

Kings of the Wild:

The Animal Lords of the Beastlands

Being a Document Collected from the Experiences and Recollections of More Than One Cutter Concerning the Kings of the Beastlands: The Animal Lords (Also Known as the Seyhrain)

Containing New Animal Lords, Newly Explored Corners of The Beastlands, and a Vast Amount of Chant as to the True Nature of these Beings and their Servants the Warden Beasts.

*Also Containing a Vast Expounding on Chant Previously Collected by Various Cutters in Such Documents as the **Planescape Monstrous Compendium: Volume 1, Planes of Conflict**, and other Sources of Information, Reputable or Not.*

Divided into Four Parts so as to Confound Those who would Attempt to Fit the Enigmatic Animal Lords into Their Convenient Rules and Regulations

Recording the Stories of the First Wolf Lord and How Evil Came to the Beastlands, As Well as the Eternally Hunted Lord of Vermin, the Bitter Lord of Dogs, the Wily Lord of the Foxes, and the Seemingly Eternal Lord of Owls

Painstakingly Written and Researched by Heregul of the Sign of One, A Planar Sage of No Repute Whatsoever

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Table of Contents

TABLE OF CONTENTS.....2

PART I: GENERAL INFORMATION.....4

The Basic Nature of the Seyhrain.....	4
<i>Anthropomorphism</i>	4
<i>Origins</i>	5
<i>Death</i>	6
Role on the Beastlands.....	6
<i>Animal Lords and Free Will</i>	7
<i>Distinctions Between Animal Lords</i>	7
Politics Among the Beasts.....	7
<i>Arikina</i>	8
<i>Gaeireh</i>	8
<i>Jakishta</i>	8
<i>Shakista</i>	9
Offspring.....	10
<i>With Mortals: Deserntak</i>	10
<i>With Animals: Khirau</i>	11
<i>The Forbidden: Tyekre</i>	11
Followers.....	11
<i>Normal Animals</i>	11
<i>The Warden Beasts</i>	12
The Realms of the Seyhrain.....	12
<i>Cute Little Prime Names</i>	12
<i>The Terrain Within</i>	13

PART II: KRIGALA.....14

The Ape Lord.....	14
The Dinosaur Lord.....	14
The Dog Lord.....	16
The Elephant Lord.....	17
The Hawk Lord.....	18
The Other Seyhrain of Krigala.....	19

PART III: BRUX.....20

The Bat Lord.....	20
The Bear Lord.....	21
The Cat Lord.....	22
The Fish King.....	24
The Fox Lord.....	25
Other Seyhrain of Brux.....	25

PART IV: KARASUTHRA.....27

The Lizard Lord.....	27
The Mouse Lord.....	27
The Owl Lord.....	29
The Swan Lord.....	30
The Wolf Lord.....	31
Other Seyhrain of Karasuthra.....	33

APPENDIX A: DESERNTAK CHARACTERS..34

APPENDIX B: GLOSSARY.....37

APPENDIX C: AN ABRIDGED HISTORY OF THE BEASTLANDS 38

BIBLIOGRAPHY.....40

A few notes: In this document, the term "Outsiders" does not refer specifically to the Clueless. Instead, it is used to refer to any being not part of the Beastlands, including the some of most lanned of planewalkers. Not many understand the politics of the animals and their enigmatic ways.

Because of the sheer amount of separated information within this document, hyperlinks have been created to link key parts of the document to each other.

The language of the Beastlands is a feral one that I've used in this document to make it seem more real, if you will. Don't overuse these terms in play, because that would probably just confuse already confused players. However, I do encourage the use of these words in play; they add a depth to the Beastlands; there's no way that one Animal Lord would refer to another as such a Prime term as "Animal Lord".

Because this document is ordered alphabetically, the author recommends that the following Animal Lords be read prior to the others because of their prominence in the Beastlands: The Cat Lord and the Wolf Lord. Much chant that regards both of them is frequently referenced throughout this document, and this author would hate to spoil the stories before you had a change to read them.

"Why don't you write me? I'm out in the jungle, I'm hungry to hear you." Mail me at heregul@worldnet.att.net. Send any and all feedback to me; I'd be curious to see what people think of this document and how they'd use it in play.

- Dave King (Heregul, Planar Sage of No Repute Whatsoever)

Part I: General Information

In Which the Base and Primal Nature of the Animal Lords is Lain Bare for all to See, including Writings on the Life and Death of these Noble Beasts

The Basic Nature of the Seyhrain

The Animal Lords are quasipowers in their own right; on the Beastlands, they are virtually invincible. Of course, like so many other creatures in the Planescape setting, the Animal Lords are not meant to be enemies for the PCs to slash their way through in order to gain treasure. Rather, they are forces for the characters to meet and encounter in their quests on the Beastlands, as the Animal Lords as possibly the most prominent and powerful beings on that Plane. However, on the Beastlands, the Animal Lords are referred to as the *seyhrain*, or "beast lords" in the feral animal-speak of the Beastlands. However, for the sake of convenience and familiarity, the term "Animal Lord" shall be used throughout this document to refer to the *seyhrain*.

Some Primes believe that the Animal Lords to be the Powers of the animals of the Beastlands, but that's not true exactly. See, Animal Lords are more archetypes of the type of animals found on the Prime. A cutter won't find an Aeserpent Lord on the Beastlands, simply because it's not a animal from the Prime. Instead, it's a planar serpent that's found only on the Beastlands and has been altered from its Prime state. The Serpent Lord has only a small control over its planar counterparts. Keeping with the whole archetype theme, each Animal Lord serves as the epitome of their animal: the Cat Lord is completely a cat. While this may seem like an obvious statement, it also means that the Cat Lord shows no signs of domesticism. No Animal Lord shows any sign of what they are made to be on the Prime; their very presence (about a fifty foot radius) causes domestic animals of their type to revert to their primal nature. While this does not automatically cause a ranger's followers to attack them, it does sever any bonds between the two until the Animal Lord leaves the area, in which case the animal follower returns to the ranger.

Different Animal Lords are male or female. Throughout this work, different Animal Lords are referenced; the Cat Lord especially. While the current Cat Lord is female, a number of the previous Cat Lords have been male; one should not get confused over this minor difference.

Anthropomorphism

The Animal Lords are not only the archetype of their particular animal species; they also represent much of what the mortals believe animals to be. Humans generally view cats as self-obsessed and proud beings, so the Cat Lord takes on those characteristics as well, although cats are in reality neither self-obsessed nor proud, merely animals without human emotions or feelings. In this situation, the ignorance of primes and planars alike shapes the Animal Lords to become more than what their animals actually are. The fact that not only animals shape the Animal Lords raises some interesting questions. Are the Animal Lords worshipped only by animals, or are they a formation of the beliefs of beings, animal or not, throughout the multiverse?

Origins

It's said that in the beginning, there was one Animal Lord. This was back at the very

beginning of beginnings of the Planes, where the Prime Material was first breathing breath. This was when there were only a few species of animal, and they were not very well established. Then, all animals came to the Animal Lord as petitioners when they died. This went on until various animal species became more prominent and separate Animal Lords were created for each species and the original Animal Lord became one with the Beastlands. Other reports place the first Animal Lord as *becoming* the very essence of the Beastlands, but that's most likely barny screech. It doesn't quite explain the good nature of the Beastlands, even though the majority of it is comprised of neutral animals.

The first individual Animal Lords are said to have been created a short time after the Prime Material Plane was spun into existence from the sheer building blocks of matter of the Inner Planes and various animal species gained prominence throughout the Planes. At least, there remain vague references from the earliest recorded writings on the Prime (where they are notably bad at recording anything related to the Outer Planes). These writings have been maintained within the Fortress of Disciplined Enlightenment, and have been painstakingly transferred into Planar Common by the Fraternity of Order. A passage of particular interest follows, having been found within the Fortress of Disciplined Enlightenment. Its exact origin is unknown.

"As our journeys into these strange realms continue, we have seen wonders beyond our imagining. We have recently spent the better part of three weeks walking across a seemingly endless savannah, desperate in all things to return home to blissful Athas, but no matter how far we walk we seem unable to return from where we started, despite having traveled for a month opposite the direction we came. Each in our group wishes to return to the pristine shores of its lakes and oceans and soak ourselves within their water, if only to escape from the unbearable heat of the sun above, which beats down unrelentingly upon us. We recently encountered a lion of unusual size, most likely fifteen feet long, surrounded by a harem of eight female lions. I approached us and curiously spoke to us, claiming with words that seemed to appear in each of our heads, "This Land is mine. The Lion King hunts all intruders that step foot inside his territory." With that, he set to attack us, and our immediate reactions to flee very well may have saved our lives. However, the cleric was been stricken down in our escape: we fear he many not have escaped alive."

Obviously, the Lion King that the Primes meet is the Cat Lord in another form. The passage, although suggesting little already unknown, was supposedly found at about the time when prime began arriving in the Planes, so it cannot have been long after the formation of the Planes themselves. This is because, as most know, the Planes were formed by Prime beliefs. Perhaps the Animal Lords were created in the same way as the Outer Planes: merely the archetype of an existing species on the Prime. However, some things will constantly remain dark. Why no human or elven archetype? Or would the human or elven archetype be a power?

The form of Animal Lord seems to be something of an evolution for animals close to the Beastlands. In the event of the death of an animal lord (see below), the position is "filled" by the creation of another Animal Lord, most likely by the strange powers that rule the Beastlands. Selection seems to be on the basis of merit, so as to discourage backstabbing and Machiavellian tactics within the Beastlands.

Death

Animal Lords can die, something that planar scholars for a long while doubted. Recently, the former Cat Lord mysteriously vanished; nobody is really sure of how he met his end or what was so powerful so as to be able to destroy the living incarnation of the cat, but it's still a mystery. The new cat lord (*featured in PSMCI, pg. 12-13*) just appeared. Most likely, she was a servant of the former Cat Lord who was selected for one reason or another to become the new Cat Lord. In any case, no animal species goes without an Animal Lord at any time; replacement and promotion is instantaneous. It is doubtful as to whether or not an Animal Lord can die of natural causes: supposedly the only way for one do die outside of violence is the extinction of the species that they represents, which rarely happens. With a near-infinite number of Prime Worlds and Crystal Spheres, species are rarely made completely extinct. However, exceptions do exist; the dinosaurs of the Forbidden Plateau have been driven to near-extinction throughout the Prime and the Dinosaur Lord itself is feeling the loss. The Dodo Lord, once patron of a noble race of birds, withered away and died as his patron species was hunted as food.



Role on the Beastlands

On the Beastlands, the Animal Lords serve as veritable powers, worshipped silently by their respective species of animal. When an animal dies in the Multiverse, their soul heads towards the Beastlands, where they reform in the forms that they held in life. These animal petitioners serve the Animal Lords not out of any magical subordination, but out of loyalty to their own kind. The panthers and tigers that guard the Cat Lord are not magically compelled or charmed, and cannot be magically forced to disobey the orders of their Animal Lord. In all things, the Animal Lord's orders are absolute; they simply cannot be circumvented through any means mortal or divine.

The Animal Lords have no ambitious goals for the Beastlands; no Animal Lord wishes to control the whole plane. They merely wish to preserve their species and allow it to prosper. However, each Animal Lord has their own unique way of achieving their goals. The Cat Lord, in her own a proud way, wishes to increase her prestige by attempting to force Bast's cat petitioners to worship her (*more on that later - ed*). Other Animal Lords see the Cat Lord's attempts as betraying the true nature of the Beastlands, and prefer to advance their roles on the Beastlands more quietly.

Animal Lords and Free Will

Each Animal Lord is the extension of the Beastlands, but each is a unique being with their own desires and wants. They're individuals above all, because each Animal Lord has a different attitude on their place on the Beastlands, as evidenced by the recent change in the leadership of the cats and the varying attitudes between the two Cat Lords. It's said that each Animal Lord has the free will to do whatever they want with their charges, although it's more than likely that the Beastlands itself would not promote a beast to Animal Lord that possessed

evil tendencies. The first Wolf Lord was a cruel being that bordered on evil, as evidenced in its behavior against the Dog Lord (*as described below - ed.*), until it was overthrown by its own servants and Warden Beasts and replaced by a Wolf Lord more in touch with Nature. Also, Animal Lords cut off with the Beastlands remain alive but can never return; if they return, they are forced to kill their replacement in order to retake their place as head of their species. Otherwise, they will be killed. However, Animal Lords are generally not ambitious and will not seek to return to their deaths and instead chose another place to make their residence, where they can attempt to commune with what nature the Outer Planes have. Often, deposed Animal Lords (although there have only been two or three in history) will make their way to the Prime Material Plane and become the leader of their own group of their patron animal.

Distinctions Between Animal Lords

What constitutes a species? While the Cat Lord is the absolute ruler of all cats in the Beastlands, there exist several kinds of Animal Lords to represent the birds of the Beastlands. The most prime example would be the existence of both the Dog Lord and the Wolf Lord blurs the line. While wolves and wild dogs are clearly members of the dog species, they are each under the influence of two different Animal Lords. Some would theorize that this is because wolves are an extremely prominent species on the Prime, constituting their own Animal Lord. Others would claim that the Dog Lord's *jakishta* (*see below*) on the relatively new Wolf Lord centuries ago weakened the Dog Lord, thus strengthening the Wolf Lord. The most reasonable explanation is that the Beastlands itself looks out for its species, creating and destroying Animal Lords as is best for the needs of the Animals. Should there be a need to a Wolf Lord, the Wolf Lord is created (to the great hatred of the Dog Lord). Should there some day be need for a Lion Lord, a Lion Lord will be created, possibly creating some enemies among the Cat Lord and her pride.



Politics Among the Beasts

By their nature, the seyhrain do not dabble much in politics: politics itself goes against the Way of the Beastlands. However, the Animal Lords have developed a complex system of politics and codes that mostly look normal to Outsiders, but the slightest declaration of one of these terms is a major event on the Beastlands. These codes were written by the Owl Lord shortly after the War of the Avians on the Beastlands, back after the Bird Lord split into the hundreds of Bird Lords that now exist today.

These political oaths are not issued lightly, but each is important in its own right. They are seldom issued when the fate of an Animal Lord's race is not in danger in some sense. While this document refers to stories with the Animal Lords swearing out these declarations with seemingly little abandon, these stories are each separated by hundreds of years, and the declaration of one of these should be a major event in a campaign regarding the Beastlands in any way. Of course, the Cage and the rest of the Planes probably won't give a fig about these declarations.

Arikina

The declaration of *arikina* goes as much against the nature of the Beastlands as the *jakishta*, although it is not as reviled as the blood feud. *Arikina*, or "life friend," is more commonly used on the Beastlands, and the results of it look strange to Outsiders. The declaration of *arikina* implies that two animals that had previously hunted each other for food would work together in order to achieve a common goal. By their nature, *arikina* are short-lived; it's unlikely that the Cat Lord would work with the Hawk Lord any longer than either of the two needed to. It's a declaration made out of necessity for both races; the largest *arikina* was issued against the *ulraehn* (*see below - ed*), where almost every Animal Lord of the Beastlands banded together to protect themselves from the evil of the *ulraehn*. The most recent *arikina* was sworn just a few years ago between the Elephant Lord and the new Cat Lord, in which the Cat Lord agreed to hunt down members of the Vile Hunt that were threatening the Elephant Lord's wards in return for an unknown service. What the Cat Lord would want from the Elephant Lord is dark, but it can be sure that the Cat Lord wouldn't defy the nature of the Beastlands for a simple request. *Arikina* rarely lasts for longer than necessary; usually it expires within a few years of having been issued.

Gaeireh

The declaration of *gaeireh*, "self discovery," indicates an Animal Lord withdrawing into their realm to contemplate their existence on the Beastlands. This is a solitary declaration; the petitioners of their Animal Lord merely turn to the Animal Lord's head warden beast for guidance. The Animal Lord, once having declared *gaeireh* heads away from their charges into the deepest and darkest areas of the Beastlands in order to commune with their plane for guidance or introspection. The Owl Lord frequently declares *gaeireh* when he needs to think without disruption, allowing the Mouse Lord to breathe a large squeak of relief. The process of *gaeireh* can take anywhere from a month to several years; sometimes, the Animal Lord will never return. The promise of enlightenment comes with risks.

Jakishta

Occasionally two Animal Lords will wage the equivalent of war upon each other. While this may look no different to the Outsiders of the Beastlands, it means much to the animals of the Beastlands, since it affects them directly. The very statement of war means going against the nature of the Beastlands, so it is not issued lightly. On the Beastlands, what mortals refer to as "war" is referred to as *jakishta*; the origin of the word means "blood feud" on the Beastlands and was termed by the first Animal Lord. *Jakishta* does not only apply to wars between the Animal Lords; it more often refers to circumstances when an Animal Lord forces their servitors to go against their basic nature in a way that may be construed of as "evil." However, *jakishta* is only declared as a "war" measure when one Animal Lord has done something totally antithetical to the nature of another. This wouldn't include the slaying of the Cat Lord's favorite panther, berk! Those things are the way of the Beastlands, and life and death are taken in stride. Rather, *jakishta* is declared after one Animal Lord has done something completely against the nature of the Beastlands, such as the wanton and brutal slaying of those that live in harmony with nature.

The last *jakishta* remembered on the Beastlands was between the Wolf Lord and the Dog Lord, caused partially because of the Dog Lord's intense hatred of the still new Wolf Lord. The Wolf Lord apparently had killed a pack of dogs, disemboweled them, and drug the bloody organs

to the feet of the Dog Lord and proceeded to begin to "play" with them. This was all the Dog Lord needed to declare *jakishta*, and the Dog Lord ordered his packs of scavengers to relentlessly pursue the wolves of the Beastlands with the intent to kill and show the same indignity that was shown to them. The result of his edict was not favorable. The Dog Lord's power was diminished as the Wolf Lord's grew, because the jackals and dingoes of the Dog Lord were no match for the howling minions of the Wolf Lord. The Dog Lord became diminished and has since lost a considerable portion of his power and influence. Of course, the first Wolf Lord met his fate at the fangs and claws of his own minions some time after that (*see below* - ed), but it did nothing to help to Dog Lord regain his previous title. It is for this reason that a *jakishta* is rarely issued among the Animal Lords of the Beastlands; the gains are little compared to the risks.

Recently, tensions have been climbing between more than one Animal Lord and the Cat Lord. Some are afraid that a *jakishta* will be called against the Cat Lord for her arrogant behavior concerning the Cat goddess Bast. However, a *jakishta* seems unlikely, for the Cat Lord is one of the most powerful of the Animal Lords and is an integral part of the cycle of the Beastlands. Also, no Animal Lord seems willing to risk their own position for a relatively meaningless *jakishta*; they figure that the Cat Lord will either give up or be taught a worthwhile lesson.

Shakista

Like the *jakishta*, this is a response to an action that has displeased an Animal Lord. However, where the *jakishta* implies open war against another of the *seyhrain*, *shakista*, meaning "silent feud" is a public shunning of another Animal Lord. All their Warden Beasts, followers, and petitioners will not associate with the marked Animal Lord. Usually, a *shakista* is declared by more than one of the *seyhrain* at once, as a show of united disapproval. The declaration of *shakista* is far more common, although usually means little to the offending party, and so is rarely used anymore. It was initially used frequently before it was declared against the *ulraehn* (meaning "dark seed"; Animal Lords are not named), the first Wolf Lord, by every Animal Lord of the Beastlands. The *ulraehn* gutted the messenger (a hawk) and then wrote its corpse around his neck for a month as a sign of uncaring. The *ulraehn* didn't care whether the rest of the Beastlands talked to him or not, only that they feared him. Since then, the *seyhrain* have taken to being more direct and less political in their dealings with each other.



Offspring

Since the Animal Lords are the personified symbols of their patron animals, it should come as no surprise that their behavior resembles that of their animal counterparts. Animal Lords are known to mate often with members of their own species, and far less often with mortals of extreme worth. The offspring is planetouched, like all tieflings and aasimar, but different due to their parentage.

With Mortals: Deserntak

In an extremely rare occurrence, an Animal Lord will mate with a mortal, usually a druid

or another mortal in touch with the nature of the Beastlands. These offspring are called *deserntak*, or mortal-offspring-lord, by the Animal Lords and other residents of the Beastlands. The *deserntak* are rarely raised by the Animal Lord; if the Animal Lord is the parent, then the child shall be abandoned in the wild to fend on their own. Should they survive, then that is good; the child has earned its life. If the child dies, then it is good as well: such a child would have merely been a weakness to the Animal Lord and their followers. The *deserntak* will remain in a form somewhat resembling the humanoid form of the Animal Lord parent for their entire lives: they offspring of the Animal Lords lose most special abilities. They do, however, retain a hint of their parent's danger sense, able to sense danger 25% of the time, with a 5% chance to know the exact nature of the threat. They have a lifelong affinity with their parent's patron species; a son of the Cat Lord need never fear the roaming lions or panthers of the Beastlands because of their heritage. They may become thieves, fighters, druids, or psionicists, and advance to 12th level in each class. A few have become rangers, but these are the exception: rangers work with society to respect nature, while druids work to protect nature from society. Rangers do not seem appropriate for the bestial *deserntak*. More information on creating *deserntak* PCs or NPCs may be found in Appendix A (*see below* - ed).

The *deserntak* are extremely conflicted in psychology and lifestyle. They don't quite understand either the civilized or bestial sides of their personalities, and as such are confused at best. Many of the *deserntak* are not seen by most Outsiders; they prefer to stay in the wilds of the Beastlands upon returning to their parents, where they are tolerated as best. However, a few *deserntak* have made their way to Sigil, where they find themselves overwhelmed by the civilization and sheer amount of mortals there. It is there that they find their animal brethren enslaved and nature a mere afterthought in the minds of the Cagers. Is it any wonder that the *deserntak* stay in the Beastlands?

With Animals: Khirau

Far more common are the *khirau*, the offspring of an Animal Lord and a member of that Animal Lord's species. The *khirau* are literally thick on the Beastlands; many is the offspring that an Animal Lord has sired. The *khirau* are respected by the animals of the Beastlands as the *deserntak* are, but with far more respect because of their obvious animal nature. The *khirau* serve as hunters, messengers, and scouts for their parents. They have maximum hit points per hit dice and on general do an extra die of damage with their attacks. For example, a tiger son of the Cat Lord would have 45 hit points and do 2d4+1 damage with each claw and 2d10 damage with their bite. Most Outsiders wouldn't be able to tell the different between a *khirau* and a normal animal of that species, only perhaps observing the *khirau* to be larger than the normal animal.

The Forbidden: Tyekre

Spoken in the most hushed of voices are the *tyekre*, the result of the offspring of an Animal Lord and a member of another animal species other than the Animal Lord's patron species. Such an act is against the Nature of the Beastlands, and every Animal Lord knows it. However, the first Wolf Lord was a cruel and lustful sort, and he literally had offspring with whatever he could, seeing the children as his mark on the world. However, it turned out that his offspring were mangled beings that contained his very evil essence. These beings were called *tyekre* by the Owl Lord, who was first to discover their existence; "forbidden" in the beast-tongue of the Beastlands. They were purely evil, and hated everything of beauty and light. They hated most their father the Wolf Lord, and it's whispered that they had something in his overthrow and

death at the fangs and teeth of his own wolf pack. After his death, they retreated into the corners of Planes, never to be seen again.

Such offspring have the traits of both of their parents, with a slight predisposition towards their *seyhrain* parent. For example, a child of the Wolf Lord and a tiger would have yielding a combination between the two. They are as tough as the khirau, but cruel, deformed beasts that are hunted down by any sane druid. Such creatures are each unique and should be fleshed out by the Dungeon Master prior to being encountered (i.e. the PCs probably won't just find these things on any street corners in Sigil).



Followers

Normal Animals

Only the most powerful of the normal animals are permitted to run with their respective Lords, because they serve as companions, bodyguards, and mates. Animals encountered in the presence of the Animal Lord's realms will have full hit points per hit dice and be fanatically loyal to their Animal Lord. In addition, they each act as the mouth and the eyes of their Animal Lord; their Lord may see through their eyes at any time and implant thoughts into their heads. As stated before, they cannot magically control their followers, but instead follow their orders through a simple and fanatical commitment to their Lord.

The Warden Beasts

As powerful as the Animal Lords are in regard to their specific spheres of influence, they're not powers: they have to move around the Beastlands like anyone else. Therefore, there's no earthly way that they can be in every place at once. That's why each Animal Lord controls a number of lesser servants known as the Warden Beasts that carry out their orders to the rest of the animals. Of course, they're usually not carrying out orders because the Animal Lords rarely issue orders. The Warden Beasts are more protective stewards than anything, offering their charges guidance on their eventual union with the plane. Oddly, no Warden Beast has ever been known to kill another (except in the case of the first Wolf Lord; *see below* - ed), so it is likely that the Warden Beasts have been infused with the essence of the plane itself, setting them apart from the petty struggles between the Animal Lords. Each Animal Lord has a Warden Beast that acts as their second-in-command and liaison to the rest of their Warden Beasts throughout the Plane.



The Realms of the Seyhrain

Each Animal Lord creates a mobile realm around them, in which they psychically project their own set of morals and values upon the region that surrounds you. These realms can be anywhere from a hundred feet to five miles in diameter; most of them fall somewhere in between. Only a very few are extremely small: those Animal Lords with realms of less than a half mile in diameter are usually close to death by extinction. The Dodo Lord suffered this fate: as her followers were hunted to extinction across the Prime for their meat, his realm became smaller and smaller, until she eventually became nothing at all and faded into nonexistence. It's said that her corpse lies somewhere on the Astral, but such a thing would imply the *seyhrain* were truly powers in their own right.

Cute Little Prime Names

Primes and other Outsiders know the realms of the Animal Lords by cute little names, such as the "Cat Lord's Prowl" or the "Mouse Lord's Scurry" or the "Owl Lord's Soar". While these names are all nice and good for the Outsiders, but there's no way in Baator that the *seyhrain* would insult another of their brethren by giving their territory names like that. They even dislike the way that the Outsiders need to put names on everything. They don't understand how the Outsiders can't understand that their territory is just that: their territory. It's not the "Owl Lord's Soar" or the "Elephant Lord's Trample", it's just their territory. They (or their Warden Beasts) will sharply correct any Outsider using such terms. It's just a term of ignorance, much like looking up into the sky in Sigil: it's a mark of Cluelessness in a body. Canny bloods won't refer to the realms of the Animal Lords by the names of the Outsiders, but rather will not refer to them by any name at all; it's simply the realm of the Cat Lord or the realm of the Owl Lord, nothing more and nothing less.

The Terrain Within

In the realm of an Animal Lord, the terrain changes itself to become that which the Animal Lord desires it to be. For example, the Fox Lord's realm is described as a realm of tangles and brambles. This terrain moves with the Animal Lord, but it's not so obvious that observers on the edge of such a boundary would notice a marked different as they enter or leave the realm: the brambles merely give way to open forest, or vice versa. Such is the Way of the Beastlands; nature is not abrupt or sudden, only in continuous transition.



Part II: Krigala

Being a Study of the Animal Lords and their Petitioners that Live under the Hot Rays of Selera, the Sun of the Beastlands

The Ape Lord

Seyhrain Hominis

The Ape Lord resides with his charges in the mountains and jungles of Krigala, far from the savannah that makes up much of the layer. His wards are the apes of the Beastlands, who are some of the most "intelligent" animals as seen by the Outsiders. Of course, this means nothing to the Ape Lord. Of course, the Outsiders see the apes as intelligent solely because their humanoid form resembles that of many of the mortals throughout the Planes and they see a resemblance to their own behavior in the apes. The Ape Lord doesn't seem to return the compliment: he sees the Outsiders as perversions of his race who have lost their way with nature. However, other *seyhrain* are peery of him, seeing how he's too much like humans for his own good. Unsurprisingly, he keeps to his own designs in the mountains of Krigala. He has no long-term goals (like any of the *seyhrain* do) other than the survival of his race in its normal way.

The Ape Lord is surrounded at all times by at least six female apes, who are willing to defend him to their deaths out of sheer loyalty. In human form, the Ape Lord appears as an aboriginal human equipped with a deadly spear. His realm in the Beastlands is known to the Clueless as the Ape Lord's Refuge, and any Clueless that enter the realm had best be prepared to fight their way out: the Ape Lord kills all that would make a meal. No matter how close to human the Ape Lord looks to be, inside his natural is purely feral.

The Ape Lord's primary Warden Beast in the dealing with Outsiders and other animals of the Beastlands is the ape Ratazn (Proxy/male warden beast [carnivorous ape]/8 HD/N). Ratazn would rather kill and eat those that he is supposed to be dealing with, and makes no secret of it. However, he'll deal with those berks that treat him with the proper respect. He knows much of the Beastlands, including the recent struggles between the Cat Lord and Bast. Any one looking to know the dark of the struggle had best look elsewhere: the Ape Lord gives no thought to events that do not concern him.



The Dinosaur Lord

Tyrannus Seyhrain

(The Dinosaur Lord is first speculated about on page 19 of Liber Benevolentiae. His realm, the Forbidden Plateau is described on pages 17-20.)

Once, dinosaurs were feared across the Prime. Almost each Prime World had these fearsome creatures roam their surface at one time or another. In the past, the Beastlands had

about twenty separate Dinosaur Lords, each representing a different species of these huge reptilian beasts. With the extinction of the dinosaurs across much of the Prime (they continue to thrive mostly in small and isolated areas, although these areas are extremely rare), there now only exists one Dinosaur Lord, who is the collective patron of the entire class of reptiles. He represents both predator and prey, hunter and hunted, leaving him rather conflicted. The Lizard Lord may be aloof, but the Dinosaur Lord is moreso, preferring to eat those that enter the Forbidden Plateau. Like the Elephant Lord (*below*), the Dinosaur Lord is gravely in fear for the future of his species, although not in the same way as the Elephant Lord. Where the Elephant Lord believes all his charges to be hunted, the Dinosaur Lord is just beginning to find that the very nature of his species requires extinction: the huge amount of food that his charges need to eat to maintain their large bodies is far too great for them to coexist with other species. He still hasn't completely accepted this fact, but he's beginning to take a more fatalistic viewpoint, one that members of the Bleak Cabal would probably sympathize with if they weren't eaten first.

The Dinosaur Lord's Realm is the entirety of the Forbidden Plateau, and remains completely off-limits to those without wings or those that wish to make the climb up to the Plateau. This isolation suits the Dinosaur Lord fine; he rarely makes contact with mortals or other seyhraim, and when he does, it is only for a brief amount of time before the messengers vanish again. He has an agreement with the Hawk Lord; the Hawk Lord sends him messages as to the state of the Beastlands through her followers every once in a while, and the Dinosaur Lord's minions do not attack the Hawk Lord's hawks. Of course, a hawk wouldn't make too good of a meal for a huge flesh-eating beast, but the point is moot: the agreement exists.

The Dinosaur Lord doesn't just represent the carnivorous dinosaurs (which all the Outsiders think of first, of course); the Dinosaur Lord represents all of the species, from the avian pterodactyl to the plated ankylosaurus. He is a rather conflicted being as a result, but prefers the form of a tyrannosaurus, since most Outsiders think of that huge beast when they think of the dinosaurs. The Dinosaur does not have a following of dinosaurs, but instead hunts his followers throughout the Forbidden Plateau for food. On occasion, the Dinosaur Lord prefers to be hunted by his followers. Of course, in all things, the Dinosaur Lord is the Dinosaur Lord, and none of his followers would truly kill their Lord. Then again, the current Dinosaur Lord "won" his position by accidentally killing the former Lord while he was in the form of an apatosaurus. Supposedly the current Dinosaur Lord wasn't aware of his prey's true nature.



The Dog Lord

Seyhrain Canem

(The Dog Lord is first mentioned briefly in the Great Modron March Adventure, page 47)

The Dog Lord hunts under the rays of Krigala, in a realm known as The Dog Lord's Chase that seems to move with the Dog Lord himself. The Dog Lord is not nearly as powerful as the Cat Lord; a good deal of the Dog Lord's influence and power has been usurped by the Wolf Lord. The Dog Lord watches over such species such as wild dogs, dingoes, hyenas, and jackals.

Other such animals like the moon dogs and the blink dogs do not swear allegiance to the Dog Lord, but they pay him a grudging respect. The Death Dogs discussed in the Monstrous Manual do not even acknowledge the Dog Lord, being the spawn of Cerberus, guardian of Pluton in the Gray Waste.

The Dog Lord is an Animal Lord in decline. Much of his influence has been taken by the Wolf Lord, who hunts Karasuthra. Also, across the multiverse, wolves hold a much higher dignity than wild dogs and hyenas. Whereas hyenas and wild dogs are seen as scavengers, the wolf is a respected hunter that is fairly common throughout the Prime, less so across the Planes. The Dog Lord hates the Wolf Lord for his decline, and blames him for the obscure position that he is held in on the Beastlands. The jackals of the Dog Lord and the wolves of the Wolf Lord are hated enemies of each other, and will not hesitate to rip each other to pieces given the opportunity. The Dog Lord also hates the Cat Lord for her betrayal of the tenets of the Beastlands in her rivalry with Bast (*see below - ed.*) and does not hesitate to attack her followers on sight. Of course, the dogs of Krigala are little match for the lions of the Cat Lord that stalk the first layer of the Beastlands. Most other Animal Lords see the Dog Lord as even more ambitious than the Cat Lord, except that the Dog Lord is far more vocal about his desires. They also find him a bit annoying with his constant whining about both the Wolf Lord and the Cat Lord, and try to avoid contact with him altogether. However, he has recently entered a more hostile mood than usual, allowing no outsiders to enter the Dog Lord's Chase and being extremely combative with those outsiders that do break into his realm, even for an Animal Lord.

Sadly, the current Dog Lord has been involved in so many embarrassing situations that few of the *seyhrain* take him seriously anymore. He always seems to be delivering ultimatums to one Animal Lord or another for some imagined insult; his focus on the Cat Lord right now is nothing that hasn't already been done before, except with the Fox Lord, or the Hawk Lord, or the Wolf Lord, or the Lizard Lord, or anything else. Each of his threats is as hollow as the caverns of Agathinon, but the Dog Lord doesn't seem to desist from letting everyone know that he hates them. Primes claim that the Dog Lord's "bark is worse than his bite", but they wouldn't say that to his face, even though it seems true in this case. However, the title of Dog Lord has not been changed hands since before the existence of the first Wolf Lord, so the other *seyhrain* not only don't seem to take him seriously, but they don't regard him as a threat.



The Elephant Lord

Seyhrain Elephantis

(The Elephant Lord is briefly mentioned in [the Mimir's Cage Rattlers](#) section under Flint-Cracks-Slate, although this author is unsure whether this was the first mention of this most noble Animal Lord)

Noble and regal, the Elephant Lord is known as known across Prime Worlds as the Elephant King. The Elephant Lord is a fierce and terrible animal, assuming all mortals to be alike: hunting for the ivory of his charges. Of course, his fears are usually justified; Clueless

Primes often hunt the elephants of Krigala for their tusks and the tusks of the Elephant Lord himself would most likely fetch a fine price in Sigil. Of course, more than one cony-catcher has claimed to be selling the tusks of the Elephant King, but this chant is more often than not untrue. The Elephant Lord is a venerable beast, having existed for several centuries, and has never been killed through violence. However, when he feels that he has seen enough of the Beastlands, he will simply join the previous Elephant Lords in death.

Unlike other Animal Lords, the Elephant Lord's Realm (known as The Elephant Lord's Stamp to the Clueless Outsiders) is not mobile. Instead, the Elephant Lord spends his eternity watching over the Elephant Graveyard of the Beastlands, where every elephant petitioner that achieves unity with the Beastlands heads to die and allow their essence to merge with the Plane. It's a mammoth and huge graveyard of bones, surrounded by huge mountains so that only the elephants of the Beastlands may find it. No Outsider has any chance of meeting the Elephant Lord, period. The best chance they may get would be to speak to the Warden Beasts of the Elephant Lord, but that's most likely a dead end to. The Warden Elephants of the Beastlands are militant and easily angered, believing as their King does that all mortals are hunters.

Recent events have caused the Elephant Lord to take a more aggressive stance against hunters, especially the Vile Hunt. While the Vile Hunt hates all animal petitioners, they are extremely motivated to hunt down the wards of the Elephant Lord because of their valuable tusks, whether or not they actually talk. The Vile Hunt will usually slay whatever animals they can when they arrive in the Beastlands, petitioner or not, and they don't bother to check when valuable ivory is involved. For that reason, the Elephant Lord and Cat Lord declared *arikina*; the lions of Krigala slew members of the Vile Hunt that were encroaching on the Elephant Lord's animals, thus sending a clear message to the Vile Hunt that the Elephant Lord was not to be trifled with. 'Course, the attacks have begun again after the Vile Hunt forgot about the cat attacks (mortal memories are so short), so the Elephant Lord has had to rely on the more zealous Wylders of the Beastlands for aid.





The Hawk Lord

Seyhrain Socialis

(The Hawk Lord is first described in the Planescape Monstrous Compendium on pages 12-15)

One of the friendliest Animal Lords to the Outsiders, the Hawk Lord is the patron of the sharp-eyed hawks of the Beastlands. Making her nest in the mountains of Krigala but rarely visiting there, the Hawk Lord, like many other of the Bird Lords, is often seen flying through the skies of the Beastlands. The Hawk Lord is one of the most social of the *seyhrain* (thus her species name), although she is the least likely to be found where she was last. She prefers the bright skies of Krigala, but she often pays visits to other Animal Lords throughout the Beastlands. She even visits small settlements of mortals to learn of their ways; in short, she is extremely curious as to the Nature of Everything and how each fits into the Way of the Beastlands. Her followers scour every inch of the skies of the Beastlands, finding out all the chant that they can as it relates to the goings-on of the Beastlands. The Hawk Lord likes to stay lanned to all that occurs on the Beastlands. However, unlike the Owl Lord, the Hawk Lord only cares about the information for its own sake; she is driven by curiosity more intense than the Cat Lord's to know all that goes on in her home plane. Often, her followers follow humans for days, merely curious about them and their ways. Cutters using a *Speak with Animals* or its equivalent on the hawks of the Hawk Lord makes her birds ecstatic with joy so as to more directly speak with mortals, if only for a little time.

However, despite all her curiosity and friendliness, her hawks are still hawks. They mostly hunt the wards of the Mouse Lord or Rabbit Lord for food, and mostly make their nests surrounding her main aviary in the mountains of Krigala, high away from the Jackals and Lions that would devour them for the smallest of morsels.

Unlike other Bird Lords (*see the Swan Lord, below - ed*), the Hawk Lord still maintains good relations with all Animal Lords. Her curiosity is more important than any silent feud against the animals and *seyhrain* of the ground. Other Bird Lords resent her for her supposed lack of loyalty to her type, but the Hawk Lord really doesn't care about them and their hatred.

She's the most lighthearted of the Animal Lords, and she gets along well with the avorals from Elysium that often fly into the Beastlands out of sheer curiosity.



The Other Seyhrain of Krigala

Other Animal Lords that may reside on Krigala but I have only heard inconclusive rumors about include the Condor Lord, the Dolphin Lord, the Eagle Lord, the Horse Lord, the Kingfisher Lord, the Rhinoceros Lord, the Vulture Lord, and the Zebra Lord. Each of these has considerable influence within their own sphere and may be subject to a write-up in the future.



Part III: Brux

Concerning the Animals and their Lords that Live between the Extremes of the Sun and the Night, including Much New Chant about the Infamous Cat Lord

The Bat Lord

Timoris Ascendis Seyhrain

The sound of a swarm of bats in the Beastlands is not uncommon to hear while walking through Brux: the Bat Lord herself leads many of such flights. Hunting out in the eternal twilight of Brux, the Bat Lord is constantly on the move, never at rest. Often, she will lead her bats into the nighttime layer of Karasuthra, and hunt for the Mouse Lord herself, oft times getting herself into squabbles with other creatures that hunt the same prey. Like all her followers, the Bat Lord is blind, but can effectively "see" using a sort of sonic vision that allows her to make out sound waves, thus allowing her to see as if she was any other animal. However, she will often feign blindness when dealing with mortals: should they be lulled into a false sense of complacency, more the better for her if they draw steel. In reality, she can detect sounds from 960 feet away, making her more than prepared for whatever is coming towards her (or vice versa). She's friendly and charming when dealing with mortals, often changing into her humanoid shape: that of a charming woman wearing dark black robes.

The Bat Lord herself is friendly enough to Outsiders, but she's cold towards the Animal Lords of the ground (*see the description of the Swan Lord below - ed*) for reasons regarding the *ulraehn* and his actions in the Beastlands. In dealing with other, non-Bird Animal Lords, she's curt and often rude. The *seyhrain* of the ground see the Bat Lord as a traitor to their kind; she is a mammal like most of them, and yet throws her lot in with the *seyhrain* of the air, most of which are nothing like her in their biological structure. The Bat Lord doesn't seem to care about these allegations of "betraying" her brethren, caring only for her way of life. Should her way of life be called "wrong" by the *seyhrain* of the ground, then she obviously feels more loyalty to the *seyhrain* of the air, who share the basic habits and lifestyle of a creature of the air.

Those cutters who don't want to attempt to hunt down the Bat Lord and her flock, since it could literally be anywhere on the last two layers of the Beastlands, are better off heading for Sirius Soundscreech (Petitioner/male warden beast [bat]/6 HD/N). Sirius can usually be found within Zhan, the Grand Forest Beyond the World (described in Planes of Conflict and more completely in this author's [Guide to the Outer Planes](#)), the realm of three formerly Krynnish gods of nature and wisdom. Sirius is a little less friendly than the Bat Lord, but knows much of the chant that the Bat Lord knows herself.



The Bear Lord

Ursis Seyhrain

The Bear Lord is a mysterious creature that dwells within the shadows of Brux. Much of the dark about him is obscured by the werebear power Balador and his realm Ursis. Some even claim the Bear Lord to be an avatar of Balador, but such chant is just plain wrong: the *seyharin* are independent of the influence of any powers. However, sometimes events done by the Bear Lord are attributed to proxies of Balador and vice versa: the Bear Lord and Balador both maintain realms rather close to each other, and their spheres of influence virtually overlap. Unlike the Cat Lord and Bast (*see below - ed*), Balador and the Bear Lord have no rivalry of their own. Instead, they keep to their own designs, not caring that the other controls a vast majority of those who would worship the other. The werebears of Balador do not consort with the werebears that decide to live with the Bear Lord and vice versa.

The Bear Lord's sphere of influence is all of the varieties of bear across the multiverse and werebears that do not pay homage to Balador. The most prominent of his followers is the brown bear Grizzlepaw (Petitioner/male werebear/7+3 HD/N), who is in charge of mortal relations. A tough and reliable cutter, Grizzlepaw is currently most concerned with the actions of the Vile Hunt on the Beastlands, and has taken to frequenting haunts in Ursis and beyond to find reliable heroes to undertake quests that involve the destruction of Hunt members.

In regard to the recent actions of the Cat Lord, the Bear Lord finds himself disgusted by the whole affair. If he can get along with a power that has a sphere of influence identical to his own, then the Cat Lord can stop being so arrogant about it. He's come rather close to declaring a *shakishta* in disgust with the Cat Lord's actions, although he realizes that the political declarations would mean little to the vain Cat Lord. Of course, he throws in with the Cat Lord in regards to the rivalry between the Ground and the Air (*see below - ed*). Despite the differences between Sky and Earth, all are animals, and the heartless treatment of the ground animals during the reign of the *ulraehn* is something that needs to be addressed.



The Cat Lord

Felis Seyhrain



(The Cat Lord is first presented in the Planescape Monstrous Compendium I on page 13, and is later updated in both Planes of Conflict and the adventure Something Wild. For some reason, she seems to always be mentioned when the Beastlands are mentioned. Lucky; I guess every cat has her day, including here.)

The Cat Lord maintains her realm in an area between the borders of Krigala and Brux known as the Cat Lord's Prowl (*LB*, pg. 24) to the Outsiders, which constitutes just about everyone who's not a feline, berk. She's probably the most prominent Animal Lord of the Beastlands, probably because of her current rivalry with the cat god Bast from Ysgard. It's not that her cats are more powerful than any other animal species on the Beastlands; it's just that she's one of the most noticeable Animal Lords on the Beastlands. Most of the other Animal Lords just keep to their own layers and realms, while the Cat Lord is actively working to increase the standing of cats throughout the multiverse. The other Animal Lords quietly disapprove of her actions, believing her ambitions to have betrayed the plane's nature of keeping to their own.

The Cat Lord is the patron of all felines throughout the multiverse, be they panther, lion, lynx, puma, lycanthrope (such as weretigers or werelions), or even tabaxi. She watches over the creatures that lurk in the shadows, stalking their prey with their yellow and green eyes. All sorts of animals can be found within the Cat Lord's care; all except for the domestic cat, who the Cat Lord sees as a perversion of true nature, as most Animal Lords see domestication. Any domestic cats that become petitioners in the Cat Lord's Prowl are transformed into their more wild counterparts, such as a lynx or a panther.

The "Cat Lord's Prowl" is described in other volumes (*LB*, pg. 24), so it will not be gone into with much more depth here. However, among all of the realms of the Animal Lords, the Cat Lord's is the one that's the most heard about outside the Plane, possibly because of the Cat Lord's rivalry with Bast. This rivalry is an odd one, since it involves the Cat Lord and her beliefs that she should control the portfolio of a power. Bast herself seems rather amused by the Cat Lord's beliefs, but the Cat Lord has retaliated by kidnapping the feline worshippers of Bast and bringing

them to the Beastlands to become her followers. Eventually, the Cat Lord will either have usurped Bast's portfolio, thus reducing Bast's power level even more. Either that, or Bast will begin to strike back at the Cat Lord in whatever way she can. Right now, Bast's options are rather limited, for the presence of the Cat Lord herself causes her former worshippers to forget any devotion that they once had to Bast. These worshippers do not follow the Cat Lord's orders by magical coercion; rather, they merely forget their loyalty to Bast and begin to focus on themselves and their position with nature rather than any deity. The Athar find this whole turn of events rather amusing, of course, but the human followers of Bast are beginning to get edgy: who knows when they're next?

On the Beastlands, the Animal Lords mostly sit in quiet disapproval of the Cat Lord's actions. However, the Dog Lord (*described above - ed*) and his servants are beginning to get even more hostile than usual when dealing with the felines of the Beastlands. The Dog Lord's rather annoyed at the fact that the Cat Lord thinks herself so much of a power that she can actually cross paws with an actual deity, and isn't afraid to let the Cat Lord find out his disapproval. If it wasn't for the Dog Lord's own hatred of Bast, Bast would most likely have recruited the Dog Lord to her side long ago. However, recently, the worshippers of Bast have been making more of an effort to speak to the Dog Lord and get him to step up his harassment of the Cat Lord. Of course, this is unlikely to end in anything that would work to Bast's ends, and even if they did, it may very well cause a war to break out across the Beastlands: the last thing that the Dog Lord wants. The rest of the Animal Lords seem to prefer to leave alone to the whole situation; they may disapprove of what the Cat Lord is doing, but they do not wish to turn the Beastlands into a place of violence and war just because of the Cat Lord's arrogance.

Adding to the tensions throughout the Beastlands is the fact that the position of the Cat Lord was just recently replaced (*SW, pg. 5*) after the former Cat Lord vanished some time before the incidents described in the adventure *Something Wild*, just at about the time that the Vile Hunt showed up on the Beastlands. While the Cagers of Sigil may not see this as a big matter, on the Beastlands it was and still is a large deal. The death and replacement of one of the Animal Lords is something that doesn't happen often, but when it does, it usually is accepted. However, the mysterious disappearance of the former Cat Lord, the rise of the new female one, and her recent conflict with Bast all seem to be part of her own master design. The new Cat Lord's actual innocence doesn't vindicate her much; she cares little as to what anyone else thinks of her, only that she is respected as the Queen of All Cats in all the corners of the multiverse.

Among her servants, the Cat Lord counts all forms of feline throughout the multiverse, including lions, tigers, cheetahs, jaguars, panthers, tabaxi, weretigers, lynxes, and leopards. All of these may be found in the "Cat Lord's Prowl" on Brux, hiding in the shadows, waiting for their prey to make the wrong step. And when they do, because they *always* do, they'll be meat.

The Cat Lord currently also has a rivalry with the Swan Lord, although the rivalry is not a personal matter. Rather, it deals with the basic struggle of Ground against Air, which was begun centuries ago when the first Wolf Lord was born. More information is contained within the description of the Swan Lord (*see below - ed*).



The Fish King

Seyhrain Pisces

In the lakes and rivers of the Beastlands swim many fishes of both exotic and mundane descent. However, they all pay homage to the Fish King (not the Fisher King, Animal Lord of the kingfishers), a being that all fish know of, though few have met. Not in one lake or another, the Fish King is an omnipresent being on the Beastlands, existing more as an image than a physical being. The Fish King rarely takes any form, and has never been known to take humanoid form. While the Fish King may exist in any layer of the Beastlands at once, it chooses to spend most of its time in the twilight streams of Brux. Like the Lizard Lord and Dinosaur Lord, the Fish King is aloof from the politics of the Beastlands, seeing the mammal lords as inferior to the fish of the Beastlands. However, despite their inferiority, the Fish King still realizes and accepts the role of his people as a bottom rung on the food chain, much like the Mouse Lord. He doesn't try to change that role: it is What Was Meant to Be.

Mortals are not very likely to ever meet the Fish King in their existence, because the Fish King does not allow himself to be found unless he wishes himself to be found. More likely are mortals to meet the Warden Fish; one of each lives in each stream and lake on the Beastlands. The Warden Fish do not let themselves to be caught on the edge of a hook, although they are known to severely reprimand any mortal fishing solely for sport; such a thing is not the Way of the Beastlands. However, they do allow fish to be caught if the mortals truly need the fish for their survival, for that is the Way of the Beastlands. The most prominent of these Warden Fish is a fish who is known to the Outsiders as "Carp," who dwells in the streams of the River Oceanus on Krigala. He's known to get along well with the ardeidal of Oceanus, although he discourages them from fishing solely for pleasure when outside the Beastlands. 'Course, fishing is sort of a way of life for the ardeidal, so such requests are usually politely ignored. Carp is also the most vocal and friendly of the Warden Fish to travelers in the Beastlands, swimming up to the side of boats and rafts on the Oceanus and asking them how they fare. He'll volunteer useful information that may help mortals to avoid running aground. It's whispered that should the current Fish Lord need to be replaced that Carp'll probably be the Warden Beast to ascend, thus changing the whole nature of the Fish King and his reactions towards Outsiders entirely.



The Fox Lord

The Fox Lord is the patron of all foxes throughout the multiverse, including, but to a lesser extent, the foxwomen that have turned to neutrality from evil. In her human form, she appears as an attractive elven woman with long, red hair. She stalks the bushes of Brux, serving as both the hunter and the hunted: her servants hunt and kill the small animals of the forest but fall prey themselves to the cats of the Cat Lord. Neither on the top or the bottom of the food chain, the current Fox Lord is ambitious to make animals more respected around the multiverse. However, it seems to be a losing battle for her and her minions, who seem better off at playing other animals off against each other.

Many centuries ago, the same Fox Lord managed to elude capture after she angered the Dog Lord. The Dog Lord then, in his rage, searched all of the Beastlands with his followers, hunting for the Fox Lord. Little did he know that throughout this entire time, the Fox Lord was following him, confounding his dogs and throwing chaos into his hunting party. After a month of searching, the Dog Lord gave up, and the Fox Lord then revealed herself to him, claiming to have tricked him and fooled him a second time. Of course, her arrogance did not go over well on the Dog Lord, who then chased her to the end of the Beastlands before cornering her against the waters of a lake in Karasuthra. Then, the Fox Lord managed to completely peel the Dog Lord, claiming them to be related. "Why," she said, "should one brother attempt to kill his sister? It goes against the Nature of the Beastlands." Confounded for a few moments, the Dog Lord did not notice as the Fox Lord slipped into the lake and managed to swim away to safety. 'Course, the Dog Lord didn't know that he had been tricked and still to this day thinks of the Fox Lord as his sister. There is always a price to be paid for cunning.

The realm of the Fox Lord is an area of thickets and brambles, where her foxes hide from those that would hunt them. The Outsiders call it the "Fox Lord's Scamper," to which the Fox Lord and her Warden Beasts have replied to by hunting these know-it-alls down and killing them one by one. They may be just animals, but they're still prideful and disapproving of those that would mock the Fox Lord.



Other Seyhrain of Brux

Other Animal Lords that may reside on Brux, but I have only heard inconclusive rumors about, include the Ferret Lord, the Possum Lord, and the Rabbit Lord. Each of these has considerable influence within their own sphere and may be subject to a write-up in the future.



Part IV: Karasuthra

The Final Section, containing Much Information about those Animal Lords that dwell in the Complete Darkness under the moon of Noctos



The Lizard Lord

Reptilis Seyhrain

(The Lizard Lord is first presented in the Planescape Monstrous Compendium I, pages 12-15)

Aloof from any of the politics of the Beastlands, the Lizard Lord lurks in the shadowy darkness of Karasuthra, waiting with his slithering minions the snakes and lizards. The current Lizard Lord has not been known to talk, and those mortals that stumble upon his realm usually find themselves dead by serpentine poison within the hour. The Lizard Lord has an unusual hatred of mortals; this stems back to the fate of the last Lizard Lord, who was considerably more open and friendly to visitors. The previous Lizard Lord was intrigued with the non-reptiles, and had a reputation for being one of the most friendly of the *seyhrain* to the Outsiders. Of course, he still hunted the Mouse Lord with the usual fervor that both the Cat Lord once did and the Owl Lord does now. Then, one day, while conversing with some Primes, the Primes took it into their heads that he was a 'dangerous beast', and acted as typical Primes do: with magic and steel. They were able to overcome and slay the previous Lizard Lord, but were killed themselves seconds later by a deadly venom the Lizard Lord had injected into their veins. The new Lizard Lord vowed not to make that same mistake, and has since killed any mortals seeking an audience with him. There's no great loss: the Lizard Lord's realm, known as the Lizard Lord's Slither by the foolish Outsiders, is bereft of anything that a visitor would want, unless a body has come looking for a rare snake or reptile of the venom of such creatures. Of course, they'd have to make it in and out alive, first...



The Mouse Lord

Seyhrain Timor

Clueless Primes tell the story of the Lord of Mice and his struggle with the Elephant King long ago on the Happy Hunting Grounds. Apparently, the Lord of Mice did something to offend the Elephant King; it must have been something dwarfing whatever started the Blood War because the Elephant King ordered the immediate genocide of all of the servants of the Mouse Lord. After a three week war, the Elephant King lay in defeat as the mice had waged a war based on subterfuge and guerilla tactics. Thus, say the Primes, lies every elephant's inherent fear of mice. Of course, what *does* one expect of a group of people that refer to the Beastlands as the Happy Hunting Grounds? What's more likely is that the Mouse Lord managed to get the Elephant King mildly annoyed and was forced to turn tail in defeat before he was killed.

The Mouse Lord, also called the Rat Lord by those who fear or hate him (though not many fear him), maintains his realm on the third layer of the Beastlands, Karasuthra. It is called the Mouse Lord's Scurry by the Outsiders, and it is constantly moving, always attempting to evade the minions of the Owl Lord. However, the Mouse Lord bears the Owl Lord no ill will for the Owl Lord's attacks on his minions; in fact, the Mouse Lord sees it as a game to stay alive for the next day. While within the Mouse Lord's Scurry, all find themselves able to *hide in shadows* with 75% accuracy. Rogues already able to *hide in shadows* add 75% to their chance to hide. Bashers may enter the Mouse Lord's Scurry and not know it; the Mouse Lord and his followers are very adept at hiding. Unlike other realms of the Animal Lords, the Mouse Lord does not control lycanthropes within his realm: wererats are too self-serving and are seen as inherently evil by the Mouse Lord, which they are. Besides, in the Mouse Lord's Scurry, there is not room for the lumbering wererats, only the fleet of foot survive the Owl Lord's minions, who regularly fly through the Beastlands, searching for the Mouse Lord's Scurry and swooping up whatever prey that they can find. As said before, it is neither good nor evil. It is the way of the wilderness, and thus the way of the Beastlands.

Indeed, the Beastlands seems to trod on the Mouse Lord, but unlike the reaction of the Dog Lord to his troubles, the Mouse Lord takes it in good humor. His servants are the smallest of the wilds, and therefore are prey to anything that takes an interest in them. He makes up for this by ordering his followers to breed excessively, because otherwise their species will become extinct quickly.

There are regular changes in the leadership of the Mouse Lord's minions: sooner or later, the Mouse Lord is caught by the Owl Lord and eaten. It is not good or evil, merely the way of the Beastlands, and the followers of the Mouse Lord have grown accustomed to a constant change in leadership. However, the current Mouse Lord has managed to avoid being served to the Owl Lord for a whole year now, which is much longer of a tenure than most any other Mouse Lord before him.

The Mouse Lord himself takes the human form of a dark-skinned tiefling thief who favors using his thief abilities to blend into the night of Karasuthra. If attacked in combat, the Mouse Lord will shrink into a mouse about three inches long and scurry away. The Mouse Lord

himself is rather a coward compared to the other Animal Lords of the Beastlands, but it's what has kept him and his species alive and thriving throughout the history of the Planes. While many other Animal Lords do not foster a great number of offspring, the Mouse Lord mates frequently with worthy druids and those members of his pack that manage to avoid being killed.

Most of the time, the Mouse Lord keeps to the night of Karasuthra, though he does on occasion travel to Brux for a change of pace. However, for the Mouse Lord and his followers, life is a never-ending run from those that would catch them. Ever since the new Cat Lord took her place, there's been less pressure on the Mouse Lord since the new Cat Lord and her followers keep mostly to Brux. Still, the panthers of the Cat Lord still attempt to hunt down and devour the Mouse Lord and his followers.

The Mouse Lord does not appreciate intruders to the Mouse Lord's Scurry, because their size usually brings the predators towards his realm. However, there is not much that can be done against those that enter his realm, so he usually simply runs away. Seeking an audience with the Mouse Lord does not happen unless those that would seek the audience have magical means of hiding, such as a *veil* spell or other means. Still, making the Mouse Lord stop running away may take some time itself. The Mouse Lord is relatively pleasant to visitors once stopped, but the threat of being eaten always hangs over his head. Of course, the Mouse Lord understands that his lot in life is one that he has been handed and cannot change: he is the Mouse Lord, and things cannot be any other way than they are. If he is to be hunted, then he is to be hunted. That is the Way of Things.



The Owl Lord

Seyhrain Eternalis

(The Owl Lord is first presented in A Player's Guide to Conflict, page 11)

The Owl Lord, it is said, was the first unique Animal Lord and shall be the last, for when he dies so do the Beastlands. The Owl Lord observes the actions of each of the *seyhrain* and knows all that happens on the Beastlands. There has only been One Owl Lord over the course of the history of the Beastlands, and this Owl Lord is the most wise creature on the Beastlands: supposedly the powers Chislev and Zivilyn were his very offspring.

Of course, any canny blood knows that the above is most likely screeed. However, there has only been known to be one Owl Lord in existence since the earliest records. The current one has yet to be replaced by the death of a previous Owl Lord. While the Owl Lord may not be the *most wise* creature in the Beastlands, it is still extremely wise, for three reasons. The first reason is the sheer amount of experiences and history that the Owl Lord has seen: he knows better than the other *seyhrain* the true nature of the Beastlands. The second reason is the fact that his owls spread themselves throughout the shadowy layer of Karasuthra; barely an event happens on the third layer of the Beastlands without the Owl Lord knowing of it. The third reason is the fact that on the Prime, the Owls are regarded as extremely wise creatures: the power of anthropomorphism and belief is enough to make the Owl Lord appear as he is seen. In his

human form, the Owl Lord appears as a withered old man.

On the Beastlands, the Owl Lord has to put up most with Outsiders the most. Because of the "wise old owl" image, many Outsiders flock to the Owl Lord for guidance and wisdom. In dispensing guidance and wisdom, the Owl Lord and his servants are always fair and rarely refuse to answer. Of course, they delight in speaking in half-truths and omitting key facts, probably because they hate the Outsiders as much as any other Animal Lord. However, the Owl Lord does not have a reputation as violent among the Outsiders. That just proves how little the Outsiders know of the Beastlands.

The Owl Lord is constantly searching for the Mouse Lord. It is a never-ending chase, and it is one that is regarded as sport by both parties: the Owl Lord enjoys the Hunt and the Mouse Lord enjoys the flight, even though the Hunt always ends with the Mouse Lord devoured by the Owl Lord. It is not good; it is not evil. It is simply the way of the Beastlands. As much as the Outsiders don't like to think about it, the Owl Lord is as much a predator as the Cat Lord; it's just that the Outsiders don't generally think of owls as carnivores.

It's said that in the Cat Lord's rivalry with the Egyptian power Bast, the Owl Lord is one of the biggest, but least vocal, of her opponents. The Owl Lord believes the new Cat Lord to have betrayed the Beastlands; the time will come one day for the Cat Lord to be shown the error of her ways. Conversely, the Owl Lord does not want to betray the nature of the Beastlands himself with a political declaration, and prefers the let nature resolve itself in all things. 'Course, it was the Owl Lord who originally formed the basis for the declarations of the Animal Lords in the first place...



The Swan Lord

Seyhrain Noctos

Keeping mostly to her lakes in the nighttime of Karasuthra, the Swan Lord is a beautiful creature the reminds all that true beauty stems from within. Most Primes have heard the story of the proverbial "Ugly Ducking," in which the ugly duckling turns into a beautiful swan, showing everyone that they're hope for most berks (most of them don't live in Sigil, however). The Swan Lord is extremely kind to most cutters, but she is a vain and fickle creature, despite her open-mindedness towards the nature of beauty. She's still an animal, despite her human characteristics. In her human form, she appears in the standard form of a swanmay, although she does not wear a signet ring to allow her to transform. Her lake in Karasuthra is overseen by hundreds of swans. A few real swanmay make their homes within her lake as well, paying homage to the being that they see as their founder.

Cutters looking to get information from her realm had best look elsewhere; the Swan Lord exists only for the here and now, and anything else is merely an afterthought: she was touched little by the *ulraehn*, like most every bird lord. A mild enmity exists between the Bird Lords and the Mammal Lords regarding the entire incident (*as described below - ed*), one that's spearheaded by the Swan Lord on one side and the Cat Lord on the other. The Cat Lord accuses the Bird Lords as abandoning their brethren to the wolves of the *ulraehn*, which they did to an

extent. The Bird Lords remained mostly neutral in the conflict. Of course they hated the *ulraehn* and wished him dead, but it wasn't their problem: the wolves of the *ulraehn* could not reach the air, and so the birds of the Beastlands were safe from his evil. Of so they thought; amidst the conflict sown by the *ulraehn*, the Cat Lord saw the lazy vultures swarming overhead, making meals out of his servants as they had been left to die by the cruel Wolf Lord. He saw the Bird Lords untouched and unwilling to do anything to save their *seyhrain* brothers. This was accentuated by the Swan Lord revealing the location of a secret conference of the Animal Lords of the ground to the *ulraehn* shortly before the death of the first Wolf Lord. While not actually doing any sort of action, the Cat Lord realized that the Bird Lords would be perfectly happy to let their ground-kept brethren die to the hordes of wolves. Relations between the two groups have never been particularly friendly since then, especially since the two *seyhrain* that represent each side are the most vain creatures on the Beastlands. While it's not actually an open conflict, the Bird Lords (and in this case the Bat Lord) tend to stick to the company of each other (excluding the Hawk Lord) and the *seyhrain* of the ground tend to stick with each other as well. There's a rift still forming from the creation of the first Wolf Lord more than three thousand years ago, and it's beginning to widen even more because of the actions of the Cat Lord in regard to the power Bast. The already-alloof Vulture Lord and her servants have recently refused to speak to the Animals of the Ground. This can only mean trouble ahead for the Beastlands.



The Wolf Lord

Cruelis Canem Seyhrain

(The Wolf Lord is first presented in the Planescape Monstrous Compendium I, page 15)

The current Wolf Lord isn't really the blood that of the *seyhrain* and their followers think of when they think of the Wolf Lord. They'd be thinking of the first Wolf Lord, because it always remains in the back of the mind of every being on the Beastlands. The first Wolf Lord was created a long while back when the wolves became powerful enough on the Prime to merit a ruler on the Beastlands. However, the first Wolf Lord appointed by the Beastlands took on far too many of the characteristics that mortals believed of wolves. The mortals on the Prime believed wolves to be cruel and vicious creatures, and this reflected in the first Wolf Lord, and to a lesser extent, each of his followers.

The first Wolf Lord, now called the *ulraehn* (dark seed) by the *seyhrain*, started his reign of terror off by openly provoking the Dog Lord into the declaration of *jakishta* (*see above* - ed). He then began to prowl each layer of the Beastlands individually, seeking out genocide of the Dog Lord's minions, and indeed this came close to occurring. Even on the Prime, the animals could not resist the primal call of their Animal Lords, and jackals and wolves began to fight all over the crystal spheres. Some claim this is where the hatred between the wolfwere and the jackalwere stems, but this seems unlikely because of each species lack of connection with their respective Animal Lord. After the Dog Lord conceded defeat with his tail between his legs, the Wolf Lord did not let off his attacks and began to kill and torture any prey that he was able to

find. Approximately seven different Mouse Lords existed during the year after which the Dog Lord surrendered. The Wolf Lord hunted down each of them for sport, killing each of them and torturing their very essences, then throwing their bleeding bodies to the floor of the Beastlands. The *ulraehn* cared little about the actual meal and more about the thrill of the hunt and the satisfaction of the kill. The Dog Lord himself was allowed to remain alive, if only so that the Wolf Lord could gloat about his victory.

The Animal Lords all over the Beastlands feared him, but could do nothing. The Cat Lord was unable to stop his packs of wolves that roamed Karasuthra, killing each of her panthers one by one and leaving the mangled bodies unstripped of flesh: the gravest possible insult on the Beastlands. If an animal is killed and left uneaten, they are supposedly deemed unworthy to eat. Thus, the cycle of nature is not continued and the animal's death stands for nothing but the sheer cruelty of the killer. Such a thing is not the way of the Beastlands, and the Cat Lord took the insult rather personally, and swore *jakishta* against the Wolf Lord. The results were less than enthusiastic: the minions of the Wolf Lord hunted down the Cat Lord's solitary predators one by one and killed the Cat Lord in the end.

This behavior continued for at least ten years, ten years that the Owl Lord remembers as the most harrowing time of his existence. However, birds were relatively safe from the clutches of the Wolf Lord, but the reports of the actions of the Wolf Lord were met with extreme shock and surprise. All seemed lost; singular Animal Lords could not defeat the evil of the Wolf Lord, but uniting was impossible given their natures.

Then, one day, the first Wolf Lord was torn apart by his own pack. Nobody knows why, but most think that the Beastlands had finally seen enough carnage and rid its boundaries of the evil in its system. The Animal Lords of the Beastlands breathed a collective sigh of relief, and went back to repairing the damage done to their followers. A new Wolf Lord ascended then, promoted by the strange forces that rule the Beastlands. However, no matter what the Wolf Lord did, he was always judged by the first Wolf Lord, and not by himself. Every hunt seemed evil; every kill seemed cruel. Because of this prejudice, the second Wolf Lord and every Wolf Lord after him has faced the challenge of not allowing darkness to consume their soul. Some handle it better than others; sadly, the third Wolf Lord followed in the footsteps of the first for a short while before being killed by the Cat Lord himself, who was then quite ready for a threat from the "evil" Lord of Wolves.

The current Wolf Lord exults in the Hunt much more than the others; the kill matters little to him, only the thrill of the Hunt and the exhilaration in the chase. He's been known to free particularly worthy prey if not hungry, only to hunt them again on other occasions. Those mortals coming across the Wolf Lord had best be prepared to flee for their lives, and to do a good job at it, too: the Wolf Lord doesn't let just anyone go. The present Wolf Lord doesn't dwell on the past of the first Wolf Lord and instead cares mostly about the Hunt and the Chase. However, the evil nature of his precedent and the prejudice within still lurks somewhere within his heart, just waiting to be let out...



Other Seyhrain of Karasuthra

Other Animal Lords that may reside on Karasuthra, but I have only heard inconclusive rumors about, include the Raccoon Lord, the Raven Lord, and the Snake Lord. Each of these has considerable influence within their own sphere and may be subject to a write-up in the future.



Appendix A: Deserntak characters

Being an Outlining to the Creation of Characters from the Descent of the Animal Lords, including Racial Modifiers and Personality Traits

With the permission of the Dungeon Master, players may create characters of the *deserntak* race. However, role-playing such a character would be a challenge because of their conflicted nature and outlook on the world. All deserntak resemble the human form of their *seyhrain* parent, and must be neutral in alignment in regard to the law-chaos axis (neutral good, neutral evil, true neutral). Many are neutral good because of their upbringing on the Beastlands, which primarily is a good plane, despite their true neutral heritage. There are as many types of deserntak as there are Animal Lords, so ability score adjustments will vary. The table below is a good rule of thumb regarding the Animal Lords that would be most likely to foster such children. Other Animal Lords (such as the Lizard Lord) would be less likely to produce offspring with mortals due to their contempt or distaste for them. All deserntak can become psionicists, and usually specialize in psychometabolism. All of them have infravision to at least 60' as well.



General Ability Score Requirements:

Str:	Dex:	Con:	Int:	Wis:	Cha:
6	10	7	6	6	6

Specific Ability Score Adjustments:

Animal Lord:	Str	Dex	Con	Int	Wis	Cha
Bear Lord	+1	-1	+1			-1
Cat Lord		+2	-1		-1	
Dog Lord		+1	+1	-1	-1	
Fox Lord	-1	-1		+1		+1
Hawk Lord	-1	+1		-1		+1
Mouse Lord	-2	+1		+1		
Owl Lord	-1		-1		+2	
Wolf Lord	+1		+1		-2	

Racial Adjustment for Thieves:

Animal Lord:	PP	OL	F/RT	MS	HS	DN	CW	RL
Cat Lord	-	-	+5%	+10%	+5%	+20%	+5%	-

Fox Lord	-	-	-	+5%	+10%	+10%	-	-
Hawk Lord	-	+5%	-	-	-	-	+10%	-
Mouse Lord	+10%	+5%	-	+5%	+10%	-	-	-
Owl Lord	-	-	-	-	-	-	+10%	+10%



Bear Lord: The deserttak created by the Bear Lord are usually tough and grizzled warriors that have an unusual amount of brown hair on their body. They growl when angry, and usually have deep voices and sheer black eyes. They can only become fighters.

Cat Lord: The offspring of the Cat Lord are known to always land on their feet; they usually become rogues of some sort and excel at their field due to their catlike dexterity and movements. As a rule, their eyes are usually green or golden with slitted cat-like eyes, and their ears are usually long, stick out, and move at any sound. When angered, they are known to hiss. They have infravision to 120 feet, although they cannot see color in either nighttime or daylight.

Dog Lord: The children of the Dog Lord usually become fighters; they have lupine characteristics, much like the lupinals of Elysium. Their faces are usually doglike, while the rest of their humanoid bodies are covered with brown fur. They growl when angry and bark when excited.

Fox Lord: The Fox Lord's children look much like elves, always with long red hair. They are extremely cunning and intelligent, usually become thieves of some sort. They can move through brambles and obstructing fauna at their normal movement rate.

Hawk Lord: The children of the Hawk Lord resemble the human form of the Hawk Lord. They are known to have excellent eyesight, can see twice as far as normal humans can under any conditions. This also doubles their range of infravision.

Mouse Lord: The spawn of the Mouse Lord are relatively common throughout the Outer Planes. They appear as small tieflings would, with dark and dusty skin. They are extremely high-strung and jump at the smallest noise. They often enter the thieving profession to survive, and their paranoia fits the profession rather well, as does their natural dexterity. A few of the Mouse Lord's sons and daughters have whiskers around their noses.

Owl Lord: The Owl Lord's children are wise sages that usually reside somewhere within the Grand Forest Beyond the World or in the Library of All Knowledge in the Beastlands. They often appear old beyond their years, and have the unique and disturbing ability to be able to rotate their heads in a full circle. Often they have beaks instead of noses, and their eyes are a pure gold, allowing infravision to 120 feet.

Wolf Lord: Most inclined towards anger and rather are the children of the Wolf Lord. Ruthless

in their pursuit of that which they perceive to be right, the Wolf Lord's children often fall into mercenary wolf in the Lower Planes because of a vast amount of anger that is welled up inside them because of their legacy. They cannot because thieves.



Appendix B: Glossary

Being a Guide to the Feral Nature of the Beastlands, Outlining Key Terms used within This Document

Term:	Definition:
<i>arikina</i>	"Life Friend," although not truly indicative of the true meaning of the word. Refers to a temporary alliance between two Animal Lords for a common goal.
<i>deserntak</i>	"Mortal-Offspring-Lord," refers to the children between an Animal Lord and a mortal.
<i>gaeireh</i>	"Self Discovery," a declaration used by Animal Lords who vanish from their positions in order to commune with the Beastlands to learn more about their place within the Way of Nature.
<i>jakishta</i>	"Blood Feud," rarely issued on the Beastlands. The swearing of a <i>jakishta</i> upon another Animal Lord is the equivalent of war from a Prime point of view. Used only when an action has been wholly evil and without redemption.
<i>khirau</i>	"Animal-Offspring-Lord," refers to the children between an Animal Lord and an animal of their type. By far the most common of the three types of offspring.
<i>seyhrain</i>	"Beast Lord," in the tongue of the Beastlands. Used most often by Animal Lords in reference to other Animal Lords.
<i>shakista</i>	"Silent Feud," a shunning of one Animal Lord and their followers. Used when an act has been committed that one Animal Lord has taken major offense at, but the act is not truly evil.
<i>tyekre</i>	"Forbidden," mainly refers to the children between one Animal Lord and a different type of animal. Extremely rare.
<i>ulraehn</i>	"Dark Seed," used to describe the first Wolf Lord of the Beastlands, who was an outright evil creature that ended up causing many of the existing Animal Lords to be slain and replaced. His very nature was against the Way of the Beastlands, and he met his end at the claws of his own pack of wolves.



Appendix C: An abridged History of the Beastlands

No specific years are included in this timeline; it serves more as an ordering of historical events detailed in this document. Much of the chant found here is not mentioned in the text.

- The Planes are Formed; the Beastlands are Formed as the resting place of Animal Spirits form the Prime and the Plane of Physical Knowledge. Only one Animal Lord exists, known today as the *primux seyhrain*. Over time, the first Animal Lord retreats into obscurity, replaced by four Animal Lords: the Bird Lord, the Mammal Lord, the Insect Lord, and the Reptile Lord.
- Some thousand years later, the Insect Lord vanishes for some reason. Chant is that it headed off to Arcadia. Some time later, the Mammal Lord dies, falling to the ground of the Beastlands and forming the mountains. Emerging from the mountains are no less than ten Animal Lords, the foremost of which are the Ape Lord, the Cat Lord, the Dog Lord, and the Mouse Lord. Others emerge eventually over time from the mountains: these mountains serve as the birthplace of new animal species and are regarded as holy.
- Some time after the Mammal Lord's death, the Bird is pulled into several hundred different species of Birds. Unlike the offspring of the Mammal Lord, the newly formed Bird Lords mostly hate each other, with the exception of the Hawk Lord and the Owl Lord. Both of these Lords head towards their respective layers and begin living as they do now. What is known now as *Jakishta of the Avians* follows, and wages for ten years before the Bird Lords grow weary of it.
- After the *Jakishta of the Avians*, The Owl Lord designates the political declarations of the Beastlands, and then vows never to use them.
- The Reptile Lord vanishes as The Dinosaur Lord, Snake Lord, the Lizard Lord, and several others that have been lost to time and memory appear. The Dinosaur Lord raises the Forbidden Plateau, while the others slink into the night layer of Karasuthra.
- The *ulraehn* (the first Wolf Lord) is born from the young of the Dog Lord, and unleashes a reign of terror across the Beastlands before his own death at the hands of his own pack. Several Animal Lords die and are replaced, proving that Animal Lords can die. This era contains the first instances of the death of a *seyhrain*, including the Mouse Lord (seven recorded deaths), the Cat Lord (two deaths), and the Fox Lord (one death). The Enmity between the Air and the Ground begins, and continues even to this day.
- The Fox Lord angers the Dog Lord and is chased for years (*see Fox Lord, above - ed*). The Dodo Lord becomes extinct due to the extinction of her species.
- For years, the Beastlands is relatively peaceful (DMs should fill in their own histories here). Then, the Vile Hunt appears, and the Beastlands is tainted with evil by the Lord of the Hunt, Malar. Current Cat Lord dies, killed by the Hunters of Malar. The present Cat Lord ascends and begins rivalry with Bast. The Signer's Dreamscape becomes corrupted, and the Multiverse goes barmy for a few weeks until a band of heroes manage to empty the Dreamscape and restore the Beastlands to its pristine state.
- The Sect of Wylders threatens to split because of a conflict in leadership regarding the Vile Hunt. Aaronatak and Karleona face off, each forming splinter groups known as *Defenders of*

the Wild and the Crusaders of Nature. (For More Chant, see [the Mimir](#)). Present Day.



Bibliography

Being a Guide to the Sources From Which Much of this Chant has been Drawn

The chant within this document is expanded from the following sources, each by TSR, Inc.

- Planes of Conflict* (The Player's Guide to Conflict, Liber Benevolentiae)
- Something Wild*
- The Great Modron March* (Chapter 4: Politics of the Beasts)

The quote in the Cat Lord section: (*The Naming of Cats...*) is taken from T. S. Eliot's book "Old Possum's Book of Practical Cats." T. S. Eliot was, of course, anything but Clueless, but I enjoyed poking a bit of fun at him, especially since they turned his poetry into a play, thus proving that anything made for the masses is bad. I'm waiting for a conversion of The Love Song of J. Alfred Prufrock to Broadway. (<singing> "Do I dare disturb the universe?")

