

Extra Denizens of Terra Incognita

For *immediate dispatch* to all members of the National Archaeological Geographic and Submarine Society. Following please find some informative field notes regarding three fascinating creatures that did not fit into *Terra Incognita: the NAGS Society Handbook*: the basilisk, elephant, and king cobra.

We expect further reports from Nags in the field on a variety of Flora and Fauna Incognita. Please see the Terra Incognita ætheric transmission — www.nagssociety.com for more information.

ABOUT FUDGE

Fudge is a role-playing game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design. The basic rules of Fudge are available on the internet at <http://www.fudgerpg.com> and in book form from Grey Ghost Games, P.O. Box 838, Randolph, MA 02368. They may be used with any gaming genre. While an individual work derived from Fudge may specify certain attributes and skills, many more are possible with Fudge. Every Game Master using Fudge is encouraged to add or ignore any character traits. Anyone who wishes to distribute such material for free may do so - merely include this ABOUT FUDGE notice and disclaimer (complete with Fudge copyright notice). If you wish to charge a fee for such material, other than as an article in a magazine or other periodical, you must first obtain a royalty-free license from the author of Fudge, Steffan O'Sullivan, P.O. Box 465, Plymouth, NH 03264.

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Denizens of Terra Incognita

Basilisk (*Basiliscus gorgonus*)

Attributes

Perception: Good
Reasoning: Poor
Resolve: Mediocre
Strength: Poor
Dexterity: Fair
Vigor: Good



Gifts

Venomous Breath

Faults

Physical Handicap (Exothermic — susceptible to cold temperatures)

Skills

Dodge: Good

Unarmed Combat: Poor

Scale: -10

ODF's

-10 (Scale) + 1 (small fangs) = -9

DDF's

-10 (Scale) + 1 (Vigor) = -9

Detailed by the elder Pliny and caricatured in mediæval bestiaries, the basilisk's existence was only confirmed by the Society in 1889 after the business of the Birmingham Basilisk. Nags working among mainstream taxonomists have taken great pains to associate the designation with a harmless, water-skipping South American lizard. As is often the case, knowledge passed on from antiquity is closer to the mark and significantly more hazardous.

The true basilisk originates in the southern Ethiopia but was spread throughout the ancient world by senseless merchants. Writing in 1651 Albertus Magnus asserted the basilisk's importance to alchemy, while seven years later, Topsell insisted that England was once overrun with them. Carpaccio's depiction of the celebrated incident involving St. Tryphonius can be seen in Venice. Erroneously conflated with both the cockatrice and catoblepas, the basilisk seems to share more commonalities with the cobra than any chimerical beast.

The accompanying illustration indicates the deceptive descriptions of this anomalous reptile — the wings and legs are spurious. The basilisk is surprisingly petite despite its fearsome reputation. Serpentine in appearance, it travels by means of sinuous undulations with head regally promi-

nent. While many contend its gaze transmutes the beholder to stone, paralysis is in fact effected by its exhaling a potent neurotoxin. Individuals standing before the creature must make a Great test of vigor to avoid paralysis, which can last 6 hours [one hour for each step below Great]. The basilisk utilizes its gift for defensive purposes, seldom consuming creature larger than itself.

Elephant (*Loxodonta africana*)

Attributes

Perception: Good
Reasoning:
Mediocre
Resolve: Fair
Strength: Great
Dexterity: Great
(with trunk)
Vigor: Great



Gifts

Pain Tolerance

Faults

Combat Rage (Unarmed Combat at Superb until she makes a kill)

Skills

Area Knowledge (Congo): Great
Dodge: Terrible
Occult (Lost Graveyard of the Elephants): Good
Stealth: Good
Unarmed Combat: Great

Scale: +10 (4 tons)

ODF's

+10 (Scale) + 2 (tusks, feet) = +12

DDF's

+10 (Scale) + 2 (Great Vigor) + 1 (hide) = +12

The renowned Kesh is an African forest elephant, standing a graceful 9 feet in height and weighing 8 tons. This gentle leviathan has served many Nags obliged to venture into the dangerous Congo. She knows the trails better than most human guides, carries immense loads without complaint, and blends into the background like a shadow. Kesh's principle fault is considered to be a certain over-zealousness when a favorite rider is threatened — she has a habit of going into a blind rage and pulping enemies.

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Kesh was once a respected matriarch, custodian of a family of 12 cows and calves. An unknown transgression resulted in her shunning — a practice little understood by humans. She was “recruited” into the NAGS Society by Hercule Katanga in 1893. Like all perspicacious pachyderms, Kesh knows the secret location of the lost elephant graveyard.

For a typical elephant, ignore the Combat Rage fault, Occult skill, and lower Stealth to Fair. A bull Indian elephant will have the same statistics as Kesh; for a cow, lower the Scale to +9 (3 tons) and reduce the Damage Factors accordingly.

King Cobra (*Ophiophagus hannah*)

Attributes

Perception: Superb
Reasoning: Poor
Resolve: Mediocre
Strength: Terrible
Dexterity: Fair
Vigor: Mediocre

Gifts

Acute Sense
Charisma
Poison Bite

Faults

Physical Handicap (Exothermic — susceptible to cold)

Skills

Dodge: Fair
Hypnotism: Great
Quick Draw (Fangs): Superb
Unarmed Combat: Fair

Scale: -5

ODF's

-5 (Scale) -3 (Terrible Strength) = -8

DDF's

-5 (Scale) -1 (Mediocre Vigor) = -6

The Naga is an impressive specimen of cobra — 18 feet in length, weighing 20 pounds. Her fangs are capable of delivering 2 ounces of a potent neurotoxin — enough to induce respiratory paralysis in an elephant or 20 human men. A Superbly Vigorous effort might mitigate the effects. Hindus consider cobras to be a manifestation of Shiva. They refrain from farming during the lunar holiday of *Nag*

Panchami out of respect for the snake. Burmese Shans go so far as to bestow kisses upon cobras — developing resistance to their venom through exposure.

While many showmen in Asian markets pursue the art of snake charming, this immense serpent has mastered a few charms of her own. Through subtle movements and the arresting patterns imprinted on her hood, the Naga can induce a trance in animal (including human) victims [contest her Hypnotism skill with the victim's Resolve]. She does not need to feed often, sometimes ensnaring creatures for what could only be described as "the fun of it." Weaker willed souls claim that she imparted suggestions while they were entranced. Even the most skilled Nags venturing near her lair carry a vial of antidote — no one claims to be immune to her charms.

Cobras are unique among snakes for building a nest for their eggs. The Naga is generally found near a nest that appears to have been disturbed years ago. It is also claimed that cobras mate for life. Searching her cave with care might turn up the skeleton of another of her species with a suspicious projectile amongst the bones.

