

Tékumel Creatures for TFT

Created by Justin Grabowski <grabowski@REMOVETHISPART.erols.com>

Biridlu

Cape-like, black, flying creatures which cling to ceilings and drop down on the unwary.

They then suffocate their victim in their powerfully muscled folds. They are used as treasure guardians. They Biridlu will fight until killed.

They start with a ST 18-22 DX 12 IQ 7 and a MA of 6 on the ground and 12 in the air. Their natural armor stops 4 hits and they claw for 1+2 damage.

There main combat tactic is to ambush by dropping down upon a victim in order to envelop the victim in its muscled wings. In order to avoid this attack, the victim must make a 4d6 v. DX roll (3d6 if victim has alertness). If this roll is made, the victim moves out of the way into another hex. If the roll is not made, the victim rolls as if they had just entered HtH combat. On an HtH roll of 1-4, the victim is considered entrapped in the folds of the monsters cape, with or without a knife. Once inside the cape, the victim is at -4 DX (NO +4DX for HtH) and once inside the cape the only way out is to cut or be cut out of the folds. In order to do this, the Biridlu must take five ST damage after the victim has been ensnared (some record keeping has to done here).

Inside the cape, the victim will take one die of damage on the first turn (Biridlu's DX for when it happens and no DX roll is necessary to do this damage), two dice of damage on the second turn within, and three dice of damage for any remaining turns within, until dead.

Outside of this ambush attack, the Biridlu has two different types of attacks. It can claw its victim for 1+2 or it can try to go into HtH and envelop (as above) a victim within the folds of its cape.

It cannot use its claws once a victim is enveloped. It can move one hex per turn with a victim enveloped but cannot fly.

They regenerate 2 ST per turn unless the damage is burn damage.

Related to EPT: Chlen hide weapons do -3 damage to the Biridlu. All iron/steel weapons do full damage to them.

Chlen

Great (four-hex) slow moving, six-legged beasts with flatish horned heads and a splayed beak. Its hide is removed and processed to make armor and weapons. They are also used as draft animals.

Chlen are ST 30-40 DX 9 IQ 4 and have a MA of six. At maturity they are a four-hex creature. There hide stops four hits. The Chlen will only fight if attacked. They do 2 die of damage with their horned heads and they can do a running charge that will double this damage.

If within five hit points (ST) of death, the Chlen will feign death in a sign of surrender but only a naturalist or animal handler will know of this trick. Once this happens, there are three choices, leave the Chlen, kill the Chlen, or noose it and train it. In order to do the later, you must have the ANIMAL HANDLER talent.

The hide of the Chlen can be removed from it without harming the animal. Once this hide is removed it can be cured by a special process to make it as hard as bronze. The cured hide is then used to make weapons and armor. The best part about this process is that after the removal of this hide it will grow fully back in two to four weeks. An unprocessed hide can bring up to \$100; whereas, a cured hide is worth \$300.

Chlen are normally found tamed/domesticated but there is a 1 in 6 chance that the animal is wild.

Chnelh

Mutant ancient Earth apes created by the priests of Ksarul. They start with ST 12-14 DX 10-12 IQ 6 and an MA of 10. Their hide stops one hit and they do not wear armor. They fight with crude spears or clubs and do +2 damage in HTH combat. Because of its intelligence it cannot be trained only controlled. They are aggressive when attacking a party smaller than their group, which is normally 7-12 Chnelh strong. They will flee if at any time a party is larger than their group.

Dlakolel

The Dlakolel is a black, six-legged, shiny winged, mandibled armored titan. It has a limited ability to fly (jump) over obstacles. This creature starts with a ST 31-36 DX 11 IQ 5 and an MA of 6 on the ground and 12 in a jump. Its armor stops 5 hits and it bites for 2+2 damage because of its strong mandibles. An adult Dlakolel is a four hex creature. The Dlakolel can jump from engaged status to engaged status without disengaging normally because of its jumping capability.

Age	Size	ST	DX	IQ	MA	Damage
Youth	one-hex	11-16	10	5	6/12	1+1
Adolescent	three-hex	21-26	11	5	6/12	2
Adult	four-hex	31-36	11	5	6/12	2+2

Dlakolel can be trained to be steeds but they must be brought up from an egg. It will be three years (adolescence) until it can carry a rider. Dlakolel eggs can go for up to \$5000 on the open market. If encountered in the wild make a reaction roll to see if this creature attacks the party.

Dlaqo

Great armored beetle-like carrion eating creatures that have an iridescent green carapace, six-legs, and powerful scissor-like mandibles. They come in four sizes.

Size	ST	DX	IQ	MA	Armor	Bite
1-hex	15	9	1	6	4 hits	2 dice
2-hex	30	10	1	6	4 hits	2+1
3-hex	45	11	1	6	5 hits	2+2
4-hex	60	11	1	6	6 hits	3 dice

They will only attack from ambush or if they outnumber the party by five hex-sizes. Example: a party of four characters would be attacked by Dlaqo if there were two 3-hex, one 2-hex, and two 1-hex Dlaqo for a total of nine hex-sizes.

Feshenga

Smooth-skinned, serpent-headed, oily-looking beasts that run on 60 legs and attack any living thing it sees. This is the main reason this animal can never be trained.

They are normally a two-hex creature and start with ST 21-26 DX 11 IQ 5 and have an MA of 12. They bite for 1+2 damage and there is a four in six chance the bite is poisonous. If the bite damage penetrates the armor the victim must make a 3D vs. ST or suffer 2 dice of damage. The victim will still suffer from one die of damage if this roll is not made as the poison is very strong. The Feshenga is very aggressive and will fight to the death. When Feshenga are encountered it will usually be 1-6 of them.

Gerednya

This flying creature looks like a long, slender, grayish-green worm with a stinger and a pair of membranous wings. They start with ST 11-13 DX 15 IQ 4 a ground MA of 4 and in flight of 18. Its hide stops 2 hits and it has two attacks. The first attack is a bite with its razor-sharp teeth for 1+2 damage. Its second attack is its poisonous stinger which stabs for one die of damage. If the barb penetrates a victim's armor they will take two dice of poison damage unless they make a 3D roll vs. ST. If this roll is made, no poison damage is taken.

Gerednya fear fire and any use of it around them will have them make a morale check on a D6. On a roll of 1-3, the creature flees; on a roll of 4 or 5, it fights normally; and on a roll of a 6, berserks and attacks until it kills you or you kill it.

If slain, Gerednya wing cases are worth \$1000 to a Chlen hide armourer, since it contains a chemical used in the molding process of chlen armor and weapons.

Kayi

The Kayi is a creature consisting of a large, grayish gas bag, a huge single, eye and thin, fibrous tentacle net that hangs below it. Their form of attack is to hang high in the air and drop their tentacle net upon a victim.

The Kayi starts with ST 15-25 DX 12 IQ 6 and an air MA of 12. The Kayi's attack is to entangle a victim within its net and suck the life out of it. The net automatically hits unless a victim makes a 4D vs. DX. If surprised by the Kayi, the victim gets no DX roll. If the Kayi misses a victim with its net, it takes a turn for the Kayi to reroll the net and ready it again. The turn after a victim is entangled they will automatically take 2 dice of damage until dead or cut free. The only way the victim can escape is to cut themselves free or be cut free by friends. A victim entrapped by the net is -4 DX (no +4 DX for being in HTH) and can only use a dagger or hatchet to escape. Friends can help cut a victim out but treat the attack as if striking into HTH. The net takes 12 hits and stops 2 points of damage (very resilient).

The Kayi floating above the battle keeps itself out of the reach of hand-held weapons. Jabbing pole weapons can be stabbed at the creature but a -2 damage. Missile and thrown weapons have no trouble reaching them. Any damage done by fire on this creature is doubled.

The Kayi is a one hex creature with no side or rear hexes. Its armor stops one hit. On the turn the Kayi is killed, it explodes for one die of damage to any one in the same megahex with it (Kayi is the center of the megahex).

Kheshchal

These semi-intelligent, bird-like beings are covered with brilliant plumage that is used for feathered capes, helmets, etc. They have a ST 8 DX 12 IQ 6 and an MA of 6 on the ground and 30 in the air. Their feathers stop one hit of damage and they claw or bite for one die of damage. They can do both on the same turn at -4 DX.

The Kheshchal has a special attack called a swoop. This swoop is a flying charge of half the air movement distance of this creature. This attack is with the claws at +2 DX and does double damage when it hits. Along with this attack, this flying creature can bite the victim at -2 DX on the same turn. After this attack, the Kheshchal is considered in HTH with the character/creature attacked and must disengage immediately to fly off. The defender does not roll to on the HTH table to see if it gets its dagger out, fends off the attack, etc. The defender does get a +4 to hit the Kheshchal in HTH. The Kheshchal must try to disengage during its turn.

The Kheshchal will have from 2-12 feathers that can be picked off of it. Each of these feathers is worth \$300-1800. If found or captured, a Kheshchal egg is worth \$600-\$3,600 (3d6x200). These creatures can be trained.

Kyni

Brownish, bird-like creatures that have a limited intelligence. They start with ST 8-12 DX 12 IQ 6 and have a ground MA of 6 and an air MA of 30. Their feathers stop one hit and they bite or claw for 1+1 damage. They attack as does the Kheshchal, this also includes the swoop.

They are good hunters and spys. Spies because they have a natural spying talent (as in TFT:ITL without being able to open doors) and all of its prerequisites. They can also be trained to have limited speech (as a talking parrot), if trained by an animal handler.

A captured Kyni or one of their eggs is worth \$400-\$2,400. There is a 50/50 chance of capturing a Kyni if offered a Tsural bud, an herb they like. Another way to capture them, is to hit them with a special sticky, blunt arrow. This arrow does 1-3 points of damage and when hit the bird must make a 4D vs. ST or it is grounded and can only move one hex on the ground. These special arrows cost \$5.

Kuruku

Little, six-legged creatures with a pair of small hands underneath their blunt snouts. They will never attack and will flee if approached. Treat them exactly like the SLINKER in TFT (p. 62 TFT:ITL). The only difference is that there is a 2 in 6 chance that the Kuruku will drop the stolen item not too far away from where it was stolen where it can be found easily. To find the Kuruku nest a 6D vs. IQ must be made. Naturalists/trackers subtract one from this die roll.

Lri

These greenish, stilt-like insectoid creatures are related to the Hluss. They sting with a long, segmented tail that inject a paralysis poison. After a victim is poisoned, the Lri picks up the victim and takes it back to its nest to be devoured.

They start with ST 15-20 DX 12 IQ 4 and have a MA of 6 on the ground and 24 in the air. They are two-hex creatures that can bite for 1+1 damage and sting for 1+2 damage. They can attack with both modes of attack at -4 DX in the same turn at the same target. If sting damage passes a victims armor, the victim must make a 5D vs. ST or will fall down and be paralysed for 48 hours minus the victims ST in hours.

When Lri paralyses its victim, it will pick it up (3D vs. ST) in the turn thereafter. The Lri will then try to disengage from any combat. Lri can bite while picking up its victim but at -4 DX. The Lri will then try and fly off to its lair at half speed (12MA).

Mrur

Corpse of an ancient warrior which has been reanimated by the priests of Sarku or Ksarul.

The spell that created them is a variant of the ZOMBIE spell only known by these priests. This creatures will always attack and will not run.

Mrur start with ST 10-15 DX 10-16 IQ 0 and have an non-adjusted MA of ten. Mrur have the ability to regenerate one hit per turn like a troll in TFT:ITL. All damage by fire is permanent. Mrur wear armor and carry weapons related to their strength.

Roll	Armor	Roll	Shield
1-2	Leather	1-2	None
3-4	Chain	3-4	Small
5	Half-plate	5	Large
6	Plate	6	Tower

The type of weapon used by a Mrur is related to its ST. So a ST 16 Mrur can use a greatsword if it does not have a shield. If it does have a shield it will use the largest one-handed weapon it can.

Nenyelu

Long, sinuous, eel-like fish with a pair of rudimentary arms and hands behind a snake-like head. They start with ST 9 DX 14 IQ 6 and have a MA of 16 in the water. Their hide stops 2 hits and because of their snake-like qualities they are -3 to hit.

They bite for 1+1 damage and can throw a rock as if it has the THROWN WEAPONS talent. A rock thrown by a Nenyelu will do 1-2 damage. If the Nenyelu's bite penetrates a victim's armor, the victim must make a 4D vs. ST or take two dice of poison damage. A character will still take 2 points of poison damage even if this roll is made.

A poison sac from a Nenyelu is worth \$500 to a chemist or alchemist.

Ngrutha

Large, shelled, crab-like creatures that fasten onto their victim with eight sucker type legs. The creature then tries to insert a proboscis into the victim's body to suck out the blood and all the soft body parts. They start with ST 20-25 DX 11 IQ 4 and a MA of 6 in the water or on ground. The Ngrutha's natural armor stops 5 hits and they are three hex creatures.

The Ngrutha starts its attack by trying to go HTH with a victim. Once in HTH combat, the creature will try to insert its proboscis into a victim. To do this, damage from the proboscis must get past the armor. The proboscis does 1+2 damage. Once inserted into the victim, they will take 3 hits per turn beyond armor or magic. The only way to stop this damage is to kill the Ngrutha. A victim is considered HTH with the creature but is -2 DX with no pluses for HTH combat. The victim also must make a 4D vs. ST to disengage from this creature. Once disengaged, the Ngrutha must impale again with its proboscis to do the automatic damage. At the same time, same time a victim is being drained, the Ngrutha can attack another target with its feet for one die of damage at no DX penalty.

Qaqtla

Snake-like, tentacled creature with strong scale armor that ranges up to ten feet in length. They start with ST 15-20 DX 11-12 IQ 4 a ground and water MA of 12. Their scales stop four hits and they can bite for 1+1 damage.

The Qaqtla's preferable main attacking weapon is its flailing tentacles. The creature can whip out these tentacles up to 4 hexes away. Treat each tentacle as a whip in TFT. The Qaqtla will can use the tentacles at 2, 3, or 4 hexes away. If an attacker is adjacent, the creature will bite or disengage to make the most of its tentacle attacks. These tentacles do one die of damage and all four can strike at the same time with no DX modifiers. The tentacles can strike at different targets in the same turn without DX modification as well. Each attack is rolled separately. If a tentacle is struck at, the attacker is -4DX and the tentacle takes 5 hits and has armor equivalent to 2 points.

If damage from a tentacle strike gets past a defender's armor, the victim must make a 4D vs. ST or take another one die of poison damage.

Qaqtla are three hex creatures like the giant lizard in TFT. Three straight hexes not the triangle shape.

Qol

Mutants from human stock that were created by the Priests of Ksasul. They are roughly humanoid except for their slender reptilian neck and flat diamond-shaped head. They start with ST 10, DX 10, IQ 7 with 8 extra points that can be added. IQ always stays at seven though. They have an MA of 8. Their natural hide stops 2 hits and they wear leather armor and carry shields. They can stop from 5 to 7 hits, according to the shield they use. They carry man-type weapons, which ALWAYS have weapon poison on them. They can also bite for 1+1 damage. Both types of attacks can be used the same turn at -4DX for each attack. They flee from daylight and revel in total darkness (natural darkvision). In total darkness (no torch/lantern light), they fight at +2 DX. They will only attack a party if they outnumber it, are cornered, or forced to fight.

Qumqum

A spectral creature that is invisible to humans and non-humans, except for Pe Choi, who can use their MAGE SIGHT to see them. The Qumqum can be heard coming from up to 50 megahexes away because of the terrible thunder-like noise it makes. The only thing that can hurt this creature is wizardry or fire.

The Qumqum starts with ST 40-50 DX 12 IQ 10 and a MA of 12. Their hide stops 2 hits but the creature's main defense is that it has natural invisibility at no ST cost. They fight invisibly with a special pike ax forged by the priests of Sarku. The pike axe is +1 damage magic and does 3-1 damage. This pike ax is invisible and can fetch in the open market \$10,000.

The Qumqum is dangerous but may ignore a party (2 in 6 chance) if not given a task, such as guarding. The Qumqum fears fire and any time this weapon is used against it there is a two in six chance that the creature will flee. This creature can also be driven off by an Eye of Destestation or an Eye of Incomparable Command.

Renyu "Loyal Follower"

Man-like humanoids found mainly in mountain and forested regions. They have long pointed snouts, long pointed ears, a tail and are covered in blackish or brownish fur. Almost appears to look like a canine that has two arms and two legs. They have a simple language.

Treat Renyu almost exactly as Neanderthals from TFT (TFT:ITL p.55) but they have a ST of 11-16. They use the same weapons as a Neanderthal but cannot be trained to be soldiers. Their hide gives them a natural toughness of one hit stopped. They see well in the dark - night is like dusk to them. They always have the ability to see at least 2 hexes away from them in a pitch dark labyrinth. They are also very alert to their surroundings and receive the ALERTNESS talent for free.

Wild Renyu within 3 ST of death will fall to the ground and plead for surrender. These animals can be trained and will fight loyally for a master, to the death if need be, and will not surrender if their master is still alive.

Ru'un

An animated man-like bronze automaton some seven feet tall. They were used by the ancients to guard gate openings. They start with ST 50-75 DX 14 IQ 20 and a MA of 12. Their bronze body stops 5 hits and they have three different types of attacks.

Its first attack is with a +1 DX/+1 damage great sword (adjDX 15 and 3+2 damage) that it wields one-handed. Its second attack is that its other hand shoots light crossbow bolts that does 2 dice of damage. When firing these bolts, treat the bolt like a thrown weapon after it traverses a megahex. So if a target is 3 hexes away there are no modifiers but if the target is five hexes away the Ru'un receives a -2DX to hit that target. The automaton has five of these

bolts ("fingers") and it can fire one per turn. After a battle the Ru'un will return these bolts to the sockets where they belong. The Ru'un's third attack is it throws off a continuous SHOCK SHIELD of one die of damage and anyone that hits the Ru'un with a metal weapon in hand will receive 1-2 points of damage that armor does not stop.

Two special abilities the Ru'un has is MAGE SIGHT at no ST cost and it can never be surprised. The Ru'un only obeys the Incomparable Eye of Command and the Amulet of ruling the Ru'un.

Sagun

A form of fungus created by the Ancients as a killer guardian. The Sagun is a pallid, convoluted, leafy-looking creature that stands about eight feet and sways forward upon its mobile stalk to strike with woody claws.

They start with ST 30-50 DX 11 IQ 1 and a MA of 4. Its leaf-like structure stops 5 hits and its claws do 2+1 damage. The Sagun has a special attack where it will emit a cloud of spores. There is a 50/50 chance each round that the Sagun will emit the spore cloud that is considered to be in the hex with the Sagun and its six adjacent hexes. The spore cloud is immediately emitted at the beginning of a turn before movement. If any victim is within this radius when it is the Sagun's turn to act, they must roll a 3D vs. ST or fall down to gagging unable to do anything until the ST roll is made each turn. The victim will die if a CLEANSING spell is not given to the him within 24 turns, because the spores have germinated inside him.

Serudla

Huge creatures that look like dragons covered with gleaming scales. They have six legs and a pair of small arms just below their long neck and bony head. They are semi-intelligent and can be taught to use simple weapons. The Serudla can also bite or use an acid spittle. These creatures come in three sizes, the larger ones being older.

Size	ST	DX	IQ	MA	Armor	Bite
2-hex	25	12	7	12	3 hits	1+2
4-hex	60	13	7	10	4 hits	2
7-hex	90	14	7	8	6 hits	2+2

As stated the Serudla cannot only bite but can be trained with simple weapons. Serudla Masters prefer pike axes. This animal can also spit acid at an enemy for 3 dice of damage. Treat as a thrown weapon and it costs the Serudla 10 ST to spit. Serudla will only fight in HTH if forced into that situation.

Serudla can be trained by a person with the ANIMAL HANDLER talent but this is limited to being brought up from a Serudla egg or the two-hex variety creature. Four and seven hex Serudla are to set in their ways to be trained. It takes at least three months to train one of these animals.

Wild Serudla are not aggressive. So make a reaction roll to see if they attack or just stare at you. A mother Serudla will always attack if she feels her nest is threatened. A Serudla egg can fetch as much as \$10,000 on the open market.

Shanu'u

Winged killers that are warm-blooded, covered in fur and related to the Hlaka. They start with a ST 15-30 DX 11 IQ 4 an MA of 6 on the ground and 20 in the air. They bite for 2 dice of damage and have a tail attack as does a dragon in TFT:ITL. They are four-hex creatures whose fur stops two hits. There is a 50/50 chance that they will attack anything living.

Because of their relation to Hlaka, the Hlaka can control the Shanu'u for a period of time. Treat this ability as a CONTROL PERSON spell (AW p.13) with the same ST cost but only related to the Shanu'u. Shanu'u can be trained but only by Hlaka.

Shedra

Treat exactly like a GHOUL in TFT (TFT:ITL p.55) except that they generally will carry hand-held weapons. These creatures have a natural toughness and stop 2 hit points of damage. Any victim killed by a Shedra in HTH or whose body was left with this creature will become a Shedra after being dead a day. The only way this can be stopped is through the use of a REMOVE CURSE spell but this must be done within 24 hours after the victim is slain. Once a victim has become a Shedra only a WISH spell or divine intervention will negate this problem.

Sro

Mutants from some ancient reptilian stock that can walk, fly, and swim. They are semi-intelligent, have six legs with a pair of arms located just below their dragon-like heads. There are three different sizes of Sro.

Size	ST	DX	IQ	MA	Air MA	Water MA	Bite	Armor
2-hex	20	12	7	8	20	12	1+1	4 hits
4-hex	40	13	7	"	"	"	2 dice	5 hits
7-hex	75	14	7	"	"	"	3 dice	6 hits

All Sro have a natural TWO WEAPONS talent and use it to the best of their ability or training. They usually use two broadswords. They can either use these together in combat or bite and use a sword in the same turn following the rules for two weapon use.

Sro have a fondness for gems and jewelry and if offered to a Sro, add one to any reaction roll with the creature.

Thunru'u

An archaic lifeform that is somewhat man-like, doughy and blubbery-looking with two saucer-like eyes, a greyish beak, and rolls of skin that hang about it like a robe. Their favorite dish are a human and animal eyes.

They start with ST 20-30 DX 12 IQ 7 and a MA of 10. Their skin stops 4 hits and they can claw for 1+2 damage. They can be trained to use man-type weapons and shields and because of their claws they do an extra +1 damage in HTH.

Thunru'u can be domesticated and can be found as servants of man. They can also be controlled by certain magical eyes and there is a 5 in 6 chance that the odor of Tsural buds will repel them.

Tsi'il

The Tsi'il is a large (4-hex), six-legged creature with a horny carapace, a spiked crest, and rows of jagged spiky growths upon its back. It fights with a spiked mace-like tail and a bite. They are very passive, gentle creatures that will only fight if attacked.

Tsi'il start with ST 30-40 DX 11 IQ 5 and a MA of six. Their carapace stops 4 hits, they bite for 1+1 damage, and its spiked tail does 2+2 damage. Anything stupid enough to go HTH with these creatures will receive an automatic one die of damage per turn because of the animals spikes and remember the animal can still bite for 1+1 damage. Its preferred mode of attack is to use its tail. The Tsi'il can use its tail as a Dragon does in TFT:ITL or can strike for 2+2 damage

a single target or can use its tail in a sweeping blow against the possible four targets behind it. It can either use its tail or bite but not both at the same time.

The only reason anyone would want to attack a Tsi'il is for a gland of the Tsi'il's. This gland is very effective in repelling the Haqel, Tietlakha, and certain other marine creatures. A single gland can be sold for up to \$4000 to a chemist or alchemist on the open market.

Vorodla

Dingy, blackish creatures with huge leathery wings. They are actually restructured and reanimated bodies of ancient warriors. They start with ST 20 DX 11 IQ 0 (zombie-like) with an MA of 6 on the ground and 24 in the air. Attacking at night or in the dark, the Vorodla is +2 DX. They favor the use of two handed weapons but a few will carry a one-handed weapon and shield. They will fight until destroyed. The Vorodla regenerates 1 hit per turn but cannot regenerate fire or lightning damage.