

Olgoi-Khorkhoi

Mongolian Death Worm

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Description



The worms are purportedly between 2 and 5 feet (0.6 and 1.5 m) long, and thick-bodied.

In *On the Trail of Ancient Man*, Andrews cites Mongolian Prime Minister Damdinbazar who in 1922 described the worm:

"It is shaped like a sausage about two feet long, has no head nor leg and it is so poisonous that merely to touch it means instant death. It lives in the most desolate parts of the Gobi Desert."

In 1932, Andrews published this information again in the book *The New Conquest of Central Asia*, adding: "It is reported to live in the most arid, sandy regions of the western Gobi."

History

There is a history of these creatures being seen before the awakening. In the early 1900's there were reported sightings by locals and explorers alike. All report that if they are touched you die instantly, and that these creatures will spit acid or shock with electricity if out of touch range. These creatures were mentioned in books in 1922 and 1936.



<Бид эдгээр амьтад руу гүйхэд манай баг бид хоёр гүйж байв.

Би хөлийг нь тэдний хүчилд алдсан боловч баг маань гурван хүн алдсан. Бидний тал нь үүнийг хийгээгүй.> Хопсотч

<Translation please.> Sceptical Cat

<As we ran into these animals, my team and I ran. I lost my legs to their acid, but my team lost three people. Half of us didn't make it.> Хопсотч

<Thank you.> Sceptical Cat

The sightings seemed to peak in the 1950's then they were mentioned in books again in the early 2000's. There were reported missing, maimed, and killed people crossing the Gobi Desert. All attributed to the Olgoi-Khorkhoi.

<So, are these things dangerous?> Zack Attack

<Depends on if you think there is a 10% chance of running into one. Do you value your life as a 10% chance of dying?> Shadow Hunter

<Fraggin Dreck!> Zack Attack



Post 2011 (Awakening)

After the return of magic, the sightings of these creatures has increased. This creature is thought to be slightly magical in nature. These creatures seem to be dual natured and are drawn to large pools of mana, and large draws of mana in the void that is the Gobi Desert.

<I did a run for an Asian corp in the desert. I saw one of these things. It had to be 7 feet long and swallowed our dwarf mage. We couldn't save him.> Deadly Serious

Current Territory

The worm is said to inhabit the Gobi desert. They say that the worm lives underground, travelling underground, creating waves of sand on the surface which allow it to be detected. These creatures hibernate most of the year except for June and July, when it becomes active. It is also reported that it most often comes to the surface when it rains and the ground is wet or are awakened when large magics are used in the desert.

There have been some unconfirmed sightings of worms in other desert areas. The Antarctic has been reported as having large yellow worms. The ones that throw fire.

Why the Interest

It has been told that the worm frequently preyed on camels and laid eggs in its intestines, and eventually acquired the trait of its red-like skin. Its venom supposedly corrodes metal and local folklore tells of a predilection for the color yellow. The worm is also said to have a preference for local parasitic plants such as the goyo.



Most corporations want to examine the poison and learn how they kill with just a touch. They are looking for anything that could be an advantage in both security and warfare.

Possible similar species

A yellow variety (Shar khorkhoi) is also said to exist, though it is rarer. Thick. No differentiated head, tail, or feet. This variant is thought to throw fire instead of lightning.

<I swear I saw one. It froze my teammate solid. I don't know if they throw fire and electricity, but they can freeze people!> Stone Cold

Be warned, stay off of large swaths of sand in the Gobi if possible. It is believed these things hear the thumping of walking. They seem to be in any large barren desert, including the Antarctic. Be warned.

Olgoi-Khorkhoi

B	A	R	S	W	L	I	C	E	Ess	M/R
3	4	4	3	3	3	2	2	2	6	6M

Initiative: 1D6+6

Limits: Physical 4 Mental 4 Social 4

Powers: Concealment, Corrosive Saliva, Paralyzing Touch, Venom, Innate Spell (Fire, Ice, Lightning)

Skills: Perception 5, Sneaking 4, Tracking 3

Gamemasters Note:

These creatures are animals that thrive on mana, seaking it out in a void in the desert. These creatures should be very rare.