

TALISMANA

BESTIARY



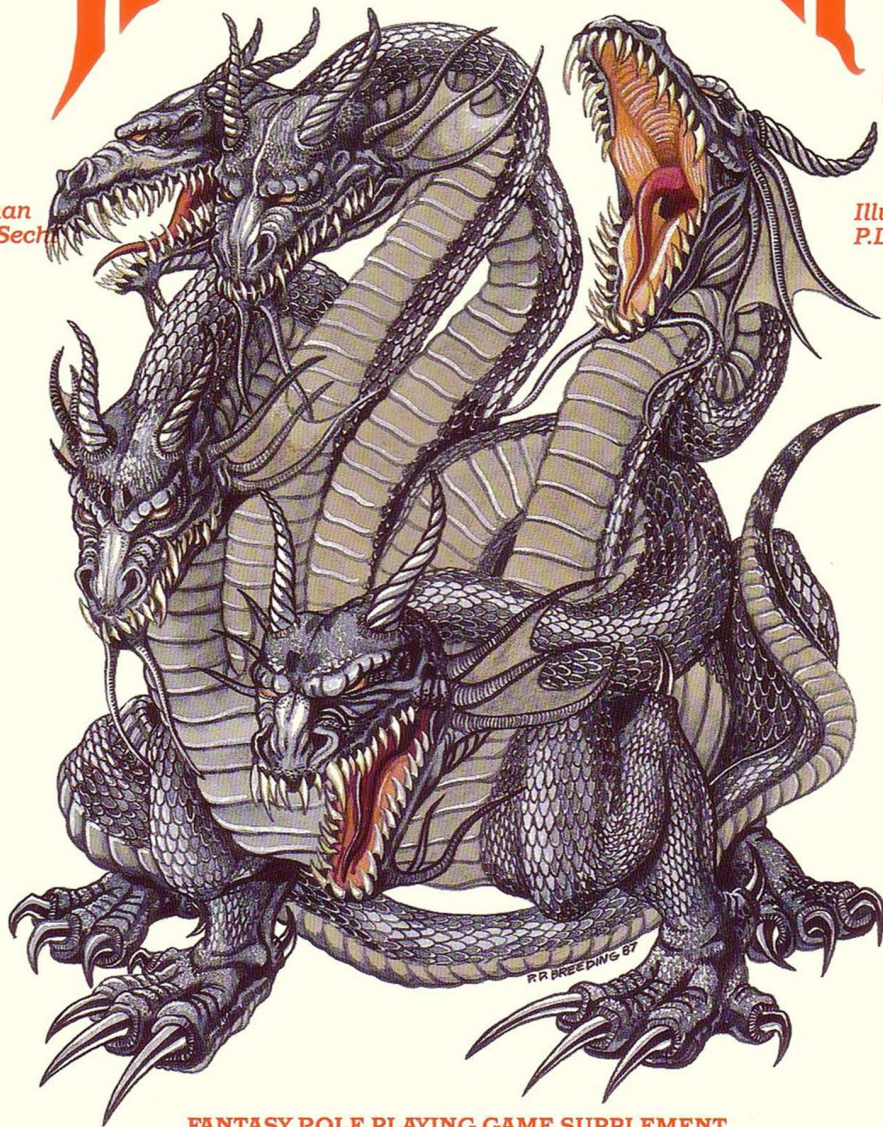
The Epic Alien Fantasy Milieu
and Roleplaying Game by
Stephen Michael Sechi

A NATURALIST'S GUIDE TO

TALISLANTA

By Stephan
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Illustrated by
P.D. Breeding



FANTASY ROLE PLAYING GAME SUPPLEMENT

This Epic Edition is lovingly dedicated to P.D. Breeding-Black, the pioneering spirit whose art first breathed life into the world of Talislanta. With gratitude and admiration, we honor the visionary who laid the foundation for the artwork for our journey into this fantastical realm.

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Special Thanks to the Best Fans in the World...
the Talislanta Fans.

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STATISTICS FOR ENTRIES

The basic format for game statistics is as follows:

Description: Includes appearance, size (height, weight, etc.), habitat, nature (aggressive, predator, herbivore, etc.)

Attributes: The figures listed here represent attribute scores possessed by a typical specimen of the creature indicated.

Ability Level: This indicates the creature's basic ability level for actions typical of its species (attack, flying, burrowing, etc.) It is usually expressed as a range, such as "Ability Level: 1-10." A rating of 1+ indicates that creatures of this type have unlimited potential for advancement in Level. A rating of 15+ indicates that the creature's minimum Level of ability is 15. The lowest numbers in the range are for the youngest or weakest members of the species.

Attacks/Damage: This indicates the creature's attack capabilities, including the type of attack employed and the typical amount of damage resulting from such attacks. STR can be added to these attacks as a modifier.

Special: If the creature has any extraordinary abilities or talents, they will be listed and described here.

Armor: This describes the listed creature's natural protection (hide, scales, etc.) and its rating, which is the number of points of damage it blocks from each hit. If no armor is listed, then assume they have none.

Hit Points (HP): This indicates the average hit points for the species. Creatures with a range of Ability Levels add +2 HP per level after the lowest in that range. For example, a creature with an Ability Level range of 7-13 and Hit Points of 18 would have Hit Points ranging from 18 to 30.

BESTIARY INTELLIGENCE RATINGS

The table below provides some standard INT ratings for a variety of Talislantan creatures.

- 15 Most insects
- 11 Omnivrax (a notoriously stupid carnivore)
- 10 Burden Beast (a common pack animal)
- 9 Kra (giant, sightless eel)
- 8 Ahtra (mount and beast of burden)
- 7 Drac (small, trainable, wingless dragon)
- 6 Catdrac (feline pride animal that can be trained as a guard beast)
- 5 Normal lower limit for sentient beings
- 0 Average sentient Talislantan

The great diversity of life found throughout the Talislantan continent can be attributed to numerous causes: Magical gates or tears in the dimensional fabric, which have allowed intrusion by extra-dimensional entities; the aftereffects of the Great Disaster, a magical cataclysm that reshaped the Talislantan ecology; the misguided experiments of magicians from the Forgotten Age; and the effects of natural and unnatural selection on creatures in a profoundly altered environment. As a consequence of these conditions, the student of naturalism may find organisms here that seem not to conform with natural law, or even common sense. Sorcerous anomalies and abominations are alarmingly common in certain locales, particularly the Shadow Realms and Aberrant Forest. Mutated, devolved, and hybrid species are uncommon but known to exist. The aspiring naturalist is therefore advised to exercise caution when studying the natural flora and fauna, or risk consequences most dire."

-The renowned Talislantan naturalist, Thystram -



Abominations are typically hideous creatures who are the products of demented or abortive sorcerous/ alchemical experiments. In appearance, these monstrosities may vary grossly in form and substance. Some are huge, some small, some multi-limbed, others resembling bloated worms or maggots. It is a mistake to assume that the physical make-up of an abomination need bear any relation whatsoever to natural law or logic.

In terms of temperament and mentality, abominations are similarly variable. Though many are of murderous intent, others are benign or – more frightening, perhaps – possessed of strange passions and desires. An abomination's intellect may range from non-sentient to genius to raving insanity. The only element common to these bizarrely divergent entities is that, being the products of magic, all have at least a single magical weakness of some sort.

A more or less typical example of an abomination is given in Thystram's Collectanea, an ancient Phaedran tract of some practical value to the aspiring Talislantan naturalist. In this book, the redoubtable Thystram describes a thing which he claimed to have encountered in the vicinity of the Aberrant Forest:

“Ahead loomed a creature whose appearance stood at variance with all the laws of nature; over ten feet tall, the monster was similar in bodily form to a Sauran, but sported a pair of large, membranous wings. Its visage combined the worst features of Gryph and Tarkus, with glowing eyes like those of a Bane or Shadow Wight. Curved spurs of bone projected from the creature's knee and elbows, cartilaginous armor plates covering its clawed hands and feet. Considerations of safety taking precedence over those of scientific duty, I fled the area at once.”

STATS

Attributes: Varies; abominations tend to have one or two high attributes and very low scores in all others

Ability Level: 1+

Attacks/Damage: Varies

Special: Varies according to type, but all abominations possess at least one magical weakness

Armor: Varies

The aht-ra is a variety of beast similar in some respects to the equus, but with a heavier torso, longer legs, spiraling horns, and a serpentine tail. Though the normally placid nature of these beasts can sometimes make motivation a difficult task, aht-ra are considered among the most useful Talislantan creatures. These creatures are seldom available for sale except through the auspices of the Djaffir merchants, who claim to have created the species centuries ago. True or not, the Djaffir sell only gelded males to maintain their monopoly on this valuable commodity.

Despite their ungainly appearance, aht-ra are surprisingly swift and agile on foot. More impressive is the endurance of these creatures, which is unmatched in the animal kingdom. With their characteristic long and loping stride, aht-ra can travel for days without stopping to rest, and by retaining fluids in their hump-like sacs, they can live without water for long periods (one month per hump is thought to be an accurate estimate). The creature's scaly hide renders it immune to the rays of Talislanta's twin suns, and translucent membranes shield its eyes from light and sand.

There are three varieties of aht-ra, each possessed of its virtues. Swiftest of these is the one-humped ontra, bred mainly for speed. The two-humped batra is somewhat

slower and can carry up to eight hundred pounds of weight (as opposed to the ontra, which can only bear around four hundred). The three-humped tatra can carry twelve hundred pounds, but is the slowest of the three, and will not run at full speed unless constantly goaded with a prod or riding crop.

STATS

INT -8 PER 0 WIL 0 CHA 0
 STR +6 DEX 0 CON +6
 SPD +8 (ontra), +7 (batra), +6 (tatra)

Ability Level: 2-4

Attacks/Damage: Bite, d4; kick, d10

Special: Travel up to six days without requiring rest, subsist without water (one month per hump), bear burdens (four hundred pounds per hump)

Armor: Leather, PR 2

Hit Points: 16+





A hideous hybrid of arachnid and demon, andrak are found in most arid and desert regions. The largest of these creatures can have a leg-span of over ten feet, and can stand up to eight feet in height. The bite of an andrak contains a potent neurotoxin that causes both extreme pain and paralysis; Za and Witchmen are known to use andrak venom to torture their enemies.

Andrak lair in caves, tunnels, canyons, and in covered pit-traps dug in sand or dry soil. They are patient creatures who will remain motionless for hours or even days, waiting to ambush prey. When a prospective target approaches, the andrak strikes, attempting to paralyze its chosen target and drag it back to its lair, where it will encase the victim in a cocoon of silk. There the prey is stored until the andrak is ready for its next meal.

Andrak are semi-intelligent, and converse among themselves in a primitive form of the Elder tongue. They have been known to trade, offering valuable possessions carried by their humanoid victims in exchange for living creatures that they can use as food. Their natural enemies are the winged insectoids known as manrak, who hunt them to inject with their larval young.

STATS

INT -1 PER +3 WIL +7 CHA 0
STR +7 DEX +6 CON +6 SPD +4

Ability Level: 14-20

Attacks/Damage: Webbing (STR roll at -5 difficulty to break free); mandibles, d12 + venom (CON roll at -5 difficulty or paralyzed for 10 rounds)

Special: Night vision, webbing

Armor: Thick scales, PR 5

Hit Points: 30+

The Arborin are a race of humanoid, tree-dwelling plant creatures native to the Aberrant Forest. They are tall and narrow of build, with horned, skeletal visages, and their wiry frames are covered with bark-like skin. When immobile, Arborin blend into their surroundings so well that their gnarled forms are practically indistinguishable from the limbs of the trees among which they dwell.

Unlike their relatives, the Verdir, the Arborin are a hostile and aggressive race who readily attack creatures that stray into their territorial groves. In combat, Arborin warriors wield crude wooden clubs and blowguns that fire missiles made from thorns. These darts are tipped with a vegetable toxin that induces drowsiness in most types of living creatures. Once drugged, victims are captured in nets of woven vines, hung from the treetops, and left to die as a warning to others who would venture into Arborin territories.

The Arborin build no permanent settlements, observe no rituals, and revere no deity. They subsist on stump water, and are a quarrelsome and bitter lot. Their tribes consider themselves the masters of the Aberrant Forest, but they fear the ravant, a monstrous creature that dwells in the nearby Wild Wood.

STATS

INT -1 PER +1 WIL 0 CHA -1
STR +1 DEX +2 CON 0 SPD 0

Ability Level: 4+

Attacks/Damage: Blowgun dart, 1 point + poison (roll vs. CON at -3 or suffer a -3 penalty on all die rolls due to grogginess); or as per weapon employed

Special: Blend into treetops (-8 to detect when immobile)

Hit Points: 14+



ARMODONT

The Armodont is a squat, quadrupedal beast found in small numbers throughout much of the known lands. It is identifiable by its heavy natural armament, which consists of a layer of over-lapping spiked plates, a skull protected by a thick mantle ringed with bony spikes, and an armored tail terminating in a knob of rock-hard bone.

Armodonts are herbivorous, and feed mainly on needlegrass and spurge. Unlike most herbivores, however, these ponderous beasts are far from passive. An Armodont will aggressively seek to drive other living creatures out of any area that it has marked as its own feeding ground. It will first attempt to intimidate, by growling, snorting, and charging at anything that approaches within about a hundred feet of whatever area the Armodont has marked as its terrain. If the interloper does not withdraw, the Armodont will then attack, clubbing the offending creature with its powerful tail. In this way, Armodont seek to ensure a plentiful supply of food for themselves, their mates, and offspring.

Once an Armodont has settled in a particular area, it is almost impossible to get rid of. Some Jaka Beastmasters possess the ability to communicate with these creatures, and

with luck may successfully cajole an Armodont to leave a given territory. Absent this, an Armodont will remain in its chosen domain until the local food supply is depleted. Only then will the creature move on in search of a new territory to claim and protect.

STATS

INT -8 PER +2 WIL +5 CHA -1
STR +9 DEX -6 CON +7 SPD -2

Ability Level: 7-12

Attacks/Damage: Tail Smash, d10; Ram, d12

Special Abilities: Thick head protects from damage when ramming

Armor: Head, PR 6; Body PR 5

Hit Points: 20



Banes are sinister creatures thought to be a mix of several species: darkling, night demon, the extinct babbling howler, and perhaps even Ariane. Their bodies are sleek and muscular, and they have pointed fangs, coal-black skin, and wild, dark hair. The eyes of a bane glow in the dark like burning embers, a disconcerting sight at night.

Feared inhabitants of the forest realm of Werewood, banes are vampiric creatures who feed on warm-blooded prey of all sorts. They are swift and silent on foot, and possess superior vision: Their eyes function normally even in magical darkness, and they are immune to illusions of any sort. The females are thought by many to be strangely attractive, and are sometimes sold as slaves (after first filing down their fangs).

Banes are frighteningly intelligent and extremely dangerous, and possess the uncanny ability to mimic sounds of all sorts. So acute is this ability, that combined with their innate magical abilities, they are often able to mimic spells and incantations cast against them.

STATS

INT +4 PER 0 WIL +2 CHA -2
STR +2 DEX +2 CON 0 SPD +2

Ability Level: 3-15

Attacks/Damage: Bite, d4 (blood drain); claws, d8 + STR

Special: Mimic any sound, superior night vision, enhanced stealth (twice their ability level), immunity to spells of Illusion

Hit Points: 12+



BATRACHIAN



Batrachians are an ancient and nomadic race of amphibious humanoids who traverse the underwater regions of Talislanta, from the Far Seas to the Azure Ocean and beyond. These creatures are humanoid from the waist up, with a piscine lower body. An average individual has scaly green skin, webbed appendages, and a long dorsal fin extending from the head to the tip of the tail. Though Batrachians are capable of breathing underwater and on land, they prefer to live a watery existence, only visiting the surface world for the exchange of goods or information.

Batrachians are intelligent, and are known to trade with other peoples such as the Oceanians, Gao, and especially the Sun-Ra, to whom they are related. They have no dealings with the Imrians, Moorg-Wan, Farad, or Mangar corsairs, who they regard as enemies; Batrachians have been known to attack Mangar vessels from below, sinking them by cutting holes in their hulls.

STATS

INT +2 PER +1 WIL +2 CHA 0
STR +4 DEX +4 (IN WATER, 0 ON LAND)
CON +6 SPD 0 (LAND), +4 (SWIMMING)

Ability Level: 4-12

Attacks/Damage: Trident, d10; dagger, d4; clawed hands, d4 + STR

Special Abilities: Amphibious (can breathe underwater and on land), powerful swimmers

Armor: Scaly hide, PR 3

Hit Points: 16+

A hybrid species created by the Archaens, Beasts were designed to be adaptable to various types of climates and terrains. Since being released into the wild long ago, the species has evolved and split into several subspecies, each with some specialized talent. Controlled breeding by the Kasmir and other tribes have refined these traits even further.

BURDEN BEAST

Burden Beasts are large, six-legged herbivores bred for size, strength, and endurance. These creatures are slow-moving, but can haul loads of up to 5,000 pounds without difficulty, and can travel for days on end without pausing to rest.

Burden Beasts are dull-witted by nature, and can be trained to follow just two commands: “Stop” and “go.” A goad or stick is required to even get these simple-minded creatures to turn to the right or left. Both wild and trained Burden Beasts are placid and even-tempered, almost to a fault, but it comes with the benefit that they cannot be panicked or incited to stampede. On the negative side, it is impossible for any but the most skilled handler to get a Burden Beast to run, even in the face of grave danger.

About the only thing that can anger a Burden Beast is the rhas, a pestiferous form of vermin that has a nasty and painful bite. If bitten by a rhas, a Burden Beast risks going on a rampage, attacking everything in sight.

DESERT BEAST

Bred from Burden Beasts by the Kasmirans, these six-legged creatures are well-adapted to hot, dry climes, and can survive for long periods without water; a hump-like sac located on the creature’s back can store enough water to last a Desert Beast for up to a month. Desert Beasts are somewhat faster than Burden Beasts, but can be temperamental; a skilled handler may be required to compel a Desert Beast to move if it is tired, hungry, or just in the mood to sleep. The shaggy fur of the Desert Beast is valued for its softness and durability, and is used to make a material called shag.

STATS

BURDEN BEAST

INT -10 PER -4 WIL +8 CHA 0
STR +6 DEX +2 CON +6 SPD -5

Ability Level: 3-5

Attacks/Damage: Normally, none. Head-butt, d6

Special: Cannot be stampeded or frightened

Armor: Scaly hide, PR 2

Hit Points: 20+

DESERT BEAST

INT -7 PER +1 WIL +2 CHA 0
STR +6 DEX +2 CON +6 SPD +3

Ability Level: 2-7

Attacks/Damage: Bite, d6; Kick, d12

Special: Travel for days without rest, go for one month without water

Armor: Scaly hide, PR 2

Hit Points: 20+



BEASTS CONTINUED

WAR BEAST

War Beasts are a hybrid created by the Archaens in the time before the Fall, and bred for use as steeds in battle. The creatures are well-suited to this purpose. Their powerful bodies are protected by layers of scales, hide, muscle, and a heavy skeletal structure. Fully grown, a War Beast can be up to ten feet long, stand over six feet high at the shoulder, and weigh more than 3000 pounds.

War Beasts can be ridden as mounts and also instructed to fight alongside their masters. The creatures are fearless, but can sometimes be overly aggressive; if allowed to remain inactive for extended periods, a War Beast may become irritable and difficult to control.

In the wild, War Beasts are predatory by nature. They hunt in packs, the largest and most dominant individual serving as leader. Packs of War Beasts have been known to attack almost anything that moves, including large creatures such as Behemoths.

STATS

WAR BEAST

INT -8 PER -2 WIL +4 CHA 0
STR +7 DEX -1 CON +6 SPD -1

Ability Level: 4-14

Attacks/Damage: Bite, d10; Kick/Tail, d12

Special: Fearless

Armor: Scaly Hide, PR 3

Hit Points: 24+



Behemoths are giant, quadrupedal predators found throughout the Wilderlands, parts of the Wastelands, and the Darklands. They are huge creatures, measuring up to ten feet tall at the shoulder and eighteen feet in length, and weighing upwards of 5000 pounds. Behemoths have powerful jaws, long tusks, and fangs capable of cutting through the toughest hide and bone. Their natural armament consists of a thick layer of leathery hide, dense muscle, with a mantle of spiky, rock-hard bone encasing the cranium. The latter form of defense is of particular importance to these great beasts, which have been described as “living battering rams.”

The behemoth’s single method of attack is simple and straightforward. The creature charges towards its intended victim at full speed, intent on a head-on collision, which will incapacitate and possibly upend its prey. If this attack is successful, the behemoth will attempt to kill the victim by trampling it and goring it with its curved tusks. If its first attack is unsuccessful, the behemoth will simply back up and try again.

Behemoths normally prey on large herbivores such as Burden Beasts and grazers, but are also known to attack other predators, such as scourges and catdracs. They do occasionally engage in fierce territorial battles with War Beasts, their struggles often lasting for hours. Behemoths are notoriously nearsighted, however, and have been known to ram wagons, tents, huts, and even large boulders.

STATS

INT -9 PER -2 WIL +5 CHA 0
STR +9 DEX -5 CON +9 SPD +2

Ability Level: 5-16

Attacks/Damage: Ram, d20; trample, 2d20; tusks, d12

Special: Armored skull is impervious to damage

Armor: Bony skull, PR 15; thick hide, PR 4

Hit Points: 20+



Bloodspawn

Bloodspawn are a strange and highly dangerous species of vermin that exist in two different states. In the inert state, bloodspawn are practically indistinguishable from small rocks or pebbles, and are barely an inch across, with a rough and stony-looking exterior. In the active state, these insidious creatures rapidly transform into vicious, maggot-like spawn, 3-5 inches in length, with terrible leech-like jaws.

In the active state, bloodspawn are capable of swift movement. They can slither like serpents, and rapidly uncoil their sinuous forms like a spring to launch themselves at prey. Once they attach themselves to a living creature and begin sucking their blood, they are almost impossible to

remove; the only sure way to do so is with fire. Even worse, the bloodspawn's bite can cause a disease known as blood fever which, if left untreated, typically results in death within six days.

Bloodspawn spend most of their lives in the inert state. Only two things will cause them to become active: the close proximity of warm-blooded prey, which will cause them to attack, and fire. If sufficiently hot, fire will cause bloodspawn to flee. However, a source of heat as insignificant as a torch may have the opposite effect, and fool the bloodspawn into thinking it has detected living prey.

Bloodspawn are typically found in caves, crevices, ruins, battlegrounds, and tombs. In isolated regions, only a few bloodspawn may be encountered at a time. In areas where prey is plentiful, however, hordes of these creatures can be found packed into a relatively small area. As they are susceptible to fire, bloodspawn are almost never encountered in the Volcanic Hills.



STATS

INT -10 PER +5 WIL -3 CHA -10
STR -10 DEX +1 CON -7 SPD +4 (when active)

Ability Level: 5-12

Attacks/Damage: Bite 1 pt blood loss per round until killed/removed from victim; bite causes disease

Special Abilities: ability to detect living creatures by heat signature

Armor: none

Hit Points: 1

Boglings are related to an ancient race known as the Forest Folk. They are smallish humanoid creatures, averaging a little over three-feet tall. Thin and wiry, Boglings have gnarled features, and skin that ranges from mottled brown to soot-black in color. Rare in modern times, they are typically only encountered in the deep forests and jungles of Talislanta. They are known to dress eccentrically, wearing bits of mismatched clothing, jewelry, and trinkets.

Boglings are physically weak but very agile. They are capable of great speed and dexterity, and are exceptionally stealthy. They arm themselves with sling-shots, spears, or knives, proportioned to suit their diminutive stature. Their dark, narrow eyes can see clearly in the dark, and their sense of hearing is very acute.

Among other woodland denizens, Boglings are primarily renowned as thieves, liars, and miscreants. They tend to be loners, though Boglings will sometimes band together temporarily to pull off a “heist”; i.e. an elaborate scheme to trick, rob, or otherwise defraud a victim who has something they covet. They usually secret their ill-gotten “treasure-hoards” in clever hiding places, but will occasionally trade surplus goods to others, such as Gnorls and Darklings.

At certain times of the year, groups of Boglings gather together in order to trade or barter with their peers, and sometimes with other creatures. These gatherings, called Boglin Markets, typically take place deep in the woods; only creatures and individuals invited by a Boglin are allowed to attend. Strange and wondrous items can sometimes be found at a Boglin Market, though would-be buyers should be advised that Boglings are crafty traders, and not above cheating their customers.

STATS

STR -3 DEX +3 CON +1 SPD +2
INT -2 WIL -2 PER +3 CHA -4

Ability Level: 1-4 (common), 5-9 (rare)

Attacks/Damage: By weapon type or bite, d4

Special Abilities: Night Vision, Hide in Darkness (+2 to Stealth)

Armor: None

Hit Points: 5-11



Catdrac

Catdracs are a hybrid of feline and reptilian that can be found in jungles and rain forests throughout the Junglelands and southern Wastelands. In the wild, these lithe predators travel in prides of three or more individuals, led by a dominant male. The females do most of the hunting, while the males are employed primarily to protect the pride from attack by other predators.

Highly intelligent, catdracs are prized as guard beasts and swift mounts. If captured and trained while still very young, they make loyal and steadfast companions. Catdracs possess keen senses and are almost impossible to take by surprise.

STATS

INT -6 PER +4 WIL +2 CHA +0
STR +1 DEX +3 CON +0 SPD +4

Ability Level: 4-9

Attacks/Damage: Bite, d6; Claws, d8

Special Abilities: Night vision, detect other lifeforms with PER (100' range)

Armor: Scaly hide, PR 3

Hit Points: 25





Colossi are gigantic effigies believed to have been created during the time before the Fall by the Archaens, and possibly by other, even older races. Sculpted of stone or cast from iron, colossi were made to resemble humanoid warriors, sages, or sorcerers. The largest of these constructs may be the monumental images found in the Torquaran Mountains, each of which was carved from a single mountain thousands of feet in height.

The ancient Archaens employed colossi as guardians, and as a means of scaring off tribes of superstitious sub-men. Some of these titanic constructs were said to have been capable of speech, or simply of repeating a number of pre-programmed commands or warnings. Some colossi are said to have been capable of animation, but their great size and weight likely rendered them incapable of anything but the slowest movements.

STATS

INT -4 PER +1 WIL +2
CHA +1 STR +20 DEX -9
CON +20 SPD -9

Ability Level: 14-20

Attacks/Damage: Crushing fist, 2d20

Special Abilities: Immortal, made of stone

Armor: Stone, PR 20

Hit Points: 70

Crypt-Wyrm

Crypt-Wyrms are centipede-like creatures that can grow up to twenty feet in length, and about a foot in diameter. They have a fiery orange carapace, sharp fangs, and hooked mandibles that protrude from a head more closely resembling a demonic skull than an insect. The creature is infamous for its vicious bite, which can easily penetrate even the toughest leather, and may cause any number of diseases and afflictions.

Crypt-wyrms are scavengers by nature, feeding on carrion and decayed organic matter. They have specialized olfactory senses which enable them to locate substances of this sort at great distances, even when buried underground. Crypt-wyrms are expert burrowers, able even to gnaw their way through solid stone. It is not uncommon to find these creatures lurking in subterranean crypts and barrows, hence their name.

Crypt-wyrms are solitary creatures, who associate with others of their species only during the brief spring mating period. After mating, the female deposits its clutch of eggs in an underground burrow or crypt, then abandons the

brood. When the young crypt wyrms hatch, they spread out in search of food. Insects, vermin, carrion, or just about anything will do. If no food is available in the immediate vicinity, the young wyrms will begin to devour each other, until only one remains alive.

STATS

INT -6	PER +2	WIL +0	CHA +0
STR +2	DEX +2	CON +2	SPD +2

Ability Level: 4-10

Attacks/Damage: Bite, d6 plus venom (CON roll -10 to resist; causes pain or disease)

Armor: Tough carapace, PR 4

Hit Points: 35



Depredators are monstrous, three-eyed avians who are believed to hail from another dimension, or perhaps another world; no one seems to know for certain. Their powerful forms are encased in an chitinous exoskeleton that confers virtual immunity to claw and fang. They are equipped with sharp fangs and curved horns, and they are able to use their powerful wings to batter other types of airborne creatures. The depredator's metabolism allows it to regenerate at an astounding rate.

Depredators are strong flyers who prefer to prey on other avian species. They are forever gliding on the winds in search of prey, alighting on the ground only to mate and lay eggs. They will dive down and snatch prey from the ground, but only in areas that are clear of trees or other ground covers. In the past, depredators were mistakenly classified as wind demons, an understandable error given the frightening appearance of these horrible predators.

Thystram described the depredator as “an entity of extra-planetary origin, capable of traversing the vast space that lies between worlds as a mudray navigates the Sascasm River. They hail from one of the seven moons, and come to the world of Archaeus to feed, and to mate.” Scholars have since expressed reservations about Thystram's claims, citing a lack of substantive evidence. It is true that, on occasion, the naturalist was prone to outrageous theories. Yet even some of his most outlandish claims have been proven to contain more than a grain of truth.

STATS

INT -2 PER +1 WIL +3
 CHA -5 STR +7 DEX +2
 CON +7 SPD +6 (+1 on land)

Ability Level: 6-12+

Attacks/Damage: Bite, d8; Claws, d12; Tail, 2d8

Special: Regenerate 2 hit points per round

Armor: Armored exoskeleton, PR 5

Hit Points: 18+



DISEMBODIED SPIRITS

These non-corporeal entities are the spiritforms of deceased creatures and beings who, for one reason or another, have become trapped, lost, or stranded on the mortal plane. In appearance these entities resemble eerily warped versions of their living selves, but with ghostly, insubstantial forms. While most retain some memories from their previous life, even these begin to fade in time, to be replaced by delusions and madness.

Disembodied spirits usually return to haunt the place where they died. Those who died a violent death may seek revenge against the person or persons who killed them. Others simply refuse to move on, remaining behind to guard a place they held dear, or to terrify and inflict torment on any who trespass in such places.

The most powerful disembodied spirits have the ability to possess a living creature or being, and take control of the victim's subconscious mind. The victim may make a WIL roll to resist, with a difficulty equal to the spirit's ability level.

Once in control, the invading can only be driven out by magic. The Nagra tribes wear spirit-jars to protect themselves from spirit-attacks, and the Djaffir often wear talismans and charms that supposedly confer similar protection.

Many parts of Talislanta are said to be haunted by disembodied spirits. Ruined cities, graveyards, and battlefields are all places where these ghostly apparitions can be found, sometimes in great numbers. Disembodied spirits can only be harmed by silver, magic, or other non-corporeal entities.

STATS

INT +1 PER +0* WIL +2 CHA +0
STR -10* DEX +2 CON -10* SPD +2

Ability Level: 1-10+

Attacks/Damage: Energy blast, 3d6 or by possessed creature's abilities

Special Abilities: Possess/inhabit living creatures (use possessed creatures STR, CON, and PER)

Armor: Unarmored (non-corporeal), harmed only by silver and magic weapons/attacks

Hit Points: 20





While on an expedition to the Opal Mountains, Thystram was obligated to employ a dractyl steed. His complaints regarding the nature of the beast are quite typical:

“A curse upon this creature that will fly no more than a few feet above the ground, so that one is constantly in danger of colliding with low rock formations and the like! This one sometimes speaks in muffled tones to the other dractyls in our party, conversing in a strange tongue that is beyond my ability to comprehend. From the way the creatures cast sideways glances in our direction, I believe it is not beyond the realm of possibility that they plan some sort of conspiracy against us. To this end I have spoken with Ordo and Brunhald, and tonight we shall eat dractyl stew.”

Dractyl are winged reptiles found in the hills and mountains surrounding the bleak realm known as Harak. Large and ungainly, these creatures can reach a length of up to eight feet, and may have a wingspan of 25 feet or more. Dractyl have scaly gray-green hides and great, membranous wings. Their beaks are lined with rows of pointed teeth, and their hands and feet are clawed. The rheumy, yellow-eyed stare of these creatures is somewhat unnerving, a fact from which they seem to derive a certain strange pleasure.

In the wild, dractyl live on the ledges of cliffs and chasms, usually in groups of three to twelve individuals. They have a language of sorts, but are among the most dour and rancorous creatures in Talislanta. Their diet normally consists of vermin, scorpions, and spiders, though they will eat almost anything that can be obtained without great exertion.

Dractyl are trained as steeds by the fierce Harakin, who use them for airborne and overland transport. They are only fair fliers, and have an aversion to altitudes above 100 feet.

Though the Harakin ride them into battle, dractyl have little love of combat, and obey their masters primarily to avoid being eaten at the next meal. Even so, these reptilians are capable of delivering a nasty bite, and can use their front and rear claws to some effect when the need arises.

STATS

INT -3	PER 0	WIL 0	CHA 0
STR +2	DEX 0	CON +2	SPD +2 (-2 on land)

Ability Level: 4-9

Attacks/Damage: Bite, d8; claws, d6

Special: Flight, capable of speech

ARMOR: Leather-like hide, PR 2

Hit Points: 18+



The Drakken are a race of large, powerful, reptilian humanoids whose ancestors once ruled much of Talislanta until they were defeated by an alliance between the Archaens and the Wild Tribes. Though the Drakken were believed to be extinct, the Saurans believe that a clan of Drakken still dwell in ancient castles hidden deep in the most inaccessible regions of the Volcanic Hills. If the legends are true, then it is likely that these are the very last of the Drakken race.

Adult Drakken can stand ten feet or more in height, and may weigh in excess of half a ton. They have thick hides that make them practically immune to heat and fire, and a dense mantle of horn and bone that protects the head and neck. Their natural weaponry includes razor-sharp fangs, long claws, and a powerful tail. Drakken have incredibly long lifespans compared to other races, and their Elders may live for over three hundred years.

Though Drakken may be monstrous in appearance, they are highly intelligent. Their Warrior-Poets are known to have created a complex written language consisting of unique runes and symbols. Their ancestors recorded much of their lore and wisdom on tablets of stone or red iron, and on the walls of certain Drakken structures. These engraved tablets are considered sacred by Saurans of the current epoch, and are regarded as valuable beyond measure.

STATS

STR +8 DEX -2 CON +6 SPD -4
INT +2 WIL +3 PER +0 CHA +2

Ability Level: 7-20 +

Attacks/Damage: Claws d6+STR or by weapon type; may have an armored steed (typically a young land dragon), Tail d6+STR

Special Abilities: Fire Immunity

Armor: Thick Hide, PR 3, plus armor worn

Hit Points: 20+

Duadir are a mutated species of lesser dragon native to the Wastes of Kharakhan. These two-headed, bipedal creatures are known for their ferocity and should be avoided at all costs. Their skin is a bright crimson, fading to yellow along the abdomen and underside. Adult specimens commonly attain heights of up to 11 feet, and can measure up to 18 feet in length.

Duadir are swift runners, easily able to match an equus stride for stride. They lack endurance, however, and can only travel at top speed for about a mile or so before exhausting. In the wild, duadir hunt in groups of up to two dozen individuals. These creatures are trained as steeds by the Araq, a race of reptilian humanoids native to the Kharakhan Wastes. The Araq accomplish this feat by their cruel treatment of duadir hatchlings, a procedure taking some two years to complete.

The Duadir's two heads are capable of attacking independently, each delivering a vicious bite. Though their clawed hands are used mainly for grasping, the legs of a Duadir are equipped with sharp talons, and are effective slashing weapons. Duadir are also known to use their long, sinuous tails to entangle their opponents. They normally prey on small to medium-sized creatures and vermin, but will attack even Land Dragons when driven by hunger.

According to Thystram, the duadir's two brains each control one half of its body; the left brain controls the left side, and the right brain the right. If one of the two brains is damaged or incapacitated, the creature becomes completely disoriented and the corresponding body parts seem to move at random, no longer subject to the duadir's control.



STATS

INT -7 PER +4 WIL 0 CHA -1
STR +4 DEX +2 CON 0 SPD +7

Ability Level: 2-8+

Attacks/Damage: Bite, d8 (two attacks); claws, d8, or tail, d6 or entangle

Special: Two heads can attack independently

Armor: Thick hide, PR 1

Hit Points: 16+

The renowned Talislantan naturalist, Thystram, having observed a duadir whose right head had been dealt a surly blow, described what followed as "highly unusual, and even bizarre. The creature attempted to attack, hopping towards me on its left leg. Suddenly, the right leg began to run in the opposite direction, so that the duadir fell to the ground and flopped about for several moments until our bearers killed the creature with crossbow bolts."

Equus are unusual creatures resembling a cross between mammal and reptile. They are typically sleek and muscular of build, with a scaly hide and a long mane and tail, the color of which varies according to type. Equus are quite intelligent, and have their own language, called Equine. Some are even able to speak the languages of humanoids, though a natural tendency toward secrecy forbids most equus from boasting of this ability. They are prized as steeds throughout the continent, and seldom sell for less than 400 gold lumens apiece.

There are four separate species of equus, each with distinct attributes.

Silvermanes, built for speed, are the swiftest, though they are lacking somewhat in endurance. Some Talislantans hunt them for their silvery hide and manes, a practice that is illegal in many lands.

Snowmanes are white in coloration and built to endure the rigors of frigid climes such as Narandu and L'Haan. Less swift than silvermanes, these creatures have superior endurance, and are sure-footed on ice or snow.

The greymane is the most common species of equus, and is found in many regions across Talislanta. Their dusty grey hides and manes are lackluster, but they possess good speed, endurance, and surprising strength. Though deemed unexceptional by breeders and Beast-handlers, greymanes make sturdy and reliable mounts, and are favored by those who must travel long distances.

Least common of all equus is the darkmane, a large and surly beast with coal-black mane and hide, sharp hooves, and fangs. Aggressive and spiteful creatures, darkmanes are easily provoked into attacking other equus. They are known to be foul-mouthed in their native tongue, and to plot and scheme amongst each other. Darkmanes have attributes similar in other respects to greymanes, but are considered practically useless by most Talislantans. The Beastmen of Golarin employ these foul creatures as steeds, a task entailing vigorous use of the lash.

STATS

INT +1 PER +3 WIL 0 CHA 0
STR +3 DEX +3 CON 0 SPD +7
(+8 for silvermanes)

Ability Level: 1-4+

Attacks/Damage: Kick, d12; bite, d4 (darkmane only)

Special: Ability to converse in Equine (a few equus are known to speak the languages of men), immune to cold (snowmane only)

Armor: Leather, PR 2

Hit Points: 16+



Thystram noted in his journal his observations on the speech of the equus:

"On more than one occasion I witnessed equus talking amongst themselves, typically whenever they thought no one was watching them. Finally, my curiosity got the best of me, and I resolved to determine just what it was these creatures were discussing. And so, late one night, I paid a visit to the local stables, where a dozen or more equus were kept. Approaching on tiptoe, I positioned myself directly beneath one of the windows, applied an enchanted glossolary to my ear, and listened. To my surprise, I heard a number of low voices, speaking in a distinct tongue. The first complained about the lack of good fodder, particularly as compared to the amenities offered at another stable. The second grumbled about its rider, whom the creature considered a dolt and a cretin. Another made disparaging remarks directed towards my assistant Ordo, referring to him as a sycophant and an unskilled lackey. At this juncture I took the opportunity to make a surreptitious exit, not wishing to overhear any remark that might injure my own self-esteem."

Exomorphs are fierce predators. In build, they vaguely resemble large felines, with heavily-muscled torsos and misshapen heads. Measuring up to nine feet in length and 400 to 600 pounds in weight, with tough lizard-like skin and great gnashing fangs, they are a force to be reckoned with.

The primary attribute of the exomorph is its uncanny ability to rapidly alter the coloration of its thick, scaly hide to blend in with its surroundings. Combined with an ability to stand perfectly still for hours on end, exomorphs are nearly impossible to detect in the wilds. They often show a remarkable degree of patience, waiting for prey to approach within a few feet or so before leaping to the attack.

Thystram described the camouflage abilities of the exomorph as both uncanny and virtually unlimited in scope. Writing in his journal, he recounted a story told to him by a Namfarian rug merchant whose caravan had been attacked by such a creature:

“The beast sprang upon us from ambush, seeming to appear as if by magic from a copse of willowood. It tore out the throat of one of our equus, then altered its hue and disappeared among the wagons. The caravan guards came forth to kill the exomorph with their bows, but could not locate the creature, so expert was its camouflage. Our guide, a Nagra spirit tracker, finally found the beast in one of the wagons, hiding in a pile of ornate Phaedran rugs, the precise patterns and colors of which the exomorph had been able to adopt almost to perfection. The guards were summoned and the beast killed, though at the cost of several valuable rugs, which the guards had mistakenly shot while attempting to find and hit their true target.”

STATS

INT -3 PER +4 WIL 0 CHA 0
STR +5 DEX +3 CON 0 SPD +4

Ability Level: 8-12+

Attacks/Damage: Bite, d8; Claws, d12

Special: Alter the color of hide at will, stealth, tracking (by scent)

Armor: Leather, PR 2

Hit Points: 15+



Fetch

These diminutive creatures are found only in wooded regions and swamps, where they typically live in the hollows of rotting trees. They resemble tiny imps or devils, less than a foot in height, with distorted features, pointy ears, and eyes like glossy black marbles. For both the males and females, a coat of fur, covering the chest and groin areas, suffices in place of clothes.

Fetches are infamous for their ability as sneak-thieves, which some say surpasses even that of Boglins; in fact, Fetches are even known to steal from Boglins, which is not easy to do. These tiny creatures are attracted to shiny and colorful objects, and are especially drawn to anything that radiates an aura of magic. They usually sneak up on their intended victims while they're distracted, drunk, or asleep. After "fetching" (i.e., stealing) what they want, they return to their lairs and stash their loot in one or more secret treasure-hoards.

Fetch are fascinated by the light of the amber moon, which to their eyes looks like the most fabulous of gemstones. On nights when the amber moon is full, Fetches can often be seen staring longingly up at the night sky, wishing there were some way to steal such a precious bauble.

Fetches have a mercenary streak, and will sometimes consent to work as thieves-for-hire. They will almost always consent to work if moonstones are offered for their services, especially stones that are amber in color. Most speak a crude version of Low Talislan (complete with curse words), but are more fluent in Elder.

STATS

INT +1 PER +3 WIL -2 CHA -2
STR -3 DEX +8 CON +2 SPD +4

Ability Level: 1-4

Attacks/Damage: Bite, d2

Special Abilities: Thieving skills equal to Ability Level x 5

Hit Points: 8





Frostweres are a species of werebeast native to the cold northern reaches of Talislanta. Like their relatives, they resemble large, thickly-furred humanoid, standing up to eight feet in height and weighing upwards of 400 pounds, with slashing claws and long fangs. The frostwere's hide is white, however, enabling it to blend into its snowy surroundings.

Frostweres prowl the glacial wastes of Narandu and the vast snowfields of L'Haan hunting for snowmanes, tundra lopers, and other warm-blooded prey. They sometimes hunt in pairs, though when the female is in estrus the male handles this responsibility. Like werebeasts, these creatures are exceedingly fierce, emitting a frightful howl when on the hunt. When food is scarce, frostweres will attack humanoids, but otherwise these creatures prefer to keep their distance from civilized locales.

STATS

INT -5 PER +3 WIL +6 CHA -9
STR +5 DEX +2 CON +9 SPD +2

Ability Level: 5-12+

Attacks/Damage: Bite, d8; claws, d10

Special Abilities: Keen hearing, track prey by scent, superior night vision

Armor: Shaggy hide, PR 1

Hit Points: 18+

Gellids are a frightful hybrid of frostwere and andrak that is found in the mountains and frozen wastelands of northern Talislanta. Creatures of horrifying aspect, they can stand up to eight feet high at the shoulder, the span of their long legs sometimes measuring up to 20 feet across. The gellid's hunched body is covered with a layer of shaggy white hair save for the face, which exhibits a deathly white pallor that contrasts with the creature's long black fangs and ebony eyes. Its triangular head is fringed in a long white mane.

Gellids dwell in caves and fissures, rushing forth from hiding to ambush prey. With their clawed appendages they are expert climbers, able to scale even the most precipitous and icy surfaces without difficulty. Gellids attack by spraying victims with a viscous green fluid, which they expel from their mouths. This foul liquid freezes solid on contact with the air, encasing the victim in a layer of translucent green ice. (Roll DEX or SPD to avoid, STR to escape.) The creatures then drag or carry their prey back to their lair, where they slice the victim into pieces, dividing the portions among their mates and young.

STATS

INT -6 PER -1 WIL +3 CHA 0
STR +6 DEX +4 CON +6 SPD +4

Ability Level: 4-12+

Attacks/Damage: Bite, d8; claws, d6 (makes four attacks)

Special: Immune to cold, expel fluid to trap prey (range 10 feet)

Armor: Leathery hide, PR 3

Hit Points: 20+



Ghaun are humanoid plant-creatures who can sometimes be found in the Dead Forest, wooded areas of the Dark Coast, and the jungles and rain forests of the Southern Coasts. These vampiric creatures stand between five and six feet in height, and are narrow of build with strangely elongated limbs.

Ghaun have dark brown skin that is as rough as tree bark. They daub their hair with plant resins and sap, fashioning it into spiny growths that give them a fierce appearance. Their flat, emaciated visages hold deep-set black eyes and a mouth filled with rows of sharp, pointed teeth.

Ghaun gain sustenance from drinking the blood or sap of other living things. They are not particular, and will feed on plants, animals, or humanoids. Ghaun prefer to take prey alive, catching their victims in crude traps made from woven vines and thornwood branches, then dragging captives back to their tree-top nests. They are patient, and will stalk prospective victims for hours or days, moving slowly and silently while remaining hidden in the treetops or underbrush.

Ghaun exhibit a degree of cunning, but are not particularly intelligent. They make nets, ropes, and pouches from grasses and vines, but otherwise show no talent for any other crafts. Ghaun are mute, and communicate with one another by clicking sounds, which they make with their hardened claws and teeth.

Ghaun are sometimes mistaken for Arborin, and vice versa. The Verdir claim that that the two species are very different, claiming that Arborin are a form of plant-demon while Ghaun are undead plant-beings whose bodily forms are possessed by evil spirits.



STATS

INT -1 PER +1 WIL +0 CHA -4
STR +1 DEX +2 CON +0 SPD -1

Ability Level: 5-10

Attacks/Damage: Blowgun dart, d1 + poison (CON -6 to resist stun); Club, d6; Entangling net/rope, Escape/Evade -6 to work free

Special Abilities: Blend into foliage or treetops (+10 Stealth)

Armor: Fibrous bark, PR 3

Hit Points: 20



The Golgoths are said to be a hybrid race created long ago by the Torquar to serve them as assistants to their torturers and inquisitors. Bred for their sadistic and sociopathic tendencies, these neomorphs were only minimally intelligent, and considered an “inferior species”.

It was thought that the last of the Golgoths were killed off long ago, replaced by more-intelligent peoples such as the Shadinn. However, the Djaffir tribes claim that a little-known sect of Rajan Necromancers continues to employ Golgoth torturers in the dungeons of a temple hidden somewhere in the mountains of Rajanistan.

Both male and female Golgoths stand over six feet in height, are hairless, and have dusky gray skin and blood-red eyes. Both sexes dress in fierce-looking armor made from chains, pieces of boiled beast-hide, and plates of crudely-hammered iron studded with spikes. Cruel and warlike in the extreme, they are said to be devoid of any form of morality, sentimentality, or religious beliefs.

STATS

INT +0	PER +1
WIL +1	CHA +1
STR +2	DEX +2
CON +4	SPD +2

Ability Level: 8-14+

Attacks/Damage: By weapon-type.

Special Abilities: None

Armor: chain/plate mail

Hit Points: 12+

Grazers are a species of squat, six-legged herbivores found throughout the Wilderlands of Zaran, and to a lesser extent in parts of the Eastern Lands. Full-grown adults measure up to ten feet in length, are covered in coarse tan or white fur, and stand about six feet tall at the shoulder.

Grazers travel in herds, and stay close together for protection. Slow-moving and ponderous, their only means of defense is a row of horns running vertically from the center of the forehead to the back of its head. If threatened, a herd of Grazers will press close together in a knot of bodies, facing outwards to present potential attackers with a virtual wall of spike-like horns.

Grazers have a slow metabolism, and require very little food and water to survive. Large predators such as Behemoths and Tarkus are known to hunt them for food, but most humanoid peoples value these creatures for their furry hides; Grazer fur, known as “shag”, is used to

make blankets, and to pad or decorate saddles, vests, and leather armor.

STATS

INT -7	PER -2	WIL +6	CHA +0
STR +5	DEX -8	CON +0	SPD -6

Ability Level: 2-4

Attacks/Damage: Headbutt, 2d6

Armor: Dense fur hide, PR 1

Hit Points: 30



GREEN EMPRESS

The Green Empress is a rare and unusual species of plant-life that resembles a cross between a giant flowering bush and a green-skinned, female humanoid. The origin of the species is uncertain: some say they are related to the ancient Narada, while other believe they are the female equivalent of the Emperor Plant (Q.V.). Full-grown specimens can measure over eight feet in height, and may be practically undetectable in their natural surroundings; as Green Empress have a deep aversion to most non-plant lifeforms, they grow only in deep jungle or dense forest).

Green Empress are lithe and supple in form, their upper bodies swaying gracefully in the breeze. The face and features are, by Talislantan standards, attractive, yet also strangely disturbing. The eyes are piercing, exhibiting an intense and perceptive intelligence. The Empress' lower body consists of a central "trunk" or "stalk", wreathed in bright colored foliage. Beneath this grows a root system that can extend for hundreds of miles in all directions.

A Green Empress can communicate with any form of plant life that it comes in contact with, either via its roots or by the simple touch of a hand. Speaking the language of plants, an Empress can use this ability to learn what is transpiring in distant regions, to warn other plants of approaching danger, or simply to exchange news and gossip. Green Empresses are trusted by almost all types of plants and plant-creatures, and even worshipped as goddesses by some. They love Green Men, Narada, and the ancient tree-folk known as Mangs, who they refer to as "the ancient ones".

Like Emperor plants, Green Empress fear fire. They despise grues, their mortal enemies, and will attempt to attack them with stranglevines and other animate plant species whenever possible. Empresses often act as guardians of the lands over which they hold sway, and have been known to drive out plant-species who act in a hostile manner, such as Arborin, Ghaun, and even Emperor Plants. They may seek to do the same to humanoids that do not show the proper respect for the natural world. If angered, a Green Empress can become quite dangerous.



STATS

INT +4 PER +5 WIL +7 CHA +8
STR -3 DEX -2 CON +5 SPD 0
(SPD applies only to touch or reaction-time;
Green Empress are rooted to the ground)

Ability Level: 6-24 +

Attacks/Damage: claws d4

Special Abilities: can communicate with and influence all manner of plants and plant-creatures, ability to sense activities anywhere within range of its root system (10 miles per Ability Level)

Armor: None

Hit Points: 25+



A CREATURE OF UNCERTAIN ORIGINS

While there is no doubt that Grues are sinister creatures, Talislantans disagree as to the origins and nature of these hostile entities. The Sarista, Gnorls, and Dhuna refer to them as “evil forest spirits”, and tell tales of grues to frighten misbehaving children. Tribal folk such as the Manra, Ahazu, and Moorg-Wan consider Grues to be “angry plant-gods”, and hang primitive fetishes of woven roots in the branches of trees to ward Grues from their territories. Plant-folk such as the Green Men and Verdir have a different view, claiming that Grues are elementals that have been warped and mutated by the dark forces unleashed during The Great Disaster. The Grue’s ability to form new Grue-lings from cuttings has caused some Talislantan scholars to speculate that these creatures may in fact be a unique mutation or sorcerous hybrid of some form of Cthonian Demon.

Grues are strange entities that resemble twisted humanoids made of gnarled wood, roots, and soil. They have sharp fangs and claws, with tough bark in place of skin. These entities can range in size from 1-2 feet to monstrous creatures standing over fifty feet in height.

Grues originate in wilderness regions that have been damaged by magic, alchemical wastes, or the destructive activities of humanoids or other creatures. They can seemingly appear overnight, emerging from the ground like some type of aberrant plant life. At this stage they may resemble Mandragores, barely 1-2 feet in height, with twisted humanoid forms.

Grues feed on all sorts of plants and trees, including plant-folk like Green Men and Verdir. They are voracious eaters, and if food is plentiful, a Grue can grow to over ten feet in height in just a matter of days. Grues of this size can do considerable damage to woodland regions, posing a great threat to crops and farmlands. As such, the presence of a Grue in places like Vardune of the Nine Kingdoms, Astar, and Tamaranth is cause for alarm, and immediate action. Grues are also greatly feared by sentient plant-creatures such as Arborin and Emperor Plants; the latter, because Grues are immune over their uncanny ability to control plants.

Though Grues feed only on plants, they are quite dangerous, and react aggressively if threatened by humanoids or other creatures. Being plant-creatures themselves, they are susceptible to damage by fire. If an area is depleted of plantlife, a Grue will usually move on and look elsewhere for food. They often travel underground, following root systems for miles in search of plentiful sources of plant-life on which to feed. As such these creatures may be encountered almost anywhere along the Underground Highway, and in wooded regions or farmlands from Werewood to the forests of the Kang Empire.

STATS

INT +5 PER +6 WIL -2 CHA -6
STR -3 DEX -2 CON +3 SPD -1

Ability Level: 3-18+

Attacks/Damage: Hardened Claws or Bite, 2d6

Special: warp, mutate, or kill any form of plant life

(1 point of damage per Level, range 10 ft per Level)

Armor: Bark-like hide, PR 3

Hit Points: 30+

hydrans are a sinister race of aquatic cephaloids who once ruled the oceans during the Time Before Time. These invertebrate creatures are intimidating in both size and form; eight tentacled appendages radiate outwards from a central neural cortex, and a “beard” of small feeding tendrils accents sinister-looking facial features. A juvenile Hydran is somewhere in the range of 20 feet from its head to the ends of its tentacles, whereas its ancient elders can sprawl 100 feet in length or more.

Hydrans are extremely intelligent, and are skilled in Elemental Magic (Aquamancy) and the making of certain types of enchanted weapons or items such as scrying orbs. They communicate via telepathy, and possess the ability to read minds. In ancient times they lived in crystalline cities far beneath the waves, and enslaved other aquatic races such as the Batrachians. According to legend, they were defeated by the Thane, and forced to flee to a watery world on another plane. Certain sources state that a small number of Hydrans returned to Talislanta after the Great Disaster, where they dwell in the darkest depths of the Midnight Sea, plotting their revenge.

STATS

INT +6 PER +3 WIL +4 CHA 0
STR +2 DEX +1 CON 0 SPD 0

Ability Level: 6-20

Attacks/Damage: Tentacles, d4 each, constriction (d8 attacks per round); or as per weapon employed

Special Abilities: Aquamancy (at Ability Level), telepathy and mind-reading (range 100 feet per level)

Armor: Thick hide, PR 2

Hit Points: 16+





Ice Giants are huge and bestial creatures native to the frigid wastes of Narandu. Standing up to ten feet in height and weighing over 2,000 pounds, the bodies of these monsters are composed entirely of magically animate ice. Spiny icicles serve as their hair and beards, and frozen tusks protrude from their gaping jaws.

Though minimally intelligent, ice giants possess inhuman strength, and are vicious and hateful in the extreme. They prey upon all sorts of warm-blooded creatures, storing the bodies of their victims in tunnels and caverns carved into the side of glaciers; ice giants cannot obtain nourishment from anything unless it is frozen solid before consumption. These glacial lairs serve as settlements for the ice giants, who live in clans of up to 200 individuals.

In battle, ice giants wield great clubs, often studded with uncut blue diamonds. Their bodies emanate waves of cold sufficient in intensity to numb the reflexes and reactions of warm-blooded creatures. Ice giants are quite susceptible to fire, and normal weapons are of little avail against them; magical weapons are more effective deterrents against these

creatures, and elemental spells affecting water or ice can be used to dispel the magics which animate them. Removed of such enchantments, ice giants shatter into inanimate fragments.

STATS

INT -4 PER 0 WIL 0 CHA -1
STR +10 DEX -4 CON 0 SPD -6

Ability Level: 8-16+

Attacks/Damage: Fist, d10; or as per weapon employed

Special: Emanate piercing cold (causes 1 HP damage per round to non-magical creatures/humanoids who approach within a 10' radius), fire does double damage

Armor: Frozen skin, PR 6

Hit Points: 34+



Kra are giant, sightless, limbless creatures that can be found across the continent of Talislanta, from the Wilderlands of Zaran to the icy wastes of Narandu, and the depths of the Azure Ocean and Midnight Sea. In their dark underground and undersea domains, kra feed on all sorts of creatures including crypt-wyrms, subterranooids, skalanx, raknids, and even other kra. They are fierce and aggressive predators who sense prey by sound and vibration, and the most ancient kra may grow to immense size, rivaling even land dragons in stature.

Normally violent, kra become stuporous for short periods immediately following the mating season. It is at this time that Imrian slavers capture aquatic kra with harpoons and nets, thereafter, keeping the kra sedated with narcotic plants and herbs. The Imrians employ teams of up to six kra as a means of propelling their slave coracles. Unpleasant accidents are generally kept to a minimum by the regular infusion of potent sedatives in their food, which is customarily administered to the beasts by slaves and other similarly expendable personnel.

STATS

INT -9 PER +1 *WIL 0 CHA -12
STR +7 DEX -1 CON 0 SPD +5

*(other than rainbow kra, kra are blind but have keen senses)

Ability Level: 8-12+

Attacks/Damage: Bite, d8 (+1 per level); tail, d8

Special: Burrowing (land), swimming, water breathing, burrowing (aquatic)

Armor: Thick hide, PR 1 **Hit Points:** 14+

The wizard Tamerlin spent some time among the Imrians, though not by choice. Captured while on an expedition to Mog, he had the opportunity to observe firsthand how aquatic kra were used to tow Imrian coracles:

“Darkness fell, and the Imrians made preparations to depart. A few brought forth lanterns containing scintilla, the luminous eggs of water raknids. Others adjusted the chain harnesses of the three kra employed to tow the slave coracle. A Jhangaran slave was then hauled from his cage, bound with thongs, and lashed to the end of the cable used in conjunction with the Imrians’ winch mechanism. To our horror, the helpless mud-miner was then elevated above the deck, swung to a position some fifteen feet off the ship’s prow, and lowered to within inches of the kra’s giant, fanged jaws. The blind monstrosities, catching the scent of prey, tugged furiously at their iron chains. Propelled by the activities of the kra, the Imrian coracle pulled out to sea.”



Land dragons are massive, bulky creatures who can attain lengths of up to 100 feet, and weigh 10 to 40 tons. These ponderous quadrupeds are covered with a profusion of horns, spikes, and red-hued armor plates. They are incredibly strong and resilient, and can easily batter down stone walls and fortifications. In the wild, they lair in great caves and rock tunnels.

Land dragons have been domesticated by the reptilian humanoids known as Saurans, who outfit them with battle towers and train them for use in warfare. Mean and aggressive by nature, land dragons are well-suited to this type of activity, and will themselves lash out at enemy troops, riders, and beasts. They are impervious to fire and most missile weapons.

Land dragons are notoriously omnivorous, and will eat almost anything they can catch. Land lizards, ogriphants, and strider hatchlings are particularly favored by these huge beasts; incautious Saurans and luckless travelers augment the land dragon's diet as the opportunity arises. The largest and

most powerful of these creatures are known to attack raknid colonies, tearing through the fibrous hives in search of juicy eggs and larvae.

STATS

INT -4	PER 0	WIL +2	CHA 0
STR +12	DEX -4	CON +8	SPD -3

Ability Level: 6-14

Attacks/Damage: Bite, d12; trample, d20 (maximum two trample attacks per round); tail, 2d12, or battering attack, 2d20

Special: Impervious to heat or flame

Armor: Underbelly, PR 4; thick scales, PR 5

Hit Points: 40+

LAND LIZARD



Land lizards are a species of quadrupedal herbivores related to the giant land dragons of Talislanta. Unlike their larger relatives, land lizards rarely exceed ten feet in length, and are docile and generally unaggressive by nature. A full-grown adult may weigh over 2,000 pounds. These large reptilians roam the barrens and other parts of the Wilderlands in herds of up to a hundred or more individuals.

Although they are somewhat sluggish and dull-witted, land lizards are valued for use as pack and burden beasts. They are very strong, and can carry as much as 1,200 pounds without difficulty. If employed as dray-beasts, they can pull wagon loads greater than their body weight.

The Shadinn of Rajanistan equip gelded males with armor plates and ride them into battle, though most find land lizards too obstinate and passive for such purposes. Salt can often be used to coax a stubborn land lizard into action, provided the creature is hungry enough to take the bait. If all else fails, one should keep in mind the land lizard's

final virtues: Its flesh, though far from tender, is edible, and the beast's sandy-colored hide has many practical (if not decorative) uses.

STATS

INT -6 PER -2 WIL +4 CHA 0
STR +7 DEX -4 CON +6 SPD -1

Ability Level: 4-8

Attck/Damage: Bite, d6; kick, d8, or tail, d8

Special: None

Armor: Leather, PR 2

Hit Points: 20+



Lopers are a peculiar bipedal species similar in some respects to striders, but having a mane of coarse fur, grasping foreclaws, and strange, almost humanoid facial features. Adult specimens commonly stand up to eight feet in height, measure over 14 feet from head to tail, and can weigh 400 to 600 pounds.

In the wild, lopers usually travel in herds of up to 40 or 50 creatures, including males, females, and broodlings. The distinction between male and female lopers is an important one; the male of the species is exceptionally mean-tempered and prone to erratic behavior, while the female is somewhat more docile.

The Orgovians employ lopers as steeds, a purpose to which these creatures are physically, if not temperamentally, well-suited. Though they may be captured and trained, lopers cannot be tamed or domesticated, and must be controlled by the use of prod-hooks.

STATS

INT -6	PER 0	WIL +7
CHA 0	STR +4	DEX +4
CON +3	SPD +5	

Ability Level: 3-5

Attacks/Damage: Bite, d4, or hind claws, d8, or tail whip, d6

Special: Sure-footed climbers, leap across 20- to 30-foot spans with running start

Armor: Leather, PR 2

Hit Points: 18+

LURKER

Lurkers are solitary creatures that dwell in bogs, marshes, and swamplands. They have lumpy heads, curved fangs, and multiple pairs of snaking tentacles. The leathery hide of a lurker is deathly pale in color, its eyes dark and narrow under beetled brows.

Lurkers can measure over nine feet in length, though the size of these creatures is often difficult to determine due to their habit of lying in shallow water or mud with only the tops of their heads and eyes exposed to view. When the creature lurks in this fashion, its head can easily be mistaken for a partially submerged stone, often with tragic results. Lurkers normally prey upon giant mollusks, fanged eels, and marsh striders, but are known to attack humanoid beings as well. Despite their ungainly appearance, lurkers move swiftly in water or mud. They are extremely powerful, and the grasp of their suckered tentacles is nearly impossible to escape.

STATS

INT -7 PER +3 WIL +4
CHA -14 STR +6 DEX +3
CON +3 SPD +3 (-3 on land)

Ability Level: 6-16

Attacks/Damage: Tentacles, d6 + STR each (d6 attacks per round)

Special Abilities: Amphibious, tentacled grasp nearly impossible to escape (roll vs. STR at -6)

Armor: Scaly hide, PR 1

Hit Points: 30+ (tentacles can withstand up to 5 points of damage each)



Malathropes are a species of quadrupedal predator believed to have been created during the Forgotten Age by the sorcerers of ancient Torquaran. The esteemed Kabros of Phaedra put forth the claim that these horrific creatures were derived from a hybrid of night demon, omnivrax, and the lightning-swift manx, the last of which is now believed extinct. According to Kabros, these creatures were used to hunt down and kill individuals who escaped from the fire-pits of Malnangar, where the Torquar frequently committed genocide upon those whom they regarded as inferior beings.

Kabros's theory, while unproven, is perhaps not without merit. Malathropes are possessed of a sinister intellect, and exhibit a marked tendency towards violent and destructive behavior. They sport demonic visages, are coal-black in coloration, and speak in tongues. Furthermore, Malathropes prey upon living creatures of all sorts, showing a preference for devouring prey alive. The bite of a malathrope delivers a potent neurotoxin that heightens its victim's response to fear, a condition from which malathropes seem to derive sadistic pleasure.

Malathropes are most often encountered alone or in small groups. They are murderous creatures who kill not only for food, but apparently to satisfy some grisly, carnal urging. Like demons, malathropes require neither sleep nor rest, and are always active. They exhibit a maniacal disregard for danger, and will not hesitate to attack groups of armed individuals or creatures larger than themselves. As the naturalist Thystram noted, "the beasts emit a horrid, hissing laughter even after suffering the most grievous wounds, as if mocking - or perhaps welcoming - their death."

STATS

INT +5	PER +4	WIL +7
CHA -5	STR +4	DEX +4
CON +4	SPD +1	

Ability Level: 8-16

Attacks/Damage: Bite, d6 + poison (roll vs. CON at a penalty of -5 or the victim is too terrified to offer resistance); claws, d8 (total two attacks per round)

Special: Speak in tongues, night vision, immunity to magical influence or control, detect presences (range 20 feet)

Armor: Hide, PR 1

Hit Points: 16+



MANGONEL LIZARD

A relative of the land lizard, the mangonel lizard is bulkier and more aggressive than its stubborn but relatively placid counterpart. Its hide is thicker, and its tail terminates in a knob of spiked bone and gristle. The mangonel can use its tail as an effective battering weapon, and so is shunned by all but the most fierce or desperate predators.

Like land lizards, mangonels are herbivores. They generally travel in herds, which can range in size from 20 to about 80 animals. Both the males and females are highly aggressive; they fear no natural predator and will defend their young to the death. The Thralls of Taz favor these creatures for use as steeds, though they are difficult to capture and tame, and their usefulness as mounts depends upon how well the creatures have been trained; a poorly-trained mangonel is as much a danger to its rider as it is to any other being. That said, mangonel lizards can be made to serve well with the proper handling.

STATS

INT -6	PER 0	WIL +2	CHA 0
STR +8	DEX 0	CON +5	SPD 0

Ability Level: 5-10+

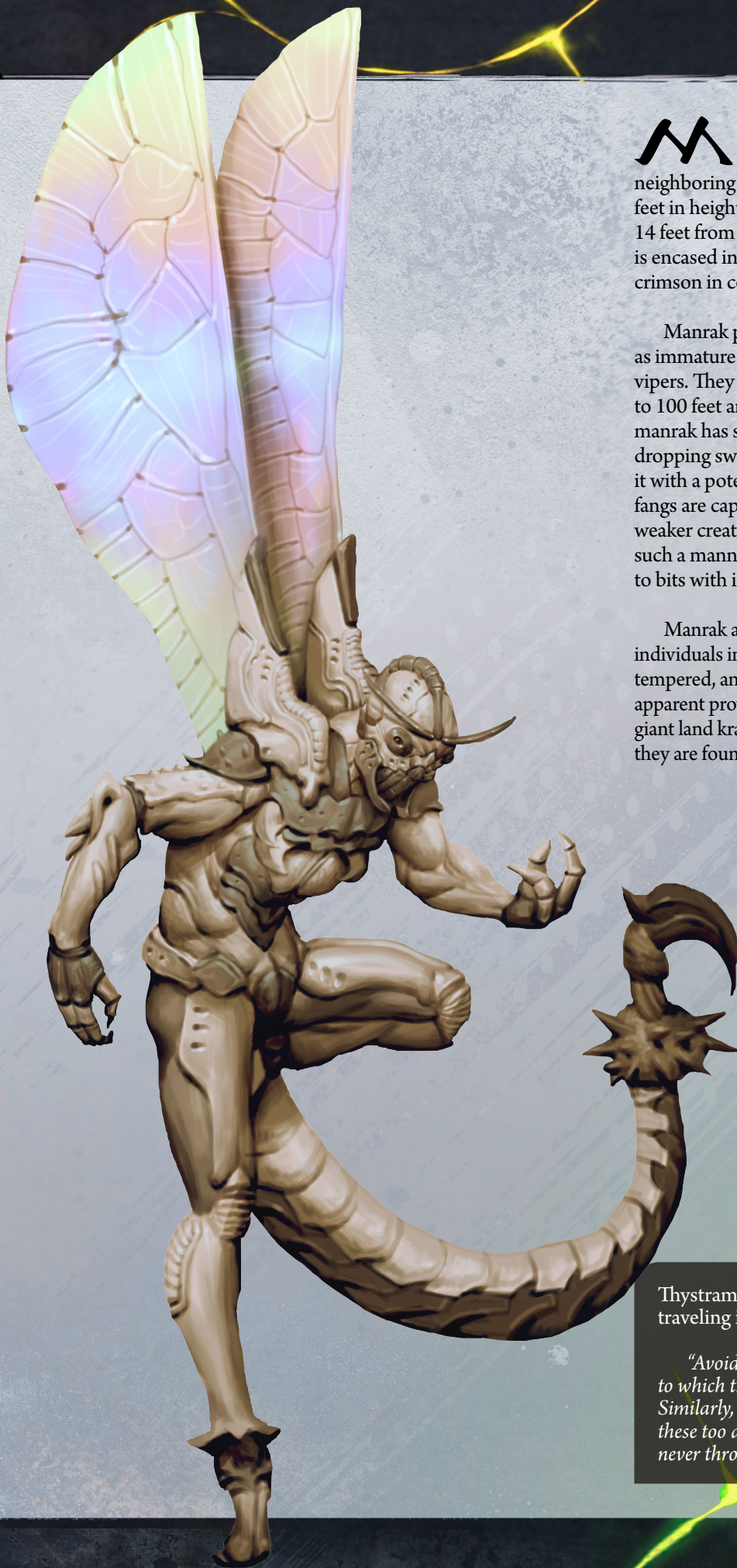
Attacks/Damage: Tail, 2d8; bite, d6

Special: None

Aarmor: Thick hide, PR 3

Hit Points: 20+





Manrak are a species of winged, humanoid-insect hybrids native to the Wilderlands of Zaran and neighboring locales. They average between six and seven feet in height, their iridescent wings spanning approximately 14 feet from tip to tip. Like most insects, the manrak's body is encased in a hard, armored exoskeleton, typically bright crimson in color.

Manrak prey mainly on smaller reptilian creatures, such as immature Saurans, land lizard hatchlings, dracs, and chasm vipers. They are airborne hunters, hovering at altitudes of 500 to 100 feet and scanning the surrounding terrain. When a manrak has spotted a likely victim, it descends from the sky, dropping swiftly upon the unsuspecting victim and injecting it with a potent paralytic venom. Both the manrak's claws and fangs are capable of injecting this toxin, which is often fatal to weaker creatures. Once its victim has been incapacitated in such a manner, the manrak will begin to feed, tearing its prey to bits with its powerful mandibles.

Manrak are social creatures, living in groups of up to 30 individuals in underground nests. They are extremely foul-tempered, and will attack men and even larger creatures without apparent provocation. Their enemies include raknids, wasps, and giant land kra. Sauran war clans burn manrak nests whenever they are found.

STATS

INT 0 PER +5 WIL 0 CHA -2
STR 0 DEX +6 CON +4 SPD +6

Ability Level: 4-14+

Attacks/Damage: Fangs, d6; claws, d12; both are poisonous (roll vs CON or lose consciousness until a cure or antidote is given)

Special: Flight, paralytic venom

Armor: Scales and hide, PR 5

Hit Points: 20+

Thystram prescribed the following precautions when traveling in areas inhabited by manrak:

"Avoid wearing bright colors such as yellow and red, to which these dangerous insectoids are quickly attracted. Similarly, do not leave open jars of jam or honey about, as these too are a temptation. Lastly, and most importantly, never throw rocks or shoot arrows into a manrak nest."

Megalodont

Megalodonts are immense creatures that roam the Plains of Golarin in great herds numbering up to three hundred individuals. Standing over 15 feet high at the shoulder, they can be quite dangerous if provoked or startled. A stampeding herd of megalodonts is well capable of destroying almost anything in its path; only the strongest stone fortifications can withstand such an onslaught.

Megalodonts can sometimes be tamed for use as burden beasts, though the males are unreliable creatures, prone to fits of madness during the mating season. Though they appear placid and slow, it is a mistake to underestimate their capabilities; mature male megalodonts are surprisingly tenacious, particularly with regards to the protection of their herds. Encroachment into a bull's territory can often lead to swift and unpleasant consequences, a fact that many an incautious caravan driver or drayman can confirm.

Thystram believed that the greatest danger posed by the megalodont was not the species' irate bulls, but the possibility of a stampede. While on an expedition to the Plains of Golarin, he witnessed such an event firsthand.

"From off in the distance came a sound like rolling thunder. I looked to the east and saw what appeared to be a great cloud of dust approaching in our direction. The ground beneath our feet began to shake and tremble; the land lizards that had pulled our wagon panicked, broke free of their yokes, and galloped away at their best speed. The rest of us followed suit, leaving our possessions where they lay and running for all we were worth. We left not a moment too soon; a few seconds later, a herd of well over two or three hundred megalodonts thundered past, causing the most frightful din imaginable. When they were gone we returned to our caravan to find our wagon and all of our possessions reduced to rubble. One of the Jhangaran bearers showed us an iron shield that he had abandoned in his haste to escape; it had been stomped as flat as a griddle cake. When he complained about his loss, I reminded him that he was fortunate indeed to have avoided the same fate, at which he finally fell silent and allowed me to go to sleep in peace."

STATS

INT -8 WIL 0 PER +2 CHA -11
STR +9 DEX -8 CON 0 SPD -4

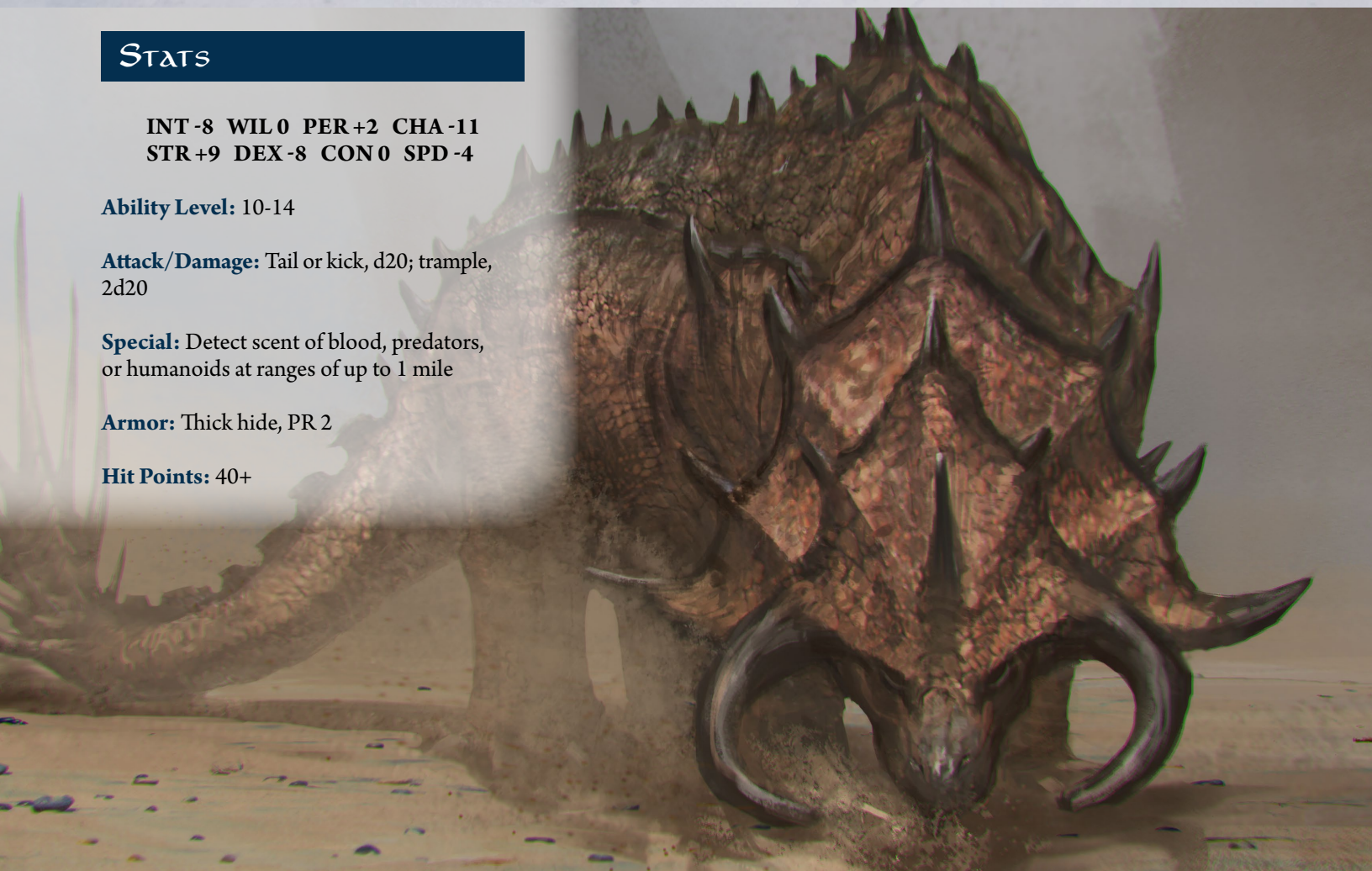
Ability Level: 10-14

Attack/Damage: Tail or kick, d20; trample, 2d20

Special: Detect scent of blood, predators, or humanoids at ranges of up to 1 mile

Armor: Thick hide, PR 2

Hit Points: 40+



A mirajan is a type of spiritform found only among the arid lands of Djaffa, Carantheurn, and Rajanistan. The Djaffir tribes refer to these specters as “phantoms of the desert,” and believe they are the spirits of dead Rajans come back to torment the living.

Mirajans usually take the form of humanoids dressed in ethereal robes, their features concealed beneath the folds of their garments. They manifest late at night, usually without warning, brandishing ghostly scimitars or curved daggers. Whirling like a dervish, the mirajan will choose a victim and attack. If the attack is successful, the mirajan will disappear into thin air, wicked laughter in its wake. If not, the mirajan will depart only to return later the next evening. A mirajan will continue to attack each night until the victim is slain or until the mirajan is destroyed.

Mirajan “spirit blades” are insubstantial to the touch, yet are said to be capable of harming the victim’s spirit or astral self. Creatures who have been “killed” by a mirajan show no visible signs of damage and will appear to have died of natural causes, with one exception: If the victim’s eyelids are opened, observers will find the eyes are black and lusterless.

STATS

INT +2 PER +3 WIL -3 CHA -3
STR +1 DEX +2 CON -1 SPD +3

Ability Level: 6+

Attacks/Damage: Spirit blade, d10 + 1 per level (damage is tallied as usual, but pertains only to the victim’s astral or spiritual self)

Special Abilities: Non-corporeal form, harmed only by silver and magic, manifest or disappear at will

Armor: None **Hit Points:** 10+

SPIRIT BLADE

This ghostly weapon can only be wielded by spiritual entities, though magical forces, silver, and enchanted items can interact with it.

This weapon deals 2d6 magical slashing damage to spiritual entities, and half that to all other creatures. As well as reducing their WIL by 1d4 - 2 points. This reduction lasts until the wielder is killed or 24 hours have passed.



Monoliths are gigantic creatures composed of stone, native to the Thaecian Isle of Garganta. There are perhaps three dozen monoliths on Garganta, each the size of a small mountain. They are ponderous creatures, slow to act, and moving only as the mood suits them, which is often not at all. Most monoliths are passive, though some are prone to outbursts of violence, generally expressed through some volcanic or seismic display. Extremely violent volcanic activity may signal the birth or death of a monolith, or so some scholars believe.

Monoliths claim to be as old as the world itself, and are said to possess nearly infinite stores of knowledge. They can be convinced to impart a portion of their wisdom to those patient enough to await a reply. A waiting period of several days or even weeks is to be expected when dealing with these lethargic beings, whose conception of time is not affected by the urgency of mortal beings. The performance of a small favor (such as the removal of an irritating wind demon's nest from a monolith's ear, or some such minor boon) has been known on occasion to add a mild degree of impetus to a monolith's thought processes.

STATS

INT +4 PER 0 WIL +10 CHA 0
STR +15 DEX -10 CON +10 SPD -10

Ability Level: 20+

Attacks/Damage: See Special

Special: Cause seismic or volcanic disturbances at will (varying in intensity, as desired), immunity to magical control/influence

Armor: Stone hide, PR 6

Hit Points: 200-800+



Moondracs are a species of winged reptilians measuring seven to eight feet in length, with a wingspan over 25 feet. They can sometimes be seen flying across the night sky, their frightful forms silhouetted against the moon. The creature is also known as “the hangman” – a fitting appellation, given its grim habits.

Moondracs are predators who hail from the Midnight Realms, but can also be found in parts of Talislanta. They are most prevalent during periods when the black moon, Zar, is in the night sky; they are sensitive to strong light and are never seen during the day.

Moondracs have a highly developed form of sonar, which enables them to detect prey at ranges of up to 1,000 feet. They rely on stealth when hunting, preferring to ambush prey by gliding silently downwards on them from above. Once within range, the moondrac twines its long, sinuous tail about the neck of its intended victim and carries the creature aloft. Death by asphyxiation usually follows within a few moments.

Subterranean caverns are a favorite nesting place of moondracs, who live in colonies, much like bats. As many as a hundred such creatures may be found in one place, including young. If taken while still young, moondracs may be trained and employed as winged steeds. They are of little use in this regard, however, for the creatures continue to exhibit a dark nature, and are trusted only at one's peril.

STATS

INT -5 PER +7 WIL +1 CHA 0
 STR +3 DEX +1 CON +1
 SPD +7 Airborne, +0 on the ground

Ability Level: 6-10+

Attacks/Damage: Claws, d6; Bite, d6; Strangling Tail, d6 per round

Special: Flight, sonar (“see” in darkness up to 1000’), Stealth +10 when gliding

Armor: Leathery Hide, PR 2

Hit Points: 18+



Narada

The Narada are an ancient race of plant-people who were not originally indigenous to the Talislantan continent. Their oral histories claim that they came here from a place called Celadon, which they describe as a lush and verdant paradise. Naradan elders say that long ago, their ancestors traveled to Talislanta from Celadon, hoping to stop the Archaens from destroying their world. They failed to do so, and when disaster struck, they found themselves trapped in Talislanta.

Narada stand up to seven feet in height. They have root-like “hair”, and their bodies are covered in a tough, fibrous green skin, with a wood-like exoskeleton that grows as

they do. Their exoskeletal armor is studded with thorn-like protrusions on the shoulders, elbows, and knees, with lines of thorns running down the sides of the arms and legs. If a Narada is angered or threatened, these thorns can be rapidly extended to a length of six to eight inches, and used as a means of self-defense.

Narada are intelligent, but practice no crafts except as pertains to the tending of plants, planting seeds, and so forth. They don't like the look or feel of metal; attempting to converse with a Narada while holding an unsheathed blade can lead to misunderstandings, and possibly, unpleasant consequences. The Narada feel much the same about fire.

All Narada speak the language of plants, and are able to communicate with other forms of plantlife. Narada shamans are skilled in herb and root-lore. They know the various magical properties of plants and are able to create a variety of potions and remedies from leaves and berries, bark and roots. Certain of their shamanic rituals allow them to cleanse the soil of toxins and bring plants back to life, turning areas of ravaged wasteland into fertile plains, woodlands, or even jungle.

Narada draw moisture and nutrients from the soil, which they typically do at night, while resting. At such times Narada send out root-like fibers, which seek deep into the ground. While feeding, a Narada is literally rooted to the ground, and cannot move until its roots are retracted. Narada can also use this ability to locate underground sources of water.

Though it has been centuries since any so-called “civilized” folk have seen a Narada, other plant-folk such as the Green Men and Verdir say that some can still be found in Talislanta, but only in the depths of virgin forests and jungles. According to legend, the eldest of these folk eventually become immobile, and permanently rooted to the soil. Narada of this type are sometimes known as Mang, and are considered to be among the oldest and wisest lifeforms in Talislanta.



STATS

INT +2 PER +0 WIL +3 CHA +0
STR +6 DEX -1 CON +2 SPD -4

Ability Level: 8-20+

Attacks/Damage: Thorny Growths (d10)

Special Abilities: Commune with Plants

Armor: Bark-like Skin (PR 3)

Hit Points: 22-66 +



Ogriphants are large, lumbering quadrupeds native to the western forests and jungles of Talislanta, from Werewood to Mog. They are bulky creatures, standing over eight feet tall at the shoulders and weighing over a ton. Though usually even-tempered, ogriphants can be quite aggressive, particularly during the mating season. With their long tusks, horns, and great body mass, these creatures are more than capable of defending themselves against most types of predators.

Ogriphants have been domesticated in several lands, where they serve primarily as burden beasts. They are also used to help clear jungle and forest land, or equipped with howdah (sedan chairs or small pavilions) as vehicles of transportation. The Ur clans use trained ogriphants in their armies, outfitting them with plate armor and wooden battle towers for use as living siege engines – and their success has demonstrated how effective ogriphants can be in this role.

A larger, shaggy-haired version of the ogriphant dwells in the northern climes of Talislanta. Aptly known as the

wooly ogriphant, it is valued for its horns and hide, the latter of which can sell for as much as 400 gold lumens even with imperfections. The creature is sometimes used as a burden beast by the Ur clans and other folk of the Northern Reaches, but is considered less useful for such purposes than the standard ogriphant.

STATS

INT -5	PER -1	WIL 0	CHA 0
STR +10	DEX -8	CON 0	SPD -2

Ability Level: 12-16

Attacks/Damage: Tusks, d12; trample, 2d12

Special: None **Armor:** Leather, PR 2

Hit Points: 30+ (40+ for wooly ogriphant)

OMNIVRAX

The omnivrax is a ferocious predator native to wilderness and woodland regions throughout the Talislantan continent. Full-grown specimens can exceed eight feet in length and weigh over 600 pounds. The creature derives its name from the fact that it will eat almost any living organism, including plants, wild beasts, men, or even others of its kind.

Omnivrax are extremely aggressive, and highly adapted to a predatory existence. They have excellent vision, and can see even in total darkness. Their sense of smell is so acute that they can follow even the faintest tracks and trails without difficulty, and the omnivrax's hearing is such that it can perceive the sound of another creature's breathing at distances of a hundred feet or more.

The physical characteristics of the omnivrax are likewise exceptional. A full-grown adult is capable of dragging a land lizard to the ground, or running down even the swiftest greymane. The omnivrax's claws and fangs can easily slice through the toughest hide, or rip wooden planks to shreds. The natural armament of these creatures, consisting of a horny exoskeleton augmented with spikes and bone

plates, affords them protection similar to chain mesh. If the omnivrax has a weakness, it is that the creature's intellect can in no way compare its great ferocity. Tales of omnivrax attacking statues, scarecrows, or even their own shadows are not unknown.

STATS

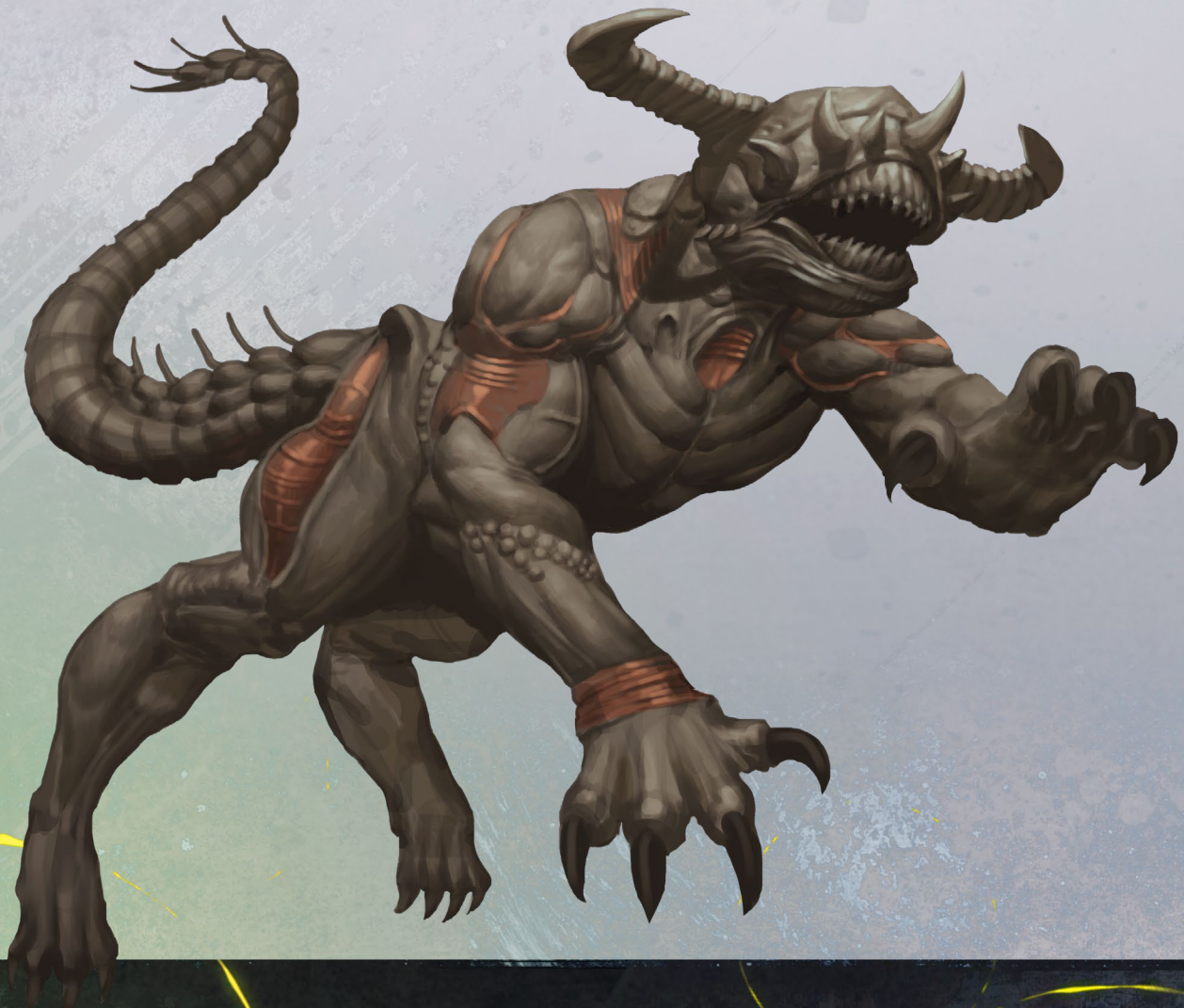
INT -10	PER +6	WIL 0	CHA 0
STR +7	DEX +2	CON 0	SPD +7

Ability Level: 4-10+

Attacks/Damage: Bite, d10; claws, 2d8

Special: Can subsist on any organic substance, tracking by scent, detect prey by sound or scent (range 100+ feet)

Armor: Exoskeleton PR 3 **Hit Points:** 20+





Oryx are a species of avians that can be found throughout the most parts of the continent except the Red Desert and the frozen Northern Reaches. There are many varieties, each known by the color of its plumage; i.e. red oryx, blue oryx, green oryx, and black oryx, to name just a few. All are small and lightweight, with wingspans averaging just a foot or two in length.

Oryx are aggressive hunters, who primarily prey on insects and small animals, but may also go after larger prey; when food is scarce, flocks of oryx have even been known to attack humanoids. In such instances, these graceful looking creatures can become extremely dangerous.

Oryx can be trained and kept as pets. They will eat parasites and insects of various types, but get cranky if not fed regularly. Oryx flesh is edible, if not particularly flavorful. Their bright plumage is used to fletch arrows, and is valued in some regions as a trade good.

STATS

INT -6	PER +1	WIL +2	CHA +0
STR -8	DEX +0	CON +3	SPD +2

Ability Level: 1-2

Attacks/Damage: Peck, d4; Claws, d4

Special Abilities: Flight

Hit Points: 6

Raknid

Raknids are horrible insect creatures thought to be a sorcerous hybrid of demon and sea scorpion, with segmented bodies encased in exoskeletons of iridescent, chitinous material. They live in vast underground hives, and among raknids there are four distinct types, each having a specific responsibility within the rigid confines of their society:

Huge and mindless, worker raknids can grow to 20 feet in length and weigh as much as two tons. They maintain the colony's hive complex, which they construct from a pulpy substance secreted from their palpi. When dry, this material becomes tough and fibrous.

Warrior raknids are humanoid in form, and stand almost seven feet in height. With a heavily armored carapace, hooked talons, and a tail stinger capable of injecting a potent, paralytic venom, warrior raknids are well-equipped to defend their hives from invaders.

Each rakid colony is led by a queen; queens are attended by blind male consorts known as raknid drones – multi-legged individuals whose soft bodies are protected by a hard, spiked shell. The drones can grow to over ten feet in length, and weigh more than 800 pounds, while a raknid queen can measure up to 40 feet in length and weigh over two tons.

Raknid queens possess extraordinary psionic powers. They can detect the presence of other living creatures and communicate telepathically with other raknids from their hives at distances of up to 1,000 feet, and can reportedly influence other living creatures at ranges up to about 100 feet. Their psychic abilities notwithstanding, the bloated queens are basically helpless, and must be constantly attended by workers and drones.

Raknids possess a certain degree of intelligence, but for the most part, seem incapable of independent thought. Much of their activity is either instinctive or dictated by the mental commands of their queen. The hive mentality of a raknid colony fosters but a single goal: to preserve and propagate their vile species. All other life forms are considered to be either enemies or a potential source of nourishment. More precisely, living organisms are enemies until they have been slain, whereupon they become food.

An aquatic species of raknid, called water raknid, is also known to exist.



STATS

Raknid Worker

INT 0 PER 0 WIL 0 CHA 0
STR +8 DEX -8 CON 0 SPD -8

Ability Level: 2-5

Attacks/Damage: Bite, d12; entangle intruders in strands of fibrous pulp (range 20 feet)

Special: Spit fibrous pulp (used primarily to build or repair the colony's hive), amphibious (water raknids only)

Armor: Chitinous hide, PR 6

Hit Points: 20+

Raknid Drone

INT 0 PER 0 WIL 0 CHA 0
STR -1 DEX -4 CON 0 SPD 0

Ability Level: 2-10

Attacks/Damage: Claws, d6

Special: Can completely withdraw extremities into armored shell, amphibious (water raknid only)

Armor: Outer shell, PR 6; underbelly, PR 0

Hit Points: 10+

Raknid Warrior

INT 0 PER 0 WIL 0 CHA 0
STR +4 DEX +2 CON +6 SPD 0

Ability Level: 10-12+

Attacks/Damage: Claws, d6; tail stinger, d8 + paralysis (duration 10 minutes)

Special: Leap up to 20 feet, immunity to magical influence and control, amphibious (water raknids only)

Armor: Chitinous hide, PR 3

Hit Points: 14+

Raknid Queen

INT +10 PER +10 WIL +10 CHA 0
STR -2 DEX -10 CON 0 SPD -10

Ability Level: 20+

Attacks/Damage: Psychic assault (cause pain or stun), d20 (+1 per Level, range 100 feet)

Special: Detect the presence of other living creatures and communicate telepathically with any raknid from their hive (range 1000 feet), influence other living creatures (range 100 feet), amphibious (water raknids only)

Armor: Unarmored

Hit Points: 30+



Rath

Rarely seen but feared by all who know of them, Rath may be the most dangerous predators in all of Talislanta. These frightening bipedal creatures stand up to eight feet in height, and have claws and fangs capable of slicing through the toughest hide, bone, and even non-magical metal armor. The Rath's body is protected by a coat of shiny black, interlocking scales that are circular in shape and as tough as red iron.

Rath are eyeless, yet possess highly attuned senses of hearing and smell. They can detect the scent of most living creatures at distances of up to several miles. Rath are always hungry, and must feed every day. They never sleep, but stalk the desert sands by day and night, hunting for food. Once they catch a creature's scent, they will follow it relentlessly until they have succeeded in taking down the unfortunate victim. Rath consume their kills in their entirety - blood, flesh and bone and hide. As such do not need water, taking what moisture they require from the carcasses of their victims.

Though they once roamed the eastern barrens of the Wastelands to the Volcanic Hills, Rath are now believed to be found only in the most remote regions of Rajanistan and Faradun.

STATS

INT +1 PER +5 WIL +4
CHA +0 STR +8 DEX -1
CON +10 SPD +2

Ability Level: 12-20

Attacks/Damage: Savage bite, 2d10;
Thick claws, 2d12

Special Abilities: Track by scent, Smell living creatures (7 mile radius)

Armor: Thick metallic scales, PR 8

Hit Points: 80





From an evolutionary standpoint, the ravenger is certainly one of the more opportunistic Talislantanian life forms. Considered individually, its attributes seem rather unremarkable; they are tall (over six feet) and lanky, and do not possess exceptional strength, intellect, or dexterity. They are not the fastest fliers, nor the strongest swimmers, nor the swiftest of runners. In short, ravengers are not a dominant, or even particularly imposing, species. What is remarkable about these winged humanoids is their adaptability. Ravengers thrive in water, on land, or in the air. They have both lungs and gills, and can modify their body temperature and metabolic rate to suit almost any climate. The ravenger's wings, tail, and sail-like crest are equally useful for undersea or airborne navigation. Furthermore, they are capable of bipedal ambulation on land, and they are adequate climbers.

Compensating for their lack of single, specialized talent, ravengers possess an almost single-minded determination to survive. They can subsist on almost anything, including wild beasts, vermin, and refuse. Ravengers are relentless hunters, always on the watch for suitable sources of food – and once

they have marked a creature or other food source as suitable prey, they are nearly impossible to deter.

STATS

INT 0	PER 0	WIL 0	CHA 0
STR 0	DEX 0	CON 0	SPD 0

Ability Level: 6-12+

Attacks/Damage: Bite, d6; claws, d8

Special: Ability to thrive in practically any environment, heat or cold does only ½ damage, flight

Armor: As per leather armor, PR 2

Hit Points: 12+

REINCARNATOR

A powerful and malign form of disembodied spirit, reincarnators are said to be the cursed spiritforms of the Torquar, a cabal of black magicians who, in the time before the Great Disaster, ruled a dark empire that spanned much of the continent. According to legend, before they died the Torquars entered into a cursed pact that prevents their spirits from ever being claimed by Death. So it is that these malign spirits can return time and time again, to walk amongst the living.

Reincarnators possess the ability to “possess” the physical form of any type of living creature. Once inside the chosen host, the reincarnator latches on to the victim’s spirit, using it as a source of energy and sapping its will. When it has taken over, the reincarnator adopts the former persona of its now-soulless victim, until it chooses to move on again.

Some say that the stories of reincarnators are just superstition, and that these entities are nothing more than disembodied spirits. The mysterious folk known as Warloks, who were created to hunt and kill sorcerers, disagree, claiming that these entities are indeed the cursed spirits of Torquaran wizards. The Warloks’ descendents, the Xambrians, continue to hunt these malignant entities to the present day.

STATS

INT +5	PER +5	WIL +3
CHA -2	STR +1	DEX +2
CON 0	SPD 0	

Ability Level: 15-20+

Attacks/Damage: Energy drain, d6; or as per weapon employed

Special: Possession (WIL -6 to resist), flight, pass through solid matter at will, harmed only by silver and enchanted weapons

Armor: Non-corporeal

Hit Points: 20





A rare species related to the Kra (q.v.), these frightening serpentine monsters can sometimes be found in parts of the Desert Kingdoms, Kasmir of the Nine Kingdoms, and Faradun. Sand Dragons begin life as eyeless larvae, contained in sac-like eggs deposited by the female in underground caves or deep sand dunes. Over the course of six years, the larvae slowly metamorphose in form, until the mature sand dragon finally emerges: a black-scaled, serpentine monster one hundred-feet or more in length, with a mouth full of multiple rows of curved fangs and a voracious appetite.

Sand Dragons are relentless predators, who will attack practically anything that moves, including humanoids, conveyances, and even such fierce predators as Rath. They are able to move easily through or under the sand, leaving faint trails in their wake that only skilled trackers and experienced desert-travelers may notice. Often these traces are the only sign that a Sand Dragon is near, until the creature bursts forth from below and attacks. Djaffir traders are said to be able to read these traces, and use them to predict the movements of these monsters. The Rajans bear a special hatred for Sand Dragons, which they

refer to as “the scourge of the desert”. Conversely, certain Azraq tribes are known to travel to the Black Desert just to hunt Sand Dragons for their glossy black scales and fangs, as well as their succulent flesh.

STATS

INT -7 PER +2 WIL +7 CHA +0
STR +12 DEX -4 CON +10 SPD +1

Ability Level: 13-18

Attacks/Damage: Bite, 2d20

Special Abilities: Burrowing, Swallow smaller prey whole

Armor: Segmented plates, PR 6 **Hit Points:** 100



Scourge are ferocious quadrupedal predators that can stand up to six feet tall at the shoulder and weigh over a thousand pounds. They are fearsome-looking creatures, all muscle and sinew, with serrated fangs and claws, and a tough exoskeleton augmented with spikes and bony plates. The Scourge's primary weapon is its long tail, which is segmented and lined with twin rows of blade-like spines. Used like a war-whip, a Scourge's tail can tear through the toughest hide and leave terrible, jagged wounds.

Scourge typically hunt alone or in small packs of up to five or six adult males and females. In greater numbers, they are known to turn on each other, in order to reduce the competition for food. Scourge are well-adapted to a predatory existence. They're fast enough to chase down a catdrac, and strong enough to bring down a land lizard. However, these creatures tend to be lazy, and generally prefer easier prey, such as wild and domesticated herd animals.

Scourge have ravenous appetites, and a pack of these predators can quickly decimate a small-sized herd. Djaffir beast-handlers despise scourge, and have been known to put a bounty on these predators in order to help keep their herds safe.

Fierce though they may be, scourge by no means sit at the top of the Talislantan food chain. Behemoths will attack Scourge in order to drive them from their territories, and wild war beasts sometimes hunt them for food. Among humanoids their primary enemies are Araq, who hunt these predators for food, trophies, and to use to make weapons from their claws, fangs, and bones.

STATS

INT -6	PER -2	WIL +4	CHA +0
STR +8	DEX +0	CON +5	SPD +3

Ability Level: 8-14

Attacks/Damage: Tail, d20; Bite, d12

Armor: Thick hide, PR 3

Hit Points: 55

Shadowwarriors are the spirits of warriors slain in battle over countless centuries of time, throughout the continent of Talislanta. Some of these spectral entities are the shades of races that died out long ago, while others hail from more recent historical periods. Though the souls of most of the fallen have moved on to the spirit world, some were trapped in the mortal realm, and as a result became the spectral entities known as Shadowwarriors.

In appearance, Shadowwarriors resemble dark and ghostly versions of their former, mortal selves: fully arrayed for battle, wielding shadowy weapons, and mounted on spectral steeds. Unseen by day, Shadowwarriors are said to rise up from the ground after dark. Some merely wander ancient battlefields, reminiscing of days past or mourning the loss of their former comrades.

But on some occasions, entire armies of Shadowwarriors have been spotted, re-enacting battles they fought long ago with spectral versions of the same enemies they fought in life.

While Shadowwarriors seldom pay any heed to the living, mortals who wander into an area haunted by these entities may attract their attention, and be attacked. This is especially likely to happen to those who are foolish enough to look eyes with a Shadowwarrior, or those who are related in some way to the ancestral enemies of a Shadowwarrior clan; it is not unknown for Shadowwarriors to return from the dead to hunt down the living descendants of those who killed them in battle.

Although they are noncorporeal, Shadowwarriors can do harm to living creatures. Their attacks don't cause physical wounds, but cause spirit-damage (similar to HP damage). Any living creature whose spirit is "slain" will become a Shadowwarrior, a condition for which there is no cure.

Shadowwarriors can only be destroyed by silver or magical weapons. Once "slain" in this manner, their spirits can finally move on to the next world.

STATS

INT -1 PER +0 WIL +3 CHA -1
STR +2 DEX +1 CON +2 SPD +0

Ability Level: 5-10+

Attacks/Damage: Touch, d10

Special Abilities: Immune to weapons, Harmed only by silver or enchanted weapons, Dismayed by strong light (-5 to actions)

Armor: As worn

Hit Points: 30 (+ ½ of hit points drained by touch)



Shadowitch

Among the superstitious tribes of Talislanta, few things are more feared than a Shadowitch: the spirit of a witch or shaman that has returned from the dead. These noncorporeal entities resemble shadowy versions of their former, mortal selves, but with distorted features and faintly glowing eyes. They are never seen by day, but at night are said to wander the land, looking to prey on the living.

Shadowitches feed on the life force of living creatures. They can drain a living creature's essence (HP) simply by touching them. Shadowitches rarely use this ability to kill; instead, they prefer to leave their victims weakened but alive, so that they feed on them again, or on their friends and companions. They are said to be drawn by strong magics, such as those emanated by powerful spells and artifacts, which they can sense at great distances.

Shadowitches have the same primitive magical capabilities that they had in life, but do not require rituals in order to cast spells; they need only utter the words associated with the ritual in order to achieve the desired effect. Shadowitches also possess the ability to curse any living thing merely by gazing into its eyes. Known as the Evil Eye, this curse can take the form of bad luck (-1 on all die rolls, increasing by -1 per day up to the Level of the Shadowitch), weakness (-1 STR per day), or shunning (-1 CHA per day). The effect of an Evil Eye will last until such time as the curse has been lifted by the Shadowitch who cast it, or by some other means.

Shadowitches can be harmed only by silver, magic weapons, and certain types of rituals and enchanted items intended to ward or dispel the undead. The Djaffir tribes greatly fear the Evil Eye, and wear fetish masks and other types of charms and talismans to protect themselves; the first thing a Djaffir mother does after giving birth is place a talisman about the neck of her baby. The Chana teach their children to avoid looking at shadows of any kind, fearing that one may be a Shadowitch in disguise.

STATS

INT +6 PER +4 WIL +2 CHA -5
STR +4 DEX +0 CON +5 SPD +0

Ability Level: 11-15+

Attacks/Damage: Touch, d10

Special Abilities: Curse, Immune to weapons, Harmed only by silver or enchanted weapons, Dismayed by strong light (-5 to actions)

Hit Points: 45 (+ ½ of hit points drained by touch)



Skalanx are native to lakes, rivers, and deep swamplands. The naturalist Thystram believed these fearsome aquatic predators to be water-breathing demonoids from the elemental ocean world of Oranx. A more likely explanation is that these creatures are distant relatives of the now-extinct giant sea scorpion, though their classification as demonoids is difficult to dismiss entirely.

A single look at the skalanx's fearsome, fanged countenance is sufficient to explain how Thystram arrived at his theories regarding the origins of these creatures. Measuring up to 14 feet in length, the body of a skalanx is encased in tough armor composed of chitinous plates and spiny projections. They have sharp, grasping pincers and a long tail terminating in a two-foot stinger, which they use to impale prey.

Skalanx make their lairs in underwater caves, grottos, and the hulls of small sunken vessels; giant lake and river kra, enemies of the skalanx, usually prevent them from inhabiting more commodious places. Though they are solitary creatures, multiple Skalanx can sometimes be found living near one another and competing for food, though groups have been known to sometimes work in concert to attack larger creatures, such as the aforementioned kra. They normally prey on other aquatic creatures, such as nar-eels, silverrays, and giant

water bugs, though skalanx will typically attack anything that enters their domains.

Skalanx pose a threat to small craft of all sorts, particularly along the Sascasm River in Zandu. The Zann fishermen of this region often set barbed nets in places frequented by egg-laying females, hoping to keep the skalanx population under control, or at least to cause the creatures some inconvenience.

STATS

INT -5 PER +2 WIL +5 CHA -11
STR +6 DEX +0 CON +5 SPD +4

Ability Level: 6-12

Attacks/Damage: Pincers, 2d8; sting, d10; mandibles, d6 (total of two attacks per round)

Special: Move silently in water, see in total darkness

Armor: Chitinous plates, PR 4 **Hit Points:** 18+

Thystram spent several years studying the life cycle of the skalanx, and published his results in a short monograph titled "The Skalanx in Fact and Fable." In it, the naturalist stated:

"The female lays a clutch of thirty to forty translucent eggs, each measuring several inches in diameter, which she then attaches to her back utilizing a gluey secretion. Upon hatching, the young broodlings continue to cling to their mother's back for seven weeks, until they attain a length of one to two feet and are fully developed. At the end of the seventh week the entire brood turns upon its mother, stinging her to death and feeding upon her carcass. The young skalanx, having proven themselves capable of fending for themselves, then go forth to wreak havoc on other species."



Skathe

Skathe are a species of predatory humanoid crustaceans that can be found throughout parts of the lower planes, and especially in the Midnight Realm. They appear to favor watery domains such as coastal regions, swamps, and sewers, though they may also be found in underground tunnels, caves, and grottoes.

Skathe have multiple sets of compound eyes, and a complex mouth that includes both fangs and insect-like mandibles. The skathe's upper torso is basically humanoid in form, with a pair of arms and clawed hands. The lower torso resembles an insectoid, with an armored carapace, two pairs of segmented legs, and a segmented tail terminating in a curved stinger. The skathe's sting is capable of delivering a virulent toxin that is especially effective against demons.

Skathe are known to use metal tools and weapons, which they steal or scavenge from other humanoids. They possess a rudimentary intelligence, and are capable of communicating by simple gestures, claw-clicks, posturing, and the like. The

posture indicating "aggression" is perhaps the easiest to discern: the skathe crouching low, tail arched above its head and ready to strike.

STATS

INT -5	PER +3	WIL -2	CHA -3
STR +4	DEX +2	CON +3	SPD +5

Ability Level: 1-12+

Attacks/Damage: Sting, d6 + poison (d6, or d12 vs. demons); or as per weapon employed

Special: None

Armor: Chitin, PR 4

Hit Points: 18+



Snipes are a highly intelligent strain of mollusk native to the Sinking Land. Their shells, which measure approximately four feet in diameter, are constructed of convoluted spirals of glistening calcinate. When desiring to communicate with others, they extend an eye or mouth stalk some three feet above the earth, being burrowers by habit; they otherwise seldom emerge from the mud and mire in which they dwell.

Odd creatures, snipes are possessed of an insatiable curiosity and are usually friendly. They speak many languages, and can converse with all manner of living, and even seemingly inert, organisms. As travelers in the Sinking Land are quite rare, the appearance of such individuals elicits much excitement amongst these creatures. Snipes see and hear most everything that occurs in their territories, and will happily relate all that they know. They expect news in return, however, and will not give information unless this consideration is met. They love gossip and chit-chat, but they take exception to disparaging remarks concerning their own appearance and habits.

Despite their awkward-looking bodily form, snipes are surprisingly swift. They can move through the ground as fish swim through water, and can withdraw their eye and mouth stalks into their shells in the blink of an eye. The shells of these uncanny mollusks are valued for their beauty, and are as resistant to damage as plate armor. While snipes are not violent, they will spitefully tunnel beneath creatures who mean them harm, creating cave-ins and pitfalls.



STATS

INT +6 PER +4 WIL +2 CHA 0
STR 0 DEX -4 CON 0 SPD +2*

*(in mud/water, -6 elsewhere)

Ability Level: 2-8

Attacks/Damage: None

Special: Travel through muddy terrain with ease, multilingual, highly resistant to magic (+15 to resist magic)

Armor: Shell, PR 6 (eye/mouth stalk is unarmored)

Hit Points: 12+

Following a trip to the northern Wilderlands, Thystram and his party visited the Sinking Land. There he spent many hours sitting among the low-lying branches of a barge tree and conversing with a trio of snipes. He wrote:

"After an initial period during which the snipes regarded me with suspicion, the three became quite sociable. I told them of the lands that lay to the west of the Sinking Lands, and of the many species that I had studied during the course of my travels. In return, the trio provided me with detailed information regarding the local weather conditions, indigenous life forms, and recent occurrences in the region. One of the snipes expressed an interest in naturalism and questioned me at length about the life cycle, behaviors, and mating habits of my species, an unusual role reversal that gave me pause to ponder the curious nature of those who pursue my chosen profession."

STRIDER

Striders are large, bipedal predators resembling a cross between a reptile and flightless bird. They stand over seven and a half feet in height, weigh upwards of 800 pounds, and can carry as much as 600 pounds without great difficulty. The natural defenses and weaponry of these creatures are quite impressive. Their scaly hide is as tough as leather armor, a ridge of bony spines providing extra protection for the head and neck.

Despite their size, striders are surprisingly swift and sure-footed. The curved beak and sharp talons of a strider are capable of rending the thickest hide, and the creature's tail may be employed to grasp or whip prey, as desired. The crimson-skinned Kang have long employed striders as war steeds, a task to which these fierce beasts are well-suited.

A somewhat smaller, green-scaled relative of the strider, called the marsh strider, is native to the swamplands of southwestern Talislanta. Marsh striders may be trained for use as steeds, but must be kept muzzled at all times due to their irritable nature.

STATS

INT -4 PER +2 WIL 0 CHA 0
STR +6 (+4 for marsh striders) DEX 0
CON 0 SPD +6 (+7 for marsh striders)

Ability Level: 1-4

Attacks/Damage: Bite, d4; talons, d8; tail, d4 or used to grasp prey

Special: Claws can easily pierce leather armor, webbed talons allow swift movement in swampy terrain (marsh strider only)

Armor: Hide, PR 2

Hit Points: 18+



Subterranoïds are massive bipeds whose powerful forms are clad in heavy exoskeletal armor. A pair of tusklike spikes protrude from their jaws, lending them a fearsome aspect. In combat, they wield strange-looking swords made of a rare metal known as black adamant – a material normally associated only with practitioners of the dark arts.

Practically nothing is known of the Subterranoïds' lifestyle, habits, or customs, though it has been observed that these creatures are unaffected by heat or flame. Able to see in total darkness, they are sensitive to strong light, which causes them pain.

Bands of ten to forty Subterranoïds sometimes tunnel up from the depths to prey on the settlements of such peoples as the Gnomekin and Darklings. Though slow-moving, they are strong enough to batter down fortifications and barriers with their bare hands.

STATS

INT -2 PER +1 WIL +4 CHA -5
STR +7 DEX -2 CON +5 SPD -4

Ability Level: 6-18+

Attacks/Damage: Tusks, d6, or black adamant sword, d12

Special: Immune to heat and fire, see in darkness, sensitivity to strong light

Armor: Exoskeletal plates, PR 4

Hit Points: 15+

While exploring a section of the Underground Highway, Thystram encountered a band of Subterranoïds. He described the incident in his book, *Subterranean Flora and Fauna*, as follows:

"As our party proceeded along the tunnel, we became aware of a grinding, rumbling sound, growing louder by the second. A moment later, a section of the tunnel wall just ahead of us collapsed into rubble. Through a cloud of dust we saw a group of creatures stranger than any we had seen since entering this subterranean world—misshapen humanoids, their powerful frames covered with heavy exoskeletal plates. Two of the creatures stood over eight feet in height; the rest were somewhat smaller and armed with odd-looking iron weapons. I brought forth a wand of radiance and held it aloft, and the creatures withdrew. The rest of my party did the same, having no desire to engage with these awful-looking beings."



TALOSIAN

Talosians are an advanced type of automaton created by the Archaens many millenia ago, before the time of The Great Disaster. These constructs resemble animate brass statues, five or six feet in height, with metallic features sculpted to resemble the sages and scholars of a bygone age.

Talosians were built to serve, and unless attacked or threatened, will eagerly interact with most types of entities. While they are capable of independent thought and action, these arcane automatons were only programmed to be proficient in one or two specific Skill-sets or areas of expertise, such as:

- Scribe: automatons who record everything they see or hear, retaining this information in memory for future use or dissemination.
- Translator: automatons programmed to speak, comprehend, and read many different languages, including ancient/dead languages.
- Pilot/Navigator: automatons programmed with a near-faultless sense of direction, enabling them to pilot and navigate most types of windships .
- Archivist: automatons whose memory banks contain information on up to three possible subjects, such as Botany, History, Biology, etc.

Very few Talosians survived the Disaster, though some may still be found in the ruins of ancient Archaen cities. Those that survived may be badly damaged, or missing certain vital parts. Others may be intact but inert, their radian crystals having been drained of power over time. The only folk of the present age who possess the skills needed to repair and/or reanimate a damaged or malfunctioning Talosian are Sindarans, Yassan, and possibly certain of the most accomplished Kasmiran Trap-Mages.

STATS

STR +0 DEX -1 CON +2 SPD -1
INT +2 WIL +3 PER +1 CHA -1

Special: Fire Resistance

Language: ancient Archaen and any 2 other languages from ancient times.

Special Ability: only as per programming.

Gear: typically, none

Ability Level: 5+

Hit Points: 18



The tarkus is a fierce carnivore native to the Greylands region of Quan. The appearance of these creatures would seem to bear out the theories of Mandalan savants, who claim that the species was created in ancient times by the process of sorcerous hybridization.

Indeed, tarkus possess an uncanny combination of physical attributes. Their bodies resemble a cross between mangonel lizard, raknid, and tundra beast; overlapping plates of bone protect the head, neck, and upper torso, and a thick coat of fur covers the tarkus's limbs and underside. The creature has the long fangs and claws of an exomorph, yet its features are vaguely reminiscent of a horned land dragon.

The tarkus's abilities are similarly diverse. Though they may measure over seven feet in length and weigh as much as 500 pounds, they are tireless runners, and can match a greymane stride-for-stride over short distances. A tarkus can track prey by scent over almost any type of terrain, and have fairly acute night vision. In the wild, they prey on all sorts of creatures, including striders, Saurans, and even raknids.

The Kang know the secret of breeding and training tarkus, feats requiring no small degree of caution and

expertise. Kang tracker units employ chained tarkus when patrolling the borders of their empire, and use them to guard their outposts and installations. The creatures serve well in either capacity, though they are quite violent and can only be controlled by skilled handlers.

STATS

INT -2	PER +6	WIL +4	CHA 0
STR +6	DEX 0	CON 0	SPD +6

Ability Level: 6-9+

Attacks/Damage: Bite, d8; claws, d8

Special: Track prey by scent, night vision, can run as swiftly as a greymane for distances of up to 1 mile

Armor: Scaled hide, PR 3; leathery limbs and underside, PR 1

Hit Points: 15+



CARLOS
VILLAS
-21-



Thrax are a vile race of hybrid humanoids created in ancient times by the Torquar, a cult of Necromancer-Priests infamous in Talislantan history as the vilest and most murderous practitioners of the Black Arts. Like their creators, Thrax had a well-deserved reputation for cruelty, and for an utter lack of compassion or mercy. Their makers designed them to serve a single purpose: the making of the weapons of mass destruction, including giant siege engines, deadly poisons, and toxins.

Having no other skills to speak of, the Thrax were eventually killed off during the savage tribal wars that followed The Great Disaster. While none have been seen since then, certain Xambrian Wizard Hunters believe that many more still exist, preserved in the sorcerous vats that the Torquar and others used to grow such hybrid neomorphs in ancient times. It is believed that the Rajans, Ur, and others would have great interest in obtaining live Thrax, should these vats be located and the entities within reanimated.

Thrax were described as being approximately five feet in height and frail of build, with a somewhat hunched posture. They were said to have leathery skin, a deathly white in hue, with heavy brows, sunken eyes, and a wide mouth filled with multiple rows of small, sharp teeth.

Thrax preferred to dwell in darkness, and wore dark sand-goggles and leather face-masks to protect themselves from the harsh rays of the twin suns. They dressed in hooded cloaks, tunics, boots and spiked gauntlets made from heavy beast-hide. Beneath their masks and hooded cloaks, all Thrax were said to have borne a peculiar symbol branded on the forehead, marking them as members of their clan. Some say that this symbol was an old Archaen warning sign meaning “poison”.

STATS

INT +1	WIL +0	PER +2	CHA -4
STR 0	DEX +2	CON +4	SPD +1

Ability Level: 4-10+

Attacks/Damage: by weapon type; typically Spring-blade staff (d6 + d10 poison), Spring-knife (d4+ d8 poison)

Special Abilities: immunity to poisons and toxins

Armor: heavy leather cloak and gloves PR 3

Hit Points: 13

The Tundra Beast is a fierce species of quadrupedal carnivore native to the frozen wastes and coniferous forests of northern Talislanta. They stand up to five feet high at the shoulders, weigh over 600 pounds, and are protected by a heavy coat of thick white fur that affords protection from cold weather and makes them difficult to spot against snowy or shadowy backdrops. The only natural enemies of these large carnivores are frostweres.

Tundra Beasts generally hunt in packs, numbering from four to twelve individuals. They are quite aggressive, even large creatures such as the wooly ogriphant being subject to their depredations. Tracking by scent and sound, Tundra Beasts will follow prey across vast stretches of territory. They attack by latching onto their chosen victim with their jaws, using their long claws to shred the victim to bits. The main sources of food for Tundra Beasts are snowmanes, young muskronts, and careless or overbold adventurers.

Tundra Beasts are sometimes trapped for their warm, thick hides, which can bring in over 150 gold lumens in many regions. The Jaka of Yrmania are especially fond of these hides, and also have a liking for the Tundra Beast's three-inch-long fangs, which are used to make many useful tools.

On rare occasions, two-headed Tundra Beasts are sometimes found; a mutation likely caused by the tendency of these creatures to travel in regions of Urag that have been contaminated with toxic alchemical wastes.



STATS

INT -4	PER +6	WIL 0
CHA 0	STR 0	DEX +4
CON 0	SPD +4	

Ability Level: 9-12+

Attacks/Damage: Bite, d8

Special: Resistant to cold, tracking by scent, difficult to spot in snow

Armor: Thick fur, PR 2

Hit Points: 20+

Urthrax are an insidious species of vermin found throughout the continent of Talislanta, from the desolate wastelands of Khazad to the Jungles of Chana and beyond. Adult members of the species average about three feet in length and weigh about 25 to 30 pounds.

Urthrax are disgusting, despicable creatures, devoid of any redeeming qualities. They resemble six-legged lizards, their fanged jaws dripping streamers of slime, their pores exuding a reeking ooze. Two blinking ocular organs, each set at the end of a pale, six-inch stalk, serve as the creature's eyes. A row of spiny bristles runs from the back of an urthrax's misshapen head to the end of its tail, affording it some protection from grasping predators.

Urthrax are exceptionally prolific, reproducing at an astounding rate; the naturalist Thystram estimated that a single female may give birth to as many as two thousand spawn in its lifetime, an average of about six years. Though smallish in stature, they are most dangerous when encountered in numbers; a swarm of urthrax can pose a threat even to large predators.

Urthrax dwell in filth, and are most commonly found in sewers, cesspools, brackish waters, and graveyards. They subsist on all manner of organic wastes and are unaffected by most sorts of pollutants and toxins. Protected by a cartilaginous exoskeleton and a nauseating stench, urthrax are generally threatened only by larger predators such as skalanx. The bite of these wretched creatures is believed to cause any number of afflictions, including the Red Death.

STATS

INT -6 PER +5 WIL 0 CHA 0
STR -4 DEX +7 CON +10 SPD +7

Ability Level: 4+

Attacks/Damage: Bite, d6 (2 in 20 chance of contracting a disease); claws, d4

Special: Emanate vile odor (roll vs CON or incapacitated due to nausea, range 10 feet), immune to toxins and poisons

Armor: Thick hide, PR 2

Hit Points: 6+





The vantic can best be described as a centipede from a nightmare. Sinuous, multi-legged, and ten to fifteen feet long, it has an armored and segmented carapace, disturbingly humanoid facial features, and a pair of scything mandibles appending from an undershot jaw.

Originally native to the Midnight Realm, vantic were accidentally brought to Talislanta by Ebonite soul traders. This invasive species can now be found throughout parts of the Shadow Realm, Sinking Land, and Wilderlands.

Vantic make their lairs in caves and underground warrens, emerging at night to hunt for prey. Though their main source of food is moldworms and various types of small vermin, vantic will also attack larger creatures. The vantic's vice-like mandibles exude a powerful narcotic venom that can render even large creatures unconscious in seconds. This substance is contained in a pair of sacs located within the creature's jaws, and is greatly valued. In small doses, it is an effective anesthetic. Added to a drink, it can be used to drug or knock out a victim, and so is favored by spies, thieves, and the like. Mixed with black arrack, it is a powerful narcotic and euphoric that is favored by Zoab and Brood, and sold under the name "*black vantic*."

STATS

INT -5	PER +2	WIL 0
CHA 0	STR +2	DEX +2
CON +2	SPD +2	

Ability Level: 3-6

Attacks/Damage: Bite, d6 + paralytic venom (roll vs CON roll or paralyzed for one hour per level of the vantic)

Special: Paralytic venom has narcotic properties

Armor: Tough carapace, PR 4

Hit Points: 30+

Vasp

The vasp is a giant, carnivorous insectoid native to the Volcanic Hills and Wilderlands regions. These fearsome creatures stand up to ten feet in height, with segmented bodies covered in metallic green scales. Despite their size and ungainly appearance, vasp are surprisingly quick and capable of leaping up to thirty or forty feet at a bound.

Vasps are solitary creatures that hunt alone, often after dark. Their favored prey is raknid warriors who have wandered too far from their hive. Vasps are not particular, however, and exhibit an equal preference for Saurans, land lizards, Araq, and men. After the mating season, a brood of vasp will occasionally band together to attack a raknid hive, though such occurrences are believed quite rare.

A vasp will usually attack by leaping upon its chosen prey, holding it down with its pincers, and stinging its victim to death. The creature's sting can penetrate even metal armor and produces a caustic venom that dissolves the victim's flesh and internal organs. While the toxin is taking effect, the vasp wraps its prey in a silky cocoon and drags it back to its lair, typically a cave or underground tunnel, to be consumed at its leisure.

Vasps are instinctive rather than intelligent creatures. They are heavily armored and have no known natural enemies. These insectoids are distinguishable by a characteristic clicking of the mandibles, audible at distances up to 50 feet. They do not make webs, but sometimes use silky guidelines when climbing sheer surfaces.

STATS

INT -12 PER +3 WIL +7 CHA -10
STR +7 DEX +6 CON +6 SPD +4

Ability Level: 8-16

Attacks/Damage: Pincers, 2d6; sting, d6 + poison (d4 per round for 10 rounds); mandibles, d8

Special: Leap up to 40 feet; sting can penetrate metal armor; night vision; spin silky webbing

Armor: Metallic scales, PR 4

Hit Points: 16+



Vennin are serpentine creatures of a bright crimson color, with strangely sinister features replete with horns and a forked tongue. The Jhangarans call them devil-snakes, and for good reason: though vennin average a mere 10-12 inches in length, these creatures are among the most venomous of all known Talislantan lifeforms.

Vennin exude a deadly toxin that is odorless and almost impossible to detect. Anything a vennin touches or rubs against will become tainted with this substance, which acts like a powerful and insidious contact poison.

Exposure to even a tiny amount of this toxin is sufficient to cause dizziness (1-4 hours), or in slightly larger doses, terrifying hallucinations (1-2 hours), coma (24 hours), and eventually death. The creature's bite invariably leads to death, typically in just a few seconds.

Vennin venom is highly valued as a trade good by the Za. They will go to great lengths to obtain this substance, which is used to make blade-venoms, as well as a rare and costly antidote for this venom.

STATS

INT +2	PER +1	WIL +2	CHA -3
STR -6	DEX +0	CON +0	SPD -1

Ability Level: 1-4

Attacks/Damage: Bite, 1d2 + Venom (CON -12, failure results in 1d10 damage per round for 10 rounds.)

Hit Points: 5



The Verdir are a race of sentient plant creatures who dwell in the Aberrant Forest. They stand up to seven feet tall and are slim and willowy in appearance. Verdir have skin the color and texture of new grass, and an elongated cranium decorated with a mane of yellow-green leaves is typical of members of this unusual species.

The Verdir are a benevolent folk and hospitable to outsiders. They make useful tools and implements from woven vines, leaves, gourds, and roots, and have domesticated a species of giant insectoid known as the cibant, which they employ as a steed and beast of burden. Verdir live in fanciful settlements constructed of living plants, supported atop the spreading leaves of a giant lotus. These floating settlements are located among the many small lakes that dot the region.

STATS

INT 0 PER +2 WIL 0 CHA 0
STR 0 DEX +2 CON -1 SPD 0

Ability Level: 4+

Attacks/Damage: None; if threatened, Verdir ride away on their cibants.

Special: Commune with plants, natural camouflage (-8 to detect in woodlands)

Armor: None

Hit Points: 10+

Thystram visited among the Verdir for a time and found them a sociable, even affable race. In an account of his trip to the Aberrant Forest, he wrote:

“The Verdir enjoy the good life and have a festival for almost every occasion. These events are typically marked by much singing, dancing, and lovemaking, accompanied by plentiful quantities of intoxicating powders, fermented juices, and hallucinogenic fungi. The Verdir seem able to tolerate such excesses without apparent ill effect. The same cannot be said for other living beings, such as the members of my party; all of us required nearly a week to recover from the aftereffects of a relatively minor celebration, which I believe was held in honor of a certain flower that had blossomed earlier that day.”



Vores are repulsive creatures that resemble rust-brown, segmented leeches, typically one to two feet in length. They subsist on the blood of other creatures, attaching themselves to a victim by means of a row of barbed fangs that encircles the creature's entire mouth. Once a vore has attached itself to a victim, it is almost impossible to remove; even in death, the creature's jaws remain locked in place. Worse yet, the bite of a vore can carry a dreaded disease known as Black Fever.

Vores nest in writhing knots comprised of as many as forty individuals. They can be found in most regions, living under rocks or amidst the scattered debris of ancient ruins and battlegrounds. At night, they crawl forth to search for food to keep their nest sustained, though in times of deprivation, they often resort to cannibalism.

STATS

INT -6 PER +1 WIL +2 CHA +0
STR -5 DEX +1 CON +0 SPD +2

Ability Level: 2-5

Attacks/Damage: Bite, d4 + d4/round from blood loss.

Special Abilities: Intractable bite (STR -5 to pry jaws open), Disease carriers (CON -10 or contract Black Fever)

Hit Points: 6

Wanderers Of Ashann

The Wanderers are believed to be the last of a race of mystics whose civilization was destroyed during the Great Disaster; some believe they may be related to an ancient folk known as the Withen. According to legend, these people once lived in a massive, serpentine maze that was a giant construct capable of moving across the land on its own.

Eight feet in height and angular of build, the Wanderers dress in loose-fitting, white robes, which completely hide their features. Each carries a magical staff engraved with the symbol of a single eye, set in the center of a silver pentacle. The Dracartans of Carantheum know something of these strange folk, who they say once provided aid to their nomadic ancestors. According to them, the Wanderers are sightless, and must rely upon their magical staves to see. Having no desire to interfere in the affairs of others, the Wanderers will answer if addressed, but will never initiate a conversation or prolong any discussion by asking so much as a single question.

The full extent of the Wanderers' mystic abilities is not known. It is an accepted fact, however, that the Wanderers wield great power. By focusing their mystical energies, they can keep hostile creatures or beings from their presence, or render ineffective even the most potent spells and incantations. It is little wonder, then, that the Wanderers are shunned by most Talislandans, who - like people everywhere - fear that which they cannot comprehend.

STATS

Attributes: Variable; any attribute may be as high as +5 except CHA (rated at -10 in terms of other beings)

Ability Level: 10+

Attacks/Damage: As per spell or staff

Special: Primary spell casting skills (Mysticism or Wizardry), ability to focus mystic energies

Armor: Unarmored

Hit Points: 35+

Weirdlings, also known in folklore as wish-gnomes, are smallish humanoid creatures that inhabit the dreary forestlands of Werewood and, less commonly, the Wilderlands of Zaran. Some believe these strange creatures are related to the race of Gnorls, though such theories have never been proven. They are quite odd-looking, with shriveled features, yellow-ish skin, and black, beady eyes. Most stand from two to three feet in height and have gnarled or spindly bodies.

Weirdlings are extremely eccentric and are noted for their garish tastes in decor and dress. Scavengers by trade, they collect bangles, geegaws, and curios of all sorts. They hoard their treasures in underground burrows, stealing forth at night to pilfer items from other woodland creatures and unwary travelers. Weirdlings are skilled thieves and are often bold beyond belief. Tales of weirdlings sneaking into the lairs of ferocious predators such as malathropes are not as uncommon as one might reasonably expect.

According to legend, each weirdling can grant up to thirteen wishes in its lifetime, which may span over one thousand years. If caught by another creature, a weirdling must grant it one of its wishes or give up its treasure, as the captor demands. As these creatures are miserly by nature, parting with either of these commodities causes weirdlings the greatest dismay, except in one instance. The thirteenth and final wish a weirdling may grant is always cursed, and will bring about the opposite of what is requested.

No matter what method is employed, a weirdling cannot be made to reveal how many wishes it has left. It should also be noted that harming a weirdling, or taking so much as a single coin of its treasure, releases the weirdling from its obligation to bestow a wish.

STATS

INT +4 PER +3 WIL +5 CHA 0
STR -4 DEX +5 CON +3 SPD 0

Ability Level: 1-6

Attacks/Damage: Bite, d2; or as per weapon employed

Special: Natural thieving talents (as per level + DEX), grant wishes (similar in power to a spell cast at 20th level), spellcasting skills (Wizardry)

Armor: None **Hit Points:** 12+

Thystram spent the latter part of his long life searching for a weirdling's lair, but without success. Towards the end, he became convinced that the creatures were nothing more than the stuff of legend and myths. Yet some say that, as he lay on his deathbed, a visitor arrived wearing a dark, hooded cloak. Thystram's nurse described the visitor as "uncommonly short, with a strange air about him."

The visitor stayed only long enough to whisper something in Thystram's ear, to which the old naturalist muttered something in a weak voice. The next morning Thystram was gone, and was neither seen nor heard from again.





These fearsome creatures are considered by scholars to be a cross between Ur, beastman, and lycanthromorph (a species of shapeshifting man-things believed to be extinct). They are huge and ugly, standing nearly seven feet tall and having deep-set eyes and curved, yellow tusks. Both their hands and feet are equipped with talons, and their hunched and muscular torsos are covered with coarse, grey-black fur.

Werebeasts are vicious carnivores who hunt only by night, laying dormant in caves and barrows during the daylight. They are rather stupid, and will attack and devour almost anything that moves. Werebeasts tend to hunt in small packs, which may number from three to seven individuals. The largest and strongest member of the pack is generally its leader, though fierce fights to establish dominance are thought to be quite common amongst these bestial creatures. Werebeasts can track prey by scent, and have superior night vision and keen hearing.

STATS

INT -5	PER +3	WIL 0	CHA 0
STR +6	DEX 0	CON +3	SPD 0

Ability Level: 2-12+

Attacks/Damage: Bite, d8; claws, d12

Special: Keen hearing, track prey by scent, superior night vision

Armor: Thick hide, PR 2

Hit Points: 20+



Whisps are diminutive creatures who dwell in forests, swamps, and other wilderness areas. There are several known types, all of which exhibit certain basic similarities. Most range in height from one to six inches, are slender and somewhat frail, and have delicate, butterfly-like wings. They are exceptionally swift fliers, capable of the most incredible aerial acrobatics. To varying degrees, all are mischief-makers who find joy in tormenting other creatures and beings.

The most common types of whisps are:

Wood whisps are the wisest of their kind, and generally the least mischievous. They know all the secrets of the woodlands in which they dwell, but will rarely reveal what they know to mortals.

Water whisps are very shy, usually keeping to the streams and ponds in which they make their homes. They live in “castles” made of air bubbles and gossamer, coming forth to splash or spy upon creatures who stop to refresh themselves in their watery lands.

Night whisps are the most obnoxious of these creatures. Nocturnal by nature, they find amusement in creating misfortune for other creatures, and can be quite cruel.

Whisps can often be bought off with bribes of cakes, sweetmeats, or wine. If attacked, they will flee, only to return later with reinforcements. When angered, whisps can become quite nasty. Though few know any but the most minor spells of elemental magic, whisps are adept in the creation of clever traps and snares, and know how to concoct various toxic substances from the juice or pollen of plants.

Some folk claim that the best way to be rid of whisps is to ignore them, until they become bored and leave. Others suggest ample doses of whispbane, live serpentvine and yellow stickler, or noxious magics, as a surer remedy for these tiny troublemakers.

STATS

INT +1 PER +4 WIL -2 CHA 0
STR -10 DEX +8 CON 0 SPD +8

Ability Level: 1-4+

Attacks/Damage: d2 with diminutive weapon; or as per spell employed

Special: Spellcasting (Elemental and Natural Magic), flight (or swimming, for water whisp)

Armor: None **Hit Points:** 1-4+



Zaratan are giant sea creatures native to the Far Seas and other temperate, watery regions. The size of these normally docile beasts is quite impressive. Few adult zaratan measure in at less than 20 feet from head to tail, and specimens over twice this size have been reliably reported.

The Sea Nomads of Oceanus have domesticated these gentle beasts, and employ them for a variety of useful purposes, including transportation, construction of new floats, and food gathering. The more aggressive females are used in military operations, and can be taught to ram intruding sea vessels. Zaratan themselves are practically impervious to harm; their bodies are covered with thick scales nearly as tough as plate armor and almost a foot thick. Zaratan have heavy claws and horned beaks, but will only attack other creatures if greatly provoked.

The presence of even a few zaratan is usually sufficient to discourage the depredations of most aquatic predators, including rainbow kra and sea scorpions, both of which are

hesitant to linger within ramming range of these aquatic behemoths. Herds of zaratan have been known to drive off sea dragons or sink entire fleets of ships.

STATS

INT 0	PER 0	WIL 0	CHA 0
STR +7	DEX 0	CON +7	SPD +2

Ability Level: 4-16+

Attacks/Damage: Bite, d10; claws, d12; ram, 2d12

Special: Swimming, water-breathing, resistance to heat and cold

Armor: Thick shell, PR 6

Hit Points: 30+

Elementals are extra-dimensional entities that originate from the Elemental Plane. While they can take on humanoid form when desired or needed, these beings prefer to blend into their surroundings, adopting natural forms such as trees, boulders, pools of mud, clouds of mist or dust, sand dunes, wisps of smoke, and other aspects of the natural world. Only very close examination may reveal that these seemingly innocuous substances are actually living entities capable of movement and speech.

All elementals possess the following characteristics:

- In a single round, an elemental can create, move or manipulate a volume of material with a diameter up to one foot per it's level of ability. For example, a 10th level earth elemental can create a tunnel through earth and soil that is up to 10 feet long and 10 feet in diameter, per round. An 10th level air elemental could create 10 x 10 x 10 bubble of breathable air, or cause the winds to blow in a similar-sized area; a stone elemental can create 10 x 10 x 10 feet of stone walls, bridge, or other structure; and so on.
- Elementals are immune to all forms of attack except magical weapons, opposing elemental forces, or negative energy.

STATS

INT -4 PER +5 WIL +5
 CHA +0 STR +5 DEX +5
 CON +5 SPD +5

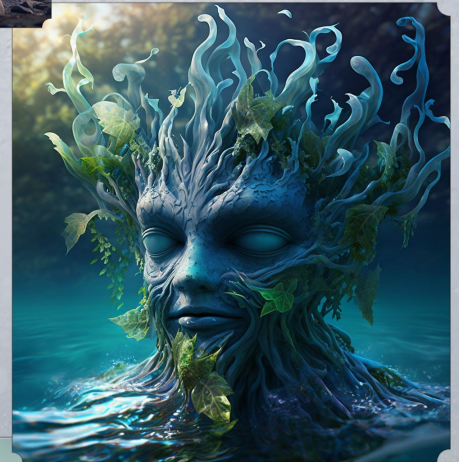
Size: 1 foot in height per level

Ability Level: 1-20+

Attacks/Damage: elemental energy attack (type based on the elemental) that inflicts 1d4 +1 per level, with a range of 10 feet per level

Special Abilities: innate ability to cast spells of Natural or Elemental Magic at a rating equal to their level, plus abilities stated above.

Armor: None **Hit Points:** 2 per level



EXTRA-DIMENSIONAL ENTITIES

AVATAR

Avatars are powerful extra-dimensional entities who hail from both the lower and upper realms of the Astral Plane. On their home plane, Avatars appear as non-corporeal spirit-forms, but if summoned or sent to the material plane by magic, they are able to manifest as corporeal beings.

These winged beings have long been regarded with awe by mortals, who in many cultures refer to them as “angels” - or “angels of death”. In fact, the mere appearance of these entities causes all mortal beings who see them to roll vs WIL or be awestruck, and temporarily unable to speak or move (duration 1-4 rounds)

There are two types of Avatars: Paramanes, who hail from the upper realms of the Astral Plane, radiate an aura of light, and are sometimes known as Guardians; and Necromanes, who hail from the lower realms, radiate an aura of darkness, and are sometimes known as Reapers. Both types are formidable, the most powerful of their kind being on a par with Greater Shaitan or Greater Cthonian Demons.

Legends describe Avatars as servants of the Gods, harbingers of Death, or both; the details vary from one religion to another. Those who serve a higher or lower Power

may be sent to other planes, typically to deliver a message or to perform a service. Avatars can also be summoned by magic, though it can be dangerous to do so. For these entities possess potent magical abilities, and have little patience for mortals who would dare to summon them for purposes that they deem trivial.

STATS

INT +5 PER +10 WIL +10 CHA +10
STR +10 DEX +5 CON +10 SPD +5

Ability Level: 20-30 +

Attacks/Damage: d10 (energy damage), or as per spell/weapon employed

Special Abilities: Flight, appearance causes awe in mortals, Spell Casting (Invocation for Paramanes, Necromancy for Necromanes), detect invisible/astral/ethereal entities, immunity to non-magical weapons, teleport and dimension travel at will

Armor: Unarmored

Hit Points: 40 +



The following is a list of entities that, while originating from other planes of existence, may be encountered in Talislanta; either via the spells of magicians of certain Orders, through extra-dimensional rifts and gates, or their own abilities and machinations.

CTHONIAN DEMONS

Cthonian demons are evil, chaotic entities that hail from the depths of the lower planes, in a dimension known appropriately as the Demonrealms. They are basically humanoid in shape, and are hideous in appearance, typically having twisted visages, bat-like wings, horns, barbs, spikes, fangs, and claws.

Cthonian demons are intelligent, but are so consumed by an almost mindless hatred of all other creatures and beings. Unlike Shaitan, they care nothing for riches or power, but exist only to destroy. Cthonians feed on all sorts of matter and energy, in the process absorbing and adopting the nature of whatever they consume. Thus these creatures can take the form of elemental forces and substances such as fire, ice, plants, drought, and plague, or even less tangible things like darkness, panic, and despair. On their nightmarish home plane, Cthonian demons prey upon each other in an endless cycle of pain, but when these creatures find their way into other dimensions, they are capable of causing great carnage, suffering, and death.

The weakest Cthonian demons measure barely an inch or two in size, and pose little threat to other life. But as they grow in size, these creatures also grow in power, and can become capable of great destruction, possibly even spawning other, lesser demons. Regardless of size, however, all Cthonians bear a heart-stone, a jewel resembling a black diamond that bears magical properties and can fetch quite a price on the market. Larger, more powerful demons have larger heart-stones; Tarteran demon-hunters in particular seek these prizes for money and renown.

Ariane mystics from the Maze-City of Altan have long theorized that Cthonian demons are an integral part of the omniverse's eternal cycle of creation, destruction, and renewal. The Shaitan and Black Savants disagree, regarding Cthonians as useless creatures at best, murderously destructive at worst, that pose a dire threat to the entire omniverse.

Cthonian demons are susceptible to harm by silver, enchanted weapons, magic, and others of their own kind. They can also be fought with substances that are opposite in nature to the specific demon, such as using water against

a fire demon. Non-magical weapons and most natural creatures are powerless to do harm to a Cthonian demon, which is another reason these creatures are so greatly feared.

Known Types of Cthonian Demons

Cthonian demons are categorized according to their level of power, as follows:

- **Minor Cthonian Demons** (Level 1-3)
 - These imp-like entities typically measure just a few inches in height. They are generally more of an annoyance than anything else, though in numbers they are capable of causing considerable damage.
- **Lesser Cthonian Demons** (Level 4-10)
 - These creatures may grow six to twelve feet in height, and can be quite dangerous. Such entities are often summoned by practitioners of black magic, who use them for their own dark purposes. In Talislanta, the so-called Ice Giants of Narandu are often categorized as lesser demons.
- **Greater Cthonian Demons** (Level 11-20)
 - Entities of this level of power are extremely dangerous and destructive, and can grow to over 20 feet in height. The destructive and chaotic forces unleashed by these creatures can affect large areas or even entire regions. It is theorized by some Talislantans that the so-called Ice King of Narandu is actually a greater Cthonian demon of such immense size that it has frozen an entire country in perpetual snow and ice, and spawned a veritable horde of lesser demons.
- **The Six Arch-Demons of the Apocalypse**
 - Little is known for certain about these entities, who some believe may exceed 1000 feet in height and wield immense destructive power. Legends say that if the six arch-demons of the apocalypse were ever summoned to the same place at the same time, it would result in the destruction of the entire Omniverse. It is believed that ages ago, a cabal of powerful magicians joined forces to imprison the six arch-demons in six unbreakable matrices of magical force - and that ever since, certain other powers have sought to locate and release one or more of the arch-demons for their own plans. Chief among these are the Sepharans, a cult of symbolators from the lower planes who revere the six Cthonian arch-demons as deities.

These ghastly entities resemble skeletal, horned humanoids with hideous, skull-like visages and long talons. They are found only in arid regions, but groups of drought demons that wander into fertile areas can turn such places into barren wastelands with ease.

Drought demons emanate an aura that can kill all types of plants and fungi, turning arable land into desert. The deadly touch and bite of these demonic entities can quickly drain the moisture from a living creature's body, leaving behind a dry, desiccated husk.

Drought demons are vulnerable to life-based magic, such as healing spells and spells of natural magic that encourage the growth of plants.

STATS

INT +5	PER +3	WIL -3	CHA -6
STR +2	DEX 0	CON +4	SPD -1

Ability Level: 6-10+

Attacks/Damage: Claws, d6; bite, d4, plus dehydration (1 point per level of the demon)

Special: Aura of drought (radius equal to 10 feet times the demon's Ability level: plants and fungi wither and die within a few minutes, trees and plant-based lifeforms can take several hours to die)

Armor: Papery hide, PR 1

Hit Points: 20+

These massive, slow-moving entities are composed of soil, mud, or clay, and may stand up to 20 feet in height and weigh several tons. They attack by bludgeoning their intended victims, and the largest sorts are even capable of burying creatures alive by turning into a landslide and engulfing their victims.

Earth demons can manifest in any type of region where soil is present, except deserts (see sand demon and sandstorm demon). They can also move through the ground, and travel unseen below the surface. In such cases, mild to severe earth tremors may serve as the only warning that an earth demon is nearby, until it emerges to attack.

In swampy regions, this type of demon can manifest as a mud demon. These entities have the same properties as earth demons, but instead of a landslide-type attack, they can turn into a bog or quickmire, causing victims to sink into their deadly grasp. Neither type of demon can pass through

any large or running body of water without dissolving into harmless silt.

STATS

INT -1 PER -2 WIL +5 CHA -6
STR +8 DEX -5 CON +10 SPD -2

Ability Level: 7+

Attacks/Damage: Fist, d10 (up to three attacks); landslide, 2d20

Special: Pass through earth, mud, and stone at will

Armor: Stony exterior, PR 8

Hit Points: 40+



Fire-imps are tiny quasi-demons that rarely measure more than 1-2 inches in height. Compared to the much-larger Pyro-Demons, they seem to be relatively harmless. That is not the case, as fire-imps seem to enjoy nothing more than starting fires, burning things, and whenever possible, causing pain to living creatures of all sorts.

Fire-imps seem to emerge by spontaneous generation in volcanos, lava flows, and sometimes in metal forges. Nearly weightless, they can float on the winds for miles, searching for flammable materials on which to prey. Anything from wooden cargo drays to clothing and even fur or hair can attract a fire-imp. Once suitable prey has been spotted, the imp quietly alights, sets it on fire, and begins to consume its elemental energy.

A fire-imp can be extinguished by smothering it in sand, or by pouring water on it. They are not difficult to kill: the real threat from these tiny entities is that they often go unnoticed until they have already set something - or

someone - ablaze. Of even greater concern is the fact that once it has consumed enough material, a fire-imp will multiply, spawning as many as ten more imps.

STATS

INT -2 PER +0 WIL +2 CHA +0
STR +0 DEX +0 CON +0 SPD +0

Ability Level: 1-5

Attacks/Damage: Smoldering touch, d2

Special Abilities: Spawn more imps

Hit Points: 6+

Also known as frost demons, these entities are made of solid ice, and can range from ten to over 100 feet in height. Ice demons emanate cold in a radius approximately equal to their height, and living creatures caught within this area of effect suffer damage from the extreme cold, and also loss of mobility. Ice demons can also attack by exhaling a blast of cold air that can freeze living creatures in their tracks, or by hurling heavy shards of ice

STATS

INT +1 PER +4
WIL +5 CHA -9
STR +6 DEX -2
CON +10 SPD +3

Ability Level: 13-20+

Attacks/Damage: Bite, d12; claws, d10; freezing breath, d12

Special: detect warm-blooded creatures (range 100 feet), cold aura (radius equal to height, -1 SPD per round while in area of effect)

Armor: Icy hide, PR 4

Hit Points: 44+





Made of molten magma, these semisolid demons are most often found in volcanic regions, but may emerge in almost any rocky or mountainous region by traveling through cracks and fissures in the substrata. In this way, they can sometimes be found a good distance from any area that has known volcanic activity. If these entities are subjected to extreme cold or icy climates, they can solidify and become inert.

Lava demons radiate intense heat and smoke, and can ignite most types of flammable material by touch in just a few seconds. Contact with one of these entities for more than a few seconds can melt earth, sand, stone, and even non-magical metals in a ten-foot radius. Once these substances are liquefied, the lava demon gorges itself on them.

STATS

INT 0 PER 0 WIL +6 CHA -6
STR +7 DEX -2 CON +10 SPD -2

Ability Level: 8-15+

Attacks/Damage: Fist, 2d12

Special: Ignite combustibles by touch (takes 2-4 rounds), emanate intense heat and toxic vapors in a 10-foot radius

Armor: Magma crust, PR 4

Hit Points: 50+



These demons manifest as frightful, spiked humanoids made of solid metal; typically, black iron, though their forms can be comprised of any non-magical metal except silver. These entities devour metal ore, as well as metal tools, weapons, and implements. They are practically impervious to damage except by silver, enchanted weapons, and Lava Demons – the latter are able to melt and absorb Metal Demons.

Metal demons attack by ramming or striking victims, using their hands and feet as weapons. They can alter their form to add razor-sharp blades, spikes, spines, or barbs to any part of their body.

STATS

INT +0 PER +0 WIL +7 CHA -6
STR +8 DEX -3 CON +10 SPD -2

Ability Level: 5-12+

Attacks/Damage: Claws, d12; Bite, d8; Tail, d20

Special Abilities: Two attacks per round

Armor: Metallic scales, PR 8

Hit Points: 54+



Also known as vorls, these demons resemble wraith-like humanoids comprised of swirling vapors. Mist demons are only found in regions where water is present, such as swamps, jungles, and sinkholes. They often manifest at dusk, or more commonly, very early in the morning; it is rare to see these entities in broad daylight, as sunlight and heat cause them discomfort.

Mist demons feed on moisture of all sorts, including the bodily fluids of living creatures. They seek to envelop victims and draw the moisture from their bodies, leaving behind dried husks. Mist demons can be dispersed by strong winds; intense heat and flames cause them to evaporate into nothingness.

STATS

INT +3 PER +3 WIL +2 CHA -6
STR -10 DEX +3 CON -10 SPD +2

Ability Level: 3-6+

Attacks/Damage: Suffocate, d4 per round

Special: Largely insubstantial, most physical attacks only cause 1-2 damage, regardless of form, plus any enchantment bonus

Armor: None

Hit Points: 15+

Night Demons are a sinister race of winged beings that hail from the darkest depths of the Lower Planes. Though Talislantan scholars have categorized them as demons, their name is a misnomer — they are not anti-elemental entities like Cthonian demons. Like Sepharans, they are demonoids: humanoid creatures who originate from the Demonrealms, and possess certain of the aspects of demons.

Night Demons have bat-like wings, frightful fanged visages, and sharp talons. Their eyes are white and devoid of pupils; their glossy blue-black hide is surprisingly tough, and makes these creatures essentially invisible in darkness. Unlike most types of Cthonian demons, they are intelligent, though they create no useful tools or weapons, preferring instead to steal what they need to survive.

Night Demons can be found throughout the lower planes, from the Dark Dimension to the Midnight Realm and beyond. They travel in groups ranging in number from a half-dozen demonoids to vast swarms numbering into the hundreds. Swift and near-tireless flyers, Night Demons prey on other winged creatures, and are known to raid windships and aether-borne vessels for metal weapons, riches, and food - namely, other living creatures.

The ancient Sepharans often employed Night Demons as spies, thieves, and assassins, sending them across the lower planes and even to the material worlds, including Talislanta. They are also occasionally enslaved by diabolical individuals such as Black Savants. While Sepharans of the current age continue to employ Night Demons, the majority of these creatures now operate outside of the influence of any other creatures or beings. Like actual demons, Night Demons despise Shaitan and other types of devils, especially Tarterans.

STATS:

INT 0 PER +3 WIL -2 CHA -5
STR +3 DEX +2 CON +1 SPD +5

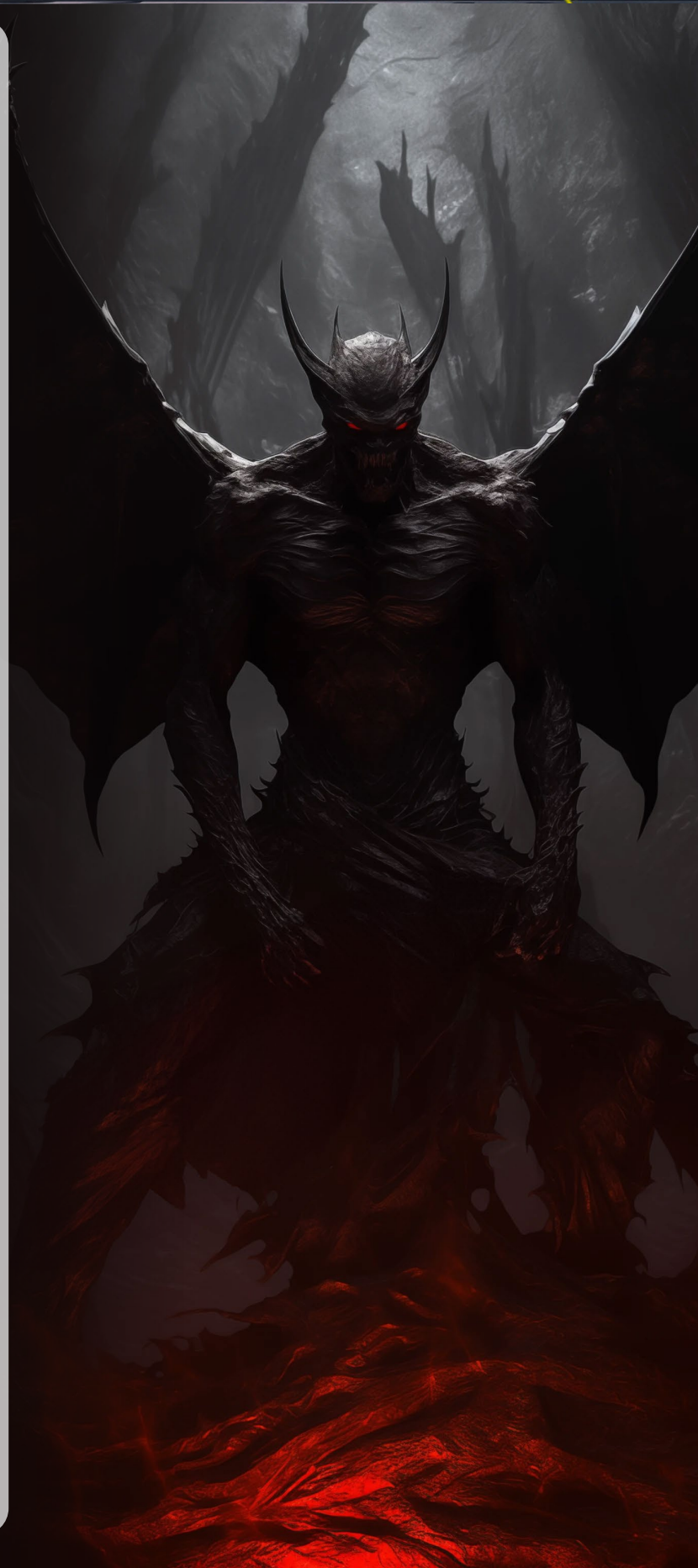
Ability Level: 8-18+

Attacks/Damage: Bite, 1d6; Claw, 1d4; Greatsword, 1d12

Special: Can see in even magical darkness, invisible in darkness or shadow, speak Elder Tongue, Immune to non-magical attacks, Susceptible to silver weapons

Armor: Hide, PR 2

Hit Points: 20





These horrid creatures resemble horned, malformed humanoids, five to seven feet in height. Their yellow-green hide is covered with oozing sores and cankers, and they radiate an aura that can spread disease and pestilence for miles in all directions. The claws and bite of a plague demon are especially dangerous, and can cause virulent diseases of many types. Plague demons are particularly vulnerable to healing spells, which inflict damage equal to twice the healing they would normally provide. A healing spell that is higher level than the plague demon will destroy it utterly. Note that healing spells used in this manner require an attack roll.

STATS

INT +3 PER +2 WIL +6 CHA -6
STR +6 DEX -1 CON +10 SPD -1

Ability Level: 5-20+

Attacks/Damage: Claws, d8; bite, d12; both cause infection (roll vs CON or suffer 1 point of additional damage per day until the infection is cured)

Special: Pestilent aura with a radius of 10 feet per Ability Level; creatures within the aura roll vs CON once per round or contract a disease (GM's option as to type)

Armor: Pustulant Hide, PR 2 **Hit Points:** 30+



These demons are made up of a swirling, raging inferno of smoke and fire. As their bodily forms are lighter than air, they can levitate, and can drift on the winds for considerable distances. As long as there is flammable material to consume, pyro demons can also move very fast across the grasslands, or through trees, wooden structures, and the like.

Pyro demons are particularly hungry even compared to the average demon, and must consume great quantities of organic materials to survive. The larger the pyro demon, the greater its hunger, and the greater its need to feed. They attack by touch, or by exhaling a gout of flame; in either case, the objective is to incinerate and thereby devour their intended targets. Pyro demons can temporarily assuage their hunger by nesting in active volcanoes, or by “swimming” in streams of molten lava. If injured or in a weakened state, pyro demons may attack lava demons to revitalize themselves.

STATS

INT +1	PER +1	WIL +7
CHA -6	STR +6	DEX +2
CON +9	SPD +3	

Ability Level: 13-20+

Attacks/Damage: Claws, d12; tail, d10; fiery breath, d12

Special: Ignite combustibles by touch, breathe fire or smoke at will

Armor: Burning hide, PR 2

Hit Points: 35

SAND DEMON

Also known as dust demons or sandstorm demons, these entities resemble a whirling vortex of smoky dust and sand, vaguely humanoid in form and standing up to 60 feet in height. Eyes like black holes in space and a fanged, gaping maw are occasionally visible within the demon's swirling form.

Sand demons are capable of flight, and wreak havoc on airborne ships and flying creatures. They can asphyxiate living creatures, or toss even fairly large humanoids up to 100 feet in any direction. Sand demons are susceptible to water-based attacks and spells of aquamancy.

STATS

INT +6 PER +3 WIL +7 CHA -6
STR +6 DEX +4 CON +10 SPD +6

Ability Level: 5-10+

Attacks/Damage: Suffocation, 1d6 +1 per ability level

Special: Flight, abilities similar to spells of Aeromancy

Armor: Largely insubstantial; most physical attacks only cause d2 points of damage plus any enchantment bonus

Hit Points: 15+



The curse of ocean-going vessels, sea demons are found in watery regions throughout the lower planes. Practically invisible in water, they possess the ability to change into liquid form, or create whirlpools and dangerous undercurrents. Sea demons are uncomfortable out of the water, and are pained by heat and fire; they are especially susceptible to spells of Pyromancy.

STATS

INT +2 PER +2 WIL +6 CHA -6
 STR +7 DEX +1 CON +10 SPD +4 (-4 on
 land)

Ability Level: 4-11+

Attacks/Damage: Claws, d12 (two attacks per round)

Special: Almost invisible in water (-8 to detect), adopt liquid form, create whirlpools and undercurrents (area of effect, 10-foot radius per Ability Level)

Armor: Elemental water, PR 3 **Hit Points:** 22





These insubstantial entities are comprised of roiling, acrid clouds of toxic smoke. They can manifest anywhere there is fire; disturbingly, lava demons and pyro demons have been observed spawning smoke demons, leaving several in their wakes. Like pyro demons, smoke demons are lighter than air and are capable of limited flight, but because their forms do not generate heat, they can only remain aloft for a short time before their bodies cool and drift back to earth. Smoke demons feed off the exhalations of all sorts of living creatures, and they attack by attempting to suffocate prey, drawing the air from their lungs.

STATS

INT +1 PER +3 WIL +4 CHA -6
STR -10 DEX +4 CON -10 SPD +1

Ability Level: 3-10+

Attacks/Damage: Suffocating smoke, d4 per round

Special: Exhale toxic clouds of smoke (10-foot radius), d8 + 1 point per level; reduce visibility (-8 to PER), hover

Armor: Largely insubstantial, none

Hit Points: 20

These powerful and slow-moving entities can be found anywhere there are large quantities of rock and stone, but are most commonly encountered in mountain ranges and canyons. Unlike Earth Demons, they are too solid to pass through the ground. They can travel underground, but must either locate tunnels or crevices wide enough to accommodate their massive frames, or make their own.

Stone Demons feed on rocks and minerals, which they crush in their powerful jaws and devour, leaving wide and irregular tunnels in their wake. Over time, they can undermine large areas, and cause cave-ins or even earthquakes. If moving and feeding above ground, Stone Demons can cause rockslides and avalanches. They have been known to damage or devour stone structures, statues, and fortifications. Stone Demons attack by battering opponents with their fists, or seek to crush them underfoot.

STATS

INT +0 PER +0 WIL +6 CHA -6
STR +7 DEX -2 CON +10 SPD -2

Ability Level: 5-20+

Attacks/Damage: Fist, d12; Trample, d20

Special Abilities:

Armor: Rocky hide, PR 4

Hit Points: 44+



WOOD DEMON

Wood demons are quasi-demonic entities that resemble twisted humanoid made of gnarled wood, with sharp wooden fangs and spiked branches in place of hair. These entities can range in size from just a foot tall to monstrous creatures standing over fifty feet in height.

Wood demons radiate a strong aura of negative energy that warps, mutates, and eventually kills plants of all sorts. Though plants are their preferred prey, these entities will attack most sorts of living creatures, using their knotted claws to batter or rend their victims limb from limb.

It is said that wood demons and Narada were natural enemies. If warned by their brethren that a wood demon is near, Narada would respond as quickly as possible to help eradicate the threat - particularly if the wood demon posed a threat to other intelligent plant species such as Green Men, Verdir, or Mang.

STATS

INT +5 PER +6 WIL -2 CHA -6
STR +4 DEX -2 CON +3 SPD -1

Ability Level: 3-10+

Attacks/Damage: Hardened Claws, 2d6;
Draining touch, d8 (CON -8 to resist half damage)

Special Abilities: Sense living souls
(100' range)

Armor: Bark-like hide, PR 3

Hit Points: 30+



Sepharans are an ancient and sinister race of humanoids who are said to hail from the Void, a mysterious region of the lower planes that borders the Demon Realms. Dark and brooding by nature, they exhibit a deathly white pallor, their bodies tattooed head to toe with strange occult symbols. Both the males and females sport a head of writhing tendrils in place of hair, and a sinister, three-eyed countenance; the Sepharan's third eye possesses black magical properties (see Special Abilities, Sepharan Third Eye)

All Sepharans are members of the Cult of the Sephar, a black magical sect that reveres Cthonian Demons as "deities". Acolytes of the Cult are skilled in the arcane art of Sepharan Symbolatry, a strange form of magic that enables adherents to cast spells through the use of occult symbols known as calligraphs (see Magical Skills, Sepharan Symbology). The Cult is ruled by a cabal of ancient and powerful Symbolators known as the Sepharan Elders (q.v.), who all Sepharan Accolytes obey without question.

On their home plane, Sepharan Accolytes are said to dwell in ominous-looking temples, erected on islands that drift across the dark reaches of the Void. These towering edifices are plated in brass, and engraved with arcane symbols that confer protection from Shaitan - ancient enemies of the demon-worshipping Sepharans. Within these cursed places, acolytes prostrate themselves before giant stone effegies of three-eyed, horned idols: symbols of the Cult from ancient times, said to have black magical properties (See Lost Lore, Sepharan Idols). These places are regarded with fear and revulsion, even by many denizens of the lower planes. For it is said that here, Sepharans traffick with demons, and engage in rituals feared by even the darkest necromages of ancient times.

Sepharans are shunned by most other folk, who regard them as the most sinister entities in the lower planes. For untold ages they have been confined to their own dismal realms, prevented from gaining access to the material planes by an alliance that is said to include the Shaitan, the Tarterans, the Black Savants, and others who for various reasons have sought to conceal their identities.



STATS

INT +2 PER +3 WIL 0 CHA 0
STR 0 DEX +1 CON 0 SPD 0

Ability Level: 5-18

Attacks/Damage: by spell, or by weapon type

Language: Elder Tongue

Special Abilities: Sepharan Third Eye, Symbology, up to six calligraphic-enchanted items

Armor: None **Hit Points:** 18+

Sepharan Elder

The Sepharan Elders are a cabal of six of the most ancient and powerful Symbolators, and the absolute rulers of the Sepharans, a sinister race of humanoids who are said to hail from the Void. Like all Sepharans, these three-eyed entities have deathly white skin tattooed head to toe with strange occult symbols (called calligraphs), and a mane of writhing tendrils instead of hair. They typically dress in a black cloak and ritual armor fashioned of brass, which is inimical to their sworn enemies, the Shaitan.



Sepharans Elders are the high priests and priestesses of the Cult of Sephar, a black magical sect that reveres Cthonian Demons as “deities”. Masters of Sepharan Symbology, they are considered among the most powerful and feared of all practitioners of the Dark Arts. They are said to dwell in a brass temple apart from their followers, communicating with them through the giant 3-eye idols that are found in all Sepharan temples.

The motives of the Sepharan Elders have long been a subject of concern to Talislantans, and many others throughout the Omniverse. It is known that the Elders covet ancient occult writings of all sorts, and will use any means to acquire such artifacts. Almost certainly, the Sepharans were instrumental in causing The Great Disaster, which led to the fall of the first great civilizations of Talislanta. Acting through their surrogates, they may also have instigated the more recent conflict known as The Uprising.

Some claim that even these dire events are nothing more than distractions, and that the true objective of the Sepharan Elders has always been to find a way to raise the Six Arch-Demons of the Apocalypse: entities of such destructive power that releasing them from the ancient magics than imprison them would bring about the destruction of the Omniverse. This in turn would eradicate the natural order of things, leaving nothing but chaos - a condition inimical to all entities save demons and their kind, which Sepharan Elders regard as “paradise”.

STATS

INT +5 PER +5 WIL +8
CHA +10 (among other Sepharans)
STR 0 DEX 0 CON +6 SPD 0

Ability Level: 20+

Attacks/Damage: by spell, or by weapon type

Language: Elder Tongue

Special Abilities: Speak in tongues, immune to non-magical harm; Sepharan Third Eye, Symbology, up to six calligraphic-enchanted items

Armor: None **Hit Points:** 54 +



Shaitan are diabolical beings said to hail from the lower plane of Oblivion. These creatures typically resemble horned humanoids of varying size, skin color, and capabilities. Most have wings and are adept fliers, though the larger and heavier types are generally wingless.

Unlike Cthonians, Shaitan are highly intelligent, utterly ruthless, and amoral. Unless compelled by magic or a freely given oath, these devils will lie, cheat, steal, or do anything necessary to get what they want. The most powerful Shaitan can also be quite charismatic, and are not above using temptation, bribery, and flattery to achieve their goals. In all dealings with Shaitan, caution is advised, for these folk excel at subtle deceits and long machinations.

Shaitan observe a strict hierarchy, or chain of command. At the top of this Hierarchy is Diabolus, an entity of near-godlike power. Next in line are the Arch-Shaitan, followed by the Great, Lesser, and Minor Shaitan. Those of lesser rank are subject to the commands of their superiors, which must be obeyed upon pain of imprisonment, banishment, or death. Among these devils, court intrigues and subtle power struggles are common, as the lower Orders constantly seek to curry the favor of their superiors in the hopes of rising upwards through the hierarchy.

All Shaitan share the following common traits:

- **Speaking in Tongues:** Even the lowliest Shaitan possesses this talent, which enables them to speak and understand any language.
- **Immunity to Non-Magical Harm:** Shaitan are immune to the effects of non-enchanted weapons and non-magical elemental sources (fire, acid, etc.), and are unaffected by most toxins. Brass, however, is anathema to Shaitan, causing them pain just by its very touch.
- **Oath-Binding:** Shaitan of all sorts can be bound by any freely-given oath. No Shaitan will ever break its sworn word, although they are only bound by the letter of their oath, rather than the intent. Shaitan take great pleasure in twisting the meaning of an agreement to suit their own purposes.
- **Aversion to Holy Symbols, Religion, and Faith:** Shaitan fear and despise all powers greater than themselves, none more so than the forces of the higher planes. For this reason they may experience discomfort in the presence of holy symbols of any sort, to a degree commensurate with the strength of the wielder's faith and the power of the devil being so affected.

The four Orders in the Hierarchy of Shaitan are as follows:

Minor Shaitan (Level 1-5)

These Shaitan include imps and gremlins of various types. Most measure a foot or less in height, have gnarled or misshapen forms, and are neither attractive nor particularly charismatic.

Lesser Shaitan (Level 6-10)

The Lesser Shaitan vary widely in form; some are brutish and ugly, while others are able to use their physical beauty to charm other creatures, especially mortal beings. Lesser Shaitan are most often used as bureaucrats, spies, ambassadors, and diplomats.

Greater Shaitan (Level 11-27)

Standing up to 20 feet in height, Greater Shaitan are typically massive, powerful, and skilled in combat. These types include Guardian Devils and Enim, who most commonly serve as warriors, jailers, torturers, and bodyguards in the service of an Arch-Shaitan.

Arch-Shaitan (Level 30+)

Arch-Shaitan may exceed 20 feet in height, and may also be winged. They are extremely intelligent and charismatic, and are skilled in various forms of magic and combat. It is said that the Arch-Shaitan were originally thirteen in number, until one of their kind - the treacherous Zahur - betrayed them, and was cast out by Diabolus. Some say that since that time, there have never been more than twelve Arch-Shaitan, though many believe that Diabolus may someday decide to promote a thirteenth Arch-Shaitan to their Order. Arch-Shaitan may be rulers of their own realms, and/or advisors to Diabolus.

Diabolus

Overlord of all Shaitan, Diabolus is said to dwell in a great castle located on the dismal plane of Oblivion. Aside from the power he wields over all Shaitan, little is known about this reclusive and mysterious figure.

GREMLIN

Smallest of all the devils, gremlins are imp-like creatures standing just one to four inches in height, with shriveled features, a pointed head, horns, and a barbed tail. They are valued for their talents as artificers, tinkers, and craftsmen, and also for their enchanting skills.

When properly motivated (either by fear or the promise of a rich reward), gremlins are capable of working at remarkable speed, creating items in a fraction of the time that would be required of a traditional craftsman. However, unless carefully monitored, the creatures will often attempt to cheat their employer in some way, either by simply slacking off whenever they are not being watched, or by cutting corners and creating substandard merchandise that only appears to be of high quality.

STATS

INT +2	PER +3	WIL 0	CHA -2
STR -5	DEX +4	CON +2	SPD +2

Ability Level: 3-8

Attacks/Damage: Bite, d2

Special: Create non-magical items in ¼ the time it would take a normal craftsman, create enchanted items without using spells (up to +3 types of items)

Armor: Tough skin, PR 1

Hit Points: 2+



LESSER SHAITAN

GARGOYLE

Gargoyles are grey-skinned and muscular creatures who average six to seven feet in height and weigh up to 500 pounds. They have spiraling horns, large wings, and extremely ugly features. Though they lack speed and maneuverability in the air, gargoyles are capable of flying for great distances without the need for rest, and can carry heavy loads.

Slow-moving and somewhat lackadaisical, gargoyles can be motivated by gold or other riches. As such, the brutish creatures are often employed as mercenaries, guards, and heavy infantry.

STATS

INT -3	PER +1
WIL +5	CHA -4
STR +7	DEX -2
CON +8	SPD -1

Ability Level: 12+

Attacks/Damage:
Claws, d6; or as per weapon employed

Special: Night vision, flight

Armor: Rock-like hide and plate armor, PR 6

Hit Points: 28+



MONITOR IMP

Monitor imps are lesser devils of diminutive size (one to four inches tall) but considerable intellect. They sometimes serve greater Shaitan as scribes, spies, messengers, lookouts, and snitches. When bound to service, these creatures possess the additional virtue of being unable to utter an untruth. Unfortunately, tact is not an attribute normally associated with monitor imps, who are known for their biting and sarcastic wit.

STATS

INT +2	PER +4	WIL 0	CHA -2
STR -5	DEX +5	CON 0	SPD 0

Ability Level: 1-4

Attacks/Damage: Bite, d2

Special: Detect invisible and ethereal things, literate in humanoid languages, read magical scripts on INT roll

Armor: None

Hit Points: 2+



SARDONICUS (BOTTLE IMP)

Though barely six inches tall, sardonici are among the most malevolent and vile of all Shaitan, possessed of a wicked intellect and considerable magical power. Indeed, so thoroughly spiteful and cruel are these imps, they find perverse amusement and pleasure in bringing corruption, torment, and humiliation to all other creatures, including other devils.

It is precisely due to the treacherous nature of these creatures that the Shaitan first began to “bottle” sardonici, imprisoning them in enchanted amberglass bottles. While the original purpose of bottling sardonici was to prevent them from meddling and plotting against others, the Shaitan soon discovered that the process also had an unintended side effect: It compelled a sardonicus to truthfully answer up to three questions per day, and to use its considerable powers of perception for whomever held it captive.

Over time, the demand for these “bottle imps” (as they became known) grew. The creatures are still sought after by certain spellcasters, who employ them as familiars and occult advisors.

A bottled sardonicus desires but one thing above all others – release from its amberglass prison, and it will connive, lie, cajole, plead, and serve to enact this release. But woe to the fool who, through accident or intent, releases a sardonicus, for it will, in time, enact its vindictive and imaginative vengeance.

STATS

INT +8 PER 0 WIL +6 CHA -8
STR -8 DEX +2 CON +1 SPD +2

Ability Level: 3-16

Attacks/Damage: Sting: 1 point damage plus venom, d6

Special: Necromancy at Ability Level, flight (poor), innate powers of divination and thought-reading (range 100 feet), sense presences (range 1000 feet)

Armor: Tough skin, PR 2 **Hit Points:** 5+



GREATER SHAITAN



SHEDIM

Also known as guardian devils, these imposing creatures stand up to ten feet tall and have a powerful physique. Like all Shaitan, they are horned, with a bald pate, narrow eyes, and a protruding jaw.

On their dismal home plane, the Shedim act as servants of mightier Shaitan. They are often employed to guard stores of treasure, gateways, and places of burial. These blue-skinned giants are notable for tireless service; once given an assignment, a guardian devil will never abandon its post until relieved of duty by a superior.

Despite their brutish appearance, Shedim are surprisingly intelligent and pensive. They appear to relish solitude and enjoy duties that afford them such, passing the time in deep introspection. Thieves or interlopers intent upon trespassing into an area presided over by a guardian devil should not be fooled by the seemingly placid manner of these great behemoths, however. True, a guardian devil may engage in idle conversation with would-be intruders, and may even show appreciation for a good tale or joke. But when aroused, these massive creatures are capable of extreme violence, and a bit of magic.

STATS

INT +5 PER +8 WIL +3
CHA +2 STR +10 DEX +2
CON +10 SPD -2

Ability Level: 13-27

Attacks/Damage: Claws, d8; war axe, d12

Special: Wizardry, night vision, tireless, detect invisible or ethereal presences (range 100 feet)

Armor: Hide, PR 3

Hit Points: 40+



ENIM

The Enim are a race of giant, cannibalistic Shaitan that stand up to 15 feet in height and can weigh as much as 1,300 pounds. They have skin the color and texture of brass, curved horns, and fearsome, tusk-like fangs.

On the lower planes, Enim customarily serve as warriors in the armies of devil-kind. They occasionally travel to other realms such as Talislanta, where they are known to dwell in underground caves.

Enim wield huge stone clubs in battle, and adorn themselves with necklaces made from the skulls of their victims. They enjoy cruel sport, particularly “stone-throwing,” the object of which is to crush living creatures with boulders at ranges over 100 feet.

Enim have a fondness for wine, which they guzzle by the gallon with little apparent effect. Their main vice is gambling, however, being unable to resist any wager that they believe they can win. No stakes are too high for these hideous giants,

who sometimes allow captured creatures a chance to escape the stew-pot if the intended victim can best them at some game of chance. It should be noted, however, that Enim are not above cheating

STATS

INT +6 PER +1 WIL +7 CHA -3
STR +8 DEX -3 CON +10 SPD -3

Ability Level: 11-25

Attacks/Damage: Fist, d12; stone club, 3d10

Special: Wizardry, night vision, immune to most non-magical attacks, detect ethereal and invisible presences (range 100 feet)

Armor: Hide, PR 3

Hit Points: 55+

In Talislanta, the realms of the dead and undead are referred to collectively as The Underworld. The Underworld is said to be located at a crossroads of the material plane and the lower planes; for this reason, spirits and other entities from

the Underworld are often able to pass between the two planes without the use of magic.

Some of the more notable inhabitants of the Underworld include:

THE TOMB-ROBBER AND THE SHAITAN

It is said that many years ago a young tomb-robber by the name of Rasim broke into the crypt of an ancient necromancer, hoping to find a great treasure. Entering within, he came face to face with a giant guardian devil, who bade him sit and talk.

Rasim did as he was instructed, for he feared that to do otherwise would mean his life. The two soon became engaged in an animated discussion about tombs, a subject regarding which both possessed a certain degree of expertise. Their conversation continued for two days and nights, at which point the Shaitan stated that he was so impressed with Rasim's knowledge and good manners that he had decided to allow the thief to go free.

Rasim acknowledged the compliment and departed the tomb, though not before the guardian devil had removed one of his fingers, which the giant wished to retain as a memento of their time together.



GHAST

Ghasts are greater entities believed to hail from the dark, uncharted regions in proximity to the Underworld. They stand up to eight feet in height and have unnaturally gaunt and elongated limbs. Ghasts reek of the charnel pits that are their favored domains, and have shriveled, nightmarish features. A thatch of filthy, matted hair rises in a peak from the ghast's narrow cranium, with lank patches of hair hanging from the elbows, knees, and the base of the spine.

The presence of ghasts on the material plane is attributed to the legendary black magician Mordante, who deliberately or inadvertently opened a magical gate into the nether realms, allowing hordes of these creatures to gain access to the continent of Talislanta.

Though they appear frail and unhealthy, ghasts possess fearsome strength and cannot be harmed except by magical means. They prey upon living creatures of all sorts, and seem to delight in inflicting fear and pain. Their feeding habits are grisly by any standards; typically, ghasts use their long, razor-sharp claws to decapitate victims, after which they feast upon the slain creature's internal organs.

Ghasts possess a diabolical, often insane intelligence. They are known to covet enchanted items and to converse with unseen spiritforms, the skulls of their victims, and even themselves. These foul creatures usually hunt by night, spending the daylight hours lurking in crypts and underground barrows, staring into the darkness.

STATS

INT +5 PER +8 WIL +8 CHA -7
STR +7 DEX -5 CON +10 SPD +2

Ability Level: 16-30

Attacks/Damage: Claws, d12

Special: Harmed only by silver and magic

Armor: None

Hit Points: 30+



NECROPHAGE

Necrophages are nauseating to behold, with preternaturally gaunt bodies, deathly white skin, cadaver-like features, yellowish fangs, and cold, dark eyes. They dress in rags stolen from the bodies of corpses, wear necklaces of teeth and bones, and speak in harsh, rasping whispers.

Necrophages are corporeal scavengers that prowl the dark regions between the spirit and material planes, searching for sustenance. They have been known to slip into the material plane utilizing magical gates and rifts, drawn by the scent of death. Here, they haunt crypts and burial grounds, feeding on the bones and remains of the dead. Driven by their horrible craving for carrion, necrophages are strangers to fear. They can detect the scent of bones and corpses at distances of up to two miles, and they are always hungry.

Nocturnal by nature, necrophages huddle in underground caves and crypts by day. Since they never sleep, their gnashing and mumbling may sometimes provide warning of their presence to those who venture too near their haunts. Only silver or enchanted weapons will suffice to kill a necrophage; other things can be used to cause physical damage to them, but it is never sufficient to kill such creatures. Even dismembered, the parts of a necrophage will continue to attack, a disconcerting sight indeed. Rajan necromancers are known to collect the severed hands and heads of necrophages, which are invested with unnatural sentience and said to have numerous uses.

STATS

INT -2	PER +2
WIL +3	CHA -14
STR -4	DEX -2
CON 0	SPD -1

Ability Level: 2-10

Attacks/Damage: Bite, d6; claws, d8 (roll vs. CON or contract corpse-rot)

Special: Harmed only by silver and magic, night vision, detect the scent of carrion or bones (range 2 miles)

Armor: None

Hit Points: 10+



SHADOWWIGHT

Shadowwights are spectral humanoids who crave corporeality, which they seek to gain by preying upon living beings. They can rob living creatures of their substance by touch, thereby attaining a brief semblance of solidity and warmth. These stolen qualities last but a few hours before fading, requiring shadowwights to constantly seek new victims to satisfy their longing. Living creatures slain by a shadowwight's touch become shadowforms themselves.

While in spectral form, shadowwights cannot be harmed by weapons of any sort. They are dismayed by strong light, and can be dispersed by magical light. Ironically, once a shadowwight has gained a measure of corporeality from a living being, it can be slain by silver or magic weapons. Some Ebonites claim that this is the true desire, even if subconscious, of all shadowwights – to be slain while possessing physical form, so that they may finally pass into the next world.

STATS

INT as per former life PER +2
WIL -1 CHA 0 STR 0
DEX 0 CON 0 SPD 0

Ability Level: 1+

Attacks/Damage: Touch, d6 + Ability Level (drains substance of similar creatures; lasts ten minutes per hit point; completely drained victims become shadow-forms)

Special: Harmed only by silver and magic, non-corporeal, night vision

Armor: None **Hit Points:** As per drained hit points

While researching for his *Guide to the Lower Planes*, Kabros claimed to have encountered other cabals of shadowizards – the following description of an encounter did not make it into his final publication, but it was discovered later in a distinctive blue folio decorated with gold and silver symbols:

“The nether dimensions lay ahead, extending outward into a black void. The helmsman brought our ship about, whereupon our lookout, the faithful Yrtu, noted the presence of another ship, an obsidian vessel with sails as black as night. Aboard the ship was a group of Malum soul traders, carrying with them a cargo of Ebonite blades and soulstones. They passed by without saying a word, much to the relief of myself and our crew.”





SHADOWIZARD

Shadowizards are the spiritforms of deceased magicians. These greater spectral entities resemble distorted humanoid shadows dressed in long robes, with glowing eyes. Although they are susceptible to magical light, non-magical forms of illumination have little effect on these powerful specters. Furthermore, shadowizards are able to shift substantial to insubstantial form at will.

On the lower plane known as the Underworld, shadowizards are subject to the rule of the mysterious entity known as Death. Some serve as his advisors; others dwell alone in isolated towers located among the various dimensions adjacent to the Underworld. Some shadowizards are merchants known to trade in soulstones, enchanted crystals serving as prisons for the spirit essences of living creatures.

Shadowizards may also be found on the material planes of existence, where they sometimes take residence in deserted or ruined structures. Some, such as the Malum of the Iron Citadel, band together in magical cabals or conclaves, engaging in the pursuits that interest beings of this sort: arcane studies, magical experimentation, consorting with entities from the lower planes, and so forth.

STATS

INT +6	PER +4	WIL +2	CHA 0
STR +4	DEX 0	CON +5	SPD +3

Ability Level: 11-25+

Attacks/Damage: Touch, d10 + 1 per level (drains substance); or as per spell or weapon employed

Special: Harmed only by silver and magic, spellcasting (Necromancy)

Armor: None

Hit Points: 24+

BAT MANTA

Bat manta are terrible winged creatures that resemble huge, black stingrays, with a 20-foot wingspan, horned protuberances, and a whip-like tail. They radiate powerful psychic energies that can be used to stun or instill terror in all observers, ethereal or material.

On their home plane, these creatures may often be seen soaring high above the nightmarish terrain, looking for lesser creatures to feed upon. As they are adept at spotting interplanar rifts and gates, bat manta may also be encountered on the astral, material, and lower planes. They are known to prey upon exs, pseudo-demons, and other astral travelers.

Trained bat manta are sometimes employed as flying steeds by sorcerers and folk such as Brood and Ebonites.

STATS

INT -5 PER +7 WIL 0
CHA 0 STR +10 DEX +5
CON +10 SPD +5

Ability Level: 3-10+

Attacks/Damage: Electrical discharge, d12 (range 100 feet); cause fear (roll vs WIL to resist); tail or wings, d10

Special: Flight, detect invisible and ethereal presences (range 100 feet per level), night vision, immunity to psychic probing or mental influence

Armor: Hide, PR 2

Hit Points: 20+



In his *Guide to the Lower Planes*, the renowned magician Kabros described his first experience with a bat manta:

"I spotted a pair of the winged creatures some distance below me, hovering just a few feet above the tortured terrain of some unknown world. I descended and watched as one of the bat manta produced bursts of electrical energy from its horns, flushing a group of six small pseudo-demons from a darkened hole. The other snatched up the creatures with its sinuous tail, after which the two devoured their catch."



BROODWYRM

Broodwyrms are massive creatures that range from 300 to 600 feet in length, and up to 60 feet in diameter. They are used as living ships by the humanoid creatures known as the Brood.

Protected by a chitinous exoskeleton of interlocking plates, a broodwurm's body contains numerous internal chambers, with connecting passageways that can be opened or closed by sphincter-like orifices. Brood use these chambers as living quarters, and to house bat manta steeds, stores of food, captured slaves and beasts, and other cargo. Some scholars of the lower planes believe that broodwyrms are simply one more type of entity enslaved by the Brood.

STATS

INT -2 **PER** +3 **WIL** 0 **CHA** 0
STR +14 **DEX** -9 **CON** +14 **SPD** +2

Ability Level: 6-20+

Attacks/Damage: Spearing tongue, 3d20; bite, 2d20

Special: Flight, capable of quartering and supporting up to 10 Brood and their steeds and supplies per 100 feet of length.

Armor: Thick chitinous plates, PR 20

Hit Points: 500

ERX

Exr are extra-dimensional parasites that feed on magical energies of all sorts. They are odd-looking creatures with two pairs of wriggling tentacles appending from a sinuous central stalk partially covered in exoskeletal plates. The tail is equipped with a sharp stinger, and the cerebral stalk contains a single, staring eye.

Exr absorb magical energy through their tentacled appendages and can dispel an enchanted item's enchantments at the rate of one spell-like property or +1 enchantment per round of contact. They are capable of levitation and travel by hovering on the winds of interdimensional currents. Exr are attracted to magical gates, inter-planar rifts, enchanted items, powerful magical artifacts or incantations, and summoning spells. As such, they may be encountered almost anywhere, much to the dismay of those who practice magic for a living.

While exr are a great nuisance to magicians, these entities are otherwise quite benign. If threatened with harm, they simply roll up into a ball. Protected by its hard exoskeletal armor, an exr is virtually invulnerable once it has adopted this posture. If further provoked, however, the creature may respond with a lightning-swift jab of its dangerous stinger, the point of which is capable of piercing even magical armor.

STATS

INT -5 PER +1 WIL +8 CHA -9
STR -3 DEX +3 CON +1
SPD +5 (tail strike at SPD +10)

Ability Level: 4-8

Attacks/Damage: Stinger, d2 + venom (extreme pain for d20 rounds)

Special: Levitate, stinger can penetrate magical armor up to +5, sense magical emanations (range 1,000 feet per level), unaffected by magic items or spells, absorb magic by touch (+1 spell level per round)

Armor: Exoskeletal plates, PR 10; underside is unarmored

Hit Points: 2+



The astromancer Laslovian described a near-fatal encounter with an exr in his logbook:

"I was headed home in my windship when the vessel suddenly began to lose altitude. I pulled back hard on the lever that controlled the levitationals, but the ship failed to respond. I ran below decks, hoping to discern the source of the problem. Here I discovered an exr of sizable proportions feeding placidly upon the magical energies that emanated from the ship's levitationals. Using a pair of long-handled tongs, I carefully removed the creature and placed it in an amberglass jar, thereby preventing an accident of dire proportions. Fortunately, there still remained sufficient energies in the levitationals to make it back to Cabal Magicus, though the damaged devices had to be replaced at a cost of several thousand gold lumens."

FIEND

Fiends are despicable creatures originating from the Nightmare Dimension, but may be found throughout the lower planes. They resemble pitch-black, winged demonoids and have eyes that glow red in the dark.

Fiends possess the uncanny ability to use shadows as gateways, a talent that enables them to travel from one plane to another, and renders them virtually impossible to detect in darkness. They are sometimes employed as kidnappers, spies, and informers by more powerful entities. They appear to enjoy scaring and tormenting weaker creatures, but fear magic and are averse to strong light.

STATS

INT +3 PER 0 WIL -5 CHA -2
STR +2 DEX +3 CON +5 SPD +5

Ability Level: 4-11+

Attacks/Damage: Claws, d8

Special: Interplanar travel through shadow gates, +5 to Stealth in darkness

Armor: None

Hit Points: 13+

Towards the end of his career, the astromancer Laslovian worried that rivals would plunder him of the many secrets he had acquired over the course of his long life. In particular it was said that he took special pains to ward against fiends, illuminating all corners of his household with enchanted lanterns so that such entities could not gain excess to his home. At one point he became fearful of his own shadow, suspecting that it was a fiend in disguise. This indeed turned out to be the case, and only Laslovian's extraordinary vigilance prevented him from being robbed.



N'ARU

Also known as spirit wyrms or soul-stealers, n'aru are a symbiote normally found in the depths of the lower planes. These horrid-looking entities begin life as larval parasites six to ten inches long, eventually maturing into winged predators that can measure one to two feet in length. In either form, n'aru prey on many sorts of creatures, from bat manta to moondracs, and even humanoid beings.

N'aru feed on spirit energy, which they obtain by attaching themselves to a host creature and slowly absorbing small amounts of its spiritforce. Though frightful to contemplate, the feeding process is painless and under normal circumstances seldom results in death – quite to the contrary, under most circumstances it is in the interest of the n'aru that the host remains alive as long as possible, to provide a continuing source of food. The exception occurs when a n'aru is either starved, or threatened with imminent harm; in such cases, the n'aru will swallow the host's spirit in seconds and abandon the body, taking its undigested food with it. If the host is to be saved, measures must be taken within just a few seconds.

Intrigued by the n'aru ability to “steal souls,” Brood long ago learned how to train captured n'aru and use them for this grisly purpose. By simply starving the creatures for weeks on end, and applying force and coercion as needed, Brood have found n'aru to be most obedient to their commands.

STATS

INT -4 PER +4 WIL 0 CHA 0
STR -2 DEX +2 CON 0 SPD +4

Ability Level: 6-10

Attacks/Damage: Gnawing bite, d2

Special: Provides host with +4 HP and -1 WIL per parasite (if WIL drops to -7 or lower, death follows)

Armor: None **Hit Points:** 4+





In his dream diaries, Laslovian described an incident that occurred as the dreaming astromancer's astral body was passing through the astral plane en route to the Dreamrealms:

"As I sped upwards through the mist, I became aware of the sensation of being watched. I turned and found myself face to face with a three-eyed creature of terrifying aspect. Recognizing my attacker as a nightstalker, I drew back in alarm – too late, as the creature's clawed talons wrapped about my throat. I tried to cast a spell upon the monster but could not speak, so strong was the nightstalker's grip. Instead I drew an enchanted dagger inscribed with nine potent runes and thrust it into the monster's middle eye. It let out a scream so horrible that I awoke with a start, my heart pounding. I rose from my bed and turned up the lamp; in my dressing mirror I saw an image of myself, haggard and soaked with sweat, the mark of the nightstalker's claws still visible on my neck."

NIGHTSTALKER

The nightstalker is a fearsome creature, up to eight feet tall, with a shaggy black hide, membranous pseudo-wings, and long, bony fingers terminating in curved talons. Three glowing eyes sit in the center of the creature's forehead, beneath which lies a leering maw filled with rows of small, pointed fangs. Ropy strands of matted fur hang from its arms, head, and legs, and blue wisps of smoke issue forth from the creature's nostrils.

Able to manifest themselves on both the astral and material planes of existence, nightstalkers are truly nightmarish entities. They possess the ability to invade the dreams of other sentient beings, whom they seek to slay by "devouring" their victims' astral bodies. Their customary method of attack is to stealthily approach a creature or being while it sleeps, crouch over their chosen prey, and enter its dreams in astral form.

Victims slain in their dreams by a nightstalker suffer death in their physical form as well, appearing to have simply died in their sleep. Unless a nightstalker is driven off or slain (in the dream or through the intercession of others on the material plane), its chosen victim will be unable to awaken until the ordeal is over. Those fortunate enough to have survived the attack of a nightstalker suffer no physical harm, though a close call can sometimes cause such a fright that a victim's hair will turn white.

STATS

INT +5 PER +5 WIL +5 CHA -6
STR +5 DEX +5 CON +5 SPD +5

Ability Level: 11-25

Attacks/Damage: Claws, d12 (drains psychic energies)

Special: Appear simultaneously on both the astral and material planes, invade the dreams of sleepers in astral form, unaffected by spells of Illusion

Armor: Spectral phasing, PR 2

Hit Points: 30+

PHASM

Phasms are astral vampires, horrifying entities that prey on spirit and other astral or ethereal forms of all sorts. These creatures measure over seven feet from head to tail and resemble nightmarish, two-armed serpents. Their eyes are dark and deep-set above a wide oral cavity lined with sharp fangs, and a “beard” of tendrils squirms below. Other identifying features include segmented armor plates, long claws, and a row of tiny, quivering tentacles that extends from the peak of the brow to mid-spine.

Phasms are possessed of a sinister intellect that is exceeded only by their single-minded determination to feed. They are known to hide in the hulks of abandoned ghost ships or in clouds of mist, waiting for the opportunity to strike. These dangerous predators can be quite ingenious in this regard, and may exhibit a surprising degree of patience when stalking a chosen victim.

Phasms commonly prey on disembodied spirits, pseudodemons, and other lesser creatures, but will attack astral travelers, fiends, nightstalkers, and demonic entities when maddened by hunger. Their talons are capable of tearing astral and ethereal creatures to pieces, which they then devour to acquire sustenance. Even such powerful entities as reincarnators fear these astral vampires.

STATS

INT +2 PER +4 WIL 0 CHA 0
STR 0 DEX 0 CON 0 SPD +4

Ability Level: 4-12+

Attacks/Damage: Energy drain, d12 (double damage vs. spirit, astral, or ethereal entities)

Special: Incorporeal

Armor: None; incorporeal **Hit Points:** 6+

As an experienced extra-dimensional traveler, Laslovian knew all too well about the dangers posed by the predatory spiritforms known as phasms, against which he recommended the following precautions:

“An amulet of protection, designed to ward against phasms, offers the best protection from these entities. Displaying a silver runesword in a prominent position upon one’s person can also act as a deterrent, provided the phasm has not been driven to acts of desperation by hunger, as is usually the case. Contrary to certain superstitious accounts, phasms are not affected to any noticeable extent by holy symbols, mirrors, or garlic.”





PSEUDO-DEMON

Pseudo-demons, sometimes known as fantasms, are perverse entities that lurk among the shadowy recesses of the astral, material, and lower planes. These lank-limbed creatures are identifiable by their dark, wrinkled skin, four sets of curved horns, and a woeful countenance. They have leathery little wings and are poor fliers, incapable of great speed or maneuverability while airborne. An abdominal sac, visible as an extra fold of skin, is also a feature of this species.

Pseudo-demons are miserable entities who wander the astral plane spying on unsuspecting creatures, preying upon those weaker than themselves, or looking for things to steal. Cowardly and treacherous by nature, they skulk about in the darkness cursing those that have more than themselves, and waiting for the opportunity to cause mischief of one sort or another. If confronted, a pseudo-demon will always lie about its intentions and will flee from all but the most unimposing entities rather than fight.

Pseudo-demons have a knack for spotting inter-planar rifts and magical gates, and are therefore not unknown on the material plane, where they sometimes haunt abandoned buildings or ancient ruins. Weak and sniveling creatures, they sometimes affect the mannerisms of demons to scare lesser entities. Less than expert observers have been known to mistake pseudo-demons for fiends, though the two have little in common save for a preference for dark places.

STATS

INT -3 PER +6 WIL -7 CHA -8
STR -1 DEX +2 CON -1
SPD -1 (0 on the ground)

Ability Level: 1-6 **Attacks/Damage:** Claws, d6 + STR

Special: Limited flight (maximum duration 1 hour), spot inter-planar rifts (roll vs. PER at +6), night vision, hide in darkness (-3 to detect)

Armor: Leathery hide, PR 1 **Hit Points:** 6+

The Phantasian astromancer Laslovian once discovered a pseudo-demon rummaging about in his workroom. He captured the creature in a mesh of magical force and imprisoned it in an enchanted cage, fearing that the entity had been sent to spy upon him by a treacherous rival. Laslovian interrogated the insipid creature at length, but found it so appallingly stupid that he became convinced that it had wandered into the material plane by accident, and so dispatched it to one of the lower planes.



VORAK

Vorak are ravenous creatures resembling nothing so much as a clawed hand with webbed talons. A smaller (four- to ten-inch) relative of the bat manta, vorak are capable of limited flight, and are exceedingly ferocious for their size. They can glide for great distances, dropping down on their prey from above, and latching onto the victim with their powerful claws and vicious bite, both of which are excruciatingly painful.

Brood use vorak as a missile weapon, throwing them with an underhand motion that causes the creatures to sail like a disk. When not in use, vorak are kept in a manta-hide pouch, their appendages folded and clenched like a fist. They must be fed fresh blood daily, or they can become quite irascible.

STATS

INT -6 PER +1 WIL +2 CHA 0 STR -5
DEX +1 CON 0 SPD +2

Ability Level: 2-5

Attacks/Damage: Claws, d2; bite, d2 (two attacks per round)

Special: Limited flight, gliding

Armor: None

Hit Points: 3+

The following is a listing of some of the more common varieties of animals native to the Talislantan continent. Unless stated otherwise, animals may be considered to have the following common characteristics:

STATS

INT -10 PER +3 WIL 0 CHA 0
STR D6 DEX D6+6 CON D6-1 SPD D6+4

Ability Level: 1-4

Attacks/Damage: d2 points for small animals, d3 points for medium-sized animals

Special: Only if noted

Armor: Unarmored

Hit Points: 2-5



ALATUS

The alatus is a variety of winged leech found primarily in swamps and jungle regions, such as Taz, the Dark Coast, and the southern coasts of Faradun and Quan. They normally nest in the hollows of rotten trees, flying forth to feed after sundown. A large tree may be riddled with dozens of these repugnant creatures, huddled together in a writhing mass of pale, snake-like forms.

Alatus hatch from eggs, which a female lays in dead or rotting wood. They emerge as wingless larvae about six inches in length. At this stage of the creature's development, the alatus feeds mainly upon small animals and vermin, and is practically indistinguishable from common species of swamp leech.

After a period of one or two weeks, the larval alatus burrows into the ground, encases itself within a fibrous sac, and goes into a state similar to hibernation. It may remain in such a state for months, or even years; the naturalist Thystram claimed to have found hibernating alatus in sealed crypts and catacombs which had lain undisturbed for over a century.

When at last the alatus comes forth from its sac, it is as a full grown adult: a hideous, serpentine creature up to six feet in length, with leathery wings and curved fangs. An alatus of this size may attack creatures as large as mogroth, strangling prey with its sinuous tail while sucking the victim's blood. Nagra spirit trackers eat alatus, which they regard as something of a delicacy.

Alatus are believed to be carriers of a rare form of blood disease, the symptoms of which include gradual loss of strength (-1 per week), nausea, and eventually loss of motor functions. The Dhuna reportedly know of a cure for this disease, which they call "*blood fever*."

STATS

STR +2 DEX +1 SPD +1

Ability level: 2-5

Attacks/Damage: Bite, d4 per round (blood drain); tail, constriction (d4 per round)

Special: Flight

Armor: None

Hit Points: 12-24

AVIR

Avir are the most common of Talislantan avians. They nest in treetops, and feed on insects, fruit and seeds. There are hundreds of different varieties of avir, ranging widely in color and native habitat. The more colorful varieties are favored as pets in some lands, such as Zandu and the Kang Empire.



CHANG

Chang are vicious, metallic-scaled fish that average two to three feet in length and weigh six to ten pounds. They travel in schools of up to two hundred individuals, and are exceedingly aggressive. Voracious eaters, chang will attack even such large predators as skalanx and river kra. The Kang favor these creatures as pets, keeping them in heavy glass tanks. Chang can survive out of water for an hour or more.

STATS

Special: Metallic exoskeleton

Armor: Exoskeleton, PR 4

Hit Points: 4



CHASM VIPER

Chasm vipers resemble hideous metallic serpents, one to eight feet in length. Though they normally prey on small avians and vermin, full-grown specimens will attack creatures of almost any size. Chasm vipers have spiky protrusions along the length of their body, which enable them to be expert rock-climbers. While their venom is not particularly potent, these creatures have powerful jaws, and will bite prey repeatedly to inject them with venom multiple times.

STATS

Attacks/Damage: Bite, d6 + poison (d4)

Special: Ability to climb rock surfaces, metallic scales

Armor: Metallic scales, PR 2

Hit Points: 3-12



DEATH'S-HEAD VIPER

The most poisonous of Talislantan serpents, the death's-head viper is found only in the jungles of Chana. These small, scaly-armored serpents are pale white, with black, skull-like markings on the face (hence the name). It is rare for full-grown specimens to measure greater than twelve inches in length, the majority of these creatures being quite a bit smaller.

The death's-head viper is a ground snake, typically making its home in the high grasses. They feed on small vermin, but are very high-strung, and will attack anything that startles them. The venomous bite of this snake causes searing pain, and death usually results within ten minutes. The Witchmen of Chana are known to charm these creatures, a practice entailing an inordinate degree of patience, skill, and daring, and wear them as living bracelets. Called "wrist vipers," these trained serpents sell for as much as 300 gold lumens in certain regions.

An adult specimen of this species may yield up to four drams of venom. This toxic fluid is contained in four small sacs located two to either side of the serpent's jaws.

STATS

PER +4 DEX +6 SPD +8

Attacks/Damage: Bite, d2 + poison (d10 per minute for 10 minutes)

Armor: Scales, PR 2

Hit Points: 1-4





DEVIL BAT

The devil bat is a horned, avian predator with smooth black or purple hide and a long, barbed tail. Fully grown, these creatures can measure up to four feet in length, with a 20-foot wingspan. They normally make their lairs in caves and underground warrens, but are also known to live in ruins, tombs, and the like.

A native of mountains and wastelands, devil bats take wing at sunset, going forth to hunt for food. They prey mainly on small- or medium-sized animals, but packs of devil bats have been known to attack humanoids and larger creatures. They react viciously if their lairs or young are threatened, a fact that would-be spelunkers or tomb-robbers would do well to keep in mind.

STATS

Attack/Damage: Bite, d4

Special: Navigate by sound, immunity to spells of illusion, flight

DRAC

Dracs are a species of small, wingless dragons. In the wild, these creatures prey mainly on vermin, but may exhibit aggressive tendencies. Dracs are much favored as pets in some lands, where a young (up to one foot long) drac may sell for as much as 50 gold lumens. They are sometimes trained as guard-beasts or trackers. Full-grown dracs can measure up to eight feet long and weigh almost 200 pounds.

STATS

PER +6

Attacks/Damage: Bite, d4 (+1 per Level); claws, d3

Special: Can be trained to track by scent or detect any single species of creature (roll vs PER + Ability Level)

Armor: Scales, PR 3

Hit Points: 4-16



DRACONID

Draconids are smallish reptiles native to certain rocky regions of Talislanta. They are not unattractive creatures, their scaly hides and leathery wings displaying various shades of bright red, yellow, and orange. Even fully grown, draconids rarely measure more than eight to twelve inches in length.

Highly coveted by collectors of rare animals, draconids are known to bring prices above 600 gold lumens apiece. If raised from infancy, these colorful little creatures make loyal pets. Although they are only fair fliers, they are elusive and can be difficult to capture. Furthermore, the bite of these creatures, while doing little actual damage, causes a searing, burning pain (for this reason, they are sometimes called fire lizards). A derivative of draconid venom is much favored by torturers, who find it has many practical uses.

As draconids can detect magical emanations, they are also in great demand amongst practitioners of the arcane arts, who employ these tiny reptilians much as hunters do tracking beasts. However, the unexceptional range of this ability, and the draconid's tendency to become confused by the proximity of other magic items (such as those carried by its master or its master's associates) can sometimes limit the draconid's effectiveness when utilized in this capacity.

ENDOMORPH

Endomorphs are imp-like creatures that live together in communal shells, as many as twenty individuals sharing the same abode. They are quite intelligent and are capable of speech, but are extremely timid; at the first sign of danger, the colony retracts into its protective shell. If removed from its colony, an endomorph will go into shock, and die.

STATS

INT +1

Special: Ability to sense danger, has own language (similar to Talislan)

Armor: Hard shell, PR 3

Hit Points: 1



ERD

Erd are a species of domesticated, six-legged mammals. They are normally placid, but are easily agitated by fire; when in such a state, erd may become quite aggressive. The female of the species secretes a milky substance which Talislantans use to make cheese. Measuring up to nine feet long and weighing as much as 1,000 pounds, erd are quite strong, and can be trained as burden beasts.

STATS

STR +8, DEX -8, SPD -6

Attacks/Damage: Kick, d10, or trample, d20 (attacks are rare)

Hit Points: 10+



GIANT MOLLUSK

There are many species of giant mollusk native to the Talislantan continent, ranging in size from benign one- to six-foot types, to a “man-eating” variety which can measure up to twelve feet across. The rarest of these is the giant quaga, a dangerous carnivore that is hunted for the violet pearls it produces. These pearls may weigh up to ten pounds, and are valued at over 1,000 gold lumens.

STATS

STR + 5 (man-eating variety only)

Attacks/Damage: Crushing “bite,” d8 (man-eating variety only)

Special: Ability to crush prey between upper and lower shell

Armor: Shell, PR 5

Hit Points: 10+



IBIK

The ibik is a flightless bird found only in the Sinking Land. It feeds upon flits, chigs, and other insects, which it spears with a lightning-fast, pointed tongue. Ibik measure three to four feet in height, and are swift and agile runners, easily able to elude practically any type of predator. The creatures can be trained for use as pets and household vermin control.

STATS

DEX +10 SPD +12

Attacks/Damage: Pointed tongue, d4; claws, d2

Special: Double attacks due to superior SPD, excellent climber, run across muddy water



IRONSHRIKE

A smaller relative of the shrieker, the ironshrike is a metallic-plumed avian that measures about three feet in length and is native to the Sinking Land and parts of the Kang Empire. Unlike its larger cousin, the ironshrike feeds primarily on ikshada and is a beneficial rather than destructive creature.

The ironshrike's metallic plumage renders it immune to the vicious bite of the ikshada and other small vermin. Their metallic feathers are of some use in making blue iron, a metal valued for its lightness and strength, but the relatively small size of these creatures makes it more efficient for metallurgists to hunt the larger shrieker for such a purpose.

STATS

PER +4 DEX +5 SPD +6

Ability Level: 1-3

Attacks/Damage: Beak, d4

Special: Metallic plumage affords protection from biting insects (including ikshada), loud call can be heard up to 2 miles away

Armor: Metallic plumage, PR 2

Hit Points: 3+



L'LATHA

The l'latha is a creature resembling a two-to-three-foot-tall, reptilian monkey. It is found only on the Isle of Phantas and the coastal jungles of the Southern Rim. Phantasian Astromancers often keep l'latha as pets, as they are quite intelligent, and can be trained as astrogationist's helpers. A trained l'latha may sell for as much as 400 gold lumens. Untrained, l'latha can be purchased for about 100 gold lumens.

STATS

INT +1 PER +7 DEX +6 SPD +6

Special: Acute powers of perception (detect impending storms, night vision, keen hearing)

MOONFISH

Moonfish are silvery-scaled aquatic creatures found only in the Inland Sea and Moon Lake, in the Kang Empire. The Sun-Ra revere moonfish for their "songs," complex melodic patterns which other sentient beings perceive on a telepathic level, and which moonfish "sing" (more accurately, project) at night. The Quan, having less refined sensibilities, favored moonfish as a delicacy. Wealthy Ispasians sometimes keep these creatures as pets, imprisoning them in ornate crystal spheres.

STATS

Special: Telepathic communication



MORDE

Morde are a lowly variety of avian scavenger favored as pets by the Stryx of Urag. They stand two to three feet in height and have a wingspan over six feet. Morde are semi-intelligent, and possess the ability to detect the scent of death at distances of one to two miles. Craven cowards, morde serve their masters for fear of being eaten. They are believed to be carriers of disease and pestilence.

STATS

Special: Detect the scent of carrion and death (range up to 2 miles)



NAR-EEL

Nar-eels are sinuous aquatic creatures resembling a six-to-twelve-foot-long, horned, spiny-finned serpent. They normally prey only upon smaller aquatic species, but have been known to attack small boats and men. The nar-eel's horn is coveted by ivory traders, who value these items at up to 50 gold lumens apiece.

STATS

Attacks/Damage: Horn, d6 + 1 per level

Special: Leap up to 10 feet out of the water

Armor: PR 3

Hit Points: 6-18



NEUROVORE

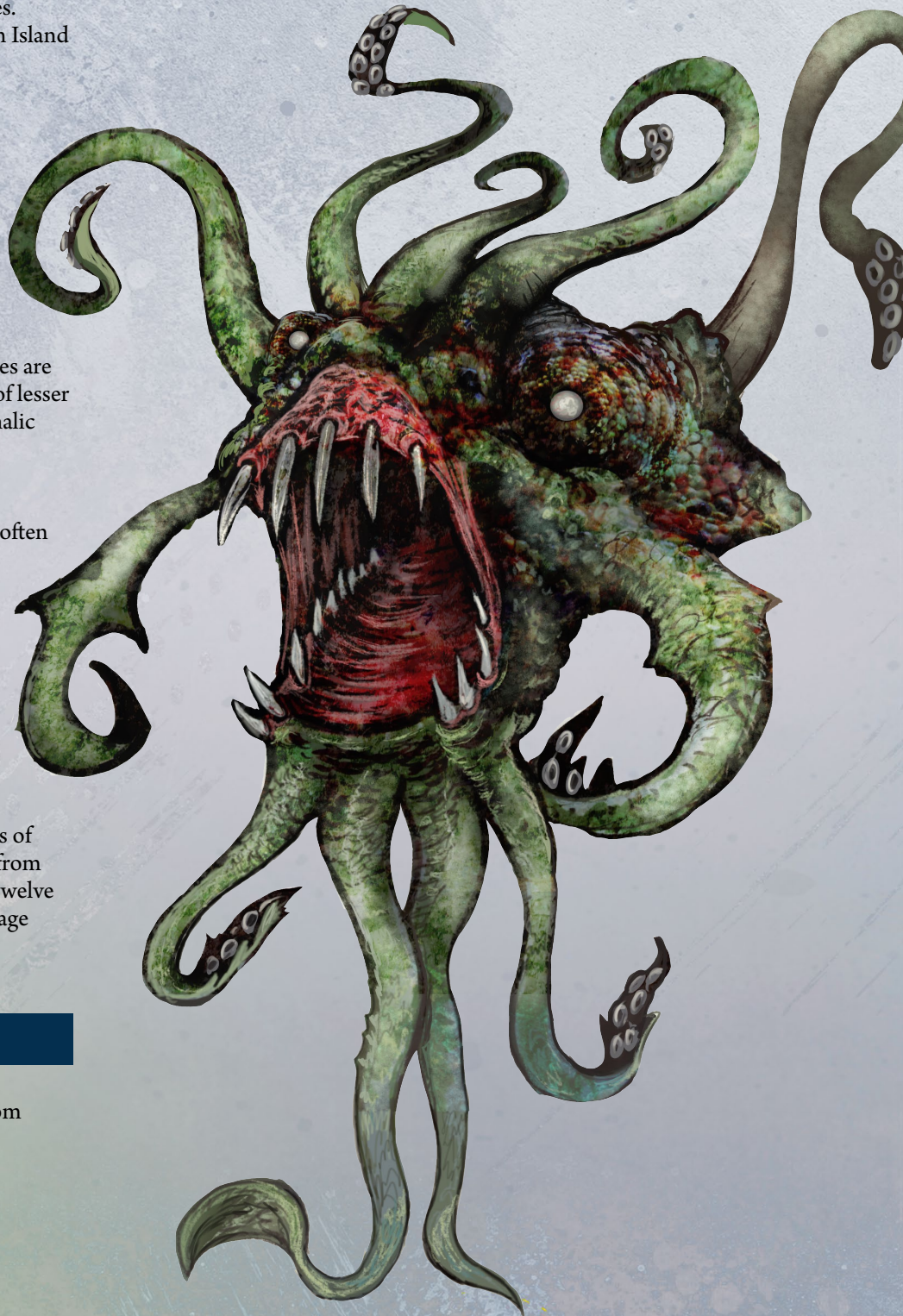
Neurovores, or sappers, are small, bat-winged parasites measuring only an inch or so in length. They are identifiable by their bulging eyes, tentacle-like feelers, and clawed appendages. Rarely encountered except on the Thaecian Island of Dalia, they are also quite dangerous.

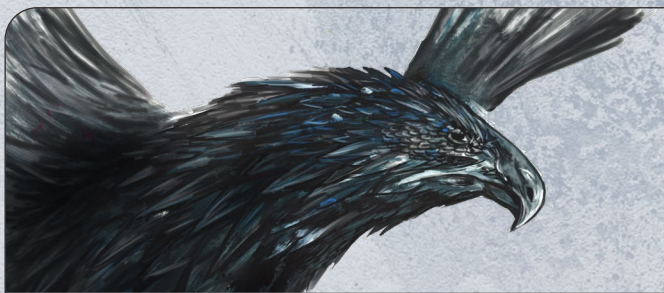
Neurovores feed on the faint electrical impulses that course through the brains of intelligent creatures. These the neurovore absorbs through its sensitive feeler by directly contacting the victim's cranium. As neurovores are timid and physically unimposing, they usually prey only on sleeping or unconscious victims. They are most attracted to highly intelligent or psychic individuals whose synaptic activities are more pronounced than those of creatures of lesser intellect. Sindarans, with their dual-encephalic processes, are particularly favored by these parasites.

The effects of a neurovore's feeding are often not readily apparent. Their feelers do no physical damage and leave only a faint, circular mark that disappears several hours after the parasite's attack. Victims of a neurovore typically experience some memory loss, which may vary considerably in extent. Actual mental impairment is seldom noticeable except in extreme cases, such as attack by several neurovores or long exposure to a single, famished one. In neither case are the effects of permanent duration, though full recovery from a neurovore's attack may take from one to twelve weeks depending on the extent of the damage done.

STATS

Special: Feeler, drain one point of INT from victims per hour of feeding





On an expedition to Yrmania, Thystram observed that the Jaka often kept trained nighthawks as pets. He was reportedly impressed with the exceptional loyalty exhibited by the creatures, as well as their prowess at hunting, writing:

“Our Jaka guide seldom went hungry, thanks in large part to his black-winged companion. At dusk each day, he bade the creature take flight, after which he would attend to his concerns. The nighthawk would return without fail within just a few moments, bearing in its claws a plump avir or other fowl, which the Jaka then roasted for his dinner.”

NIGHTHAWK

Nighthawks are a species of nocturnal raptor native to Yrmania, measuring one to two feet in length and having a wingspan of five to six feet. The swiftest of Talislantan birds, these ebon predators hunt only during the late evening hours. They have exceptional night vision and can spot even small movements on the ground from altitudes of over 1,000 feet.

Highly prized as hunting birds, nighthawks can only be tamed by Jaka beastmasters, who possess an uncanny rapport with these avians. The birds can be taught to hunt by day as well, provided they are given sufficient rest. Their shining black plumes are as hard as flaked obsidian, and the nighthawk's knife-edged wings are capable of slicing through very tough hide. The bird's claws and beak are used primarily to grasp and tear prey after it has been slain.

STATS

PER +12 **SPD +8**

Ability Level: 2-7

Attacks/Damage: Wings, beak, or claws, d4 (wings cut through leather armor without penalty)

Special: Night vision

Armor: Obsidian plumes, PR 2 **Hit Points:** 4+

OGRONT

Ogronts are gigantic herbivores distantly related to the much smaller ogriphant, but standing up to 40 feet tall at the shoulder and weighing as much as 30 tons. Their massive bodies are covered with row upon row of sharp spikes of various sizes, rooted firmly in the ogront's thick, brown hide. Beneath this is a foot-thick layer of dense, fatty material, followed by a second layer of hide even tougher than the first. In combination, the creature's natural defenses render it virtually impervious to harm, a fact which serves to dismay predators of all sorts.

Fortunately for other, more vulnerable species, the ogront is perhaps the most peaceful and placid of nature's creatures. They are also without a doubt the stupidest beasts in existence, and are as close to mindless as is possible while still displaying some sign of life. Ogronts usually do nothing but wander about, grazing on grasses and any other type of vegetation which they encounter in their travels. The intestinal fortitude of these giants is beyond normal reckoning, briars, poisonous or narcotic herbs, and even trees and timber being perfectly palatable to them.

In their natural plains and savannah habitats, ogronts pose no problem to man. On occasion a solitary ogront will wander into some civilized or heavily populated area, however, causing great damage to crops, homes, and other structures; ogronts will not walk around anything they can walk through, including stone walls. As they are simply too stupid to be harmed or influenced by magic, only the cleverest or most patient methods are of use in ridding a village or town of an unwanted ogront. A dead ogront will attract much attention, particularly among ivory traders, who covet the beast's spikes and 4,000-pound tusks.

STATS

STR +12 **CON +12**

Attacks/Damage: Tusks, d20; trample, 2d20 (attacks usually are accidental)

Special: Seemingly impervious to harm

Armor: Thick bony plates, PR 10

Hit Points: 200+



QUAAL

Quaal are smallish, furry creatures with long, flexible eyestalks. They are semi-intelligent, and possess keen powers of perception. Quaal are popular among certain rogues and charlatans, who keep these creatures as pets. They can be trained as lookouts (emitting a chattering noise at the first sign of intruders) and as sneak-thieves. Quaal normally subsist on nuts and berries, but have a weakness for sweets.

STATS

PER +7

Special: Can be trained to steal small items, or as lookouts



RAVIR

Ravir are a nocturnal species of avir that is similar in size to a nighthawk, and is native to the woodlands of western Talislanta, and in particular the dark forests of Werewood. Black as night, these creatures feed on carrion and possess the uncanny ability to speak the common Talislan tongue.

Ravir are usually encountered alone or in mated pairs. They sometimes follow travelers for miles, presumably to feed on scraps of food left in their wake, though ravir also seem to derive a perverse pleasure from annoying humanoids. They are particularly fond of spouting prophecies and portents, usually of the most gloomy sort. If attacked or threatened they will fly off, only to return later with more of their morbid predictions.

STATS

Special: Speech (Low Talislan), possible prophetic abilities

The naturalist Thystram claimed to have been hounded by a ravir for nine years – possibly a record, though Thystram was averse to bragging about the situation, which caused him no end of grief:

“The creature appeared each evening at dusk to perch just outside of my window. Sometimes it would merely stare at me with yellow eyes; other times it would speak, saying ‘Beware the dark moon,’ or ‘Go not into the shadows, for death lurks there,’ or similar imprecations. On at least one occasion the creature’s warnings proved propitious; against its advice I married a Dhuna witchwoman, who thereafter made such prodigious attempts to cure me of my more pleasurable habits that I was impelled to travel far and wide, ostensibly in the pursuit of naturalism. For this reason alone, I spared the creature’s life, though time and again I was tempted to do away with it once and for all.”

ROCK URCHIN

Rock urchins are benign creatures found in caves and underground tunnels in the Wastelands and other remote areas. They feed on mosses, lichens, and detritus, and pose no threat to Talislantans; to the contrary, rock urchins are prized as food and are considered a delicacy in many lands. They are also valued for their spines, which are used to make quill pens of good quality.

STATS

SPD -14

Attacks/Damage: Spines may cause incidental damage when handling (d2)

Special: Slow-moving but sure rock-climbers, able to hang upside down from cave ceilings

Armor: Spiny hide, PR +2



SHRIEKER

Shriekers are fierce, avian predators that haunt the forests of the northern Kang Empire. They have sharp metallic feathers, typically a glistening silvery gray, and a pointed, three-foot beak. Adults may attain a wingspan of up to 14 feet.

The shrieker, with its heavy plumage, is not a good flier. For this reason, they hunt by diving from the high branches of trees, impaling prey with their long beaks. Few creatures possess hide or armor strong enough to afford protection from a shrieker diving at full speed from high altitudes.

The metallic feathers of the shrieker are much in demand in the Kang Empire. In addition to the ornamental uses of these items, the feathers are used in the making of arrows and are smelted down to obtain the metal known as blue iron.

STATS

PER+1 SPD +4 (+8 while diving)

Ability Level: 1-3

Attacks/Damage: Beak, d12 if diving, d6 otherwise

Special: Diving attack, loud call can be heard up to 2 miles away

Armor: Metallic feathers, PR3

Hit Points: 6+





STRICTOR

Serpentine entities native to the Underworld and adjacent regions, strictors haunt ancient ruins and tombs, feeding on rhassts and other vermin. Growing up to ten feet in length, the strictor's slender form belies its great strength; escape from a strictor's coils is said to be nearly impossible.

Brood use trained strictors as living weapons, employing them as whips and capture-devices. Once they have been broken, typically through the use of torture, the creatures are said to be quite loyal to their handlers.

STATS

PER +2 STR +8

Ability Level: 2-5

Attacks/Damage: Bite, d4; constrict, d8 per round

Special: Constrict attack is almost impossible to escape (roll vs STR at -8 to do so, or kill the strictor)

Armor: Scaly hide, PR 2

Hit Points: 20

SKANK

The skank is a distant relative of the snipe, but is smaller, measuring just two feet in length. Like snipes, skanks are curious creatures, eager to exchange news of their surroundings for bits of gossip, information about other locales, and so on. Skanks are burrowers, however, and do not possess the snipe's ability to "swim" through earth and mud. Also, skanks are prone to telling taller tales than their cousins.

STATS

INT +1

Special: Capable of speech, can retract into shell for protection, adhere to almost any surface

Armor: Shell, PR 5



TARDISITE

Tardisites are amphibious creatures that resemble three-to-four-foot-long, six-legged newts. They are notoriously slow-moving, often remaining perched atop stones or tree stumps for days at a time. Tardisites are fairly intelligent, and are capable of speech. They possess the somewhat disconcerting ability to swivel their head a full 360 degrees, and they can also rotate each of their eyes independently. If threatened, a tardisite will puff up like a blowfish, becoming a ten-foot ball covered with needle-sharp spines. Tardisites normally subsist on insects, which they catch with their tongues.

STATS

PER +5 SPD -12

Attacks/Damage: Spines (when inflated), d4

Special: Eyes can see in two directions at once, body can inflate to 10-foot size, speaks Low Talislan

Armor: PR 3

Hit Points: 6



WINGED VIPERS

These bat-winged serpents typically measure about two to eight feet in length, with a wingspan of about four feet. They are green and yellow in coloration, enabling them to hide amidst the leafy branches of trees. These creatures normally prey on small birds and lizards, but will attack even the largest creatures if hungry or disturbed. A nocturnal variant that feeds primarily on bats is also known to exist. Despite claims to the contrary, winged vipers are poor fliers, and are unable to maneuver swiftly while in the air. Their venom, though seldom deadly to man-sized creatures, is nonetheless quite unpleasant.

STATS

PER +3 DEX +1 SPD +5

Ability Level: 1-4

Attacks/Damage: Bite, d4 + poison (d2 per level)

Special: Flight, natural camouflage (-2 PER rolls to spot in trees)

Armor: PR 1

Hit Points: 2-5

TALISLANTAN FLORA

The following is a listing of some of the many plants and trees indigenous to Talislanta, including information on some of the more notable characteristics of each.

AMBUSH PLANT

The ambush plant is a large fern-like plant with globular fruit and thick, sweet-scented flowers. The scent of the flowers is aromatic and beguiling, luring in all manner of insects, small mammals, and even humanoids. However, when disturbed, the plant will suddenly sprout several thick, heavy spines that prevent animals from reaching its fruit. The spines themselves bear seeds at their bases. At the time when the fruits are at their ripest, the spines are as well; in such cases, if the plant is disturbed, a large number of these spines are forcefully expelled from the trunk and blossoms. Animals pierced by these spines risk death from the toxins in the plant's sap; those that die serve as fertilizer for the seeds in the base of the rigid, three-sided spines. Plant-based lifeforms are immune to the toxins of the ambush plant and frequently harvest the nectar from the flowers and the ripened fruit.



BALM ROOT

A small, thick tuber found across the continent, balm root grows even in harsh and arid climes. It is well-known for its ability to regenerate itself, regrowing even when badly damaged. As long as an inch of its root system remains intact, the plant can begin to grow back in as little as a week. The thick tubers are edible and serve as a source of food for many creatures. Perhaps more importantly, the juice of the balm root plant promotes rapid healing in both animals and other plants. Many creatures are known to eat balm root when sick or injured, and the plant's properties can be enhanced when distilled or brewed in certain types of potions and salves.

BARB-BERRY, COMMON

This thorny shrub is found primarily in mountainous regions. Its bright red berries are edible, but well-protected by the plant's sharp, spiny branches, which grow in great profusion.

BARB-BERRY, PURPLE

The purple barb-berry is found only in the mountains of Arim. It is similar in most respects to its more common relative, with the exception that its fruit is a deep violet in color. The savage Drukh tribes color their skin, hair, and steeds with the indelible juice of the plant's berries, which is also of some use in the making of ink; purple barb-berries commonly sell for up to two silver pieces per pound.

BARGE TREE

The barge tree is an unusual species of squat, stumpy-limbed tree native to the Sinking Land. Notable primarily for its flat-edged roots, barge trees are so called for the way they float upon the surface of their murky surroundings. Though incapable of independent movement, these organisms are propelled to some extent by the prevailing winds and so tend to drift slowly from one place to another.

Barge trees are sometimes home to certain species of birds, who roost in their branches and feed on the tree's succulent fruits. These trees are also of benefit to travelers wishing to pass through the Sinking Land, who may rest in relative safety amidst the barge tree's low-lying limbs. The spongy leaves of the barge tree are exceptionally buoyant, and can be used to create makeshift "rafts" to keep equipment and other necessities from sinking in the mire.

BLUE POMEGRANATE

The blue pomegranate is a fruiting tree originally found only in the Cerulean Forest of Quan. It was imported to Zandu some years ago, where it has become a favorite of Zandir horticulturists. The tree is valued for its tender fruit, and its brilliant blue foliage.

BLACK MOONBLOSSOM

A thorny, black-leaved plant that blooms only at night, and only when the Black Moon is full. When in bloom, it exudes a scent that has powerful narcotic properties; effects can range from extreme intoxication and euphoria to loss of consciousness for hours, days, or even weeks. Black moonblossoms are valued by some tribes, as the petals and pollen can be used to concoct sleeping potions and a type of crude but potent alcoholic drink called black arrack. Black arrack has a harsh and bitter taste, but when taken in sufficient quantities it can be used as a painkiller, or as a means of simply getting very drunk.

Black arrack is popular with the Za and Ur, though Beastmen cannot tolerate it. Even a few sips of black arrack make the beast-folk even more hostile and unpredictable than usual.

CANNIBAL TREE

This massive and loathsome species of plant can grow up to 40 feet in length and eight feet in diameter, large enough to swallow average-sized humanoids whole.

A cannibal tree mimics other trees in its vicinity, standing straight with its uppermost extremities and gaping maw concealed in the treetops. It can sense prey approaching by vibration; once a victim approaches, the tree attacks with great speed and snatches the victim in its fibrous jaws. The tree then attempts to swallow its prey, using its claw-like branches to ensure that the victim does not escape. It's said that victims swallowed by a cannibal tree can live for as long as two or three days inside the creature's "gullet" while it is slowly dissolved by the plant's acidic digestive juices.

STATS

STR +6 SPD +4

Special: Swallow humanoid-sized prey whole

Armor: PR 3 (inside and outside)



CHOKEWEEED

This spiky-leaved plant grows wild throughout the Plains of Golarin and certain parts of the Wilderlands of Zaran. The stem and leaves contain a noxious resin which, when ingested, can cause asphyxiation within ten minutes (hence the plant's name). Dull-witted beasts, such as land lizards, sometimes graze on chokeweed, often with fatal results. It is possible to isolate the plant's resin for use as a poison, though it is an arduous practice seldom undertaken except by assassins of the Revenant Cult.

CRYSTAL DENDRON

Crystal dendrons are a variety of sorcerous hybrid found primarily in the Kang Empire and the Aberrant Forest. These crystalline plants come in many shapes, sizes, and colors, and are valued for their great beauty. Their delicate blossoms are sold for up to ten gold lumens apiece in the Western Lands, and are available through certain Ispasian merchants. It is a crime to export live crystal dendrons, or their seeds, out of the Kang Empire.

DEADWOOD

Deadwood is a variety of gnarled and twisted tree found in desolate regions of the Lost Sea, the Dead Forest, and scattered about the Wilderlands. Deadwood trees produce no leaves or fruit and appear to require neither water nor sunlight; these strange trees have even been found growing in dark, underground regions. Deadwood trees emit a dark, resinous sap that is poisonous to other plants of all types.

DESERT PALM

The common desert palm is native to such arid lands as Djaffa, Faradun, Kasmir, Rajanistan, and Carantheum. The tree can attain a height of up to 30 or 40 feet, and is valued for its fruit, which may be eaten fresh or preserved by drying. A Wilderland oasis may support up to 100 desert palms.

DESERT THISTLE

This thorny plant grows only in arid regions. The plant's spiny pods contain soft, flax-like fibers that can be woven into cloth or rope. Thistle pods are much valued by desert tribes who use them to make a rough-spun but comfortable cloth known as Kasmiran linen.



DRYAD BUSH

This slender and graceful variety of flowering shrub is found primarily in Astar of the Nine Kingdoms. The Muses of Astar claim that, late at night, dryad bushes undergo an uncanny metamorphosis, becoming beautiful green forest nymphs. According to the Muses, the transformation lasts only until dawn, after which the nymphs return to plant-form. Few Talislantan scholars place much credence in the Muses' claims, although the esteemed botanomancer, Viridian, professed to have been married to a forest nymph, whom he saw only between the hours of sunset and sunrise.

EMPEROR PLANT

The emperor plant is a species of succulent found in temperate woodland regions and semi-tropical jungles. These strange organisms are surprisingly intelligent; the plant is named for its ability to control other forms of vegetation, which it does by sending forth rootlike tendrils through the soil. These tendrils attach themselves to the victim's root systems, eventually winding their way throughout the entire organism and bringing it under the direct control of the emperor plant.

Plants and trees that have fallen under the control of an emperor plant exhibit sinister, often violent behavior: Choking cultivated plants, undermining structures such as huts and stone walls, forming living barriers of thorns and brambles, and so forth. If the emperor plant is not discovered and destroyed, it may gain control of every form of plantlife within its sphere of influence, using its servants to obtain nourishment and spread its seed to other areas. These parasitic organisms are even known to prey upon other emperor plants of lesser power, establishing a virtual hierarchy that may extend throughout a wide area.

Emperor plants are a menace to cultivated regions, such as Vardune of the Nine Kingdoms, where these organisms are destroyed on sight. If attacked, the plant will defend itself by seeking to entangle assailants with its tendrils, which can emerge from below the soil with surprising speed. Once it has succeeded in capturing an individual in this manner, the plant will seek to suffocate them by sending its tendrils into the victim by the most expedient means, typically through the ears or mouth.

Emperor plants fear fire above all things except grues, which are its mortal enemies, and flee both. If a tendril is subjected to flame, it will withdraw from the victim, shrieking in pain. Once an emperor plant has been destroyed, its control is usurped.

Emperor plants are known to grow up to 30 feet in height, and have tendrils over 200 feet long. Only recently have Talisantan naturalists discovered that a female variety of the plant, known as an empress plant or green empress, also exists. If anything, it may be even more dangerous than its the male counterpart.

STATS

INT +2 PER +5 WIL +7 CHA +0
STR -3 DEX -2 CON +5 SPD +2
(SPD pertains to attacks; the plant is otherwise not mobile)

Ability Level: 5-15

Attacks/Damage: Tendrils, entangle on any successful "hit" range = 100 feet per Ability Level. Once entangled, victim suffers d10 damage per round and must make a CON check to remain conscious.

Special: Control other plantlife through tendrils

Armor: None

Hit Points: 10+



EVERBLUE STARFIRE

The everblue starfire is an exceedingly rare and precious flower – a magical hybrid, thought to have been created by the fabled botanomancer of ancient times known as Viridian. The flower is valued for its brilliant sky-blue petals, which, when dried and ground into a fine powder, can be used to cause hybrid or natural plants and trees to grow to full maturity in just a minute. A single blossom yields one dram of powder, a quantity sufficient to affect up to a half-dozen plants, or half as many trees. The everblue starfire is believed to be found only on the Zandir Moors in Zandu. The flower, or a one-dram quantity of powdered blossom, is valued at a minimum of 1,000 gold lumens. The everblue starfire typically grows alone, and blooms only at night.

FERNWOOD

The fernwood is a deciduous tree native to temperate woodlands and subtropical forests. It resembles a giant (up to 60 feet tall) fern, and is valued primarily for its fragrant wood, which is used in the making of the most common types of incense.

FUNGOID

Fungoids are a type of giant fungus native to the Sinking Land as well as parts of Werewood and Khazad. These organisms grow in a variety of shapes, colors, and sizes, including pink puffballs, translucent orbs up to ten feet in diameter, branching yellow colonies, grey discs, orange fan-shaped specimens, and a hundred others. Some fungoids are mildly poisonous, though most are benign. All fungoids possess phosphorescent properties, and cast an eerie glow by night.

GALL OAK

This variety of deciduous tree is indigenous to many temperate forests and mountainous regions. The blister-like galls found growing from the bark of these trees contain a blue-black secretion that is used in the making of inks and dyes. A single tree will generally yield up to a dozen fist-sized galls per year, each containing about six drams of inky secretion valued at approximately three silver pieces.



GIANT MUSHROOM

These umbrella-shaped fungi are commonly found in the Mushroom Forest of Werewood, the Sinking Land, and parts of Khazad. They range in size from the smaller two-to-six-foot types, to massive specimens that stand up to 80 feet or more in height. Small creatures such as skanks and quaal often make their home in the stems and caps of these giant fungi, which emit a phosphorescent glow at night.

GREY BAOBAB

This variety of fruiting tropical tree grows to a height of about twenty feet, and has a thick trunk which can measure up to ten feet in diameter. Its squat appearance is such that the grey baobab is commonly known as the “barrel tree”; an appropriate name, for the baobab’s hollow trunk often contains up to forty gallons of potable water, which the tree absorbs through its roots. Among the other virtues of the grey baobab are its bark, used in the making of rope, and its five-pound fruits, which contain a sweet, nutritious pulp.

HANGMAN’S TREE

This ominous-looking tree is a familiar sight in many wilderness and woodland regions - the angular black branches silhouetted against the sky, its long, rope-like tendrils hanging almost to the ground. Hangman’s tree has been used as ready-made gallows since ancient times; the black magician, Mordante, was said to have had a grove of such trees planted atop a hill overlooking his mansion. Hangman’s tree is still commonly used for this purpose in Arim, primarily by assassins of the Revenant Cult.

HARPWOOD

This flowering tree is found in certain sylvan woodlands, such as Astar of the Nine Kingdoms. Its curved branches and resonant wood are much favored for use in the making of harps, trioles, and other musical instruments.

INCENSE TREE

The incense tree is found primarily in Zandu, and less commonly, in Arim and Aaman. It is prized for its aromatic wood, which is used in the making of the finest incense and magical fumes. The Sultan of Zandu owns a grove of ancient incense trees which were reportedly once kept by the fabled sorcerer Kabros.

IRONWOOD

A variety of deciduous tree notable for its steely grey leaves and bark, the ironwood is found in temperate forests across Talislanta. It is valued for its wood, which is among the hardest that can be found on the continent; Zandir woodsmen employ saws and axes coated with a solution of magical quicksilver when cutting these trees for timber.

IRON NEEDLE

Iron needle is a variety of succulent indigenous to the deserts and certain parts of the Wilderlands. The plant resembles a lusterless black cactus, roughly two feet in height and globular in form. It has a fibrous husk covered with dozens of six-inch-long spines, each as tough as iron and exceedingly sharp.

Iron needle spines are valued by many as lockpicks, awls, sewing needles, nails, and to make certain types of tools. While they are in some demand, they are not easy to obtain – at least, not without quite a bit of pain; the plant can defend itself from predators by reflexively launching volleys of its spines at any creature that approaches within a few feet of it, with such force that the spines can pierce skin, clothing, and hide.

JABUTU

Jabutu is a tropical plant found only in Chana. It is notable for its curious properties – the plant grows from a seed, sprouts into a flowering vine, then changes form into a fruit-bearing shrub. Once the plant has reached maturity, the metamorphosis occurs in reverse, until the plant has reverted to its original, seed-like form. At this point the seed goes dormant for a short period before beginning the entire process again. It is said that jabutu plants undergo many

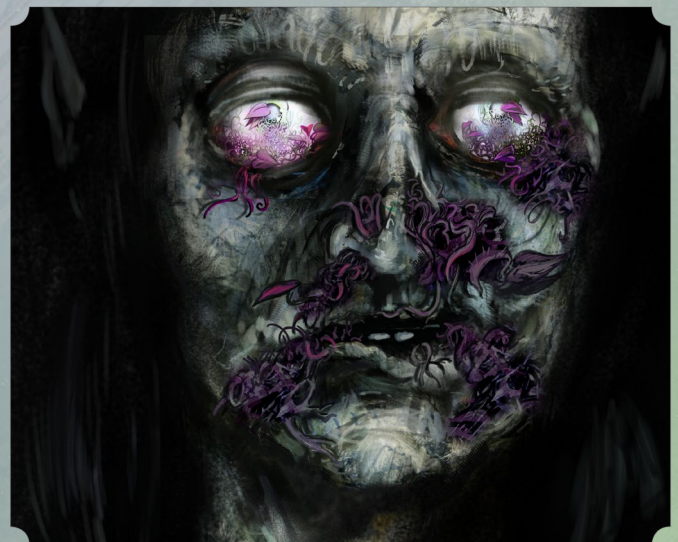
such “reincarnations,” and that a single plant may live for several centuries. Another unusual property of the jabutu is the claim the plant has a “soul,” visible as a ghostly image to those who can see spiritforms.

Jabutu is valued both by Manra, who ingest a derivative of the plant’s fruit in the process of developing their shapechanging abilities, and the Chana, who use jabutu seeds to create kesh, a narcotic used in their occult rituals. The Nagra tribes believe that killing a jabutu plant will invoke the wrath of the forest spirits.

K'TALLAH

K’tallah is a rare variety of swamp plant found in Faradun, Rajanistan, and certain tropical forests and jungles along the Southern Rim. The leaves of this plant contain a resinous substance which, when smoked or ingested, enables the user to “see” visions of the near future. Though casual users of this substance cannot control or dictate the nature of these divinatory dreams, those who use k’tallah regularly can supposedly acquire the ability to do so. Unfortunately for those seeking enlightenment by such means, k’tallah is one of the most addictive substances in Talislanta. Individuals experimenting with the drug even two or three times often become completely reliant upon its euphoric and mind-expanding properties.

K’tallah addicts must partake of the substance each day or suffer horrible, and invariably fatal, consequences. The first symptoms of withdrawal are stomach pains, followed by the uneasy feeling that something is growing within the addict’s body. Next comes the appearance of the snake-like tendrils of new k’tallah plants, sprouting from the unfortunate victim’s eyes, ears, and mouth. Death invariably follows, usually within a few hours. Heavy users of k’tallah, arguably amongst the most wretched folk in existence, claim that leaves plucked from the body of a deceased k’tallah addict are especially savory.



LOTUS

The Talislantan lotus is a variety of water lily found only in swamplands and jungle regions. Two species are considered particularly valuable: green lotus and black lotus.

Green lotus pollen acts like a healing potion and curative for most other forms of plant life. An infusion of green lotus pollen and clean water can be used to make plants and trees grow faster, or regenerate more quickly. It is said that some shamans know how to create a potion from a green lotus that allows the drinker to communicate empathically with most types of plants and trees.

The powder or smoke of the black lotus possesses powerful narcotic and hallucinogenic properties, and is said to confer clairvoyant visions and reveal secrets about individuals known to the user. The use of this substance, however, runs a cumulative risk of black lotus addiction. Despite this potential danger, the black lotus powder is sought after by those who seek power over their enemies.

Other varieties of lotus include the scarlet lotus – the powder of which is said to render those who take it susceptible to the commands of others – and the rare rainbow lotus – the properties of which are unpredictable, and the flower is prized mainly for its beauty.



MANDRAGORE

Denizens of the ancient forests, mandragores are an intelligent and motile species of plant life. Rarely exceeding three feet in height, these strange creatures are inactive by day, when they stand rooted to the ground. Though individuals skilled in woodlore can sometimes spot them, in daylight, mandragores appear much like ordinary plants.

In the evenings, these creatures uproot themselves and stalk the forest in bands of up to two dozen individuals, searching for prey. Using nets of woven vines and grasses, they snare their victims and bury them alive, thereafter feeding off their remains as normal plants draw nutrients from fertilizer. Mandragore groves often contain an assortment of valuables, buried and left to rot with the remains of unfortunate travelers, merchants, and adventurers.

Though mandragores are quite intelligent, they are weak creatures who depend on surprise and overwhelming numbers to trap their prey. They fear fire and may be driven off easily enough by a concerted show of force.



MANG

Mang are a form of sentient tree found in the Aberrant Forest, certain parts of Werewood, and other isolated woodlands. There is some question among Talislantan scholars as to whether these entities are sorcerous aberrations or a type of sub-elemental; mang regard inquiries into the specifics of their ancestry as intrusive, and refuse to elaborate on the subject.

In most respects, mang resemble large, ancient, deciduous trees, standing up to 40 feet in height. Inexpert observers can easily mistake one for a common wither gall, an insult of dire proportions to a mang. Close examination will reveal the gnarled facial features characteristic of mangs, and may also earn the observer a nasty bump on the head or worse; mang do not appreciate being gawked at by strangers and are not averse to displays of physical violence when they feel such actions are warranted.

Though they can speak and can move their upper branches at will, mang are stationary creatures who must remain rooted in the soil. They can communicate with other forms of plant life using a limited form of telepathy, and so can learn much of what is transpiring in their respective domains. As mang live for centuries, these entities often possess great stores of wisdom, which they may or may not wish to impart upon others.

Thystram was purported to have had a long, fruitful relationship with a mang that grew in his backyard. The naturalist affixed a medallion that acted as a ward against gnawing insects on one of its lower limbs. In return, the mang taught Thystram the secret language of plants, and supplied him with much useful information about the natural world.

STATS

INT +7 PER +6 WIL +7 CHA 0
STR +6 DEX 0 CON +5 SPD 0

Ability Level: 10-50+

Attacks/Damage: Limb: d6 +1 per level

Special: Communicate telepathically with plants and trees (range 1 mile per level), immunity to magical influence or control, detect presences (range 200 ft.)

Armor: Bark, PR 2

Hit Points: 30+



MANTRAP

The mantrap is a giant flowering plant native to swamps and marshlands. These dangerous organisms resemble six-foot lotus blossoms, with tendril-like roots. The mantrap exudes a scent which is irresistible to most living creatures, and may be borne on the wind for distances of up to four miles. Once an affected creature comes close enough, the mantrap enfolds the unwitting victim in its petals; death by asphyxiation results within three minutes, after which the mantrap gradually begins to dissolve and digest its prey. An hour later, the plant will disgorge any inedible materials (cloth, metal, bone, etc.) it has swallowed. Despite the considerable risks, Jhangaran marsh hunters and other entrepreneurial sorts are known to hunt mantrap for its pollen, a narcotic substance called euphorica. The giant blossoms are quite hardy, but cannot tolerate cold. In the late spring months, the mantrap produces a pod containing up to a dozen seeds. The seeds are valued at 50 gold lumens apiece among fanciers of exotic plants.

STATS

Special: Roll vs WIL rating or approach the plant in fascination

Hit Points: Each blossom 10 HP

MOONFLOWER

This exotic variety of flower is native to the Quan Empire. It is named for the fact that its fragrant blossoms bloom only at night, and change color to match the hues of the first Talislantan moon to appear in the evening sky. Moonflowers are prized by horticulturists and collectors from other lands, many of whom will pay up to 100 gold lumens for a single, healthy specimen.

NEEDLEGRASS

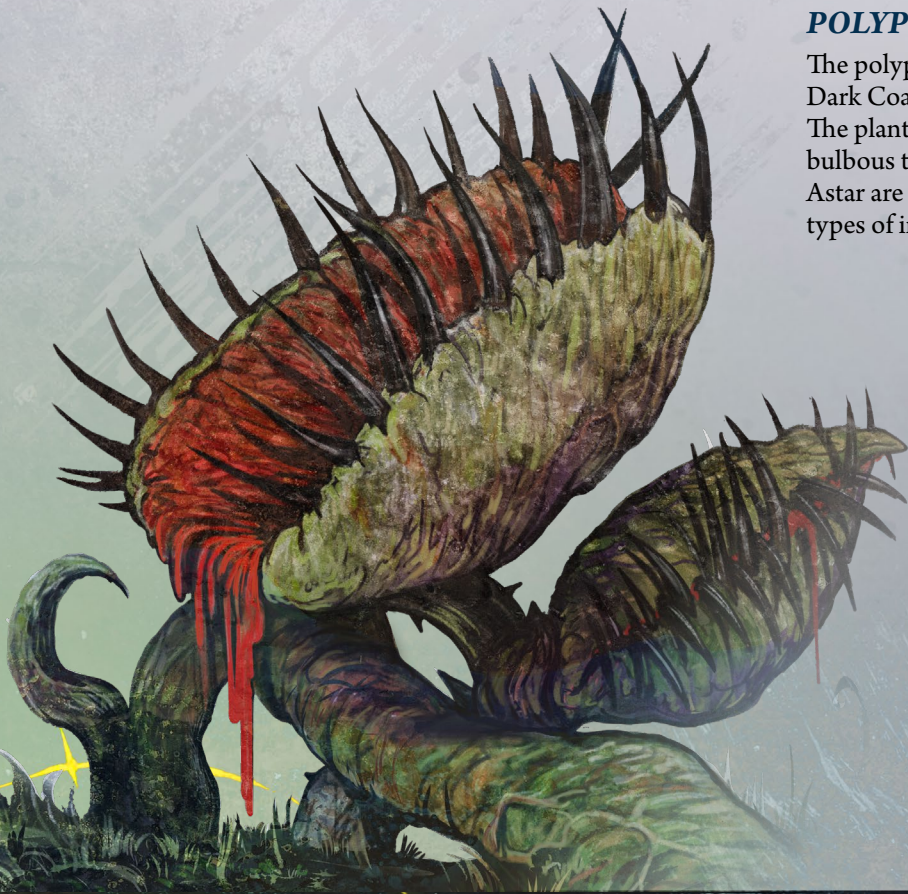
A common and hardy weed that is almost impossible to kill, needlegrass can be found almost everywhere in Talislanta except deserts. Though it is tough and spiky, needlegrass is an important food source for many types of wild herd beasts. The fibrous leaves are also tough enough to be woven into baskets and rope.

PARASOL TREE

This colorful variety of giant palm tree is common to tropical rainforests and jungles. It is notable for its size (up to 100 feet in height), and for its spreading crimson foliage, which resembles a great umbrella or parasol in shape.

POLYP PLANT

The polyp plant is indigenous to the Aberrant Forest and Dark Coast regions, as well as parts of Mog and Jhangara. The plant consists of a long, tube-like stem, terminating in a bulbous tip filled with a sweet, sticky nectar. The Muses of Astar are partial to the nectar of polyp plants, as are many types of insects.



PRISM PLANT

This rare variety of crystal dendron is found in woods and forests from Zandu to the Kang Empire. The plant is notable for the prismatic properties of its leaves and blossoms, which refract light in all the colors of the rainbow. Collectors and botanists will often pay up to 150 gold lumens for a healthy prism plant.

PROPHET TREE

This rare and ancient variety of fruiting tree can be found in certain isolated woods and forests. The tree produces a tempting red fruit which, when eaten, confers visions of future events. The nature of these visions is unpredictable; the portents may be favorable, unfavorable, or utterly incomprehensible. Overindulgence in the fruit of the prophet tree is said to lead to madness. The trees cannot be transplanted, and are difficult (level 10) to cultivate from seeds or cuttings. The fruit is particularly perishable, losing its efficacy soon after it is picked.

PURPLE NARCISSUS

The purple narcissus is an enchanted hybrid created by a precocious botanomancer of ancient times, whose name has long since been forgotten. The plant blooms only if it can see its reflection in a mirror, pond, or other reflective surface; a peculiarity which has endeared it to collectors of exotic plants, who will sometimes pay up to 200 gold lumens for a healthy specimen. The plants are valued at 50 gold lumens apiece, but are quite frail, and wither if exposed to direct sunlight.

SCARLET SPOROZOID

The scarlet sporozoid is a blood-red variety of fungus found only in dark, damp environments. If disturbed or approached carelessly, the fungus will expel a cloud of crimson spores that will greedily devour organic substances of any sort. The spores feed continuously until the victim is dead, at which time new scarlet sporozoids begin growing from the unwitting host's corpse. Fire will kill a sporozoid or its malignant spores; magical light, cast directly on a scarlet sporozoid, will render it temporarily unable to expel its deadly spores.

STATS

Attacks/Damage: Spores: d4 per round

Special: Rendered impotent by radiant light, spores harmed only by fire, acid, or anti-parasitic purge

Hit Points: 1-2



SCIMITAR BUSH

Scimitar bush is indigenous to hills, plains, and wilderness regions. It is quite aggressive, and will lash out at creatures or individuals who approach too closely. In this respect, the plant is aptly named, for its leaves are as long and nearly as sharp as scimitars, and are capable of delivering a nasty wound (d6 damage). Unlucky creatures who happen to run into (or try to hide in) a scimitar bush may suffer up to a dozen attacks, and may be cut to ribbons. Scimitar bush is exceptionally rugged, and can survive even in such hostile regions as Khazad, Urag, and the Wilderlands of Zaran.

STATS

Attacks/Damage: Leaves, d6

Hit Points: 12+

SICKLEWEED

This grassy plant grows wild in many wilderness areas, and is particularly common on the Plains of Golarin. It is named for its wiry, curved leaves, which resemble sickle blades in form and functionality – a “blade” of sickleweed can be used to saw through rope, cloth, or similar materials in a pinch.

SILVER DEODAR

This large (up to 70 feet) variety of spreading conifer is native to both the Eastern and Western land. It is valued for its durable and fragrant wood, which is extensively utilized for Talislantan construction.

SKULLCAP

Skullcap is a poisonous variety of mushroom notable for its bone-white cap and black, bowed stem. Taken in minute quantities a half-dram or less, the mushroom can cause highly irrational and even violent behavior resulting from strange and sometimes horrific hallucinations, such symptoms lasting up to one hour. A dram or more will cause painless death in most cases, usually within one to two minutes.

SNOW LILY

A delicate white flower found only in the coldest climes, snow lily is a beneficial plant that has practical uses. Eaten fresh, the lily’s stem can be used to ward against the onset of frostbite. Prepared in an elixir, snow lily petals are said to confer virtual immunity against the effects of cold.

Vast fields of snow lilies can be found across the Northern Reaches, from Narandu to the borders of Xanadas. The plants lay dormant for most of the year, bursting into bloom only after the weather turns cold. Borne upon the winds, their frost-blue pollen covers the snowfields of L’Haan and Narandu for miles, providing food for numerous small creatures and organisms.

SORCERER TREE

This rare coniferous tree is found only in isolated woodland regions. It is notable for its “mantle” of dark green foliage, which gives the tree the semblance of a tall (ten to twelve feet) hooded man. The wood of the sorcerer tree is often used in the making of enchanted staves and wands, and is thought to possess magical virtues.

SPAN OAK

Span oak is a giant species of deciduous tree that can attain heights of over 200 feet. The limbs of this tree are strong and sturdy and generally span a distance equal to the tree’s height (hence its name). The avian Gryphs make their eyries in these great trees, which purportedly live for thousands of years. The tree sheds about a fourth of its branches each fall, the fallen limbs being coveted as excellent-quality timber in many lands.

SPIKE TREE

Spike trees are a peculiar plant species that are leafless, short and squat, with three thick limbs that spread outwards from a central trunk and root system. Each limb is lined with double rows of forty or fifty spikes or spines, each ranging in size from about a foot to as long as ten feet. Many tribes harvest these spines and use them to make arrow shafts or spears.

SPONGE BRISTLE

This rugged variety of spiny-skinned succulent is indigenous to hot, arid regions, such as Carantheum, Djaffa, Kasmir, and Rajanistan. The sponge bristle absorbs moisture from the air and from below ground, storing it within its pulpy interior. A fully grown plant can measure up to three feet in diameter and may contain up to six quarts of water, making the sponge bristle a boon to desert-dwellers and travelers. Along with desert palms, these plants are common to many a Wilderland oasis.

STRANGLEVINE

Stranglevine is a rugged species of parasitic plant found in jungles and parts of the Wilderlands. In its native environment, the plant is difficult to detect, for it intertwines itself in the branches of other trees and shrubs. When a creature passes within a few feet of a stranglevine, the plant sends forth a whip-like tendril in an attempt to ensnare its prey. If successful, the vine will entwine about its victim, seeking to immobilize and strangle it in its tough, fibrous coils.

Stranglevines draw nutrients directly from the decomposing corpses of slain victims, the remains of which often provide a grim clue as to the location of these dangerous plants. Stranglevine will not attack Green Men, Verdir, Arborin, or mandragores, as they are obligate carnivores and cannot feed off plants.



TANGLEWOOD

Tanglewood is a tree found sporadically throughout the Wilderlands; a tropical variety grows in great abundance in jungles. Tanglewood is very hardy, requires little water, and can grow even in poor, rocky soil. It has no leaves, and is ignored by most creatures, who find its taste disagreeable.

Tanglewood trees only grow up to about ten feet in height, but can spread to almost 100 feet in diameter. The gnarled, tangled branches of this tree can create a dense thicket that is very difficult to get through except by cutting or burning. The tree's branches are so warped that the wood is next to useless for building anything, though the smaller branches can be woven into baskets. Tanglewood is very dry, and makes good kindling.

TANTALUS

Tantalus is a small, leafy plant having a tuberous, heart-shaped root. A powder concocted from the dried root (also called tantalus) is known to be a potent aphrodisiac, and sells for as much as one hundred fifty gold lumens per dram in certain places. The tantalus root is also said to be of use in the making of charms, love philtres, and the like.

THORNWOOD

This tree is similar to tanglewood, but its branches are covered in sharp thorns and barbs. Found throughout the Wilderlands, it is despised by most creatures, which will usually go to great lengths to avoid contact with its branches. Green Men, Verdir, and Arborin do not seem to mind it as much.

UNDERROOT

A subterranean tuber that grows entirely under the ground, Underroot resembles a cluster of brownish bulbs, each about six inches in diameter. A single underroot may consist of dozens of these bulbs, all connected by a net of thin, fibrous roots. The outer shells of these bulbs are tough and can be dried in the sun to produce cups or vessels for holding water. The soft, pulpy inner core is nutritious, and also contains a fair quantity of water. A single bulb contains enough nutrients and liquid to sustain an average-sized humanoid for one day. The plant is a primary source of food for subterranean creatures, including Darklings, who zealously guard choice colonies of underroot plants.

VAMPIRE ROOT

This uncanny plant lives in darkness, and only underground - no portion of the plant ever grows above the surface. It resembles a gnarled and serpentine root up to ten feet in length, with a mouth-like orifice surrounded by a nimbus of pale white tendrils.

Vampire root burrows through the soil like a worm, preying on the roots of other plants and trees. When it locates a suitable victim, it latches onto a root and begins feeding off the victim's vital juices. If not stopped, a vampire root will continue feeding until its victim is dead. While this plant is not a threat to humanoids, it can be quite deadly to mandragores, which root in the ground by day, as well as other plants.

VIOLET CREEPER

Violet creeper is a rare species of ambulatory shrub native to temperate forests and jungles. It is easily recognized by its dense, purple foliage and can reach a height of up to seven feet. Inactive by day, this shrub uproots itself at night and creeps about, searching for warm-blooded prey. When it comes upon a sleeping or helpless creature, the creeper sends forth a dozen or more wormlike shoots that exude an anesthetizing fluid. The plant then roots itself in the hapless victim and feeds on its vital fluids, leaving the area just before the light of day. If attacked before it has finished feeding, a violet creeper will withdraw and shamble away.

Unlike most forms of plant life, violet creepers have a fair degree of intelligence and are capable to some extent of reason. They fear fire and will flee if threatened with torches or magical flame. If one approaches during daylight, it is supposedly possible to gently uproot young violet creepers and take them into captivity, though one should exercise caution concerning the transplanting and maintenance of these shrubs, especially during the evening hours.

STATS

INT -3 PER 0 WIL -9 CHA -17
STR -1 DEX 0 CON -1 SPD -1

Ability Level: 1-3

Attack/Damage: Blood Drain, d4 per minute

Special: Shoots exude anesthetizing fluid (attack cannot be felt), limited mobility

Armor: Bark, PR 1

Hit Points: 2+

VENOMWOOD

The venomwood tree is a rare variety of tropical plant. Its wood exudes a virulent poison which is thought to protect the tree from boring insects and termites. The cannibalistic Witchmen tribes make poison arrows from the branches of the venomwood, employing them against other tribes in the region. Victims hit by a poison arrow first experience searing pain in the area surrounding the wound, followed swiftly by a noticeable loss of strength. Unless an antidote can be obtained, even the slightest wound from a poison arrow will result in death within two to eight hours.

YELLOW AQUEOR

A giant species of kelp that can grow up to 500 feet in length, yellow aqueor is an important natural resource for the Oceanians, who consider it the most useful of all sea plants. The aqueor's massive trunk, cut into sections and dried in the light of the twin suns, takes on tensile strength comparable to good hardwood. The leaves are edible, and the fibrous stems can be used to make rope, parchment, mats, baskets, and even a type of coarse cloth. Furthermore, all products derived from the yellow aqueor are highly resistant to rotting and waterlogging.

The Talislantan milieu is populated by innumerable species of bugs and insects, including many varieties of creeping, crawling, flying, swimming, and burrowing things. The following is a list of some of the more notable types of insects that may be encountered in Talislanta:



AMBER WASP

The amber wasp (or “golden hornet”) is a denizen of the swamps of Mog and a relative of the fabled gold beetle. In a fashion similar to its scintillant cousin, the amber wasp derives its unique coloration from the tiny bits of amber upon which it feeds. Unlike the gold beetle, however, the amber wasp is an aggressive defender of its territories. The sting of this inch-long insect is incredibly painful, producing the wildest and most unseemly gesticulations, thrashings, contortions, and howling in its victims. Fortunately, the effects of the amber wasp’s sting wear off after only ten minutes or so. The light, fibrous nests made by these insects are made of spun amber, and are valued at up to 30 gold lumens each.

Certain Mogroth swamp miners claim that the presence of more than three amber wasp’s nests in a twenty-foot radius indicates that a rich deposit of amber can be found in the immediate vicinity. As amber wasps are social insects, the discovery of such a great concentration of these aggressive insects can pose something of a hazard, particularly to individuals who lack the Mogroth’s thick, protective hide.

STATS

Special: Extremely painful sting

CARAVAN-BUG

Caravan-bugs are social insects native to temperate woodlands and semi-tropical forests. The males are six-legged, but walk erect on their hind legs, and stand approximately three inches in height. The sexless workers resemble foot-long, spiny-backed centipedes, with heavy, cutting mandibles, while a caravan-bug queen looks something like a root-grub. They are surprisingly intelligent, and are believed to have a primitive language, of sorts.

Caravan-bugs are nomadic by nature, traveling in groups of up to two thousand insects. They carry with them everything essential to their survival: Seed pods, hollow nutshells filled with plant nectar, the eggs of their young (each wrapped in a sack made of a folded leaf), and parasol-shaped ferns used to shield the queen from the rays of the twin Talislantan suns. Traveling both by night and by day, a group of caravan-bugs can cover up to a mile in a day. They are not particularly dangerous, though caravan-bugs have been known to scavenge food and provisions from campsites and storage areas, and a worker can deliver a painful bite, whose grip it will not relinquish unless it is killed; in rare instances, man-sized creatures have been torn to bits by hordes of panicked or enraged caravan-bugs.

STATS

INT -3

Attacks/Damage: Bite, d2

Special: Can converse in an unknown insectoid language, and possibly Low Talislan or Nomad



CHIG

Most destructive of all Talislanlan insects, the chig is native to wastelands and wooded areas from Zandu to the Kang Empire. Chigs are ugly creatures, vaguely humanoid in form, with a shiny black carapace and razor-sharp, metallic pincers. A full-grown chig can average almost six inches in length, and weigh about a quarter of a pound. They are prodigious leapers, able to span distances of up to ten feet at a single bound. The wicked pincers of these insectoids are capable of piercing cloth and even hide.

Chigs usually prey on small avians, reptiles, and vermin, and in this respect can be beneficial to man. They are seldom found in numbers, except at such times when it is their nature to spawn (once every six to seven years, on the average). When spawning, chigs reproduce at such a frightening rate that massive swarms of these insectoids can appear practically overnight. It is then that chigs are most dangerous, for in large numbers they will attack and devour all living creatures in their path. Such infestations generally last only three days, after which most of the newly-spawned chigs suddenly die. The discovery of a bloated, egg-laden chig is often the only warning that a spawning is about to occur in a given region.

STATS

Attacks/Damage: Armor-piercing pincers, d2



CRYSTAL MOTH

These beautiful, crystal-winged insects are common throughout much of Talislanta, even having hardy ice-blue variants capable of tolerating such frigid regions as L'Haan and Narandu. The most colorful sorts are found in tropical forests and jungles, and are valued by collectors, who may pay up to 20 gold lumens for the finest specimens.

Crystal moths are inoffensive, feeding only on the nectar flowers. The largest may attain wingspans of up to two feet; the smallest, one to two inches. Numerous avian and reptilian species feed on crystal moths, devouring the insect's soft body parts and discarding its brittle wings. The Hadjin favor fans and headdresses made of these delicate pieces of colored crystal, which can be quite costly (up to twenty times the price of common articles of the same sort). The Jhangarans and Imrians eat crystal moths, wings and all, and consider them to be a great delicacy.

FLIT

Flits are small, winged insectoids generally ranging from one to two inches in length, metallic blue in color. They are ugly and mean, with bulbous bodies and long, needlelike proboscises. Their legs are covered with tiny barbs.

Flits dwell in swamp and jungle regions, making their homes in the hollows of rotting logs. They feed on the blood of birds and mammals and are a great nuisance to travelers and their mounts. With their barbed legs, they latch onto the hair or feathers of their victims, insert their stingers, and begin to feed. While the sting of a flit is quite painful, it does little damage to the victim. The real danger posed by these pests is that many flits are carriers of swamp fever, a disease that can cause madness.

Flits are repelled by whispbane and by the bitter juice of the mungberry. Smoke anesthetizes them, causing them to release their barbs and drop harmlessly to the ground.



GIANT WATER BUG

There are hundreds of different varieties of giant water bug native to the Talislantan continent, from the foot-long, water-skimming “boatsman” to the six-foot-tall “swamp mantis” (level 3, HP 6; claws do d8 damage). Most feed on tiny crustaceans, larvae, and the eggs of other aquatic creatures, though some are rubbish- or carrion-eating scavengers. Though only the fearsome swamp mantis poses any great danger to man, most giant water bugs will bite or sting if threatened, and some may be responsible for spreading disease. Ardua, Jhangarans, and Imrians favor these creatures for food, as do skalanx; broiled swamp mantis is traditional fare at a Jhangaran banquet.



GOLD BEETLE

This fabulous and rare insect is a denizen of the deep swamplands of Mog. Measuring up to four inches in length, the beetle’s wings and carapace are composed of pure gold - a condition attributed to the bug’s diet, which consists almost entirely of gold flakes. Fine specimens may bring up to 2,000 gold lumens apiece in some lands, but only if still alive and unharmed; collectors have little interest in dead or damaged gold beetles. Gold beetles are solitary and tend to nest amidst the branches of poisonous or noxious plants, which tolerate the beetle’s presence without ill effects.



IRON DRAGONFLY

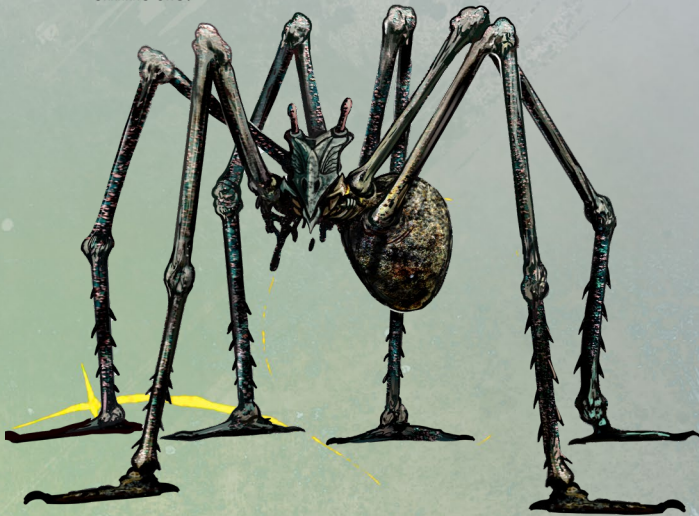
These metallic-winged insects are typically found only in tropical jungles and rainforests. Glinting in the sun's light as they soar through the air, they are quite beautiful, and as such are coveted by collectors. Iron dragonflies feed on most other types of insects, including such dangerous pests as Rajan scorpions and rhasts. They generally don't bother humanoid, though the larger types can sometimes do accidental damage to the sails and riggings of low-flying windships.



MUD-WALKER

These strange-looking, stilt-legged insects are found throughout the Sinking Land, as well as most swamps and marshlands. They eat slugs, mudworms, and leeches, and so are rarely molested by men (the fact that mud-walkers are inedible may also have something to do with this).

Adult mud-walkers may stand up to three feet in height. Though they generally keep away from larger creatures, if threatened Mud-Walkers may use their poisonous sting to protect themselves. They are surprisingly swift and agile, can run over mud as if it were solid ground, and are excellent climbers.



PLAGUE-WEEVILS

Plague-Weevils are a rare but exceedingly dangerous species that can be found almost anywhere across the Talislantan continent. In larval form, these insects are known to hibernate for centuries, typically in underground tombs, crypts, and warrens. For reasons unknown, vast numbers of Plague-Bugs will suddenly awaken at the same time, to emerge from hiding and wreak death and disaster upon the land.

Plague-Weevils are voracious eaters that feed on all sorts of organic matter, including plants, trees, animals, and even humanoid beings. A single swarm may number well into the thousands, and is capable of stripping large areas of all lifeforms, great and small, leaving nothing but dry husks and bare bones. Ancient Talislantans believed that infestations of these insects were summoned by witches or necromancers, and cast upon the lands of their enemies as a curse or plague (hence their name). Plague-Weevils are most active when they first emerge (+1 SPD), but after gorging themselves, they become slower and slower, until they are finally too fat to move. At this point the insects are themselves often eaten by other lifeforms; Rajans and Farad in particular regard freshly-fattened Plague-Weevils as a delicacy.

STATS

SPD +1
(upon emerging), minus 1 per round -20
(immobile).

Ability Level: 1

Attacks/Damage: d10 per round per every 1000 Plague-Weevils

Special: Swarm

Hit Points: 1

RAJAN SCORPION

This desert-dwelling species is found primarily in Rajanistan, hence its name. Though rare, they are also found in parts of the Red Desert, Djaffa, the Desertlands, Faradun, and the Wilderlands border regions (east and west). The Djaffir kill these vermin on sight, lest their beasts fall victim to a scorpion's sting. Torquar wizards and assassins often keep Rajan scorpions as 'pets,' employing both the insect and its venom in certain of their grisly torture rituals. A dram of this toxin can sell for as much as 75 gold lumens on the black market.

Rajan scorpions are a sandy brown, and measure up to about a foot in length when fully grown. Their coloration and talent for burrowing allows it to blend almost unseen into its desert habitat, a cause of some concern to individuals who must traverse these areas. The insect's powerful sting can penetrate even the toughest leather, and carries a lethal venom.

STATS

Attacks/Damage: Stinger, d3; lethal venom, d4 damage per round for ten rounds

RHAST

Rhasts are large insects that are found throughout much of the continent, and can grow up to a foot in length. They have six spiny legs, a tough carapace, and a mouth filled with rows of sharp fangs and grasping mandibles. Reviled by nearly all tribes, swarms of rhist pose a threat to most forms of plant and animal life. They are the ultimate scavengers, capable of consuming almost anything in their path, including grasses, trees, wood or leather goods, vermin, and even creatures as large as erd.

STATS

PER +6 DEX +11 SPD +11

Ability Level: 1

Attacks/Damage: Bite, d2

Special: Swarm

Hit Points: 1

ROOT GRUB

These eyeless, fanged larvae live below ground in many woodland and jungle regions, feeding on the roots of large plants and trees. They are a threat to cultivated crops, vineyards and orchards, and are the bane of sentient plants such as mandragores and mangs. An adult root grub may grow up to two feet in length, with a diameter of eight inches or more; a truly repulsive sight, given the creature's deathly pale coloration. Their fanged mandibles are capable of penetrating leather, hide and even light chain mesh (damage: d3). Green Arduan horticulturists employ trained dracs to locate and kill these subterranean vermin, which are responsible for most crop damage in Vardune of the Nine Kingdoms.



SNIPER BUG

This unusual species of insect is native to Zandu, Silvanus, Werewood, and parts of Arim and Yrmania. The sniper bug is named for its uncanny habits; armed with tiny spears made from bits of wood, rock, and glass, sniper bugs lurk in hiding, waiting to ambush unwary prey. Like caravan-bugs, they are quite intelligent.

Sniper bugs usually travel in “platoons” of up to two dozen, three-to-four-inch-tall adults, each armed with as many as a half-dozen spears. They generally prey on small avians, reptiles and other insects, but are quite fearless, and will attack man-sized or larger creatures as well. While their small weapons are capable of doing only minor damage, sniper bugs can be dangerous when encountered in large groups. They are almost impossible to get rid of once they have marked a territory (part of a clearing, a path, home, basement, etc.) as their own. Wars between sniper bugs and whisps have purportedly gone on for untold millennia, largely unnoticed by men.

STATS

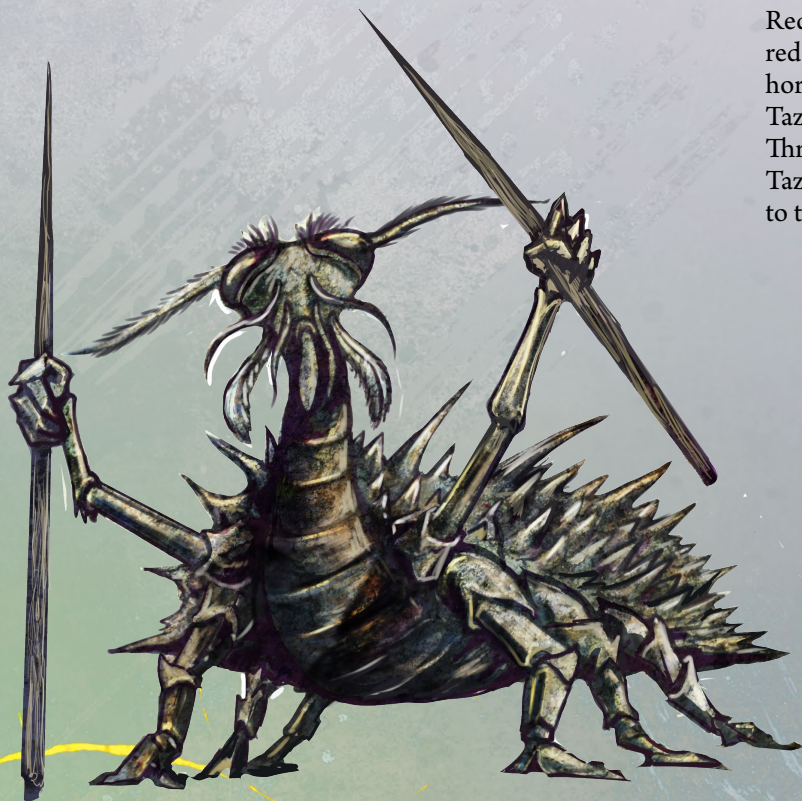
INT -7

Attacks/Damage: Spear, 1 point



TAZIAN FLY

This noxious variety of biting insect is native to the jungles of Taz (hence its name) as well as other swamps and jungle regions. Less than an inch in length, the Tazian fly is believed to be a carrier of such virulent diseases as Yakuk and the Red Death. Fortunately its iridescent wings and bright red body coloration make it easy to spot, but swarming in hordes ten thousand strong during the spring months, the Tazian fly is less simple to avoid. For some unknown reason, Thralls are rarely bothered by these insects, possibly because Tazian flies find these sorcerous hybrids to be unpleasant to the taste.



Though Talislantans lore is replete with a sizable pantheon of god-like beings, the nature of these entities is far from certain. While these beings are regarded by some as true gods, others believe that such entities are no more than superstitious myths, the faded recollections of powerful Archaen sorcerers from the distant past, or just powerful entities from other planes of existence.

The esteemed Archaen Savant, Xanadas, when questioned on this subject, is said to have replied: "To mortals, what difference is there between sorcerers who possess god-like powers, and the gods themselves? How is a miracle different from Magic? Any place you like can be called a holy shrine; erect a building and you may call it a temple; indoctrinate enough believers and you have a cult. Such is the nature of belief."

Perhaps in Talislanta, this is so. Or perhaps Xanadas was merely an agnostic, grown jaded by the miraculous magics practiced by his fellow Archaens prior to The Great Disaster. Curiously, in some places, even Xanadas himself is now revered as something of a god.

The following is a listing of the more prominent deific (and in some cases demonic or diabolical) beings revered by the various races native to the continent of Talislanta.

Aa

Stern and vengeful god of the Aamanians, Aa is depicted as a shaven-headed, bronze-skinned man of great stature, arms folded across his chest and dressed in starched, white robes. Priests of Aa typically adopt attitudes and dress similar to their patron, and are swift to pass judgement on others. Followers of Aa remove all facial and body hair, wear modest garments of white linen, and cultivate a sameness of appearance and behavior bordering on mindlessness. Those who adhere to the tenets of this religion (called Orthodoxy) are notably intolerant of the beliefs of other peoples.

ABERON

Ruler of the Lower Plane of Cthonia, Aberon is depicted as a hideous and gigantic humanoid, possessing many of the gruesome traits associated with demons. He is revered by the cannibals of Pana-Ku, and also by the Sepharans, who regard Aberon as one of the Six Archedemons of the Apocalypse.

According to his vile followers, Aberon seeks the destruction of the existing order of things, and the subsequent extension of his own nightmarish sphere of influence.

THE ANCIENT ONES

Ostensibly mortals who have attained nirvana by the practice of the mystic arts, the Ancient Ones are depicted as wise men and women of great age. They are revered by the Mandalans of the Kang Empire and the Savants of Xanadas for their kindness and wisdom. The Ariane doctrine of Trans-Ascendancy may have fostered the belief in these ancestral, demi-god-like beings, whose followers often erect shrines in isolated wilderness regions.

THE ARCHONS

The Archons are most often depicted as ten-foot tall humanoid beings, whose bodies are comprised of pure light. They are revered by the Cymrilians and other folk of good heart, and are hated and feared by demonic and diabolical beings of all sorts. Many Cymrilians consider these divine beings to be the source of all White Magics. Followers of the Archons sometimes build temples in their honor, which serve simply as places of meditation.

ARIAL

Goddess of the South Wind, Ariel is usually depicted as a beautiful female whose hair and body are composed of wispy, white vapor. She is said to ride the clouds, her moods ranging from the savage to the sublime, with corresponding effects in existing weather conditions. Ariel is revered by many peoples, and is the patron goddess of Talislantan sailors. It is within her power to bring rain, cause favorable winds, or create tempests.

Sailors seek to curry Ariel's favor by anointing their vessels with costly fragrances prior to embarking on any sea voyage. Ariel is associated with the race of air elementals.

AVAR

Known as "The Golden God," Avar is always depicted as a golden-skinned man dressed in finery, his many grasping hands outstretched in all directions. He is symbolic of the desire for wealth and material gain. Clerics of Avar are typically merchant-priests, their holiness being considered commensurate with the extent of their wealth. The ostentatious, gilded temples of Avar resemble marketplaces, with merchant-priests clamoring to sell "holy items" to the followers of their greedy patron. Avar is primarily revered by the Farad, though disciples of Avar have had some luck in converting certain of the folk of Kasmir to their beliefs. Statues of Avar are always made of gold, typically adorned with jewels and other valuables.

BOREAN

God of the North Wind, Borean is invisible, his presence being “felt but never seen.” The Mirin of L’Haan revere Borean, whom they claim is the brother of the wind goddess known as Arial. His clerics are often white witches and warlocks. Shrines dedicated to Borean must be built in open areas, where the cold north wind blows. Those who revere Arial will always be treated with kindness by the followers of Borean. Like Arial, Borean is associated with the race of air elementals.

CREATOR

A deity known by countless names throughout the span of time, Creator has been revered by many cultures, peoples, and races of beings. The deity’s manifestations are similarly diverse, and tend to mirror the expectations of those who worship him (or her, as the case may be). The Mogroth, Gryphs, Ardua, Sindarans, Sunra, Cymrilians, Sawilu, Jaka, and many others are followers of this omniscient being, who is said to rule over such powerful entities as Death, Destiny, and the Archons.

DEATH

The entity known as Death is most often portrayed as a faceless humanoid, skeletal of build and dressed in dark, hooded robes. Ruler of the Underworld, Death is neither good nor evil in nature. All who live must one day face this spectral entity, though some believe it is possible to outwit or cheat Death, at least for a time. Death is revered only by black magicians and similarly perverse types, such as the Stryx of Urag and the Necromancer-Priests and Dark Paladins of Rajanistan. Most Talisnantans acknowledge his power, however grudgingly. Death is served by the entity known as Destiny.

DESTINY

Also known as the “Author of Fate,” Destiny is often portrayed as a grey-robed spectre. In one hand he bears a staff; beneath the other he holds a massive, iron-bound grimoire. Each living being has a page in the book, upon which is written all that will occur in that individual’s life, including the exact moment when Death will come to claim the individual. Destiny is revered by the Arimites, and to a lesser extent by the Djaffir. Some claim that the Author of Fate can be petitioned to impart knowledge of the future, though few dare to learn the secrets of Destiny. It is believed that Destiny occupies the Underworld region of Omnus, the realm of occult knowledge, barred to outsiders by nine magical gates.

DREAMWEAVER

Ruler of the Dream Dimension, Dreamweaver is an enigmatic being of varying form. The entity often manifests itself as a creature or being of great beauty, the exact nature of which depends upon the race and species of the dreamer. Dreamweaver is the patron deity of the Phantasians who claim to have learned the secret of concocting dream essences from her (the Phantasians describe Dreamweaver as a lovely woman dressed in long, flowing robes). The Muses of Astar likewise revere Dreamweaver, who they claim is androgenous in form. The Thaecians describe Dreamweaver as a handsome minstrel, whose songs reveal aspects of the future. Whatever his/her/its true nature, Dreamweaver is known to be the sworn enemy of Noman, ruler of the Nightmare Dimension. The servants of Dreamweaver are the gnome-like Sandmen, who carry sacks of dream-dust, which they sprinkle upon sleeping individuals in order to bring about the onset of dreams.

FORTUNA

Lovely and fickle goddess of luck, Fortuna is often depicted as a woman of indiscernible nature. Her eyes sparkle, and a half-smile plays about her lips, but her intentions are ever cloaked in uncertainty. Fortuna is revered by the Sarista, who call her their mistress. Many others seek her favor, especially those who engage in games of chance or risky endeavors of any sort. To mock or speak disparagingly of Fortuna is said to invite a run of bad luck which may last from seven seconds to seven years.

DIABOLUS

Ruler of the Shaitan, Diabolus is often depicted as a giant, crimson-skinned devil, seated upon an emerald throne. According to legend, Diabolus was once an Archon who sought to become akin to the gods. For his insolence, Diabolus was cast down from the heavens by the Archons who consigned him to dwell forever in the City of Brass. Though Diabolus has renounced the Archons in favor of more sinister pursuits, he is not totally evil in nature. While spite and envy motivate many of his actions, he occasionally attempts to perform good deeds, possibly in the hope of someday regaining the favor of the Archons.

JAMBA

Also called “The Unknowable One” and the “Keeper of Secrets,” Jamba is commonly depicted as a tall, jade-skinned man dressed in the robes of a scholar, his face hidden from view by a diaphanous veil. He is revered by the Dracartans of Carantheum, who claim that Jamba has spoken only two times within the memory of man: the first time Jamba told their nomadic ancestors to settle in the Red Desert. The second time, Jamba revealed the location of twelve stone tablets containing the lost secrets of thaumaturgy. Both revelations have led the Dracartans to prosper greatly. Since that time (some four hundred years ago), Jamba has not been heard from. His loyal priests, who confess to bafflement as regards their patron, nevertheless steadfastly await Jamba’s next revelation. Within the massive pyramid temples built in honor of the Unknowable One, it is considered a sacrilege to speak, lest the faithful miss some utterance from the lips of Jamba himself. Thus, symbolic gestures are employed in all rituals and services.

MANIK

Known as “The Mad God,” Manik is depicted as a large and bestial humanoid, a three-eyed giant, a two-headed yaksha, or any number of unrelated guises. The Wildmen of Yrmania are the only folk insane enough to worship Manik, who they regard as a symbol of absolute chaos. Shamans and followers of Manik engage in ritual drug use, and are generally incapable of rational thought; they regard insanity as a “gift” from the Mad God.

MOORG

Also known as “The Mud-God,” Moorg is commonly depicted as a giant humanoid being comprised of oozing mud and slime. He is revered by the Mud-People of the Dark Coast region, who claim that Moorg is the undisputed overlord of all swamps and marshes. As Moorg is also a god of war, Mud-People priests tend to be more skilled in combat than in the working of miracles. Temples dedicated to Moorg are always built of mud, and are found only in swampy regions.

NOMAN

Noman is a terrifying entity who is said to rule the Lower Plane known as the Nightmare Dimension. The hordes of pseudo-demons do his bidding, spreading fear throughout the myriad planes of existence. Within the dark regions of the Nightmare Dimension, Noman is nearly omnipotent, wielding absolute control over all manifestations native to his home plane. Elsewhere, Noman’s powers are illusory in nature, and can only affect those who believe in him. Noman is the enemy of Dreamweaver, ruler of the Dream Dimension, and is regarded as the devil by the Phantasians.

OCEANUS

Patron deity of the Sea-Nomads, who named their floating city in his honor, Oceanus is typically portrayed as a great, green-skinned male or female with flowing hair and beard. The Sea-Nomads claim that Oceanus is the protector of good-hearted sailors and all who dwell upon or under the seas and oceans of the world. Sea-farers often seek to gain his favor by pouring goblets of wine into the sea prior to embarking on any voyage across open waters. It is customary for priests of Oceanus to wear necklaces of shells, and to employ sea sponges, shells, and the like in all rituals honoring the sea god. Oceanus is sometimes associated with the race of beings known as water elementals.

SATHA

Giant dragon-goddess of the Saurans, Satha is said to be the mother of all reptilian species. Sauran priests and priestesses of Satha erect shrines to the dragon-goddess at the mouths of active volcanoes, which the Saurans claim are caused by Satha’s fiery breath. Fire gems, found throughout the Volcanic Hills region, are believed by the Saurans to be “Satha’s Tears,” and so are considered objects worthy of reverence. Satha is sometimes associated with the race of fire elementals.

SHAM, THE DECEIVER

Patron deity of the Darklings of Urag, Sham is described as a shadowy figure similar in appearance to a very large Darkling. The deity is also known as the “King of Lies,” and is revered for his abilities of stealth and deception rather than any great power. Sham is also a skilled assassin, an occupation held in high regard by the Darklings. Priests of Sham typically claim to be witch doctors, though many are in reality thieves, charlatans, and/or assassins.

STONE IDOLS

The massive, three-eyed stone effigies that have stood in Urag since time immemorial may represent some long forgotten demi-god, or they may not. Oblivious to the obscure origins of these monuments, the monstrous Ur clans of Urag nonetheless revere them as gods. Ur witch-doctors, most of whom possess abilities commensurate with charlatans, offer living sacrifices at the feet of these immense statues in the hopes of gaining some sort of favor. It is now believed that these three-eyed idols are representations of the Sepharans, a semi-demonic race that hails from the depths of the Demonrealms and supposedly seeks the destruction of the Omniverse.

Taryx

Patron deity of the Avian Stryx of Urag, Taryx is depicted as being vaguely humanoid in form, but having the wings, visage, and claws of a huge vulture. Called "The Scavenger of Souls," Taryx is generally considered to be a minion of Death though the Stryx claim the reverse to be closer to the truth. Taryx's "priests" are always necromancers of the most vile and morbid sort.

The Ten Thousand

Popular name for the countless saints, luminaries, and minor deities revered by the folk of Zandu and certain other peoples. So numerous are these figures that a comprehensive listing of all the Ten Thousand has long been considered a futile undertaking. Medallions and miniature figurines depicting various sainted individuals are popular among the Zandir.

Terra

Earth goddess of the Vajra and the Gnomekin of Durne, Terra is commonly portrayed as a rather plump, matronly figure whose body is comprised of earth and stone, various roots and tubers serving as her hair. Priestesses of Terra conduct services in her honor in great, underground caverns illuminated by phosphorescent mushrooms. Primarily regarded as a symbol of fertility, Terra is associated with the race of earth elementals.

The True Elementals

These gigantic beings, whose bodies are comprised of elemental fire, water, air or earth, are revered by the Mangar Corsairs, the Dhuna, and others. Terra, Satha, Arial, Borean, and Oceanus may all be true elementals, possibly of the most ancient sort. All manner of lesser elementals are the servants of these formidable beings.

Zoriah

Also known as "The Red God of War," Zoriah is always portrayed as a giant, crimson-skinned humanoid, bristling with weapons and armor. Patron war god of the Kang, Zoriah is admired by warriors of many nationalities. Warrior-priests of Zoriah erect cairns of stone in his name prior to partaking in any great battle, this in order to gain the war-god's favor. There is some evidence to suggest that the secret warrior-god of the Ahazu tribes (of the Dark Coast) may be a manifestation of Zoriah.

The Forgotten Gods

A number of deific beings were revered long ago by the peoples of the Forgotten Age. While precise information concerning these entities has long been lost to antiquity, those whose names are still recalled include:

The Beast-God.

The Beast-God was patron deity of all wild beasts, and by inference of the Wild Folk (known in the derogatory sense as the Sub-Men). He is depicted as a half-Man, half-beast creature who revels in his wild and savage nature.

The Morgod.

The Morgod was said to be a destroyer, known as the killer of the gods. Neither male nor female, the Morgod was depicted as a metal-scaled giant of monstrous aspect. Its gaze was reputed to be deadly: hence, images of the Morgod were always covered until needed for certain rituals.

Narag the Dragon.

Despite the claims of some Talislantan scholars, Narag was probably not a god, but was more likely one of the fist Drakken Kings of Kharakhan. The Sauran goddess Satha may have been derived from the legends of Narag.

Kron the Mighty.

A silver-skinned warrior of great size, Kron was called the Defender of the Faithful, and was the enemy of all evil deities. Some Talislantan scholars believe that Kron may have been a paramane of great power, though none can say for certain.

Lissilis of the Many Veils.

Lissilis was an astral deity, associated with the stars and heavenly bodies. Her magical veils were said to conceal the secrets of creation from mortal beings.

Sarielle the Temptress.

Goddess of magic, Sarielle was neither good nor evil. According to the male-dominated views of the early Archaens, she tempted Men to learn magic so that they would always be devoted to her.

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TALISLANTA

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