

# BEASTMASTERY

Beastmastery is the only school of sorcery placed under **Instinct** instead of **Soul**.

Beastmastery deals with communicating with animals and bringing them under one's control. The fundamental skill of Beastmastery is understanding animal languages; only by mastering the language of a specific animal can one attempt to bring it under their control.

Beastmastery is quite common in the Asteanic world, as it offers practical utility in everyday life. This skill has enabled several cultures to integrate unusual and dangerous animals into their daily activities. For instance, some Tauric knights ride wyverns, Gurge tribes coexist with massive and aggressive Single-humped Steppe Unihorns, and Kali sea tribes employ Colossal Sea Turtles in naval battles.

\* – *The benefits of psychotropic substances do not extend to the Beastmastery school of magic, except for the Concealment from Animals ritual, in which case they do apply.*

\*\* – *In the context of Beastmastery, animals encompass all beings lacking attributes of Intellect and Soul, meaning that many fantasy creatures are also classified as animals.*

\*\*\* – *Beastmasters do not manipulate soul energy, so they don't risk madness when acquiring new spells.*

## Amount of Controlled Animals

Every Beastmaster can bend under their control as many animals as their Beastmastery skill level. All animals have the same coefficient, whether it's an ant or a whale. This quantity can be increased by acquiring the Beastlord ability.

### Beastmastery spells:

Animal Language and Persuasion	15/10 EXP
Beastmastery	10 EXP
Ritual: Concealment from Animals	10 EXP
Affinity to an Animal	5 EXP
Language of the Family	20 EXP
Affinity to the Family	10 EXP
Ritual: Companion Breeding	10 EXP
Pass without Trace	10 EXP
Ritual: Animal Enspiritment	10 EXP
Beastlord	10 EXP

## Animal Language and Persuasion

**Price:** 15 EXP for the first time, 10 EXP for each subsequent animal language

**Prerequisite:** Instinct +2

**Beastmastery check DL:** To influence an animal, roll a Beastmastery check against the animal's Instinct check.

**Spellpoint cost:** To influence an animal, 1 Spellpoint is used. Gaining a new animal language grants an additional Spellpoint.

**Description:** Grants the skill: **Beastmastery (Instinct)**.

Sorcerer learns the language of one type of animal. The ability must be acquired again for each different type of animal.

With the chosen type of animal, the sorcerer can communicate without needing to roll dice. The sorcerer has also learned to influence this type of animal.

When communicating with animals, it's important to note that animal languages are very different from human languages, and exchanging complex information is nearly impossible. Animal languages are more primitive, and the sorcerer must adapt when communicating. Additionally, different animal languages vary. While terms like "nest" are easily recognized as a home for many bird species, the same concept might not be familiar to aquatic or nomadic creatures. Animals also have a limited understanding of numbers, measuring quantities as: one, a few, many, and very many. The Game Master will certainly have fun playing whales, ants and rats.

To influence an animal, the sorcerer must roll a Beastmastery check against the animal's Instinct check. A successful roll ensures that the animal considers the sorcerer's suggestion and carries out the sorcerer's request. However, the sorcerer can give only one command, and it shouldn't involve a long duration of action. For instance, commanding an animal to rear up and unseat a rider is appropriate, but commanding it to travel 10 kilometres to a specific place and do something there, is not.

Animal persuasion works even when the animal is controlled by another beastmaster. However, influencing the animal to attack its controller or cause harm to them in any way isn't possible. If the original controller is present, they can verbally cancel any command given. Thus, influencing an animal in such a scenario might not be very useful.

Animals whose language the sorcerer knows are always friendly towards the sorcerer; they perceive the sorcerer as one of their own.

The Game Master can set restrictions on how high the Instinct must be to learn the language of a specific animal, especially if it involves an unusual communication method, such as with giant ants (a language with chemical components). There should be no restrictions for animals that communicate through gestures and simple sounds.

## Beastmastery

**Price:** 10 EXP

**Prerequisite:** Beastmastery +6

**Beastmastery check DL:** Against the animal's Instinct check.

**Spellpoint cost:** 1 for each Beastmastery check.

**Description:** A sorcerer possesses the ability to exert their will over animals whose languages they understand, and to turn them into loyal companions.

To gain control over an animal, the sorcerer needs to either show care towards the creature or find a way to subdue it. The methods for taming an animal can vary based on the specific creature. Activities such as creating a nest for a bird, winning a confrontation, or providing food can aid in the taming process. From a technical standpoint, taming an animal involves two Beastmastery checks against the animal's Instinct check. The initial check is for persuading the creature to cooperate with the beastmaster and grasp their intentions. The second check is for taming the animal and establishing the pact between the beastmaster and the creature.

Beastmaster can also attempt to gain control over an animal already controlled by another master. In this case, the original master's Beastmastery skill level is added to the animal's Instinct check.

A sorcerer can have as many animals under their will as their Beastmastery skill level.

Commands to animals are given verbally in the specific language of each controlled animal.

## Ritual: Concealment from Animals

**Price:** 10 EXP

**Prerequisite:** Beastmastery +4

**Beastmastery check DL:** 20, or 15 if the animals the sorcerer wishes to hide from are familiar to them, meaning they understand their language.

**Spellpoint cost:** 1

**Description:** A Beastmaster can supernaturally conceal themselves from animals. Creatures are unable to detect the sorcerer's scents or realize their proximity, even if the sorcerer stands beside them. Technically, the sorcerer becomes invisible to the animals. However, if the sorcerer were to attack an animal or cause harm, the animals can make a Perception check against the sorcerer's Beastmastery check to uncover their presence.

This ability lasts for Beastmastery skill level x 10 minutes and requires a few minutes of preparation.

## Affinity to an Animal

**Price:** 5 EXP

**Prerequisite:** Beastmastery +6

**Description:** A sorcerer gains the ability to communicate with and influence a particular type of animal with exceptional ease. All checks involving interactions with this animal species are made with a +5 bonus.

## Language of the Family

*(Felines, canines, but also birds, marine mammals, reptiles, etc. The concept of "family" is sometimes broader in SAKE than in traditional zoology. The GM can decide this, based on how beneficial it is to specialize in a group of animals within the game. For example, whether specializing separately in Laridae (seagulls) and Columbidae (pigeons) is valuable enough to warrant them belonging to distinct groups.)*

**Price:** 20 EXP

**Prerequisite:** Instinct +4, Beastmastery +12

**Description:** The sorcerer gains the ability to communicate with all animals belonging to the chosen animal family as if they have learned the languages of each species.

This ability can be acquired multiple times for different animal families.

## Affinity to the Family

**Price:** 10 EXP

**Prerequisite:** Instinct +4, Language of the Family, Beastmastery +14

**Description:** Beastmaster gains a special connection with animals belonging to a chosen family, enabling them to communicate and influence these animals with ease. All rolls related to interacting with animals from this chosen family receive a +5 bonus when made by the sorcerer.

This ability can be acquired multiple times for different animal families.

## Ritual: Companion Breeding

**Price:** 10 EXP

**Prerequisite:** Affinity to an Animal or Affinity to the Family, Beastmastery +8

**Description:** Beastmaster gains the ability to breed exceptionally powerful animal companions. A beastmaster who raises their animal companion from infancy gains 4 points to distribute among the creature's Attributes and 60 EXP to allocate among skills and other parameters (HP, Reflexes etc) upon the creature reaching adulthood. These points are added to the species' standard attributes.

The beastmaster can only breed animals they have an affinity with.

The beastmaster can breed as many animals at once as they are able to control.

**Technical commentary:** *To make this ability practically useful in the game for the player portraying a beastmaster, it is advisable to raise a young animal approaching adulthood. Depending on the species, and with the GM's agreement, the breeding process could take a few months to half a year.*

## Pass without Trace

**Price:** 10 EXP

**Prerequisite:** Beastmastery +4, Wilderness skills +4, Stealth skills +4

### Beastmastery check DL:

- Automatic within the home region (e.g., home forest).
- 10 in a similar environment to the home region.
- 15 in a different environment within the same climate zone as the home region.
- 15 in a similar environment in a different climate zone.
- 20 in a different climate zone and environment.

**Spellpoint cost:** 1 for days travel

**Description:** Beastmaster moves through nature without leaving tracks, making tracing them in any way impossible. Outside their home region, the sorcerer rolls their Beastmastery skill to avoid leaving tracks.

## Ritual: Animal Enspirtment

**Price:** 10 EXP

**Prerequisite:** Soul +4, Companion Breeding, Ritual: Transfer of Soul Essence, Beastmastery +10, Restoration +12, Metaphysics and Otherworld +6

**Beastmastery check DL:** To see and hear through the animal's eyes and ears, roll against 30 minus the number of Soul HP within the animal.

No roll is needed during the breeding process for animal enspirtment; the sorcerer presumably has enough time to perform this ritual properly..

**Spellpoint cost:** 1 when utilizing the animal's senses.

**Description:** Beastmaster creates a permanent spiritual bond with the animal they have bred using the Companion Breeding ability, enspirting them by transferring some of their Soul HP during the process. As a result, a fragment of the sorcerer's soul becomes intertwined with the animal. The sorcerer can attempt to perceive the world through the animal's eyes and ears, while also having the ability to telepathically command them without limitations.

The Beastmaster must allocate at least 2 Soul HP to the animal; these Soul HP are only replenished if the animal dies or if someone kills their Soul.

In the event of the sorcerer's death, the enspirted animal is set free and undergoes a transformation into an "Aalu," an animal possessing a Soul.

### Attributes of the enspirted animal:

An enspirted animal gains the Attributes of Soul and Intellect, which they previously lacked. The values of these Attributes depend on the transferred Soul HP. Two Soul HP correspond to one Attribute point for both Soul and Intellect. Points are counted starting from -10. For example, if the sorcerer sacrifices 16 Soul HP for the enspirting, the animal's Soul and Intellect Attributes would be -3. These attributes can be compared to those of a human. An enspirted animal is significantly more intelligent, and one with a high Intellect Attribute can perform intricate tasks. For instance, an animal

with an Intellect attribute of -7 or higher might be capable of learning and understanding human language, although speaking it is highly unlikely for them.

**Enspirted animal does not fear ghosts or otherworldlings like ordinary animals do.**

## Beastlord

**Price:** 10 EXP

**Prerequisite:** Instinct +4, Beastmastery +12

**Description:** The Beastmaster can extend their control over a greater number of animals. With Beastlord Ability, the beastmaster is capable of controlling twice as many animals as their Beastmastery skill level.

This ability can be taken multiple times, increasing the number of animals under the beastmasters' control. For instance, a beastmaster who has acquired Beastlord two times and has a Beastmastery skill level of +13 can control 39 animals.

# JAGUAR OR LEOPARD

## (ANIMAL)

### How can the GM utilize them?

Jaguars and leopards are suitable for organizing unpleasant surprise attacks in jungles or dense forests. Beastmasters may be interested in controlling those fast and powerful cats.

### Habitat and relationship with humans:

Jaguars are found everywhere in the Tropical zone (Oreenia, Kaliland, Kaliba, etc.). They generally do not attack large groups of people. However, they might surprise an individual or a small party with a sudden attack.

Leopards share similar behaviour to jaguars, but they can be found in almost all climate zones of the Asteanic world (Temperate zone, Oceanic zone, and Tropical zone), where different species inhabit savannahs, forests, and mountains.

### Anatomy:

An adult jaguar or leopard weighs around 80 to 120 kg and has valuable hide, which is priced at 10 GD in their habitat regions but more elsewhere.

### Society and Lifestyle:

Jaguars and leopards are solitary creatures.

### Diet and Natural Enemies:

Meat and humans.

### Tactics:

These cats attempt to attack as a surprise. They stealthily approach their target and swiftly pounce to bring it down.

If the jaguar fails to quickly kill their prey, they will flee, making it hard to finish them off.

# JAGUAR OR LEOPARD (ANIMAL)

**Body +4; Speed +6; Precision -8; Instinct +6**

**Size:** Large

**HP:** 28

**Reflexes:** +6

**Parrying:** Uses Reflexes

**Static parrying:** 16

**DR:** 0

**Movement Speed:** 80

**(Morale):** 0 (Normal)

### Attacks and damage:

**+8 Attack with bite and/or claws for 1d4+4 or 2d4+4 Damage (+4 Damage on Surprise Attack)**

### Skills:

<b>Athletics</b>	+8	<b>Perception</b>	+6
<b>Stealth skills</b>	+10	<b>Wilderness skills</b>	+6

### Abilities:

#### Attack at the End of Movement

Felines are swift creatures that can use their Action for both movement and attacking. When predators move at half of their Movement Speed (maximum 40 meters), they can make an Attack at the end of the movement, dealing 1d4+4 Damage.

#### Double Attack

If a predator performs a surprise attack or Full Attack, they leap onto their prey, tearing at it with both paws and fangs. In this case, the Attack's total damage is 2d4+4 and they automatically perform the Tripping Manoeuvre. If the target fails to succeed in an Athletics check against the predators' Athletics check, the target falls and is now underneath the predators.

Fallen opponents have a -4 penalty to all Attack, Reflexes, and Parrying rolls against standing opponents. To stand up, characters must overcome the animals' Athletics check with their own Athletics check – attempting this requires a full Action.

#### Surprise Attack

If predator can attack their prey without being detected, they perform a sort of Sneak Attack, adding +4 to their Damage.

#### Soft Landing

When falling, the animal automatically takes only half damage. If the animal succeeds in a Stealth check to avoid the damage from the fall, they do not take any damage at all.

# MANDRILL

(ANIMAL)

## How can the GM utilize them?

Mandrill tribes can be under the control of powerful beastmasters through their matriarchs, who can now manipulate them for local terrorization.

A formidable beastmaster might have imbued some of the tribe's matriarchs with their soul, leading the tribe to behave exceptionally intelligently and become particularly dangerous. These mandrills might even possess the ability to use magic, wield weapons, and perhaps even speak human languages.

While traveling through Tropical zones, large mandrill tribes can appear as Hazards, which are challenging to evade and best avoided altogether. Smaller groups of male mandrills, on the other hand, can simply be encountered as combat encounters.

## Habitat and relationship with humans:

Mandrills inhabit rainforests across the Tropical zone. Despite their numerous population, their interactions with humans are generally limited.

Mandrills are nomadic creatures.

## Anatomy:

Mandrills are large primates; an adult mandrill can weigh up to 80 kg. Thanks to their long arms and legs, they are excellent and swift climbers, moving through the treetops at the same speed as on the ground. Mandrills have large, sharp, and strong fangs.

## Society and Lifestyle:

Mandrills live in enormous groups consisting of 100 to 600 members. These groups consist of only female mandrills and their offspring. Adult male mandrills move in small groups of 2 to 8 members or alone, approaching female groups only during mating season, which occurs in May and June. Small groups of male mandrills can become extremely violent and dangerous to humans during mating season. However, they often make loud vocalizations as a sign before attacking.

## Diet and Natural Enemies:

Mandrills are omnivorous, feeding on both plants and small animals. Male mandrills also hunt small mandrill infants.

## Tactics:

Mandrills fight as a group, and if some of them fall or are seriously injured, the entire group's morale might be affected (roll for Morale), increasing the chance of them fleeing altogether.

# MANDRILL (ANIMAL)

Body +2; Speed +4; Precision +2; Instinct +2

Size: Medium

HP: 12

Reflexes: +4

Parrying: Uses Reflexes

Static parrying: 14

DR: 0

Movement Speed: 40 (even when moving through the treetops)

(Morale): 0 (Normal)

## Attacks and damage:

+6 Attack with a bite for 1d6+2 Damage

## Skills:

Athletics +6

Stealth skills +8

Perception +6

Wilderness skills +4

## Abilities:

### Tearing Bite

If the wolf's attack succeeds, it can decide to stay clamped onto a limb with its teeth instead of letting go, inflicting biting damage of 1d4 (1d6 for Dire Wolves) each round, which is not mitigated by DR. The target must roll a Athletics check against the wolf's Athletics check to break free – attempting this requires a full Action. While caught in the wolf's jaws, the target cannot move.

## WOLF AND DIRE WOLF

### (ANIMAL)

Wolves can be found across the Asteanic world in Polar, Temperate, and Oceanic zones. Ordinary wolves are no serious threat for adventurers. However, a completely different story unfolds when dealing with the fearsome Dire Wolf, a larger and stronger relative of the common wolf.

#### How can the GM utilize them?

As a test for combat encounters with a new group.

Some beastmasters have subjugated all the wolves in a region and are now terrorizing the area.

You can use wolf stats for hunting dogs and guard dogs.

#### Habitat and relationship with humans:

Wolves live in packs of about twelve and usually keep their distance from humans. However, when hungry, they may attack individuals or pairs of humans they perceive as weak.

#### Tactics:

Wolves attack as a pack, encircling their prey. Working together, they attempt to bite and restrain the same target simultaneously, preventing their victim from moving.

## WOLF (ANIMAL)

**Body +2; Speed +4; Precision -8; Instinct +6**

**Size:** Small

**HP:** 6

**Reflexes:** +5

**Parrying:** Uses Reflexes

**Static parrying:** 15

**DR:** 0

**Movement Speed:** 70

**(Morale):** 0 (Normal)

#### Attacks and damage:

**+6 Attack with a bite for 1d4+2 Damage**

#### Skills:

**Athletics** +6

**Stealth skills** +2

**Perception** +6

**Wilderness skills** +10

#### Abilities:

##### Tearing Bite

If the wolf's attack succeeds, it can decide to stay clamped onto a limb with its teeth instead of letting go, inflicting biting damage of 1d4 (1d6 for Dire Wolves) each round, which is not mitigated by DR. The target must roll a Athletics check against the wolf's Athletics check to break free – attempting this requires a full Action. While caught in the wolf's jaws, the target cannot move.

## DIRE WOLF (ANIMAL)

**Body +4; Speed +4; Precision -8; Instinct +6**

**Size:** Medium

**HP:** 14

**Reflexes:** +4

**Parrying:** Uses Reflexes

**Static parrying:** 14

**DR:** 0

**Movement Speed:** 70

**(Morale):** 0 (Normal)

#### Attacks and damage:

**+8 Attack with a bite for 1d6+4 Damage**

#### Skills:

**Athletics** +8

**Stealth skills** +2

**Perception** +6

**Wilderness skills** +10

#### Abilities:

##### Tearing Bite

If the wolf's attack succeeds, it can decide to stay clamped onto a limb with its teeth instead of letting go, inflicting biting damage of 1d4 (1d6 for Dire Wolves) each round, which is not mitigated by DR. The target must roll a Athletics check against the wolf's Athletics check to break free – attempting this requires a full Action. While caught in the wolf's jaws, the target cannot move.

# THE DAUGHTERS OF SEAMOTHER

## (CORPOREAL OTHERWORLDLING)

The Daughters of Seamother are unsettling entities, part-human and part-fishlike Otherworldlings, whose primary habitat is the seas around Kaliland.

### How can the GM utilize them?

In maritime adventures, they can be used either as direct adversaries or as Hazards or Opportunities. The Colossal Sea Turtles controlled by Seamother Daughters are capable of sinking ships by ramming them, and they do so in a way that the ship's crew has almost no chance to prevent it. Some sea areas that the PCs traverse might be home to Seamother Daughters and their Colossal Sea Turtles, and they don't take kindly to foreign sailors in their waters. PCs must either persuade the Seamother Daughters or simply eliminate them to prevent the otherwise generally neutral Colossal Sea Turtles from attacking their ship.

When PCs encounter a Seamother Daughter, it's usually a solitary encounter. If any aggression is shown towards her, a water creature under her control — often a Colossal Sea Turtle in Kaliland — will arrive shortly (1d4+1 combat rounds later).

### Habitat and relationship with humans:

Daughters of Seamother share a strong relationship with humans residing near the seas they govern, controlling fish and sea creatures.

Humans desiring to catch fish or other sea creatures from a sea inhabited by a Daughter of Seamother must understand that this is nearly impossible without her consent. Like their mother, the Seamother Daughters have a strong sense of ownership and are territorial. They are even inclined to revenge if their property is taken without negotiation. The term "property" extends to all aquatic life in their area. While an individual fisherman might not provoke a Seamother Daughter, large fishing vessels often do. Consequently, people have learned to communicate and negotiate with these beings in their regions. Killing a Seamother Daughter is unadvisable, as the regions they inhabit generally fall under the dominion of their mother deity. Crimes against her can lead to severe punishment in these areas.

To gain fishing rights, two things must be done. First, a representative of a human group must forge a pact with the Seamother herself, ensuring harmonious interaction between the tribe and the deity. For fishing rights in a specific location, a bond with the local Daughter must also be established.

Seamother Daughters are vain beings, fond of gold and the most precious gemstone anklets and hip ornaments (the only accessories their body shape permits). Attempting to deceive them with glass beads or cheap stones is futile; they

can detect deceit and might react angrily. Only gemstones with a Hardness of 8 or higher on the Mohs scale are suitable, as these precious stones won't dull in the lapping waves. Diamonds, rubies, emeralds, aquamarines, beryls etc are fitting choices.

To appease the Daughter, fishing tribes must provide these adornments at least once a month and affix them to her body. This grants them permission to fish in the region. Fortunately, Kaliland's underground is rich in various gemstones, which often find their way around the legs and hips of the Seamother Daughters.

This naturally creates limitations for local fishing tribes. Only large and affluent tribes can afford the monthly adornment of one or even multiple Seamother Daughters with the world's most precious stones.

PCs who speak the language of some marine creatures can communicate with them. Seamother Daughters are adept at all aquatic languages.

### Anatomy:

The bodies of Seamother Daughters somewhat resemble human bodies in shape and size. Instead of hands, they possess large fins, enabling graceful movement through water. Their fish-like heads are equipped with sharp teeth.

Seamother Daughters are otherworldly beings, exempt from the need for sustenance and immune to diseases and natural death.

### Society and Lifestyle:

Seamother Daughters are born from eggs laid by their mother in the Otherworldly pocket known as the "Seamother's Deep."

The Seamother's Deep isn't directly parallel to the human world. It can only be accessed physically or in astral form through a single entry point in the human world: the "Seamother's Undercroft," located on the West-Kali Archipelago.

Upon maturing, daughters journey through the Seamother's Undercroft into the human world. Here, they adeptly assume the role of powerful beastmasters, establishing control over Colossal Sea Turtle families, schools of fish, or other marine creatures. Seamother Daughters are proficient in all aquatic languages. Seamother Daughters can control as much as 120 animals at the same time.

While there is no direct connection between the daughters and their mother, they inherit her personality traits, preferences, and dislikes.

Seamother Daughters live among their marine families or schools and interact minimally with each other. They even lack their own language — communication with other beings, including each other, relies on the languages of Colossal Sea Turtles or other marine creatures.

## DAUGHTER OF SEAMOTHER (CORPOREAL OTHERWORLDLING)

Presence +4; Speed +8; Precision -6;  
Intellect +4; Instinct +12

Size:	Medium
Soul HP:	30
Reflexes:	+12
Parrying:	Uses Reflexes
Static parrying:	22
DR:	0 (10 against nonsilver and nonsoulbleed weapons)

Movement Speed:	46 (her swimming speed)
Willpower (Morale):	+8 (Regular)
Spell Resistance:	+12
Spellpoints:	11

Attacks and damage:  
+12 Attack with bite for 1d4+4 Damage.

Skills:			
Athletics	+8	Tactics	+8
Stealth skills	+4	Perception	+16
Law and Society	+8	Social skills	+18
Mathematics and Economy	+8	Wilderness skills	+18
Metaphysics and Otherworld	+12	Beastmastery	+24

Abilities:	
Otherworldly being	Unhuman being
Otherworldly senses	

Spells:	
Animal Language and Persuasion	Affinity to the Family (all sea creatures)
Beastmastery	Ritual: Companion
Ritual: Concealment from Animals	Breeding
Language of the Family (all sea creatures)	Beastlord (x4)

Equipment:  
2d6 x 100 GD worth of gold jewellery (anklets and hip chains) with precious gemstones (diamonds, rubies, emeralds, sapphires, aquamarines, beryls)

### Diet and Natural Enemies:

Seamother Daughters don't require sustenance.

Their natural enemies are humans, often believing they can gain their fishing rights by killing a Seamother Daughter or coveting the valuable adornments on her body.

Another foe comes in the form of occasional intrusion of sea elves into Kaliland's seas. These beings hold a deep grudge against the Seamother Daughters and prove to be formidable adversaries to repel.

### Tactics:

Seamother Daughters aren't particularly strong in direct combat. Their sole attack is a bite, which isn't very potent. Consequently, they strive to avoid direct confrontation and instead direct various aquatic creatures under their control to fight on their behalf.



# COLOSSAL SEA TURTLE

## (ANIMAL)

Asteanic ocean's colossal turtles are so massive that they are presented both as individual organisms and as a unit in ship battles, where they play a role equivalent to 120 men or an entire ship.

### How can the GM utilize them?

Colossal Sea Turtles can be suitable for use as adversaries in maritime adventures or as a type of hazard. Overcoming a Colossal Sea Turtle that rams the PCs' ship from underwater can be a puzzle in itself.

These giant turtles are so huge that GMs can use them as units in ship battles, directly engaging in combat against ships.

At some point, players will likely realize that these giant turtles are simply animals that a Beastmaster can control by learning their language. Since the turtle's language isn't particularly complex, there are no additional requirements for learning it beyond the standard Beastmastery prerequisites. The GM should consider the possibility that players might try to acquire a fleet of these giant turtles before introducing them to the game.

### Habitat and relationship with humans:

The habitat of the Colossal Sea Turtle includes the Oceanic and Tropical zones of the Great Asteanic Ocean, making them theoretically found almost everywhere.

Most of the giant turtles of Kaliland are under the control of the Seamother Daughters, and the few that are not serve in the service of warlike sea tribes, who use them in intertribal conflicts and piracy.



### Anatomy:

These massive creatures can reach lengths exceeding 20 meters and weigh up to 100 tons. Catching such a creature would yield enough material from its shell to create about 60 Turtle Shell armours and providing sustenance for an incredibly long time.

### Society and Lifestyle:

Colossal Sea Turtles spend most of their lives in the ocean, generally alone. They come ashore only to lay their eggs on the beach, typically about 1d6 x 10 eggs.

From these eggs hatch baby turtles, who are relatively small and weigh only a few dozen kilograms.

The baby turtles head straight for the sea and start their independent lives – feeding on various types of algae as well as fish.

It takes hundreds of years for these massive creatures to reach adulthood.

### Diet and Natural Enemies:

Colossal Sea Turtles are omnivores, consuming both marine creatures and seaweed.

Historically, humans have been their natural enemies, attempting to use them for food and their incredibly sturdy shells for armour, weapons, and artistic objects. Or domestication, for sinking enemy ships in battles.

People generally hunt the turtles when they come ashore to lay eggs, or use magic to deceive them. A Beastmaster who knows the Colossal Sea Turtle language can force the giant creature ashore, making it easier to kill.

As a result, Colossal Sea Turtles are nearly extinct in the wild, with very few left. However, a significant number of these turtles exist under the control of otherworldly beings known as Daughters of Seamother, or in a symbiotic relationship with certain Kali sea warrior tribes who use them as unique underwater battle vessels.

### Tactics:

On land, these colossal beings are relatively helpless, moving only 8 meters per Combat round. However, they are quite fast in water. They have only one Attack against a single opponent – a bite that is likely to be lethal in one strike.

In the sea, it is extremely difficult to defend against them, as they can dive and then rapidly rise to ram the underside of a chosen boat or ship. When the turtle submerges again, it can rise once more and ram the vessel until it sinks.

## COLOSSAL SEA TURTLE (ANIMAL)

Body +30; Speed +4; Precision -8; Instinct +12

Size: Colossal

HP: 1080

Reflexes: -8

Parrying: Uses Reflexes

Static parrying: 2

DR: 4

Movement Speed: 8 (swimming speed 38)

(Morale): 0 (Normal)

Attacks and damage:

+12 Attack with bite for 2d10+30 Damage.

Skills:

Athletics +34

Perception +16

Wilderness skills

+20

## COLOSSAL SEA TURTLE (ONE ANIMAL)

Company Type and size

Name of Legate

Tactics or Ballistics of Legate

Actions per Turn: 2

Reaction:

Yes

HP: 24

Defense:

+8

(Passive Defense): (18)

Movement Speed:

(1 point counts as 50 m)

12

Morale (0 + ... = 0):

(Base morale + morale bonus from Tactician)

0

Melee Attack and Damage:

(Attack bonus from the Legate is calculated into base Attack)

+12 Attack, 5 Damage (Ramming)

Ranged Attack and Damage:

(Attack bonus from the Legate is calculated into base Attack)

Attack range:

(1 point counts as 50 m)

Special properties:

**Ramming**

To ram, the Colossal Sea Turtle must be able to move into the same hexagon as the target ship. The ship's captain gets to make a Navigation check against the turtle's Attack roll, determining the success of the ramming attempt. Damage 5.

The Colossal Sea Turtle usually begins ramming by diving underwater and resurfaces only if the ramming attempt fails.

**Diving**

The Colossal Sea Turtle can move while diving, during which it cannot be attacked.

Salary in Domain Turn:

Maintenance costs in case of war at

Domain Turn:

# SEAMOTHER

## AKA THE MOTHERTURTLE

(WATER DEITY)

### Personality and activities of the deity, how they respond to prayers and summoning

Seamother is the goddess and ruler of the seas, fish, turtles, and other sea creatures in the Western-Kali Archipelago. She is also considered the goddess of merchants, assassins, jewellers, gem-cutting, and prospecting for gems.

Seamother considered a just deity, and at times, the priests of Seamother serve as judges for the tribes in the region.

Like many nature deities, Seamother is stern in punishing transgressions against her. She can bring punishments such as sinking ships, depriving tribes of fish, or even using her priests to carry out covert assassinations on land.

Seamother does not respond to summoning, and it's not known for her to leave her nesting domain where she lays her eggs on a massive underwater shore, giving birth to the Daughters of Seamother, who venture into the human world on her behalf.

She is also sparing in responding to prayers; priests seeking to establish a pact with her may receive tasks when praying near the Seamother's Undercroft. However, she does not provide answers to worldly questions, as mentioned earlier, she rarely ventures into the human world.

### Appearance of the deity

Seamother is an enormous Dragon Turtle.

### Otherworld pocket or dwelling place of the deity, and other sacred sites and temples in the domain

Seamother resides in her Otherworld pocket called the "Seamother's Deep," which can only be accessed through a single entrance located in the Seamother's Undercroft situated in the Western Kali Archipelago.

### Deity's general influence on the domain's culture and traditions

Seamother's impact on the Western-Kali Archipelago countries is remarkable, as fishing in these seas is practically impossible without her and her daughters' consent. The Cult of Seamother is the largest in the region, with numerous temples, both large and small, dedicated to her worship. Building a relationship with Seamother by forming a pact with her is advantageous, which is why her priests often become community leaders in the region. Even the mighty Itza Empire's kings have always been priests of Seamother and her two brothers' (Bloodturtle and Crownturtle).

Another direct impact comes from her daughters, who oversee specific sea bays and straits. Fishing without their consent is impossible. Due to their strong affinity for exquisite jewellery adorned with precious gemstones, a thriving jewellery industry has emerged beneath the temples of Seamother.

As a deity associated with the sea and wealth, many Kaliland merchants regard her as their primary patron. Rarely do they embark on trading voyages without a Motherturtle's priest, who can calm Seamother's daughters when necessary. These priests are also typically highly knowledgeable about gemstones and their value.

### God's rival

Motherturtle has some rivalry with her brother, Crownturtle. He holds the belief that she is the cause behind people clearing his jungles to build large cities and mining his mountains in search of precious metals and gems.

### God's obsession

Seamother obsessively demands adherence to her rules from the people of the Western-Kali Archipelago. Every tribe must have her priest, and all fishing must be approved and confirmed by her daughters.

### God's influence on Domain when friendly

+10% Prosperity

### God's dislikes (Actions and Establishments)

Her daughters should not be killed, and fishing in her seas is forbidden without a pact made with her and her daughters.

### God's influence on Domain when angered

+10% Time of Troubles

### Ways to propitiate angered deity

Reconciliation with Seamother is possible, but it can prove challenging as those who transgress against her might be tribal leaders or kings who don't want to face the consequences. Seamother typically seeks strict punishment (execution or similar) for those who offend her, followed by celebrations costing 2000 GD x Domain's price multiplier.

A priest who violates the gods' taboos must build a new grandiose temple or perform an equally challenging task.

If appeasement is delayed for too long (a few months to a year), Seamother can become vengeful, leading to unexpected assassination attempts against the transgressor.

### Spells attainable for Pact-bound priests

- Blessing & Cursing
- Protection from Evil Eye
- Improved Protection from Evil Eye
- Herald of the God
- Prophetic Curses

### Typical tasks for a priest to establish the Pact

New priests are almost always required to do one thing: punish a tribe that has transgressed Seamother's rules or a priest who violated a taboo, typically by administering a death penalty.

### Taboos for the priest when forming a pact with the deity

The priest must adhere to Seamother's fishing rules and ensure their community's compliance. Seamother views all her priests as representatives of a specific human group (tribe, extended family, or even a kingdom).