lava and then close combat using jaws and talons. With no warning, they will first spew a stream of lava from their mouths at the intruders. They do not give warning shots and will try to disable the intruder as quickly as they can. They are extremely accurate with it such that they can disable a prey so that most of the meat is still digestible.

After they have launched their lava stream, they immediately follow up with a running attack. If the intruder or prey is not disabled, the claws are next used to attack. Although the claws themselves produce considerable damage, the talons on the claws drip with lava.



# Cycloid

| Classification          | Sentient Race  |
|-------------------------|--|
| Elemental Type          | Skin   |
| Habitat                 | All Habitats   |
| Height                  | 6'   |
| Speed                   | Moderate   |
| Strength                | Moderate   |
| Intelligence            | Moderate   |
| Interaction             | Quiet until they get to know someone.  |
| Special Characteristics | Extremely good eyesight and can see various levels of details or other dimensions. |

## Description

The world that the average human or elemental sees is quite limited compared to what the Cycloid is able to perceive. This remarkable race can adjust their focus so that they can see the roadways along the Path or even invisible and microscopic creatures.

Living within small cave systems along the base of mountain ranges,

the Cycloid is quite happy, focusing on family and community. They are slow and methodical when they are out of their communities and in new territories or situations. In reality, they are constantly looking at different paths of opportunities in the Path to optimize their decisions.

This ability to see the Path draws others to their villages as they are natural oracle readers and can help others navigate their lives. Unlike many people who come to them for help, they understand they cannot solely rely on what they see. If so, this leads them to missing out on other opportunities that, although small and not really noticeable, may make their lives better. This is the main reason, in the villages, they don't use their special abilities. They prefer to let life surprise them.

In order to help their young ones understand the world better, when they reach a certain age, they are sent out into the world to become oracle readers. They are encouraged to visit other villages and mingle with as many races as they can. During that time, the elders tell other Cycloid villages about the youths. When the youths come back, they are given information about the other villages so that they may decide where they want to live. In order to diversify the race, they do not allow the children to come back and live in the village that they grew up.

An important point to note is that, as they grow older, the coloring of their head changes. The young ones tend to be white and it turns more reddish when they hit their teen years. As they get older, the coloring turns from red to black and then back to white.



## **Interaction**

The Cycloid is an open and friendly race once someone gets to know them. When first approached, they seem to be slow and methodical as they search the Path to see how their interactions would go when dealing with someone new. As they become more comfortable, speech speeds up and they are more animated.

It is quite unusual talking to a Cycloid since it doesn't appear that they have a mouth or any other noticeable organ. People can hear them but it's not the same as telepathy. Their speech seems to emanate as vibrations from their head. So, someone can hear them but does not really understand where the sound is coming from.

## **Combat**

Besides their physical strength, the Cycloid can see different actions within the Path (the older the Cycloid is, the faster they can enact, based on what they perceive will happen) and make an appropriate response.

Using the knife-like appendage on their dominant forearm, they can strike or parry blows effectively. The forearm is hardened skin and can withstand considerable damage. Therefore, it can act as a weapon or a shield. Although uncommon, some Cycloids have trained themselves to make use of other weapons (swords, maces, etc) so that they can fight in a standard two-handed style.



# Dead Wood

|                         |  |
|-------------------------|--|
| Classification          | Sentient   |
| Elemental Type          | Wood   |
| Habitat                 | Forests  |
| Height                  | 5'   |
| Speed                   | Moderate   |
| Strength                | Moderate   |
| Intelligence            | Genius   |
| Interaction             | Arrogant. Haughty. Think others are lower life forms. Respects powerful magic. |
| Special Characteristics | Can pierce through illusions with their tendrils.                              |

## Description

The arrogance of this race knows no bounds. Yes. They are powerful sorcerers and illusionists. Yes, they are gifted in the ways of understanding how to effectively work with the Path. Yes. They can easily combine multiple ShadowMyths cards to make even more powerful spells.

The forest cities of the Dead Wood are incredibly beautiful and decorated with the glowing fungus found among a unique tree that is only grown in their village. Over the city, a powerful illusion is cast so that, to outsiders, there is no city but a dense forest of dead trees. All sounds within the city are trapped within this spell so that there is no sign, to the outside world, that there is anything but death. In addition, additional spells are cast to cause people to wander in circles as they approach the city.

Within the city, there is a central library that contains all the spells that have been discovered by the Dead Wood race. Besides the various combinations of how the ShadowMyths cards can increase their basic illusion capabilities, there is also a vault that contains all duplicate cards within the community.

In order to enhance their innate abilities, each family head is given the same ShadowMyths cards that the other heads have. When a new card is discovered in the wild, it is stored within the central vault and studied by the elders. Once a sufficient quantity of the same card is found, the cards are passed out to the family's heads.

In addition to being able to cast powerful illusion spells, they can also pierce any existing illusion. The wood appendages surrounding their body are totally within their control. They can move them and extend them out. If they touch any form of illusion, the illusion is immediately dissipated.

## **Interaction**

When talking with a Dead Wood, a person definitely feels that they are second-class citizens. Even wizards of high caliber that the elemental have approached and this will only happen if the mage has demonstrated some sort of advanced magic skill. The discussion between the Dead Wood and the mage would only be about what techniques were used and nothing else.

## **Combat**

If the Dead Wood feels threatened, they will create an illusion and simply walk away from the offender. When they cannot walk away or the offender is able to pierce the illusion, the Dead Wood would use one of its more powerful ShadowMyths cards to eliminate their opponent.

In cases where the Dead Wood is threatened with physical attacks, their tendrils rotate and gyrate in a hypnotic pattern. This pattern causes the opponent to not see clearly and makes it incredibly difficult to strike the Dead Wood.



# Face Grabber

| Classification          | Sentient Race  |
|-------------------------|--|
| Elemental Type          | Rock   |
| Habitat                 | Caverns and Ruins  |
| Height                  | 3'   |
| Speed                   | Fast   |
| Strength                | Moderate   |
| Intelligence            | Moderate   |
| Interaction             | Vicious race who sees others only as food.                     |
| Special Characteristics | Can paralyze body during the neural energy extraction process. |

## Description

Building their societies in old ruins of forgotten cities located in the vast underground caverns, this vicious race sees others strictly as a food source. They will extract all neural energies from their victims in order to feed themselves and their families. In order for their society to survive in the barren realms of the caverns, they have built a society of collecting as many neural energy balls as they can.

Usually hunting in packs of five or ten, they will overcome anyone by attacking all at once. One member of the group is designated as a holder, and that person will attach their probes to the victim's face. A smaller set of probes will cut away the face and bone (if there is any) and launch a small sphere into the center of the head. The sphere extracts all the neural energies from the body and, once completed, the Face Grabber swallows the ball. It doesn't matter whether the victim is a sentient being or not, but it recognizes that sentient races have denser and tastier neural energies.

The Face Grabber can typically hold around 10 balls of neural energy. When hunting, they will make sure that everybody has an even number of consumed neural energy balls. Since the ingested energy make them sluggish, it is in the best interest that a single Face Grabber is not overloaded.

If one is injured during combat, its companions will tear it open so that any full neural balls can be redistributed among the party. Once the party returns home, the balls are stored in a large gel vat so that the energies can be redistributed among the village over time. Otherwise, the neural energies within the balls will dissipate over a one-week period.

## **Interaction**

There doesn't seem to be any form of interaction between the Face Grabber and other races. At first, it was thought that they were non-sentient animals but, after studying their society, this claim seems to be false.



No one has ever gotten close enough to talk to them without being attacked.

## **Combat**

When a Face Grabber encounters any living creature, sentient or otherwise, they will immediately attack en mass. Rather than relying on any form of strategy, they prefer to overwhelm the opponent as quickly as they can. It should be noted that they are not brute creatures. If they feel the odds are not in their favor, they will hold back and try to separate a single individual from the group.

The attack comes as they swarm over the victim at once. Prior to attack, they have determined which three individuals would extract the neural energies. One Face Grabber will be the primary extractor with the other two being backups in case the primary is injured.

As the swarm overtakes the victim, they try to pin them down until they cannot move. Once the extraction begins, the victim is paralyzed and the group can move off, if there are more, to another victim.



# Falakin

| Classification          | Sentient Race   |
|-------------------------|---|
| Elemental Type          | Water   |
| Habitat                 | Ocean   |
| Height                  | 3'  |
| Speed                   | Fast  |
| Strength                | Moderate  |
| Intelligence            | Moderate  |
| Interaction             | Quiet and friendly. Very open to water elementals but not tolerant of others. |
| Special Characteristics | Can naturally create underwater lighting.                                     |

## Description

Quietly moving through the water in search of bioluminescent fungus, the Falakin is easily at home in the ocean's blackness. These "Ghosts of the Depths" can swim incredibly fast and often thought of as spirit apparitions or water illusions. One minute they are there and the next they aren't.

Besides a food source, the fungi allows the Falakin to project a form of “lightning” through the water. Although not true lightning, the rays do look like lightning and can cause the same amount of damage. The more bioluminescent fungi that they have consumed and stored within their bodies, the stronger the bolt. This allows it to travel farther in the water and cause more damage.

In their village, the Falakin will also grow their own fungi from the ones they harvest in the wild. They usually use up multiple rooms in the interior of the house so that there is no evidence of the glowing from the outside. If a particularly rare species of the fungi is found, it is not uncommon to share it with the elders as a sign of respect. The elders will usually distribute it among the favored families so that each family can grow their own.

Besides harvesting the fungi, their scientists are always looking for ways to enhance it or change what they find so that they can increase production growth. Some villages have moderate sized schools of scientists that are always working on these problems and other technologies that can make their lives easier.

## **Interaction**

The Falakin is extremely personable as long as they are dealing with a water race. It's not that they don't like other elemental types, they just don't believe that they are as sophisticated or smart as the water elementals. They understand that the other races are useful, but any water race would just be better.

When dealing with other races, they will definitely make snide and racist comments. Even when they are proven wrong, they will say that it's a trick rather than admitting that they were wrong.

## **Combat**

Unless the opponent has enhanced visions or has lived in the absolute darkness of the lower levels of the ocean, the Falakin is extremely difficult to see and fight against. Their favorite tactic is to use a lightning bolt against the opponent and then swim to a new location right after it is cast.

When casting a lightning bolt, their body lights up temporarily as the fungal energy dissipates from their body. By moving quickly after the casting, there is a residual image left in the water from the casting. Depending on the age and strength of the Falakin, they could be up to 20' away after the casting.

Once they have used up their fungal energy, they will swim silently and quickly to their opponents. With outstretched claws and speed, by the time their opponent registers the attack, the Falakin is usually out of striking distance.



# Felinicus

| Classification          | Sentient Race  |
|-------------------------|--|
| Elemental Type          | Rock   |
| Habitat                 | Caverns  |
| Height                  | 2'   |
| Speed                   | moderate   |
| Strength                | moderate   |
| Intelligence            | Smart  |
| Interaction             | Friendly to everyone. Perfect family pet.              |
| Special Characteristics | Ability to blend in their surroundings and telepathic. |

## Description

The Felinicus is known as the Hunter in the Dark and a favorite pet among many of the rock elementals who live in caves. Small and quick, these creatures are extremely good at getting rid of vermin and other small animals that lurk around the underground. Unlike most of the other elementals, they don't seem to have any form of communication that the others can understand, but they are definitely understood

among their own race.

One of the more disturbing situations that several elementals report is when a cluster of Felinicus meet and seems to discuss things. Although most people cannot understand them, they do get a sense of something not right when the group would just stare at an elemental in particular or would follow one around (out of plain sight).

Unknown to most elementals, the Felinicus is a highly efficient and intelligent elemental. They have established themselves as pets among many of the community, but the real reason for this is for information gathering. They have a couple of brokers within the community in which they trade information. Even the brokers do not know what they use the info for. It is rumored that they can communicate through telepathy and use that shared knowledge to advance their final plans.

To ensure that accuracy of the information, there are multiple packs of Felinici that store what is reported by various members in a particular region and cross-check them against what other information they have heard. Naturally, because of the nature of how the information, incorrect information will be shared but the cross-checking has minimized this issue.

## **Interaction**

Whether the Felinicus is living inside of a home or outdoors, all of them are extremely friendly and will follow someone around as long as they let them. To entrance a person, they make a soft sound while minutely vibrating their body. In reality, they are casting a charm spell



over the person and they scour the victim's mind for information. Due to their particular form of telepathy, they can only extract bits of information from another elemental's mind.

If chased or shoo-ed away, they follow at a safe distance but mentally alert other Felinici about their quarry. This is done in hopes that another Felinicus could encourage the victim to take him home.

## **Combat**

The primary attack for the Felinicus is a mental blast that slows an opponent down. When used with their claws and teeth, this makes a formidable weapon. They appear to be lightning fast, but it is the opponent who is slow.

When working in packs, the Felinicus can also hold an opponent using only their gaze. When they lock eyes on their opponent, he is only able to see their eyes and the rest of the world fades from view. At this time, the other Felinicus' in the group will attack with their claws and teeth until the opponent is dead. They don't feel the attack since they are still focused on the eyes of the primary creature.



# Grubber

|                         |  |
|-------------------------|--|
| Classification          | Sentient   |
| Elemental Type          | Wood   |
| Habitat                 | Open Ranges and Forests  |
| Height                  | 7'   |
| Speed                   | Slow   |
| Strength                | Strong   |
| Intelligence            | Moderate   |
| Interaction             | Peaceful and quiet type. Loves to hear stories about the world around them.  |
| Special Characteristics | Can generate a healing saliva that repairs damaged wood and promotes growth. |

## Description

It may seem odd that a wood elemental would cut down trees to create their homes, but this race is known for such strangeness. They build their homes on the boundaries between large plains and forests. Harvesting the trees in the forest, they create small unassuming houses where they live and raise their family.

When entering the house of a Grubber, it is understandable what they have done. They will plant several trees in the center of their domicile and nurture the tree with a saliva that the male Grubber exudes from its mouth. The saliva is a fast-growing salve that can grow a large full-sized tree within a single week.

Besides the several trees that are restored to be the foundation of the house, they will also plant two conjoined trees on the corners of their property. This marks their territory so that other Grubbers don't encroach on their land. If there is a land dispute, the matter is brought up to the council, who will always divide the land evenly. In most cases, all Grubbers within a particular community will have the same size house and field. They feel it is better to be equal in other's eyes rather than stand out.

During the workday, the female Grubber will work the field and grow acres of corn, wheat and other grains to feed the family. Like all Grubbers, she can create different tools out of her forearms. The tools are usually used to plow, seed, and harvest the fields.

The male maintains the house and watching the children. They make use of their saliva to repair and strengthen the house. In some cases, they will also use it to grow extensions on the central tree. The extensions are broken off and carved into intricate patterns. These are then sold at the local markets in order to bring more income in to the house.

## **Interaction**

Extremely quiet and soft spoken, the Grubber is a gentle giant among the elementals. Even their children seem to possess this quality. They are always friendly and aid those who need help but will not, unless pressed, involve themselves in any violent situations.

When talking with others, they always try to press for a story about the world around them. For some reason, it totally fascinates them and they are interested in how others live. When asked if they would like to go out into the world, they will usually decline, stating that they have work to do on the farm and their obligations to create a family.

## **Combat**

Although they may seem slow and dimwitted, the Grubber is far from that. Besides the incredible strength and the ability to forge any weapon (usually a farming implement) out of their hands, they have massive quills that they can shoot from their heads.

As a formidable long-range weapon, the Grubber can lower its head and shoot large quills up to 100'. When there are many opponents, their favorite tactic is to curl themselves into a ball, spin around, and fire the quills in all directions. This can last for several minutes. As the more and more quills are fired, their forehead becomes bald and it takes about a week for them to "grow" back the quills to their normal size.



# Guoldar

|                         |   |
|-------------------------|---|
| Classification          | Sentient  |
| Elemental Type          | Skin  |
| Habitat                 | Caverns and Ruins   |
| Height                  | 5'  |
| Speed                   | Fast  |
| Strength                | Strong  |
| Intelligence            | Moderate  |
| Interaction             | Unknown.  |
| Special Characteristics | Becomes stronger as they feed off the fear that their victim is experiencing. |

## Description

Composed partially of darkness, the Guoldar is one of the reasons why the underground caverns are no place for a timid person to explore on their own. Slipping in and out of the darkness present in the ruins and caverns, the Guoldar feeds on the fear of those they encounter. The more fear their victim exhibits, the stronger the Guoldar becomes. It can feel the fear coming from their victims, like radiating waves of

energy that wash over them.

Most times, they will enhance this situation by scraping their sharp claws along the surrounding rocks. They also love to lightly touch a victim and move away before they can turn around. Once they have fed long enough, they disappear as quietly as they came.

Living in small nomadic packs, the Gouldar teach their children the skills needed to survive in their world and how to feed on those around them. Once the children are old enough, they can join the elder men and women on a hunt. The hunting parties comprises a small portion of the pack and are always rotating their members since the fear energy only supports someone for several weeks.

If a member of their party is too weak, they will usually try to bring back a victim so that the weakened individual can feed. This, however, is generally considered a rare situation and only happens if hunting is scarce. When the food source surrounding them is plentiful, a weak member will usually be exiled and left to their own devices. In the Guoldar's mind, as much as they may care about the individual, they can't take the chance that the weakened one will disrupt the food source.

## **Interaction**

No one has ever spoken with the Guoldar in their natural environment. The packs are very adept at disappearing in the shadows and, if one is captured, the others will flee and not try to save them. The captured individual will not say anything and will usually die within a day or two of capture.



They do have a rudimentary form of language, but it does not resemble the common elemental language, or any known language. Most likely, it is a dialect that is particular to the pack and the other packs that they interact with.

## **Combat**

With razor-sharp claws, the Guoldar can cut through most natural material and any soft metals. During combat, they'll slip in and out of shadows while emitting a soft howling sound. This howling sound is backed by magic and will enhance the fear that the opponents are feeling. As more fear is experienced, the Guoldar will simultaneously feed and attack. The fear makes them stronger and faster.

As with most races, powerful light will cause considerable damage to those living in the underground caverns. The Guoldar, however, suffer much more so because part of their body is made up of the darkness.



# Kai

|                         |  |
|-------------------------|--|
| Classification          | Sentient Race  |
| Elemental Type          | Skin   |
| Habitat                 | Oceans   |
| Height                  | 4'   |
| Speed                   | Moderate   |
| Strength                | Weak   |
| Intelligence            | Smart  |
| Interaction             | Open and friendly. Very confusing to talk to. Will never give a straight answer. |
| Special Characteristics | Can remember things perfectly and able to understand any language.               |

## Description

Surrounded by thousands of memory balls and some of the largest libraries present on Ozul, the underwater city of the Kai is a haven for those who wish to learn about anything in the world. The Kai are voracious information gatherers and will collect any form of knowledge, no matter how insignificant it may be. It is rumored that they are the secret information brokers for the Felinicus but no one

has ever confirmed it.

Although there are some exceptions to the rule, a Kai's home comprise of minimal items to maintain their lives and thousands of memory balls scattered all about. With perfect memory, they know everything that is contained within the balls. Rather than money, their society is based on trading memory balls for more information or necessary goods, such as clothing and food.

To outsiders, it may seem like chaos, but their memory tells them exactly where a particular ball is and if one is missing. As they get older, they inscribe their own memories into a ball and that is passed down to the next generation.

If there are no offspring to receive the information, it is willed to the community center and anyone may have access to it. In this case, there usually is a bidding war in which the highest bidder wins the ball. The more prominent the Kai was, the costlier the ball was to get.

## **Interaction**

In the bustling cities of the Kai, every race can be found looking for information. The Kai is very open and friendly and will share their knowledge, for free, with anyone that will listen.

This is not as easy as it sounds, though. The Kai cannot distinguish between important information and minutiae. All information is sacred and at the same level. So, when asked a question, they will answer with every bit of knowledge that they have about the subject. This rambling talk may take hours. Plus, when providing a

piece of information, they may sidetrack by another topic that is not related. Although they can speak all languages, outside of their own, their dialect is a bit stilted and sometimes hard to understand.

## **Combat**

Most of the time, the Kai does not engage in any form of combat. When facing an opponent, they will try to talk their way out of it or give up quickly. They hate violence and choose not to embrace it.

If they are presented with a situation of life and death, they can strike back. On the side of their neck, they have small black nodules that glow. If able, they will remove the nodule and touch their opponent with it. This nodule will expand as a black skin and grows over their opponent. Nothing can stop the growth and, once the growth has fully covered the opponent, they will begin suffocating and die. The nodule on the side of the Kai's neck will grow back in a day or two.



# Lancer

| Classification          | Sentient Race   |
|-------------------------|---|
| Elemental Type          | Water   |
| Habitat                 | Oceans  |
| Height                  | 5'  |
| Speed                   | Moderate  |
| Strength                | Moderate  |
| Intelligence            | Moderate  |
| Interaction             | Reclusive and paranoid, they don't trust others outside of their own village. |
| Special Characteristics | Can locate dead and decomposing bodies from miles away.                       |

## Description

In the vast undersea world, it's easy enough to find the community of Lancers slowly working the large sea beds. Their arms are extremely adapted so that they can dig through the beds to harvest the plants. Once the plants are dug up, the tendrils extending their bodies are strong enough to carry and hold the harvest. After the harvest season is completed, they deliver the goods to other water elementals

for distribution. It's a simple life, but one that they seem to be very suited for.

The Lancer community is very quiet. Most of the children are usually ready to leave once they reach a certain age, but, curiously, they almost always come back. There is something to be said about the quiet life among the sea beds that beckons the children home. Outside of several members of the town who maintain small businesses, most of the people are farmers. They each have their own plot of beds to harvest and do not see the need to expand beyond what they currently have. This has led to fights between Lancers, in the past, where some of the more powerful ones or groups of Lancers tried to merge sea beds and force the others out of business and home. The last time that happened, the group was overthrown by the members of the community, run out of town, and their existing beds were distributed among those who got hurt.

As part of their duties as farmers, the Lancers also provide a very necessary service to the sea... collecting the dead. Like any basic farm, the crops strip the nutrients from the seabed. The Lancers are constantly on the look-out for dead or decomposing creatures in their surrounding area. Being able to sense dead bodies miles away, they collect the bodies and bury them within the crop beds. In order to ensure that the bodies don't float away, they usually pin them down underneath the area that they are going to be planting.

## **Interaction**

Having no mouths or eyes, the Lancer can communicate by rapidly moving the neck tentacle in the water to create vibrations. The faster



the vibration, the higher pitch of the sound. In addition, they can direct the sound so that it goes to a very specific location. This allows them to speak secretly even though they may be in a group of other individuals.

Because of their reclusive nature, they are usually paranoid of all outsiders and feel that they are always trying to rip them off. When dealing with anyone not of their village, the Lancer will ignore them or, at the very least, distrust anything that they say. Even when the outsider is speaking the truth, the Lancer will decide that the outsider is just lying.

## **Combat**

Lancers are incredible mimics and can change their coloring to hide in plain sight. When they sense danger, they'll find a location and blend in with their surroundings. If an opponent notices them, they will lash out with the strong tendrils on their forearms and use them as water whips.

The whips move through the water as fast as standard whips move through air. The length of whip is proportionate to the size of the Lancer and can also be stiffened on command. A favorite tactic is for the Lancer to use the propel the whip end forwards to an opponent and, at the last moment, stiffen it so that the end is extremely sharp and dense.

Another tactic is to make use of both arms where one arm uses the whip to snare and opponent and pull them off their feet while the other arm attacks them using the aforementioned technique.



# Malok

| Classification          | Sentient Race  |
|-------------------------|--|
| Elemental Type          | Water  |
| Habitat                 | All Warm Habitats  |
| Height                  | 6'   |
| Speed                   | Moderate   |
| Strength                | Strong   |
| Intelligence            | Moderate   |
| Interaction             | Militaristic and friendly to those who appear strong and capable.                  |
| Special Characteristics | Able to change densities on different parts of their body to increase their armor. |

## Description

From the distance, the other elementals can see the churning of the ocean floor clouding up the water. Something large is coming and most of them know what it is. A large army of Maloks on the march.

Striking terror in the undersea kingdoms when they are marching in formation, these heavily armored elementals are the major military

force for anyone that will pay their price. As a race of mercenaries, they are known throughout the elemental realm as extremely ruthless and efficient.

Maloks live in small mobile encampments and are almost always on the move. Friendships are rare between them and mainly occur when they fight in the same campaign. This is also true for the females of the race. The females, like the males, are fierce warrior and will only mate with those that they think can help create a strong offspring. They value mutual respect over the concept of love.

In their encampments, children are mobilized to the center of the column and taught the tactics and strategies of warfare while they are on the move. Having no permanent home, they carry very little in the way of personal belongings and spend most of their time training or resting.

Unlike most water elementals, the Malok is unusual in that they can harden different parts of their body on command. This allows them to have an extremely dense water/ice shield at different locations when they are attacking someone. This strategy, though, fails if they are attacked by multiple people or multiple strikes in different locations. Since they have to focus on the area, they can only focus on a single area at a time.

## **Interaction**

They know their life is unusually short. They wouldn't have it any other way. With this outlook, the Malok takes a lot of risks as long as they have fun doing it. When dealing with others, they have a hard

time acknowledging that someone wants to be careful and not take chances. It goes against their very nature.

Sometimes they are seen as brusque and blunt. The Malok has no inclinations to be nice for the sake of being nice. They prefer honesty even if they don't like what they are hearing.

## **Combat**

As an elemental, a Malok can shift his hands and arms into any form of physical weapon that he chooses. Although their standard weapon is the lance, they will shift to a short sword or a mace when fighting in close combat. The extremely clever ones will form weapons that have never been seen before by any race (i.e. having the head of a mace with spikes on the handle to grip and turn the opponent's weapon around).

Another basic attack by the Malok is to use their great strength and shifting to arm weapons in close contact. The Malok will try to rush an opponent as fast as he can (hopefully spearing them with the lance) and then use their strength and bludgeoning weapons up close.

It should be noted that, most of the time, the Malok will ONLY attack one-on-one. Since they take great pride in their fighting skills, they want to prove to the others that they are not weak.



# Memory Ball

---

|                         |  |
|-------------------------|--|
| Classification          | Undetermined   |
| Elemental Type          | Wood   |
| Habitat                 | All Habitats   |
| Height                  | 3"   |
| Speed                   | Not Applicable   |
| Strength                | Not Applicable   |
| Intelligence            | Not Applicable   |
| Interaction             | Telepathic communication with one who is holding it.               |
| Special Characteristics | Stores messages for an infinite amount of time and indestructible. |

## Description

One of the more unique of the elemental races is the Memory ball. To this date, many mages are still trying to determine if it is sentient or not. It seems to have some sort of intelligence and can communicate with anyone holding it but there is no form of survival or family mechanism built into it. As far as most people are concerned, it's a strange device that allows them to store and send information to

anyone else.

This indestructible elemental has a small impregnable field surrounding it that allows it to exist in any hostile environment. Lava, water, cold and other environmental effects cannot harm it and the field cannot be dispelled by magical or physical means. The Memory Ball does not seem to feed on anything and it is unknown how it lives. There seems to be some thought that it somehow feeds off the information that it holds or, maybe, feeds off the neural energy when some holds it and stores information. This is pure conjecture and there doesn't seem to be any proof that this is happening.

Although the standard is for the Memory Ball to store what is thought of by the sender, it can also store an image of what they are seeing or the sounds of what they are hearing. It is very similar to a mental recorder. The amount of information stored within depends on the age of the Memory Ball. Older ones can store a great deal of memory, but parts of the memory can become decayed so that it is not retrievable. When nearing the end of the storage capacity, the ball will notify the user about this.

It is unknown where Memory Balls come from, but there is definitely a relationship between them and the Memory Banks. When asked, Memory Banks provide no information about them.

## **Interaction**

When an elemental wants to send a message to another elemental, they just grasp the Memory Ball in their hand and think about what they want to say.



If the user wants to secure the message, they can specify who it is for and even a time that it can be opened. When the recipient gets the ball, he just has to hold it. The ball melds into his hand and the message is transferred to the receiver's mind. He can answer the message or clear it out for later uses.

## **Combat**

The closest form of combat is that someone storing a message in a Memory Ball can turn on protection mode for locked information. In protection mode, the ball will give a slight shock to an individual if they attempt to read the locked information.

The shock will come in any form that is mildly hurtful to the elemental holding it. For example, if a lava elemental held it, the shock may be as an icy blast. It may be an electrical shock for a human or a fire burn for a wood elemental.



# Memory Bank

|                         |  |
|-------------------------|--|
| Classification          | Sentient Race  |
| Elemental Type          | Skin   |
| Habitat                 | All Habitats   |
| Height                  | 6'   |
| Speed                   | Moderate   |
| Strength                | Strong   |
| Intelligence            | Low  |
| Interaction             | Friendly and child-like. Will not answer any questions about their transports. |
| Special Characteristics | Able to generate and throw plasma balls.                                       |

## Description

When required, many mages and merchants will hire out a Memory Bank so that they can safely transport their messages to another recipient. Stored within the chest of the Memory Bank, the Memory Ball is absolutely secure. If the Bank is killed, its body will collapse into a large ball surrounding the internal chest cavity. This outside ball cannot be dissolved without the aid of another Memory Bank touching

it with a plasma ball.

The Memory Banks are simple people who have determined that the best way that they can get ahead in the world and feed their family is by hiring themselves out. They are incredibly strong and will go to any lengths to protect the Memory Balls stored within their chest. If asked about the balls, they will not provide any information about the origin of it is or where they are supposed to transport it.

If they feel they are being followed, they will try their best to dissuade the other person to leave them alone. At this time, they will also mark the scent of the other person and can determine if that person is still within a one-mile radius.

Although there is no definite proof, there seems to be a connection between the Memory Balls and the Memory Bank. Of all the strange theories that have been proposed, the most likely one is that the Memory Bank can duplicate the balls in its chest. Since no one knows how many balls a Memory Bank is carrying, no one knows for sure if this is true. Even some tests have been tried to verify this but were unsuccessful. It may be that the Memory Ball is recorded and then created at a later date. No one knows for sure.

In their village, it is noticeable that the children will play games, storing items in their chest cavity and having adventures. The adults seem to encourage this and also suggest to the children that they should wander outside of the village to get more exposure to the world.

## **Interaction**

The Memory Banks are very kind and gentle to the other races. They encourage their children to interact with other races and want them to learn as much as they can about them. As a race, they are explorers and love to visit different parts of the world. They are fascinated by stories by travelers who enter their village.

The only thing that they won't talk about is what they are carrying inside their chest. They are immune to any form of truth magic and will not succumb to extortion, bribery, or threats to their families. They feel that the importance of the message they carry far exceeds their own life or the lives of their family.

## **Combat**

Besides their great physical strength, the Memory Bank can generate and throw plasma balls a long distance for a great amount of damage. When the plasma balls hit another individual, it will stick to them and cause further damage over time. It cannot be washed off with water or any other standard liquid.

Their preferred method of combat is to throw plasma balls as a long range attack and, if the opponents get too close, the Memory Bank will run head-long into the intruder trying to trample them.



# Nalach

| Classification          | Sentient Race   |
|-------------------------|---|
| Elemental Type          | Rock  |
| Habitat                 | Canyons   |
| Height                  | 6'  |
| Speed                   | Moderate  |
| Strength                | Strong  |
| Intelligence            | Moderate  |
| Interaction             | Proud and always looking to see who is the strongest.                         |
| Special Characteristics | Able to change their hands into different deadly weapons at a moments notice. |

## Description

Fighters and mercenaries, the Nalach society is built on the mantra that the “Strongest Should Lead.” This elemental race loves to fight and prove how strong they are. This strength, though, is strictly based on physical strength. They see the need for the more intelligent members of their race, but do not feel that they are worthy of being called a Nalach if they cannot show reasonable physical prowess.

This pride of physical strength can be seen in every facet of their community. They are easily provoked and won't give up until they are defeated, killed, or have won.

The society of the Nalach is one of combat and practice. They regularly enslave other elemental races so that they have more time to train and prepare for battle. These slaves, however, are treated extremely well (even though they are forced to work and do the bidding of the Nalach); the more independent the slaves are, the more time for training. Some of the Nalachs have even gone to the extremes of freeing the slaves and paying them a handsome salary. It should be noted that the Nalachs are not a conquering race. The slaves that they have captured result from taking over a town that tried to attack them. This is their form of retribution and provides for a warning to other local towns not to attack.

Contrary to belief, when a Nalach is severely injured and handicapped, he is not ostracized by the other members of his village. The knowledge that he/she carries is still valuable and they are generally sought after as teachers. The biggest mantra is to learn from their mistakes and the mistakes of others; the more that they learn, the more that they can improve. This is the main reason they hire themselves out as mercenaries; partly for the chance for different combat situations and, partly, so that they can learn new ideas and bring them back to the village.

## **Interaction**

Although they seem to be arrogant, a Nalach will always defer and try to learn from those who are physically stronger than they are. They



love talking about various weapons, different fighting techniques, or combat strategies. If given the chance to show their physical abilities, they will happily join any fight.... as long as it doesn't interfere with any current missions that they are on.

## **Combat**

The Nalach has two primary sets of weapons. The first weapons involve the blades and spikes growing out the end of their hands. By using their natural elemental ability, they can quickly change the edges of the weapons to be sharp for slashing or blunt for bludgeoning. Their favorite tactic is to swing with the blunt right (or left) arm to force their opponent to swerve out of the way and then stab with the opposite hand that contains the elongated spike.

Besides the weapons in their hands, the Nalach has a set of back spikes that he can direct as if he is moving his arms. The back spikes aren't really that deadly, but they are extremely effective at pinning a person against something while the Nalach attacks with the arm weapons. Backing against a wall while fighting a Nalach is an extremely bad decision.



# Necrololith

| Classification          | Sentient Race  |
|-------------------------|--|
| Elemental Type          | Lava   |
| Habitat                 | Caverns  |
| Height                  | 4'   |
| Speed                   | Moderate   |
| Strength                | Moderate   |
| Intelligence            | Moderate   |
| Interaction             | Want to always bargain and very interested in what others have to trade. |
| Special Characteristics | Can sense people and items in a 360 degree radius even through rocks.    |

## Description

Imagine an entire village of merchants that spend their time trying to trade and accumulate items that can be traded away. This is a perfect description of the Necrololith society. In the subterranean lava world where durable goods are scarce, the Necrololith always tries to find items they can swap to other elementals.

They are mainly interested in magic items or items that can withstand the heat of their living conditions. The mantra of the civilization is to always trade up.

In the cavern homes of a Necrololith, they will usually have a central room for meeting guests with adjoining rooms as living quarters and one or two secure rooms to store the items that are available for trade. A common weekly activity is to invite new guests over for trade deals or games of chance that allow them to gain new items.

In order to expand the variety of items that they have in their possession, there is usually one member of the family that will travel to other villages and trade for new goods that are not available in their hometown. Because of the intense heat that they radiate from their bodies, Necrololiths will usually only visit other lava villages. However, they have been known, on rare occasions to hire a Transport to bring them to a new environment they usually cannot visit.

Besides trading for items, Necrololiths are extremely good at sensing the location of magical items. Although they have no eyes or ears, they can sense the direction and distance of magical items, including ShadowMyths cards. This sense penetrates solid surfaces, such as cavern walls and doors or other structures. Although they can sense the direction, they do not have a clear idea of a path to get to the item.

## **Interaction**

When interacting with a Necrololith, their high-pitched voice is very unnerving to others. They will always know whether someone has magical items on them and try to reach a bargain to obtain those

items. Although rare, they have been known to steal the item if they cannot get it legally.

The Necrololith is also a quick talker. They try to use the rapid speech to confuse people that they are bargaining with. Coupled with an innate charm ability, there is a good chance that they will get what they want.

## **Combat**

With their incredibly high body temperature, the Necrololith touch is like acid to non-lava creatures. They are skilled in using the ShadowMyths cards and will usually have a high number of them on hand. In addition, they will also own other magical weapons.

If their magic cannot stop their opponent and the opponent is not a lava creature, they will try to rush them and “hug” their opponent. This is extremely effective if there are a group of Necrololiths present. The damage from the residual body heat can be significant.



# Needler

|                         |  |
|-------------------------|--|
| Classification          | Sentient Race  |
| Elemental Type          | Air  |
| Habitat                 | Marshes and Swamps   |
| Height                  | 3'   |
| Speed                   | Fast   |
| Strength                | Weak   |
| Intelligence            | Moderate   |
| Interaction             | Reclusive and very creative. Peaceful but prefer not to socialize with others. |
| Special Characteristics | Can form any weapon, clothing or protective device by changing their body.     |

## Description

These small air elementals live in houses commonly created at the root of the swamp trees, with the upper floors of the trees being assigned to younger members of the family. This allows the young to move freely among themselves and establish their independence before settling down with family and young of their own.

Although most of their towns don't have a governing body, they follow the instructions and teachings of the eldest in the village. The important thing to remember is that each age group in town has a representative say in what happens. So, that means that children are represented by one member, teenagers by another, adults by another and the eldest by another. All have input into major decisions in the village but the eldest is listened to the most.

Needlers stay among their own group but will tolerate other elemental types. They will, first, try to dissuade the intruder from coming in and, if that doesn't work, then meld into the surrounding trees and swamp. One important note is that the Needler does not make use of any tools that they cannot create by altering their body shape. Purchased clothing is not present in this society because they can adjust their bodies into unique shapes simulating clothing. This allows them to have an infinite variety of artistic styles based on whatever the people in the village find fashionable.

There are stories of people who have wandered into a Needler swamp village and swore that they saw a beautiful child laughing and then diving into the water. Whenever the people have tried to find the child, they have always fallen into large pools and, when they arose out of the water, were encased in darkness. No matter what they did, the darkness never left them until they ran away from the area.

In reality, this is one of the defense mechanism that the Needler uses to keep undesirables out of the area. One of the younger elementals would change shape into a child (human or whatever was entering the village) and then make it look like it dove into the water. At the



moment of diving, the Needler child would become full mist, but the intruder only saw the act of diving. When the intruder came out of the water, another Needler would form into a solid mist sphere around the intruder's head. As the intruder left the area, the sphere would dissipate. This scared off intruders and promote stories about the "Haunted child in the swamp".

## **Interaction**

Needlers do not really trust other elemental types, but are extremely sociable with their own kind. Being fairly insular, the only time they journey outside of their village is during the clan gathering. This is where they will share knowledge and stories with other nearby Needler villages. Those reaching adulthood will also seek mates from those not within their own village.

## **Combat**

Like many elementals, they can transform parts of their bodies into different solidified structures. The most common form is to create a sharp spear end when needed. Mostly, they try to avoid combat since they are peaceful group but, if needed, will form small groups to surround and attack opponents from all angles.

It's important to note that, since they are air elementals, they can easily become a mist, sneak up on someone, perform a quick attack and then form back into a mist to slip away. This gives them a huge advantage when coordinating attacks against single foes.



# Nocturne

|                         |  |
|-------------------------|--|
| Classification          | Sentient Race  |
| Elemental Type          | Skin   |
| Habitat                 | All Warm Habitats  |
| Height                  | 5'   |
| Speed                   | Slow   |
| Strength                | Moderate   |
| Intelligence            | Low  |
| Interaction             | Addictive personality and focused on mainly foraging for food. |
| Special Characteristics | Can eat any elemental that is dead.                            |

## Description

“Those aren’t people. They’re disgusting animals that should be locked up and away from decent people.” Dirty and smelly, the Nocturne is one race people do not want to see anywhere near their village. Nocturne children can always be found scavenging the alleys of nearby cities.

On the outskirts of nearby villages, Nocturnes will set up living areas using any material that they can find in the village. Once they have established this home base, they scour the surrounding regions for any dead elemental or animal that they can consume. The dead are brought back to their encampment and distributed among themselves.

Once they have consumed the dead, they create two separate piles near their encampment. The first pile contains any bones or inedible remains. The second pile contains all artificial and fabricated materials like weapons, shields, fillings, and money. Both piles are considered sacred and encased with a slime that solidifies all the belongings until the Nocturnes leave the area.

It takes an average Nocturne settlement about two weeks to consume all the dead within a five-mile radius. The settlements usually comprise of ten adults and about twenty or thirty children. Once the adults reach an age where they can no longer help, they are also consumed. Those consumed feel it is their greatest joy to being able to provide for the group... even if it is meant as being a food source.

Like any creatures who feed on the dead, they can locate the carcass from miles away. It is not uncommon to see encampments of Nocturnes appear after a major battle or war. In some cases, they are typically followed by various merchants and treasure hunters who search their refuse pile to see what the Nocturnes have left.

## **Interaction**

Although they can speak the common elemental language, it is typically rare that anyone would want to talk to them. Their slow speech, dirty appearance, and putrid smell keep people at a distance.

When talking with someone, they are fairly knowledgeable about where they found particular bodies and how long the carcass has been that way. Unfortunately, due to their low intelligence, they are easily manipulated.

## **Combat**

Nocturnes are at a severe disadvantage during combat. They have no weapon skills or magic that can protect them. If their lives are in danger, their first action will be to run away.



# Root Siphon

|                         |   |
|-------------------------|---|
| Classification          | Sentient Race                               |
| Elemental Type          | Wood  |
| Habitat                 | Underground                                 |
| Height                  | 4'  |
| Speed                   | Moderate                                    |
| Strength                | Moderate                                    |
| Intelligence            | Moderate                                    |
| Interaction             | Open and Friendly.                          |
| Special Characteristics | Able to “fly” through sand incredibly fast. |

## Description

Living in the area between a forest and the open sand dunes of Ozul, the Root Siphon lives an isolated life within their underground cocoons. Their “city” seems to be a series of solidified spheres scattered under the sand dunes in random order. There are no noticeable paths or entries to their spherical homes.

Within their spherical cocoons, they prefer to read or talk with one another. They do not really engage in physical competitions since they believe it is unworthy of their precious time.

Like many of the races who have built their homes in sand, the Root Siphon can “fly” through the sand and leave no trace of their passage. The sand opens and closes around them as if they are a bird flying through the air. When visiting other Root Siphons, they have an innate sense of where other cocoons lie and will usually take a direct route between them. As they approach the desired cocoon, they will extend several tendrils from chest and touch the cocoon. If entry is permitted, the cocoon will make part of itself transparent so that the Root Siphon can enter.

In order to travel through the sand efficiently, they are required to feed off of the roots of trees. The fibers in the roots help solidify their body make their wings incredibly strong. Besides the wings, the fibers also make their bodies incredibly dense and can act as effective armor. The older the Root Siphon is, the larger the wings and thicker the tendrils are on their bodies.

Although it rare to see the Root Siphon above ground, they have been seen in various desert villages. They prefer to keep to their own and can easily escape by disappearing into the sand below their feet.

## **Interaction**

Preferred to be left alone, if engaged in conversation, they are open and friendly. They will ask a lot of questions to those around them



who want to talk so that they can steer any conversation away from them. They feel that people have no real interest in their quiet lives of reading, conversations and quiet intellectual games.

## **Combat**

Even though they don't take part in physical games, they are a formidable race when it comes to combat. They make excellent use of the surrounding environment and have an inherent sense of when they are outmatched by their opponent.

At first, they will try to engage in long-distance combat by flapping their wings incredibly fast to generate a localized sand storm. During the storm, they will attack their opponents by diving into the sand and coming up from beneath to stab them with their hard tendrils.

Another tactic is to fly very fast in the sand below their attackers. This will cause the sand to collapse underneath their opponents. Being stuck in the sand, the Root Siphon then swings about and impales them underground with their tendrils.



# Root Slider

| Classification          | Sentient Race   |
|-------------------------|---|
| Elemental Type          | Wood  |
| Habitat                 | Forests   |
| Height                  | 2'  |
| Speed                   | Moderate  |
| Strength                | Moderate  |
| Intelligence            | Moderate  |
| Interaction             | Introverted and prefers to be left alone with their studies.                    |
| Special Characteristics | Able to move quickly along tree roots by melding their body with the tree root. |

## Description

Root Sliders are small wood-like people who build their homes under the base of large trees. Their community is connected from the adjoining roots of all the trees in the area and the Root Slider can tap on different roots to determine if someone is home or not.

This system of roots connecting the trees in the area also allows

them to move along at an extremely fast rate underground. This is done by merging their leg roots with the tree roots. At that time, their body melds into the tree root and they instantly reappear at any point on the tree root.

As a whole, the Root Slider is an inquisitive creature but very solitary and prefers their studies over engaging outsiders. Once they trust the outsider, they become very friendly and happy to share their knowledge. In their mind, the more they learn, the happier they are.

One of the most fascinating things about the root slider is their communication method. Like memory balls, they can take parts of themselves, embed a message in it, and then leave it for another slider to pick up later. Most people don't notice them because they, most often, look like twigs or fallen branches in the forest.

This unique method of their "written" language has allowed them to create "libraries" at the bases of many trees that other Root Sliders can visit and learn about the community. This is also a part of dealing with death. When a slider dies, the carcass is placed at the root of their library tree. As the body decays, it becomes part of the tree and other sliders can visit the tree to learn more about that slider's life.

## **Interaction**

If someone is lucky enough to talk with a Root Slider, they will be fascinated by what they will learn. Each slider has access to the combined knowledge of their entire village and those in the past.

They are open to answering question as long as it doesn't put the village in danger.

## **Combat**

The Root Slider has many attacks that they employ in combat. The favorite one is to extend rope-like appendages to snare their foes. Once someone or something is grabbed, the slider immediately runs to a tree to enter the root system, goes underground and starts dragging the body along above ground. This lends to horrific effects if multiple sliders grab someone and stars racing away in different directions.

Another attack form is to use their forearms as clubs. Because of the strength of their bark, this causes a lot of damage.



# Sand Demon

| Classification          | Sentient Race  |
|-------------------------|--|
| Elemental Type          | Sand   |
| Habitat                 | Desert   |
| Height                  | 5'   |
| Speed                   | Fast   |
| Strength                | Moderate   |
| Intelligence            | Moderate   |
| Interaction             | Does not associate with other races.                   |
| Special Characteristics | Able to paralyze others with the sphere on their head. |

## Description

Moving quickly underground, the Sand Demon preys on anything that walks across the sand dunes of Ozul. These nightmarish creatures are so efficient that many desert areas are avoided by the locals. In some cases, locals will send those committed of crimes out to the known regions of the Sand Demons as punishment.

Like the Root Siphons, the Sand Demon lives in hardened spherical shells under the sand. The size of these shells are quite large and host many rooms with a specific entryway and all basic necessities needed for living. Most of the furniture and adornments are composed of hardened sand that is created by mixing the sand with hardening liquid emitted from their right appendage.

When “swimming” through the sand, the area surrounding the demon becomes soft and pliable. An equivalent idea would be of a person swimming through water. As they move within the sand, they can sense any vibrations that occur within a mile away. They are constantly on the lookout for any movement near the surface.

When a prey is found, they will move underneath it, and thrust out their back appendages to drag it under. Once they have brought their prey into the sand, the first task is to preserve their prey by using the hardening liquid and creating an air bubble around the head. Using the sphere on in the center of their face, they can paralyze their victim and more hardening liquid is applied to the arms and legs. The prey is then dragged back to the Sand Demon's home in order to be consumed at a later date.

Within their conclave of spheres, the Sand Demon is very sociable with other demons. They understand that the village survival is based on having enough food for everyone. In hard times, they are very willing to share prey that they have captured or create hunting parties to help those less fortunate.



## **Interaction**

Being fairly reclusive and shrouded in legend, the Sand Demon does not freely associate with other races. On the rare occasions that it happens, it is usually so that they can lure someone to their lair in order to consume them. This only happens if the village cannot capture prey on their own because of scarcity or sickness.

Tales have been told where groups of Sand Demons have raided nearby desert towns for prey.

## **Combat**

The standard tactic during combat is to drag their opponents into the sand. This is done by softening the area where they are walking and then dragging them down using their back appendage. Once their opponent is surrounded by sand, if they cannot paralyze them, they will shape their left appendage into various sharp weapons and try to disarm them. The goal is always to preserve the opponent so that they can be consumed at a later date.

On the surface, they are not that effective at combat. They tend to move slower and, once exposed, their primary goal is to get back underground.



# Shimmer Thorn

|                         |  |
|-------------------------|--|
| Classification          | Sentient Race  |
| Elemental Type          | Air  |
| Habitat                 | All Habitats   |
| Height                  | 5'   |
| Speed                   | Moderate   |
| Strength                | Strong   |
| Intelligence            | Moderate   |
| Interaction             | Easy to talk to but guarded and distrustful of those they don't know well. |
| Special Characteristics | Can distort air around them so that they seem invisible.                   |

## Description

High in the mountains, Shimmer Thorns lead a peaceful and quiet life. Their lives seem to be one where they will travel the world looking for adventure when they are young and, when sated, they return to the mountains of their origins. Within the village, the elders love to recount their tales of their youth and the children are excited to leave the village.

The Shimmer Thorn is a unique air elemental that, rather than adjust their own bodies, can distort the surrounding air. This distortion can make them totally invisible to the naked eye. For that ability, during their adventuring lives, most people will try to hire them as assassins. However, having a strong moral foundation and a respect for life, they will disregard any such requests.

During their adventuring lives, the Shimmer Thorn is happy to join any group that seems to help someone else. They are naïve and, especially the younger ones, can easily be taken advantage of. However, when questioning what they are doing, they can ask for advice from their dead.

A special ability of the Shimmer Thorn is that, during a meditation phase, they can send their thoughts back to the central orb in their village. The central orb is a special communication portal that can receive the thoughts of every villager, no matter how far they are away from the village. When a Shimmer Thorn dies, the body is laid in front of the orb and the mind of the dead is absorbed within.

If needed, a Shimmer Thorn asks questions of the central orb and, using the knowledge of the dead within it, they orb can advise the younger ones. In general, the orb is mainly used by the youngest, and as they gain more experience in the world, it is expected that they rely on their own intuitions. It is rare that the elders ever use the central orb.

## **Interaction**

Very outgoing and open, the Shimmer Thorn is always up to meeting new people and races. They feel that life is grand and the more they learn about the world, the happier they are. As they grow older, most of them will become more guarded and distrustful of the people they don't know. A lot of it depends on what type of adventures they had and who they associated with it.

Overall, they have the feeling that the world is a good place with a lot of good people on them.

## **Combat**

The principal weapon of choice for a Shimmer Thorn is their extensive talons. The nails on their fingers are razor sharp and can extend up to one foot from the tip. In reality, these sharpened nails are just an extension of their finger bones. Having absolute control of them, they can extend one, two, or all nails. The nails can cut through any soft armor or rock but cannot penetrate metallic armor.

During combat, their first tactic will be to distort the air around them so that they are invisible or slightly displaced. The displacement will affect the attack of their opponent since they can't focus on exactly where the Shimmer Thorn is. It should be noted that the distortion is present even if the Shimmer Thorn is next to the opponent. They prefer close combat so that they can attack with their talons.



# Slicer

|                         |  |
|-------------------------|--|
| Classification          | Sentient Race  |
| Elemental Type          | Rock   |
| Habitat                 | All Warm Habitats  |
| Height                  | 6'   |
| Speed                   | Moderate   |
| Strength                | Moderate   |
| Intelligence            | Moderate   |
| Interaction             | Inquisitive and loves to learn about new locations they can explore. |
| Special Characteristics | Stone knives from their hands continuously grow over time.           |

## Description

Along the plains near many of the mountain regions of Ozul, the Slicers make their homes in stone buildings that they have created from the carved rocks. In looking inside of their homes, they are simple folk that have no need for many things other than a place to sleep and eat. Most of the times, they prefer to be outdoors and looking new areas near their town.

Since it doesn't take long for them to build their homes, they stay in the area for a couple of years and then move on. Other races will later move into these super strong structures. As a general rule, Slicers will not move into previous Slicer homes but will reduce the place to rubble and build another structure on top of it. They feel it is bad luck to re-use a home since the energy of the last Slicer remains in the house.

When people see Slicers, they are always inquisitive about the growths on their back. The Slicer is "cursed" with a genetic anomaly that their backs continuously create a rock growth. To ease that growth, they have to extrude the material out through their hands. The constant pruning of the hands creates long, sharp rock hooks and blades. Along with the sticky pads of their hands, they are effective at grabbing and holding any holding any material, no matter how hot or cold the item is.

As they grow older, the growths on their back eventually overtake their ability to prune their hooks. The society, as a whole, will help as much as they can, but there is not much that can be done. It is not uncommon for a Slicer to ask a family member or close friend to assist in their suicide. For the family member or friend, it is regarded as an honor and they have set up a ritual for this procedure.

## **Interaction**

Slicers are very inquisitive and love learning about new areas that they have never visited. They understand that many adventurers have traveled a lot and are willing to join up with any group that



would have them. This is usually a problem with the younger Slicers but, eventually, their parents encourage them to go out and see the world.

When talking to others, they will ask a million questions and every question brings on more questions. This could go on to where they start to be overly excited and become a nuisance, begging others to join their party. They are not stupid, though. If they feel that the party cannot handle encounters or that the party has an “evil” feel to them, they’ll politely move off and avoid them.

## **Combat**

The Slicer’s hand hooks are their most formidable weapon. As long as there is excess stone on their back, they can grow the hook up to one-quarter of their body height. The tips and inside portion of their hooks are incredibly sharp and dense. If, during combat, the hooks break off, they can immediately replace it with another one by extruding the rock material from their back through their hands.

A favorite tactic of theirs is to shorten one hook and use it as a changed shield while extending the point on the other hook so that they can reach their opponent.



# Spidler

|                         |  |
|-------------------------|--|
| Classification          | Sentient Race  |
| Elemental Type          | Lava   |
| Habitat                 | Mountains  |
| Height                  | 6'   |
| Speed                   | Fast   |
| Strength                | Moderate   |
| Intelligence            | Moderate   |
| Interaction             | Deadly and unforgiving. Treats others as potential slave material. |
| Special Characteristics | Able to throw deadly balls of energy, fire, acid, or lava.         |

## Description

One of the deadlier races near the underground lava pits is the Spidler. This race fears nobody and will actively capture anyone they think would be useful in building their cities.

In the underground cities of Spidlers, there are a massive number of slaves who are continuously mining surrounding regions in

order to look for a special blue rock called magnamite . This special rock is the primary food source for the Spidler. Although they don't need a lot, it is necessary for their survival. When consumed, this rock can restore them to full health within a month. In addition, it is also the source of their power to generate balls of acid, lava, energy and fire that they can attack with.

If sources of magnamite are running low, the Spidlers will send out scouts to look for new locations of the substance. They do have the capability of using magic to create more, but it is not nearly as effective or tasteful as when they find it in nature. Magically created magnamite may provide sustenance for only several weeks.

Once new locations for the Magnamite is found, they send out mining parties of slaves to harvest the area and bring back the rocks to the principal city. Ever practical, the city has several storage banks where they store the blue emerald rock and a system of dispersing it among the families in the city. No Spidler will go hungry, but it is noticed that the larger and richer families will get the purer magnamite.

If more people are needed for a particular task in the city, they send out hunting parties to capture more slaves. When captured, an energy sphere, also known as a slave sphere, is attached to the forehead of the captive slave. This energy sphere allows the slave to retain all of their abilities but will drain their energy and make them lethargic if they move too far away from the one who holds the controller. If they spend too much time away, their neural energies are fully depleted and they will die.

## **Interaction**

Those not of the Spidler race must take precautions against them. Their only interest in others is what that person can do for their city and their people. If possible, they will try to enslave others and drag them back to the city.

They do not interact with anyone outside of their race, as they feel that all others are beneath them. Even within the race themselves, they feel that the members of their own cities are superior to others. Although they will not kill other Spidlers, they have been known to severely wound them if necessary.

## **Combat**

Spidlers are quite deadly in the darkened underground caverns. Using their back spines, they can easily climb walls and hang from ceilings. Ambush is their favorite strategy and they prefer to hide in the darkness between stalactites and wait until their prey shows up.

Once they sense their prey is near, hanging from the ceiling, the Spidler will launch an array of fireballs to blind the prey below and then a series of acid and energy balls to disorient them. At this time, one or two Spidlers will make their way down the walls, sneak up on the prey, and attach a slave sphere to their forehead.

Their primary aim is to always capture slaves.



# Striker

|                         |  |
|-------------------------|--|
| Classification          | Sentient   |
| Elemental Type          | Rock   |
| Habitat                 | All Habitats   |
| Height                  | 7'   |
| Speed                   | Moderate   |
| Strength                | Strong   |
| Intelligence            | Smart  |
| Interaction             | Very friend people who loves to talk to others about what they are creating. |
| Special Characteristics | Can create the perfect tool for a particular task.                           |

## Description

One of the main contributors to elemental society is the freelancer known as a Striker. These extremely tough and hardy engineers are the backbone of any construction guild. Known for their keen sense of style and strength, the Striker can carve out homes and other useful objects for various elementals from the local rocks in the region. These professionals are constantly at work towards

creating the perfect creation for their clients.

As the name implies, Strikers are a physically tough race that loves to create strong and sturdy things for people. Each Striker has their own unique ability (i.e. building houses, crafting furniture, crafting art objects, tools, etc) and is paid well for their services. Given their bulk and size, many people overestimate them and think that they are not very smart. However, after talking to them for a while and watching them at work, it's easy to understand just how brilliant they are.

Like many elementals, they can adjust parts of their bodies to mold into a particular tool they need, but they only really do that in dire straits. Their primary religion is about creating the most perfect tool for a given situation. They are constantly crafting (the town of a Striker is a very noisy place) until they create that perfect tool for their needs. Once they have that tool available, they may attach it to their body so that it is always available. The more experienced the Striker, the smaller amount of tools you see on their body. They consider perfection is when they create a tool that can serve almost all of their needs.

The Striker's skin is extremely hard, but not impervious. It can be chipped away, but as pieces are broken off, other parts of the skin will start shifting to cover up the wound. The more attacks that it suffers, the smaller they become. Like other elementals, they can fashion parts of their bodies into weapons or armor, but consider it a failure of their skill if they have to do that. Some would rather die than feel that shame, but others wouldn't.



As a final escape mechanism, the Striker may try to meld back into the rock that is on, but, for them, this is a slow process. The only time that they will do something like that is when they can see opponents coming and then try to blend in with the surrounding terrain.

## **Interaction**

Talking with a Striker is like hanging out with an old friend. They are very interested in people and will try to learn as much about someone as they can. This allows them to create the perfect product for their customer and it is always considered to be one-of-a-kind.

## **Combat**

The Striker will normally create a special tool that serves as a weapon and as a carving tool. Their favorite weapons are made of stone and shaped with a hammer on one side of the weapon head and a very sharp pick on the other side. Not really an aggressive race, they will always parlay first but, when talks fail, their first attack is usually with their favorite weapon.

Besides their weapons, they are huge fans of close combat (grappling, using the pick side of their weapon like a knife, etc.). They will try to get in close with their opponent as fast as they can and then use their strength and extremely tough skin to hinder the other person from attacking during their own strikes.



# Tanthlar

| Classification          | Sentient Race   |
|-------------------------|---|
| Elemental Type          | Wood  |
| Habitat                 | Marshes and Swamps  |
| Height                  | 6'  |
| Speed                   | Moderate  |
| Strength                | Moderate  |
| Intelligence            | Genius  |
| Interaction             | Quiet and thoughtful, they are efficient communicators and mediators. |
| Special Characteristics | Able to store magic in normal inanimate objects.                      |

## Description

Incredibly powerful, the Tanthlar is a race that has a direct connection to the magic provided by the Path. They can draw out the energy by concentrating on what they desire and transfer that energy into any inanimate object.

Although rumors persist that the Memory Bank creates Memory

Balls, it is more likely that Tanthlars are the true creators. Within the Memory Balls, they can store magic spells in the same manner as a ShadowMyth card. Unlike the cards, though, once the spell is used up, the ball becomes useless.

The swamp society of the Tanthlar is focused on using magic to control their surroundings. Many of them have created interdimensional dwellings within the swamp trees. When entering their homes, it is definitely a case of being much larger inside than the tree. In addition, their homes are comfortably decorated with a lot of magical items and books about the Path. The more that they can understand about the Path, the more magic they can access.

Because of their access to the Path, they have become extremely efficient communicators and are usually employed by groups to mediate disputes. Like Mediums, they can understand many of the options to both groups and can come up with a solution that would benefit both parties.

During mediation, they will not take any side in a conflict and will always remain neutral. This has caused conflicts in the past but, being very skilled in magic, the Tanthlars can diffuse situations very quickly.

One protective device that all Tanthlars have is a special transport necklace that stores a permanent spell, allowing them to immediately return home. This spell is equivalent of the Loneliness ShadowMyths card.

## **Interaction**

Although friendly enough, Tanthlars seem to be a very serious race. They don't appear to engage in any form of play and will spend much of their time studying alternative forms of magic. When asked about their studies, they will usually brush off others and inform them that they don't have the training to understand.

As they get older, they resign themselves to the idea that others around them are not quite as smart. They will treat others with a mild form of respect but usually avoid any form of communication.

## **Combat**

Being able to cast a wide variety of spells and access the magic of the Path instantaneously, Tanthlars are formidable opponents. Most of them can access any ShadowMyths card spell that is considered Moderate Energy Use. The elders can use spells that are Heavy energy use. The time that they can recast the spell is usually one-third the time that it takes for the ShadowMyths card to be restored to full energy levels.

If the spells are ineffective, they will alter objects around them to store any weapon spells and hurl those objects at their opponents. In dire situations, they will use their transport necklace to return them to their homes.



# Transport

|                         |  |
|-------------------------|--|
| Classification          | Sentient Race  |
| Elemental Type          | Symbiote   |
| Habitat                 | All Habitats   |
| Height                  | 9'   |
| Speed                   | Moderate   |
| Strength                | Moderate   |
| Intelligence            | Moderate   |
| Interaction             | Only communicates with the host.   |
| Special Characteristics | Can transport the person they are bonded with in any terrain (including flying). |

## Description

The behemoth Transport symbiote appears to be a walking suit and not a living being. While it is true that the symbiote cannot do anything on its own, it is capable of taking control of its host in order to perform procreation and birthing functions. This usually happens without the host's knowledge. Outside of those features, the Transport seems to be fully subservient to its host.

When born, the Symbiote will remain dormant in water until another sentient race touches it. At this stage, it looks like a floating jellyfish. Once touched by a potential host, the Transport offers its service to allow the host to travel to any location that it desires. In exchange for this service, the Transport requests that it is allowed to feed off of the neural energy of the host. The small amount that the Transport requires does not affect the host at all.

As the host uses the Transport more and more, it will “suggest” that the host lends itself out to other hosts. This way, the Transport can gain more experience in different environments and provide new insights for the current host.

When communicating with its host, the Transport will ask them where it would like to travel. No matter where the host wants to go, the Transport can take them there. If it has no experience with the environment, it may take some time for it to acclimatize. While traveling, the Transport surrounds the host with a protective cocoon that the host can see through. Then it alters its form to create wings, legs, fins or whatever is needed to move the host in the new environment.

It is not affected by any environmental effects, but can be damaged by weapons and magical attacks. The Transport, although sturdy, is not armor and will suffer if it is attacked. It also cannot wear armor but can be protected by magic.



## **Interaction**

The only interaction that the Transport has is with the host. During travels, it will share stories of the places that it has been or the people that other hosts have known. One curious aspect is that it can also put the host to sleep and wake them up when they have arrived at their destination. This is usually when a Transport will mate with another Transport or give birth.

Although communication is provided through telepathy, the Transport cannot read the mind of the host. Information is strictly passed as if both parties were physically speaking with one another.

## **Combat**

The only form of protection the Transport has is that it can escape to different environs. At a moment's notice, it can fly away (if it has flown before) or move to a location the opponents can't reach. This includes scaling walls or cliffs.



# Valankir

| Classification          | Sentient Race  |
|-------------------------|--|
| Elemental Type          | Skin   |
| Habitat                 | Ruins  |
| Height                  | 3'   |
| Speed                   | Fast   |
| Strength                | Weak   |
| Intelligence            | Low  |
| Interaction             | Reclusive race that only associates with their own kind. |
| Special Characteristics | Sonic scream that paralyzes people.                      |

## Description

Like a plague in the night, large number of Valankir will swarm over a ruin and claim all that they touch. This small and deadly race reproduces extremely fast and an extended family of Valankir can number in the hundreds. They are always searching for a new home with the younger ones splitting off to create their own families.

For some reason, ruins seem to be the only place where they can reproduce. No one has found the answer for this but many countries that have been afflicted by this plague ensure that all ruins are destroyed or repurposed. In these countries, this has kept the number of Valankirs to a minimum.

During the process of claiming a ruin as their own, the surrounding area is assaulted with loud screaming sounds in the night. Some claim that it's the victims of the Valankir but, in reality, it is the Valankir themselves. Screaming while they attack the inhabitants, the males try to get the attention of females so that they can display their combat prowess. Once the ruin is clear, the females choose their mates and the ruins fall into silence. The Valankir will then search the surrounding regions for food for the females. They are known to clear out a large region of living animals and people during this period. This period in the ruins appears to be calm, with all the Valankirs looking after the welfare of their mates and the coming brood.

Once the children have been born, chaos reigns supreme. They constantly fight among one another and a lot of the issues are related to food and living spaces. With the added noise of the newborns, the Valankir are on edge and any issue, no matter how minor, will cause them to fight one another. It is not uncommon to lose one-third of the group to deaths during this period.

Once the children gain the ability of flight, it is not known how long they remain in the ruins. On average, they seem to only stay for about three or four months before leaving the region. Most mages

think it is because of the food supply in the surrounding region has been depleted.

## **Interaction**

The only interaction that others have with the Valankir is usually short and curt. When arriving at a ruin, several scouts will notify the current inhabitants that they are taking over the place. This courtesy is really to give the Valankir time to assess the situation and determine the best strategy for claiming the ruins.

The only other time they communicate with others is if they are challenged after they have taken over the ruins. In those situations, they will let the others know that they are not going to leave until they are ready and will defend it until the death. This never happens. The Valankir is only brave when they are in a large group. If their numbers decrease significantly, they will abandon the ruins even to the point of leaving pregnant females and children behind.

## **Combat**

Overall, the Valankir is not strong. When attacked, they will use a sonic scream to paralyze their opponents and, once that happens, the entire group will attack. They almost never attack if they are not supported by, at least, four other Valankirs.

Their favorite tactic is to overwhelm their opponents with the sheer numbers. In close, they will use their claws and screams to disorient and paralyze their opponents. The closer they get, the stronger the scream seems to affect the opponent.



# Veinalitis

| Classification          | Disease   |
|-------------------------|---|
| Elemental Type          | Disease   |
| Habitat                 | Host  |
| Height                  | Not Applicable  |
| Speed                   | Not Applicable  |
| Strength                | Not Applicable  |
| Intelligence            | Not Applicable  |
| Interaction             | The disease seems to be transmitted through kissing.                                |
| Special Characteristics | Veins enlarge as the disease eats away at the flesh and works its way to the brain. |

## Description

Once the disease enters the body, usually through kissing, the afflicted person can feel their face begin to swell. This swelling moves along the cheekbones, past the eyes and toward their brain.

Similar to the Disolate disease, the Veinalitis will create a semi-transparent skin over the infected area and eat all the internal

tissue as it works its way to the brain. Looking in the mirror, their skin appears to dissolve, but this is only an illusion. The semi-transparent skin is incredibly strong and is a defense mechanism so that nothing can interfere with the progress of the virus.

Over a matter of days, the victim will feel nothing but can see more and more of their jaw lines, inner facial structures and, to a point, their brain. The disease eats away at the bone material as it moves its way to the brain.

Once access to the brain is achieved, the victim will begin feeling searing pain as the disease eats consumes it. At this point, all of the veins are enlarged near the cranium and there is a large hole present. Death is near and there is nothing that can be done.

No one knows the origin of this disease, but it is highly transmittable. Unlike most diseases, once the Veinalitis is transmitted to a new host, the current host is immediately cured. The current host's face will still exhibit the damage caused by the disease, but no new damage is caused.

## **Interaction**

None

## **Combat**

None







# Wood Scar

|                         |   |
|-------------------------|---|
| Classification          | Sentient Race                             |
| Elemental Type          | Wood                                      |
| Habitat                 | Forests                                   |
| Height                  | 20'                                       |
| Speed                   | Slow                                      |
| Strength                | Strong                                    |
| Intelligence            | Moderate                                  |
| Interaction             | Thoughtful and calm.                      |
| Special Characteristics | Can cure any disease through their touch. |

## Description

Swaying in the night, the tall and thin Wood Scars dance to the rhythm of the stars. These gentle giants live for no other reason than to gaze upon the stars and feed on the light provided by them.

The society, or as they call it The Collective, of Wood Scars, is usually located deep within the forest. They don't appear to

have anything that most people would recognize as a home or village. They are one with nature and prefer to stand among their brethren. Being devoid of leaves, an area that contains Wood Scars looks more like a dead and burnt out forest.

They move slowly and talk among themselves about the nature of the world and their place in it. Watching the stars, they view themselves as inconsequential and that life is about enjoying the moment rather than chasing after some elusive dream. Having long lives, the Wood Scar prefers to quietly go about listening to the rhythm of the night and bathing in the light of the stars.

If anyone ever comes across a Wood Scar Collective, they will feel a calmness wash over them. If they are hurt, one of the Wood Scars will reach down, touch the injured person, and they will be immediately healed of any disease or injury. In order to protect themselves, though, anyone entering the Collective will become disoriented and, after a period of healing, will be entranced to leave the region. Once they no longer can see the region, all memory of what happened, any discussions or the location of the Collective is erased from the person.

## **Interaction**

When someone is within the Collective, the Wood Scars are very personable and love to talk about the nature of the world. They love hearing about different opinions on a wide variety of subject matters but are slow to change their mind.

They almost never argue among themselves or with others and politely listen to what others have to say. They have a very soothing voice and others find they cannot be angry or agitated around Wood Scars. Once a Wood Scar is satisfied and learned as much as they can, they will suggest that the person leave the Collective.

## **Combat**

Within the voice of the Wood Scar is a strong charm spell that will immediately calm anyone within the hearing distance of hearing it. Although physically strong, they don't have any form of weaponry or the ability to protect themselves.

The soft timber of their voice is the only thing that staves off combat.



# Wood Whip

|                         |  |
|-------------------------|--|
| Classification          | Sentient   |
| Elemental Type          | Wood   |
| Habitat                 | Forests  |
| Height                  | 4'   |
| Speed                   | Fast   |
| Strength                | Moderate   |
| Intelligence            | Moderate   |
| Interaction             | Self-absorbed people who are really only interested in themselves. |
| Special Characteristics | Can extend whips to twice their body length.                       |

## Description

On the outskirts of every Wood Whip village, there are scouts who constantly watch for intruders to their region. Nestled among the upper branches of trees, the Wood Whip scout watches for intruders moving across the forest floor. When someone is spotted, they emit a low howling sound so that other scouts may be notified of the intruders. Another scout will take the spotters' place while

the spotter goes to notify the village.

Being incredibly dexterous, they can move through the upper canopy of trees without making a sound or, sometimes, even noticeably disturbing the branches and leaves. At most, it may seem that there is a brisk wind moving through the upper tree branches.

At the village center, there are large groupings of round structures shaped like nuts. They are about 10' in size with a hole at the base. The older homes will have moss and thicker roots attaching the house to the tree base. Once the spotter has reached the central home, the new information is passed to the base of a tree and a Root Slider will transmit the information to all the trees within the region.

The living arrangement between the Wood Whip and Root Sliders is a common one. The Root Sliders live at the base of the tree and the Wood Whips live near the tops. Both races benefit from this situation, wherein the Sliders have peace and can study without being disturbed. The Wood Whips gain security, since many of the Sliders are powerful mages and can use their magic to protect the area.

One of their favorite activities is to swing among the trees and seeing how far they can jump between them without having to use their whips to catch the next branch. The one in their group that has the strongest leap rises to the rank of dominant male or female.



## **Interaction**

Wood Whips rarely interact with anyone unless they are accompanied by a Root Slider. They seem to trust the sliders and will go along with anything that they say.

If someone gets a chance to talk to a Wood Whip, they will find that they are not that interesting. They just chatter about which females or males they are interested in and the local gossip. They are also boastful and love to talk about how far they can jump without using their whip or how strong they are.

## **Combat**

The primary attack for the Wood Whip is the use of the tendrils on their forearm. The tendrils can extend out to a length that is about twice of their height and has multiple purposes. The primary purpose is to slash at their opponent and use the tendrils like whips. The secondary use of the tendril is that they can grab and wrap things with it.

The typical attack scenario is for the Wood Whip to slash at their opponents multiple times and then, when the opponent seems weakened, they'll grab the person by the leg and start moving up the trees. This makes their opponents off-balance and easier to be attacked by other Wood Whips.



# Wormling

| Classification          | Sentient Race  |
|-------------------------|--|
| Elemental Type          | Earth  |
| Habitat                 | All Habitats   |
| Height                  | 5'   |
| Speed                   | Slow   |
| Strength                | Weak   |
| Intelligence            | Moderate   |
| Interaction             | Aggressive and see other skin elementals only as food.                 |
| Special Characteristics | Their touch causes paralysis but the brain is still fully functioning. |

## Description

No matter how old you are, you've heard tales of things crawling out of the grave and attacking people. Most young people think it is a joke created by their elders to scare them. However, it is only the foolish who explore a graveyard at night. Many tales across Ozul talk about the walking dead and how they reach up to pull their victims into the ground. In all cases, the corpses follow people

until they have fled the graveyard or have been captured and dragged underground. Some villagers claim that the dead can use magic and have taken many of their loved one's away. Where they have claimed a victim, the person has never been found.

Just below the soft surface of a graveyard or deserted parts of town, the Wormlings have created a unique community that many other races avoid. In the center of the Wormling village is a massive pile of bodies and rotting meat. The stench is horrible but doesn't seem to bother the Wormlings. The more bodies they collect during their hunts, the larger the pile becomes.

Surrounding the body pile are a set of large holes in the ground. The holes diminish in size the farther away they are from the body pile. These are the homes of the Wormlings. Each one has dug themselves a set of tunnels that lead to their private lair. Within the lair, there are typically multiple rooms where the family members rest. If more rooms are needed, the Wormling just digs more rooms. They have an innate sense of the soil around them so that they never accidentally dig into another Wormling's lair.

Like many of the sand elementals, the Wormling appears to "swim" through the soil. When desired, the surrounding soil becomes liquid and condenses when their body leaves the area. For the Wormling, the ability to "swim" through the soil is difficult and they prefer their own underground tunnels. However, when hunting near the surface, they will use this ability so that they can sneak up on their victims and drag them under.

## **Interaction**

When speaking with a Wormling, it is pretty obvious that they don't care for any of the other races and only see skin elementals as food. They feel they are highest on the Skin Elemental food chain and can do whatever they like. Other non-skin elementals find them repulsive and a lower form of life, so they rarely will interact with them.

## **Combat**

Carrying no armor or weapons, the Wormling is at a severe disadvantage when dealing with other warriors. The only advantage that a Wormling has is to sneak up on someone and paralyze them with their touch.

If caught above ground and threatened, they will try to sink into the soft earth as fast as they can. They will avoid paved streets and other platforms that may prevent them from quickly escaping.

# Appendix

# Elemental Symbols

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**Air Elemental** - Air Elementals are mainly composed of bits of dust or mists. They are known for being very indifferent to other races since they find them “fleeting”. They tend to live very long lives.



**Bone Elemental** - Bone elementals are considered some of the strongest elementals around. Naturally, most of them are composed of various bone material but they are able to change the densities of parts of their body at will.



**Disease Elemental** - Disease elemental will take the host material (i.e. skin, rock, bone) and mutate it with their own DNA. It is unknown whether the elemental is sentient or not.



**Earth Elemental** - Earth elementals are mainly composed of dirt, small bits of rock, moss, and other small materials. Their body composition allows them to morph their body more easily into other shapes.



**Fire Elemental** - Being composed of fire, it's natural to think that they are rash. They are not. Fire elementals understand the fleeting nature of the world and tend to adjust to it more easily than other races.



**Lava Elemental** - These elementals tend to be very headstrong and violent. Able to shift parts of their bodies into forms of lava, they tend to use this to their advantage when dealing with people. A lot of times, it's their way or no way.



**Rock Elemental** - Being composed mainly of various ores and types of rocks, the Rock Elemental tends to be one of the physically stronger races. Most prefer to work with their hands but that doesn't mean that they are not intelligent.



**Sand Elemental** - Due to the nature of their world, Sand Elementals tend to be extremely reclusive. They prefer to stay with their own race. Composed mainly of sand, they blend in very well in the deserts and are almost impossible to detect.



**Skin Elemental** - Skin elementals are considered some of the weakest elementals around due to the fact that they don't have the ability to shift their forms. Most have to rely on various external weapons and their intelligence to survive



**Symbiote Elemental** - Symbiote elementals are semi-sentient. They tend to exist only if there is a host and will move between different hosts when one dies. Communication is usually handled telepathically.



**Water Elemental** - Being partly composed of water, these elementals are able to shift the density and transparency of their skin. This makes them extremely difficult to find in their natural environment.



**Web Elemental** - Like the Disease Elemental, it is unknown whether this race is sentient. They tend to be more insectoid and live in hive communities. They have a rough form of communication but not many can understand it.



**Wood Elemental** - One of the more common elementals, the Wood elemental is composed primarily of different forms of tree bark. They tend to be the ones that will interact most with the humans and are easily found in the forests.





# More Decks Available!

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## *Felinicus*



Known as the "Hunter in the Dark" and a favorite among many of the rock elementals, this small and quick creature is extremely good at getting vermin and Unknowns. The Felinicus is often used as pets to conversate with, they learn to be.



## *Human Folklore*

"Them caves have eyes! I tells ya! Those things are watchin' you all!" the old man yelled at a group of young kids near the entrance of Bartlowe Hole. Many a caver have sworn that there was something in the cave that was watching them. Those who have investigated the "eyes" say that it's just some rock formations that look similar to cats. One caver claimed that he tried to carve out the "cat" from the rock, but could not. His tools weren't strong enough. When he went back, the formation was gone. This occurrence of the disappearing formation led to the legend that they

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