

# MINIONS

**- The Lore**

By August Sönnergren

*Ver 1.3*

# 1 Setting

- The world is pre-medieval. A hunter-and-gatherer community with people living in tribes, like the native American Indians.
- Think low fantasy rather than high fantasy. i.e. no elves, wizards or dragons in the world. The only magic is the spirit / mental theme.
- The mood is dusty and rainy. Somewhat bloody. Realism.
- The environment is pure nature – fields, caves, mountains, forest, etc. No cities or buildings.
- Technology is low. No metal (no chain armor, swords, etc), only leather, hide, flint, gemstones, bone, clay, etc. People live in tents or caves.
- One reference to popular culture may be Conan the Barbarian, the comic book/game/illustrations. Imagine a younger world than that, with less technology. I also like to believe the world of Minions is less gimmicky than Hyboria, in that the inhabitants of this world are not directly taken from popular folklore (although there is influence).

# 2 Culture/Technology Theme

<i>Wilderness</i>	<i>The Tribe</i>
No tools, clothes or weapons other than natural (fangs, claws). Savages may have body painting, but no equipment of any kind. Savages are more akin to Beasts than men of the tribes.	Fur, leather, hide, painted skin, feathers. Stone, flint or bone weapons. Bone and gemstone jewelry.
<i>Savage</i>	<i>Hunter</i>
<i>Beast</i>	<i>Shaman</i>
<i>Ancient Spirit</i>	<i>Immortal</i>
<i>Spirits</i>	<i>Ghost</i>

# 3 Alignments

<i>Tribesfolk</i>	<i>Wildkin</i>	<i>None (aka Outsiders)</i>
<i>Hunter</i>	<i>Savage</i>	<i>Immortal</i>
<i>Shaman</i>	<i>Beast</i>	<i>Ghost</i>

# 4 Mental Theme

Some creatures are oriented towards fighting with their mental power (their mind) rather than their body or weapons.

<i>Mental Combat</i> (high mental strength)	<i>Both</i> (medium mental strength)	<i>Physic Combat</i> (no mental strength)

<i>Shaman, Ghost</i>	<i>Immortal, Hunter</i>	<i>Savage, Beast</i>
----------------------	-------------------------	----------------------

## 5 Introduction

You are two *Ancient Spirits*, the ghosts of the *Ancients*, a species of giant predators with no equals in the mortal world. The constant rivalry between *Ancients* lead to the end of your race – the stronger killing the weaker until there was nothing left in the world that could feed them, but their own kind. The bigger ones ate the smaller to survive and the old ones eventually died of age.

In the new age, only the giant bones of your skeletons remain beneath the earth, buried by the passing of time. Your kind is long dead and forgotten while the lesser creatures thrive.

The mortals of this age are tiny and primitive in comparison to what you once were. In civilized tribes or wild flocks they live short pathetic lives. Their minds are simple and uncomprehending of the greater scheme of things.

As bodiless spirits in the *Afterlife*, the world of the dead, your only link to the mortal world are the remains of your skeletons. In the mortal world, your mental power radiate from your bones and reaching through the *Dream*, the co-existent spirit world, for the simple minds of the lesser creatures to bend to your will.

In the mortal world and the *Dream* you must fight each other with the creatures you control – the *Shaman* and *Hunter* of the nomad *Tribesfolk*, the *Savage* and *Beast* of the *Wildkin* flocks and the *Immortal* and *Ghost* outcasts. The lives of your minions can't be spared when only one of you can win.

One by one, you consume the tiny souls killed by your minions in your name. Your influence in the mortal world grows stronger for every sacrifice. As commanders on the battlefield, where once your cloves shook the earth and your claws ruined mountains in your path, you must now depend on strategy. How do you best use the abilities of your distinct creatures to achieve victory?

## 6 The Creatures

### SAVAGE

**Alignment:** Wildkin

Savages are predators and more beast than human. While the civilized men live in tribes and use tools, the savages live in free roaming flocks, relying on their fangs, claws and brute strength to survive. They have strong flock instincts, sharing a collective consciousness and memory. When pack mates are close by, the individual savage has a higher mental defense.

The Beasts are sometimes also considered members of the flock, which increases the collective mental protection.

**Ability Theme:** Unpredictable fast movements and attacks.

**Strength:** Strong physical attack. Adept at escaping.

**Weakness:** Weak mental defense (but stronger when your Beast is in play). No mental attack.

### BEAST

**Alignment:** Wildkin

Beasts are giant creatures who roam the far ends of the world where no men go. So few men alive has seen them that they are considered legends of the past.

Tales are still told of times when Beasts were as common as horses (an exaggeration, though) and just as tame. In the old days before the times of war, just a few of them carried entire tribes on their backs.

The wise men of the Tribesfolk claim to have forgotten why the Beasts left them, but they all know and still feel the shame of that day. In the old days when tribe was fighting tribe the Beasts found themselves on opposite sides of the battle front, facing other Beasts. A Beast foals only once a century and unlike men, they have strong survival instincts - they do not fight their own kind.

Declaring their independence they trumpeted to the sky and left the scene of battle. Even now when war is upon them anew they refuse to turn on their own. Not even the command of an Ancient Spirit is strong enough to penetrate those instincts.

Living in the wild as a part of the Wildkin loose society, they pack with the Savages, adding to the collective consciousness the Savage flock shares.

**Ability Theme:** Generally stronger and more dangerous when wounded.

**Weakness:** The great size prevents any attempt to hide. Can't attack other Beasts. Vulnerable to mental attacks.

# IMMORTAL

**Alignment:** None

Immortals are damned men and women who have lived too close to the Dream, the spirit world, too long and lost their souls to it. Deprived of any human emotions, they wander the world with a grave longing and a never soothing hunger for a soul of their own again. And souls they take – by killing and drinking the blood of other creatures.

The bone of their fangs and claws have gained the quality of ancient bone that can absorb the blood of their victims.

Immortals are only immortal in the sense that they can't die of age. They can still die of wounds taken in battle.

An Immortal can move undetected among humans when it is not in its rage period. The Immortal rages if it has not been drinking blood for a long time and can be recognized by yellow eyes, paler complexion and longer fangs that are not easily hidden.

Since they have lost any true mind or soul of their own, they are immune to mental attacks.

**Ability Theme:** Danger relative to underlings in your Grave.

**Strength:** Immune to mental attacks.

**Weakness:** Low mental attack.

# SHAMAN

**Alignment:** Tribesfolk

As the spiritual leaders of the tribes, the Shamans have great knowledge of the Dream, the spirit world. Powerful Shamans can even reach beyond, to the world of the dead - the Afterlife.

When the moon is high the Sacrificial Knife of ancient bone is brought forth to perform both animal and human sacrifices to the Ancient Spirits. Although all Shamans claim to serve their tribe some of them seek only personal power, which the Ancient Spirits grants them in return.

On the battlefield, the Shamans are not naturally warriors but they have trained their minds to leave their bodies and roam the Dream itself. In their dream form they can attack the very minds of their foes.

**Ability Theme:** Weaken or strengthen underlings in the surroundings.

**Strength:** Strong mental defense. Average mental attack. Excellent explorers.

**Weakness:** Weak physical defense. Low physical attack.

# HUNTER

**Alignment:** Tribesfolk

The Hunters hunt not only predators but are experts on fighting Immortals and Ghosts. Those are seen as abominations, threats to the world the Hunters strive to purify. They believe in a perfect balance between the mortal plane and the Dream to ensure harmony in the world.

The Hunters favor long staffs as weapons, topped by shining gemstones - artifacts from the deepest bone caves in the known world. The shining gems are said to be ancient bone imbued over eons by all the elements – earth, fire, water and air. It is well known that the elements are the makers of all life and what could be more purifying than the essence of life itself?

Gemstones and ancient bone gives them access to the Dream without losing the foothold in the mortal world. This trick allows them to fight as valiantly in both planes of existence.

**Ability Theme:** Inflict damage from a distance

**Strength:** Allround. Stronger against Immortals and Ghosts.

**Weakness:** Average defense and attack against the other creatures.

# GHOST

**Alignment:** None

How exactly, not even the crones know, but sometimes when a soul passes through the Dream on it's way to the Afterlife it is chained to the Dream and unable to go any further.

The Shamans claim that the Dream itself has a consciousness and a will of it's own. The Dream collects souls and thus creates Ghosts to some mysterious end.

Still, dream walks lead by a powerful Shaman is a highly valued ritual among the tribes. By visiting the Dream one can meet one's forebears and lost loved ones. Most people see the possibility as a blessing but the Hunters forbid it among their own followers.

The Hunters' doctrine teach that Ghosts are mirages created by demons. Behind the visage of every Ghost there is a demon with evil intentions, seeking only to control you by giving you false guidance.

Whichever is true, Ghosts have proved to be versatile on the battlefield. They know all the shortcuts in the Dream and have powerful mental attacks. Lately, though, the Hunters have found a weakness in their defense. If one knows how, one can sever the chain that binds the Ghost to the Dream, releasing it's soul to go on.

**Ability Theme:** Unpredictable positioning

**Strength:** Very strong mental attack. Immune to physic attacks.

**Weakness:** Average mental defense.

## ANCIENT SPIRITS

Around campfires the young ones gather to hear the old wise men tell their tales. They brag of creatures they fought and slayed but also they teach their view on the world as it was taught to them by their fathers.

Demons from the Abyss, the great rift in the earth, pours every day into the Dream in masses like vermins from a Beast corpse. But not even the mightiest demons can stand a fight against the Ancient Spirits.

The crones claim that the Ancient Spirits are old as the world itself. They were once creatures of size beyond belief - the size of cities, or bigger yet. They died out when there was nothing left in the world that could feed them, but their own kind. The bigger ones ate the smaller to survive and the old ones eventually died of age.

Even in this age, their bond to the world of the living is still strong in the skulls and bones spread around the world. It is said that the far high mountains of the east and west are in fact the rib cages of a hundred Ancient Beasts. The great halls of the Afterlife, where men's souls go when they die, are nothing less than the inside of their skulls.

Through an ancient skeleton a Shaman can reach the Ancient Spirit in the Afterlife. Some Shamans seek guidance and knowledge from the Ancients but some are appealed by a rumor saying that if one knows the true name of an Ancient Spirit one can command it. To learn the name, though, one must first fool the Ancient to reveal it. More often, the Shamans themselves are fooled to remain too long in their spirit form, eventually loosing their soul to the Dream and becoming Immortals in the process.

## SPIRITS

The Beasts all live by the rule to not harm their own kind. Spirits are the ghosts of Beasts who died in combat against other Beasts and never got through to the Afterlife, but was chained as ghosts instead.

They are confused beings, at the same time lost in and chained to the Dream, bound to their remains in the mortal world beneath the well trodden ground of the battlefield. When anyone passes by in the dream they plead to be saved with piercing screams from lungs that no longer draws air.

In the Afterlife, the echoes of those screams are like music to the Ancients.

Only by burning the bones of the Beast remains their souls are free to move on to the Afterlife.

Ancient Spirits takes every opportunity they can to interfere in the burning rituals. Whens the bones burn and the ties are broken, Ancients Spirits can salvage the life essence of the Spirits souls. Feeding on those old souls, their influence over the mortal world and the Dream grows stronger.

The lesser creatures have witnessed abysses opening where solid ground stood the moment before, long dead volcanoes erupting violently and storms of fire engulfing entire forests. They call it a war of the elements, being ignorant pieces in the game the Ancients play.