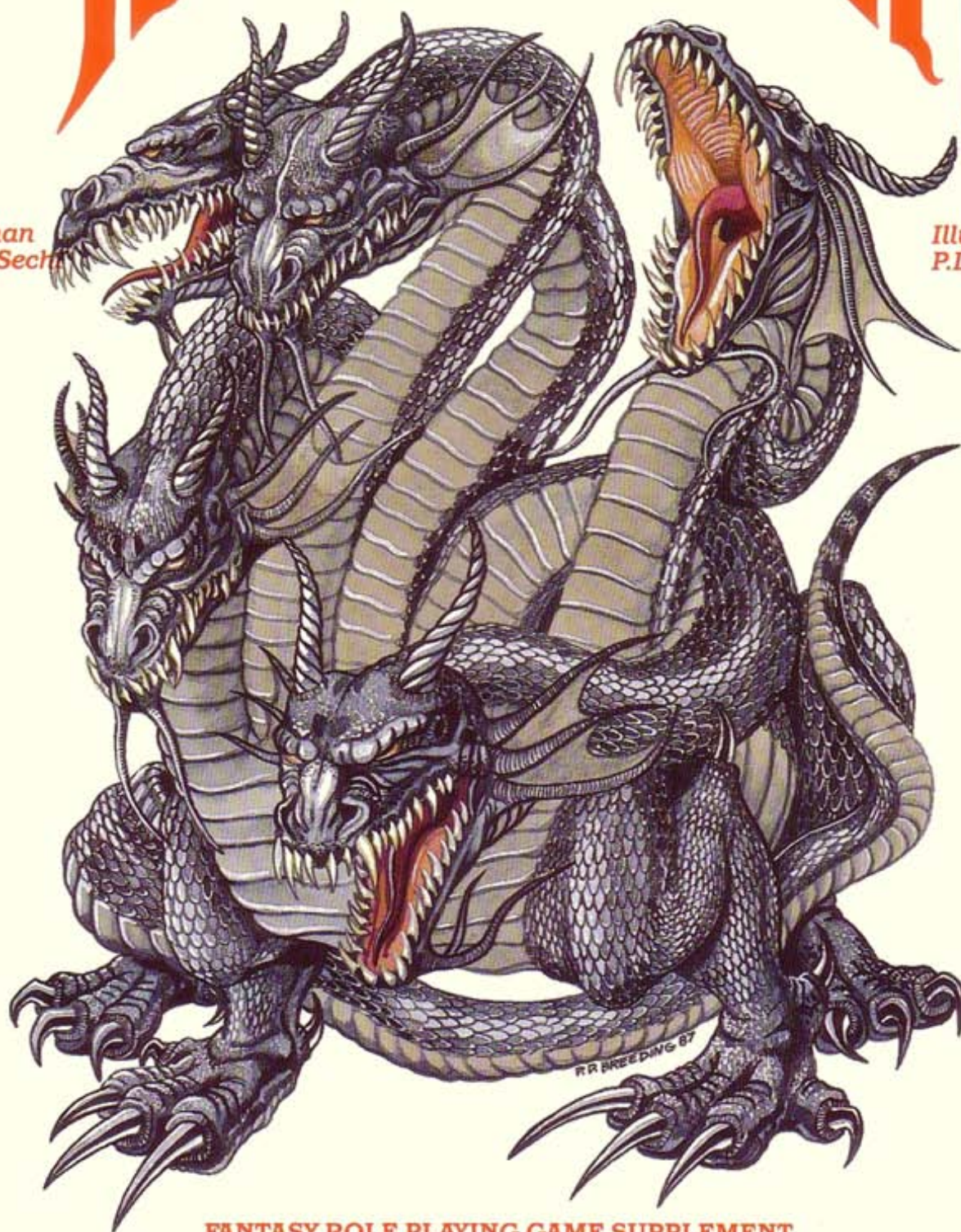


A NATURALIST'S GUIDE TO

TALISLANTA

By Stephan
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Illustrated by
P.D. Breeding



FANTASY ROLE PLAYING GAME SUPPLEMENT

A NATURALIST'S GUIDE TO

TALISLANTA



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INTRODUCTION

The following is a compendium of selected flora and fauna native to the continent of Talislanta, a mysterious land first described by the wizard Tamerlin in his obscure book, *The Chronicles of Talislanta*. Compiled from the copious and disjointed notes of the ancient explorer himself, these listings should by no means be considered complete. It is doubtful that Tamerlin, despite the extensive nature of his travels, was able (or willing, for that matter) to obtain first-hand information on each of the organisms described in the text. Indeed, one may assume that, given the limitations imposed upon him by the vast scope of this project, Tamerlin augmented his own research with legends, folk tales, and the dubious accounts of wayward adventurers. It is perhaps even possible that the wizard, an admitted fancier of certain mild intoxicants, included entries solely of his own imaginings.

Though Tamerlin was a reasonably astute observer, he was not trained as a naturalist. As such, the system he employed to categorize and notate his entries was hardly scientific, and in fact may be considered somewhat abstruse. His main concerns when describing an organism were its appearance, physical capabilities, and habits. On occasion, the wizard chose to augment a particular entry with other useful information, though the scholarly reader should not count on such bonanzas occurring with any degree of regularity.

When perusing the text, it may be found that certain of Tamerlin's entries raise more questions than they answer, or seem fragmented or incomplete. This is at least partially the fault of the editor, who found it necessary to omit sections of the wizard's ramblings in the interest of brevity. Included in this category were the copious notes which Tamerlin compiled on Talislantan magic and alchemy, a log of his travels and reputed accomplishments, and what may well be the oldest known example of that literary achievement now commonly referred to as a 'restaurant guide'. Should this book serve to stir interest in the wizard's writings, perhaps these remaining works will also find their way into print someday.

STATISTICS FOR TALISLANTAN LIFEFORMS

The format used when listing game statistics for each entry is as follows:

SIZE: Typical height/length and weight, usually expressed as a range.

EXCEPTIONAL ATTRIBUTES: Listed here will be any exceptional high or low attribute scores possessed by a typical creature of the species indicated. "Plus" ratings (+1, +2, etc.) are used to denote above average attributes, and "minus" ratings (-1, -2, etc.) are used to indicate below average scores. If an attribute is not listed here, the creature should be considered to have average ("zero" rating) ability in this area.

NOTE: To adapt Talislantan attribute ratings to other game systems, consider plus/minus ratings to be equivalent to the bonuses/penalties awarded for individuals with exceptional attributes. If your game system uses percentage ratings for attributes, consider each +1/-1 to be equal to +5%/-5%.

The eight attributes used in the Talislantan system are as follows:

INT (Intelligence): Intellectual capacity WILL (Will): Willpower PER (Perception): Sensory awareness CHA (Charisma): Presence, forcefulness STR (Strength): Physical strength DEX (Dexterity): Agility CON (Constitution): Endurance, resilience SPD (Speed): Quickness, rate of movement

LEVEL: This is an indicator of the creature's/being's level of ability, typically expressed as a range (such as "LEVEL: 1-10"). A rating of 1+ indicates that the creature or being has unlimited potential for advancement in level. A rating such as "15+" indicates that the creature's *minimum* level of ability is 15; a rating such as "2-8+" indicates that the majority of the species fall into this range, with exceptional individuals having the potential to achieve a higher level of ability.

ATTACKS/DAMAGE: This indicates the attack capabilities of the creature (if any), including the type of attack employed (claw, bite, weapon, etc.) and the typical amount of damage resulting from such attacks. The type of dice indicated (d4, d6, etc.) dictates the range of damage for each attack form listed.

SPECIAL ABILITIES: If the creature listed has any extraordinary abilities or talents these will be listed here.

ARMOR: This is a rating of the listed creature's natural protection (hide, scales, etc.), as compared to a variety of armor types. If the creature has no such protection, it will be rated as "unarmored."

HIT POINTS: The average number of hit points which a typical member of the species indicated will be listed here, expressed as a range (see LEVEL for details on possible variations in range).

HABITAT: This indicates regions and/or terrain types in which the creature or organism is commonly found.

COMMENTS: Any additional information pertaining to the creature and its habits will be listed here.



ABOMINATIONS

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 whatever to natural law or logic.

In terms of temperament and mentality, abominations are similarly variable in nature. Though many are of murderous intent, others are benign or—most frightening, in some instances—possessed of strange passions and desires. An abomination's intellect may range from non-sentience to genius, or 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 Saurud, but sported a pair of large, membraneous 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, cartilagenous armor plates covering its clawed hands and feet. Considerations of safety taking precedence over those of scientific duty, I fled the area at once."

ABOMINATION

SIZE: Varies according to type

EXCEPTIONAL ATTRIBUTES: Variable; Abominations tend to have one or two high attributes and very low scores in all other attributes

LEVEL: 1+

ATTACKS/DAMAGE: Variable

SPECIAL ABILITIES: Variable according to type, however all Abominations possess at least one magical weakness

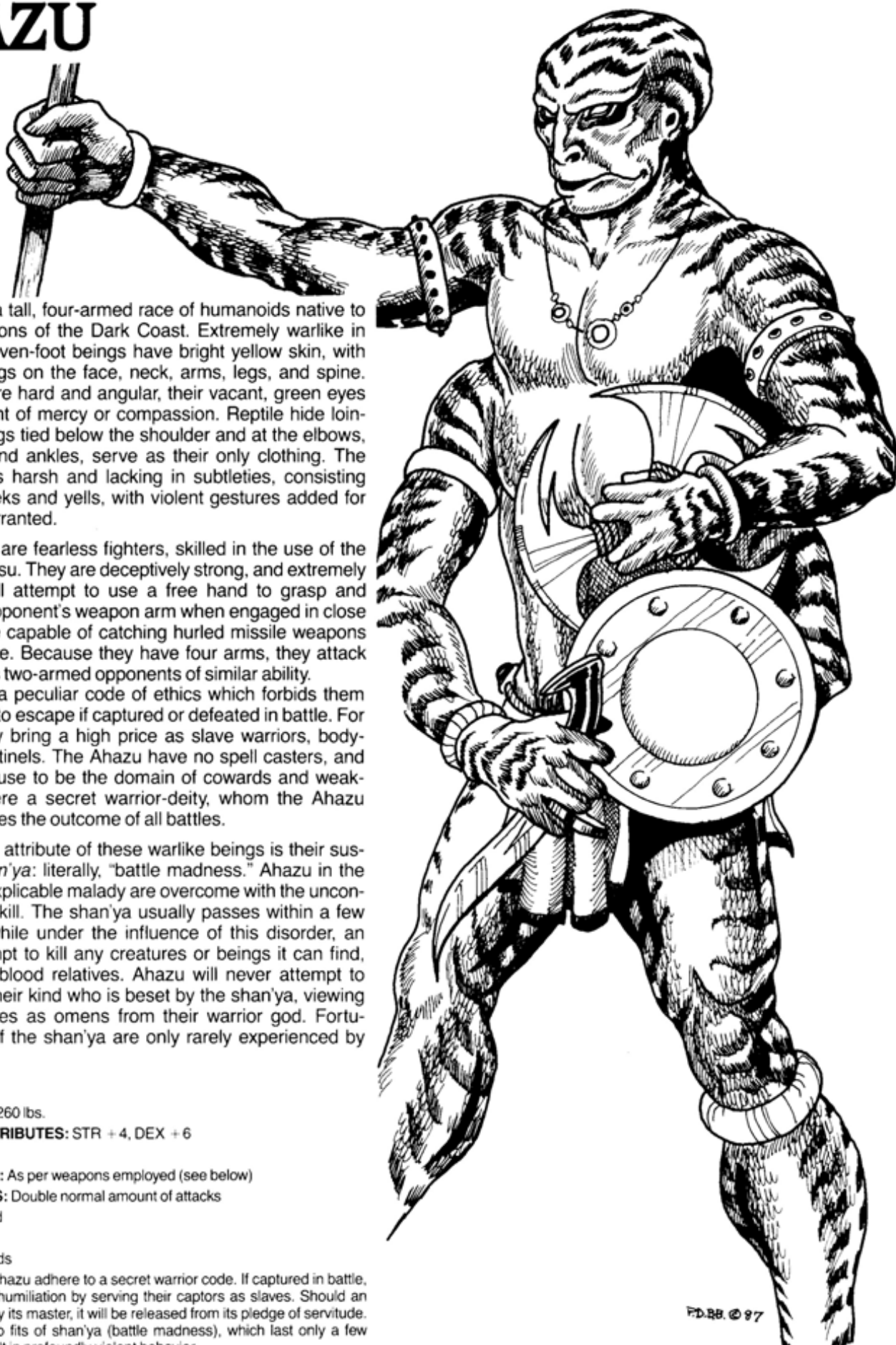
ARMOR: Variable

HIT POINTS: 10-40+

HABITAT: Wilderlands, ruins, various isolated regions

COMMENTS: Abominations are sorcerous hybrids. They may be encountered in any form imaginable, from the hideous to the sublime. Many appear as combinations of various creature types; some impossible-seeming, others reflecting a perverse sort of logic.

AHAZU



The Ahazu are a tall, four-armed race of humanoids native to the eastern regions of the Dark Coast. Extremely warlike in nature, these seven-foot beings have bright yellow skin, with fiery red markings on the face, neck, arms, legs, and spine. Their features are hard and angular, their vacant, green eyes seemingly absent of mercy or compassion. Reptile hide loin-cloths, and thongs tied below the shoulder and at the elbows, wrists, knees, and ankles, serve as their only clothing. The Ahazu tongue is harsh and lacking in subtleties, consisting primarily of shrieks and yells, with violent gestures added for emphasis as warranted.

In battle, Ahazu are fearless fighters, skilled in the use of the gwanga and matsu. They are deceptively strong, and extremely agile. Ahazu will attempt to use a free hand to grasp and immobilize an opponent's weapon arm when engaged in close combat, and are capable of catching hurled missile weapons with relative ease. Because they have four arms, they attack twice as often as two-armed opponents of similar ability. Ahazu possess a peculiar code of ethics which forbids them from attempting to escape if captured or defeated in battle. For this reason, they bring a high price as slave warriors, bodyguards, and sentinels. The Ahazu have no spell casters, and consider magic use to be the domain of cowards and weaklings. They revere a secret warrior-deity, whom the Ahazu believe determines the outcome of all battles.

Another unusual attribute of these warlike beings is their susceptibility to *shan'ya*: literally, "battle madness." Ahazu in the throes of this inexplicable malady are overcome with the uncontrollable urge to kill. The *shan'ya* usually passes within a few moments, but while under the influence of this disorder, an Ahazu will attempt to kill any creatures or beings it can find, even friends or blood relatives. Ahazu will never attempt to restrain one of their kind who is beset by the *shan'ya*, viewing these occurrences as omens from their warrior god. Fortunately, attacks of the *shan'ya* are only rarely experienced by most Ahazu.

AHAZU

SIZE: 6'8"-7'6", 160-260 lbs.

EXCEPTIONAL ATTRIBUTES: STR +4, DEX +6

LEVEL: 1+

ATTACKS/DAMAGE: As per weapons employed (see below)

SPECIAL ABILITIES: Double normal amount of attacks

ARMOR: Unarmored

HIT POINTS: 16+

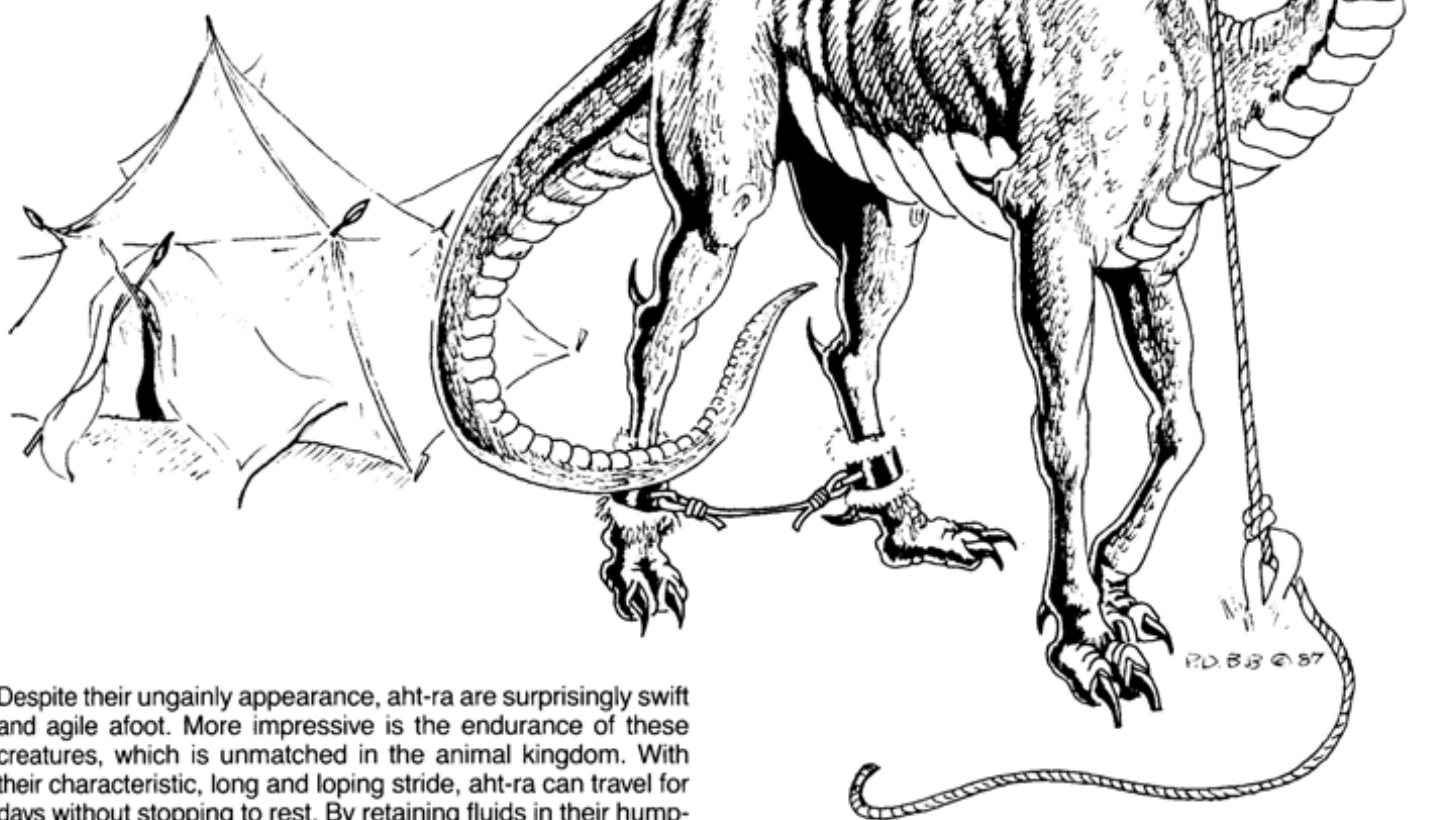
HABITAT: Jungleslands

COMMENTS: The Ahazu adhere to a secret warrior code. If captured in battle, they must bear this humiliation by serving their captors as slaves. Should an Ahazu be attacked by its master, it will be released from its pledge of servitude. Ahazu are subject to fits of *shan'ya* (battle madness), which last only a few minutes but can result in profoundly violent behavior.

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Aht-ra are a variety of beast similar in some respects to equus, but having heavier torsos, longer legs, spiraling horns, and a serpentine tail. The Djaffir claim to have created the species centuries ago by the accidental cross-breeding of various riding and burden beasts; no one knows for certain the exact components which contributed to the existence of these eminently useful hybrids.

Though the normally placid nature of these beasts can sometimes make motivation a difficult task, the aht-ra are considered among the most useful Talislanta creatures. They usually sell for two hundred to eight hundred gold lumens apiece regardless of type, age and overall condition being the most important factors affecting cost. Aht-ra are seldom available for sale except through the auspices of the Djaffir merchants, who sell only gelded males in order to maintain their monopoly on this valuable commodity.



Despite their ungainly appearance, aht-ra are surprisingly swift and agile afoot. 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. By retaining fluids in their hump-like sacs, aht-ra can go 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 sun, and translucent membranes shield its eyes from sun and sand.

There are three varieties of aht-ra, each possessed of its own individual virtues. Swiftest of these is the one-humped ontra, bred mainly for speed. The two-humped batra is somewhat slower and can carry eight hundred pounds of weight compared to only four hundred for the ontra. 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. Plans for a four-humped variety of aht-ra were proposed by the Djaffir at one point, but were subsequently discarded as being impractical, and possibly absurd.

AHT-RA

SIZE: 6+ ft. (at the shoulder), 500-800+ lbs.

EXCEPTIONAL ATTRIBUTES: STR +6, CON +6, SPD +8 (Ontra), +7 (Batra), +6 (Tatra)

LEVEL: 1-4

ATTACKS/DAMAGE: Bite: d4, Kick: d10

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

ARMOR: Leather

HIT POINTS: 30-46

HABITAT: Deserts, wilderlands

COMMENTS: There are three types of Aht-Ra: the one-humped Ontra, the two-humped Batra, and the three-humped Tatra. The creatures serve admirably as steeds and burden beasts despite a tendency towards stubbornness (Tatra especially).



ARAQ

The Araq are a race of humanoid reptilians native to the Kharakhan Wastes. They range in height from six to six and a half feet, and are lean of build, with scaly, brown and gold skin. A sail-like crest, running from the forehead to the base of the neck, is found in both the male and female of the species. Araq features resemble a serpent's in some respects, particularly their curved fangs and cold, emotionless eyes.

Mounted on swift duadir (q.v.), Araq range the wastes in hunting clans of up to five or six dozen individuals. Land dragons are their favored prey, though they will kill and eat most any type of creature if the opportunity arises. In battle, Araq wield poison-tipped spears, maces and saw-edged daggers, all fashioned of bone. They shun weapons and equipment made by other peoples, considering these devices to be tainted, or cursed, in nature.

Thystram's Collectanea describes the Araq as "a magical hybrid of Man and Sauran, created in a past age by the diabolical sorcerers of ancient Quaran. The purported purpose of the experiment was to create a race of warriors capable of withstanding the torturous deserts of central Talislanta. In this regard, the experiment must be deemed a success: Araq are

immune to the effects of the burning desert suns, and can go for weeks without food or water; they are notably fierce, and possess a high degree of cunning. Regrettably, the Araq race also inherited the worst qualities of its forbears: specifically, the Sauran propensity for insensate violence, and the myriad vices common to the races of Men. A high incidence of still-births, and a tendency towards cannibalistic behavior, have fortunately combined to keep the Araq population within tolerable limits."

ARAQ

SIZE: 6'-6'6", 130-230 lbs.

EXCEPTIONAL ATTRIBUTES: STR +2, DEX +2, CON +8

LEVEL: 1 +

ATTACKS/DAMAGE: As per weapon employed

SPECIAL ABILITIES: Survive up to six weeks without food or water, communicate with reptilian species

ARMOR: Leather

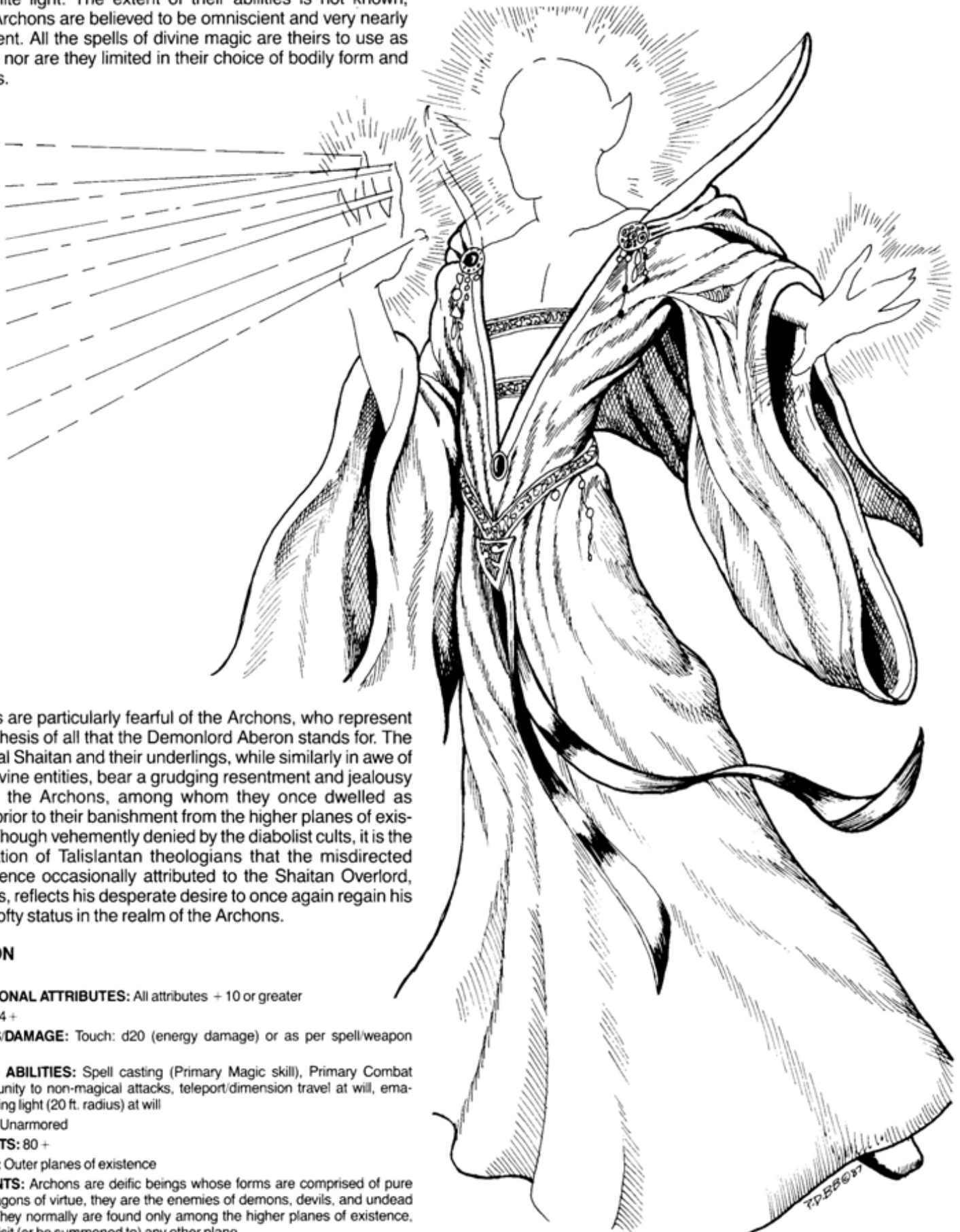
HIT POINTS: 12 +

HABITAT: Wastelands, wilderlands, Volcanic Hills

COMMENTS: Araq are a sorcerous hybrid of Saurian and man. They are vicious and cruel, and may be encountered in war bands of 2-24 individuals.

Archons are deific beings of practically immeasurable power. They generally appear as ten-foot tall humanoids comprised of pure, white light. The extent of their abilities is not known, though Archons are believed to be omniscient and very nearly omnipotent. All the spells of divine magic are theirs to use as they will, nor are they limited in their choice of bodily form and attributes.

ARCHON



Demons are particularly fearful of the Archons, who represent the antithesis of all that the Demonlord Aberon stands for. The diabolical Shaitan and their underlings, while similarly in awe of these divine entities, bear a grudging resentment and jealousy towards the Archons, among whom they once dwelled as equals prior to their banishment from the higher planes of existence. Though vehemently denied by the diabolist cults, it is the speculation of Talislantan theologians that the misdirected benevolence occasionally attributed to the Shaitan Overlord, Diabolus, reflects his desperate desire to once again regain his former lofty status in the realm of the Archons.

ARCHON

SIZE: 8'

EXCEPTIONAL ATTRIBUTES: All attributes +10 or greater

LEVEL: 24+

ATTACKS/DAMAGE: Touch: d20 (energy damage) or as per spell/weapon employed

SPECIAL ABILITIES: Spell casting (Primary Magic skill), Primary Combat skill, immunity to non-magical attacks, teleport/dimension travel at will, emanate blinding light (20 ft. radius) at will

ARMOR: Unarmored

HIT POINTS: 80+

HABITAT: Outer planes of existence

COMMENTS: Archons are deific beings whose forms are comprised of pure light. Paragons of virtue, they are the enemies of demons, devils, and undead entities. They normally are found only among the higher planes of existence, but may visit (or be summoned to) any other plane.

ARДУА

The Ardua are a race of former avians who have taken to dwelling upon the ground. They are slight of build, with sharp features, a crest of feathers running from the peak of the forehead to the base of the neck, and a pair of vestigial wings, jointed at the wrist. Though atrophied from lack of use, the Ardua's wings are still of use in gliding short distances (up to perhaps fifty yards, wind conditions permitting).

There are two distinct sub-species of Ardua, both of which have glistening, metallic-hued skin. Green Ardua are the smaller of the two, averaging five feet in height and weighing from eighty to ninety pounds. Renowned as horticulturists, they are highly regarded for their knowledge of plant and herb lore, and for the efficacious elixirs and medicines which they concoct.



ARДУА

SIZE: 4'10"-5'2", 70-90 lbs. (Green), 5'6"-6', 80-120 lbs. (Blue)

EXCEPTIONAL ATTRIBUTES: (Blue) STR -1, DEX +5, CON -2, SPD +2
(Green) STR -3, DEX +3, CON -4, INT +3

LEVEL: 1+

ATTACKS/DAMAGE: As per weapon employed

SPECIAL ABILITIES: Gliding (up to 25 yds., wind permitting)

ARMOR: Unarmored

HIT POINTS: 12+ (Blue), 10+ (Green)

HABITAT: Forests of Vardune

COMMENTS: There are two distinct species of Ardua: the larger and more aggressive Blue Ardua, and the smaller and more intellectual Green Ardua. Both are somewhat frail, and (typically) high-strung.

Blue Ardua are somewhat larger, attaining heights of up to six feet and weighing as much as one hundred and twenty pounds. The more aggressive nature of this species makes them best suited for use as guards, scouts and warriors. Despite their relative lack of size, Blue Ardua are skilled fighters. Their weapons of choice include the crescent knife and a type of one-handed crossbow called a dart-thrower.

The Ardua are by and large an ambivalent race, having few opinions regarding issues outside their own domain. Visitors to their land often find them cordial, if rather cool and unaccommodating. Ardua inns serve only Ardua fare: seeds, fermented vinesap, and giant waterbugs, prepared in numerous, unappetizing ways.

ARIANE

The Ariane are the most ancient of Talislanta's humanoid peoples, and among the most unusual. Their skin is like smoothly polished onyx, their hair, long and snowy white. Generally of average height and slender physique, Ariane are graceful in their movements. They dress in garments made of spinifax, usually colored in muted earth tones. The Ariane disdain metal items, favoring materials such as wood, polished stone, and woven plant fibers.

The Ariane possess a unique sensibility, viewing all things in nature as living, sentient organisms. Their people are practitioners of Trans-Ascendency, a mystic doctrine based upon the concept of reincarnation. In the eyes of the Ariane, every creature, plant, stone or patch of earth is an incarnating entity. Disturbing or altering the natural cycle of incarnation and reincarnation is something which the Ariane are loathe to do. As such, an Ariane will never do harm to another organism unless faced with no other alternative. It is perhaps interesting to note that the Ariane justify killing as "sending the victim to his (or her) next incarnation."

Through the practice of Trans-Ascendency, the Ariane are able to acquire certain rather extraordinary talents. These include an immunity to spells or substances which influence the emotions, the ability to read past lives, and the ability to commune with anything in nature: animals, plants, stone, earth, and organic materials. The latter ability is limited to simple, seven-

word phrases or questions, and can only be employed within certain restrictions of time and distance. Even the Ariane admit that commune with entities of limited sentence, such as stones, ponds, and so forth, is often tedious, and seldom yields conversations of a scintillant or fascinating nature.

Ariane value the experience of existence above all things, and consider knowledge to be the greatest of treasures. They record the collective histories and experiences of their race on tamar— orbs of violet stone, magically imbued with the thoughts and memories of the individuals who created them. Each Ariane has his or her own tamar, within which is contained the sum total of that individual's life experience. By exchanging tamar, the Ariane communicate to each other in ways which mere words cannot convey.

ARIANE

SIZE: 5'8"-6'2"; 100-180 lbs.

EXCEPTIONAL ATTRIBUTES: INT +2, WILL +3, PER +2

LEVEL: 1 +

ATTACKS/DAMAGE: As per weapon or spell employed

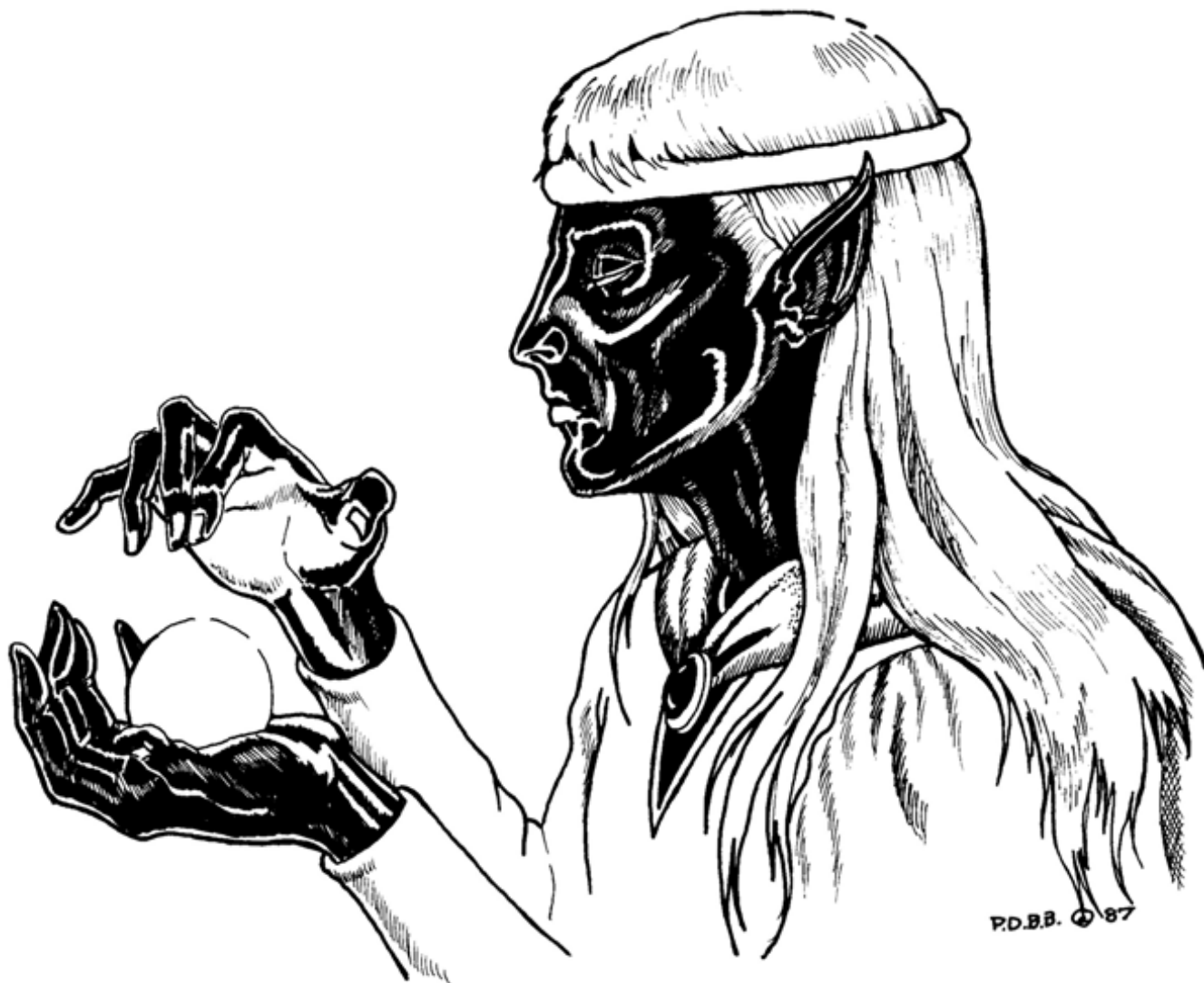
SPECIAL ABILITIES: Immunity to spells of Influence and Control, ability to commune with all things in nature (one question; once per day, per level), night vision

ARMOR: Unarmored

HIT POINTS: 12 +

HABITAT: Woodlands of Tamaranth

COMMENTS: All Ariane possess knowledge of magic, though only the Ariane mystics are trained in spell casting techniques. Practitioners of the esoteric doctrines of trans-ascendency, the Ariane show violence except in self defense.



AVATAR

SIZE: Variable, according to type

EXCEPTIONAL ATTRIBUTES: Special: as per patron, -4 (see COMMENTS)

LEVEL: 1-16

ATTACKS/DAMAGE: Energy: d4 (+1 per level, range = 5 ft. per level) or as per weapon/spell employed

SPECIAL ABILITIES: Immune to non-magical attacks, possible spell casting (Primary or Secondary skill, according to patron deity), ability to assume humanoid form at will, other abilities as per patron's dictates

ARMOR: As per patron

HIT POINTS: 40 +

HABITAT: Higher or lower plane, according to type

COMMENTS: Avatars are the servants of powerful extra-dimensional beings, who employ them as messengers and representatives, as suits their needs. According to the nature of its patron, an Avatar may be angelic, demonic or diabolical in nature. An Avatar's appearance and powers are determined by its patron.

AVATAR

Avatars are the representatives of a powerful, extra-dimensional entity, such as an Archon, Shaitan (Talisantan Devil) or Demon. The capabilities of these immortal beings vary according to the designs of their respective masters: some are physically powerful, others possess spell casting talents, magical abilities, or knowledge of arcane lore. All possess the ability to assume humanoid form at will, and to hurl bolts of energy (divine, eldritch, or elemental; type determined by the nature of the Archon's master).

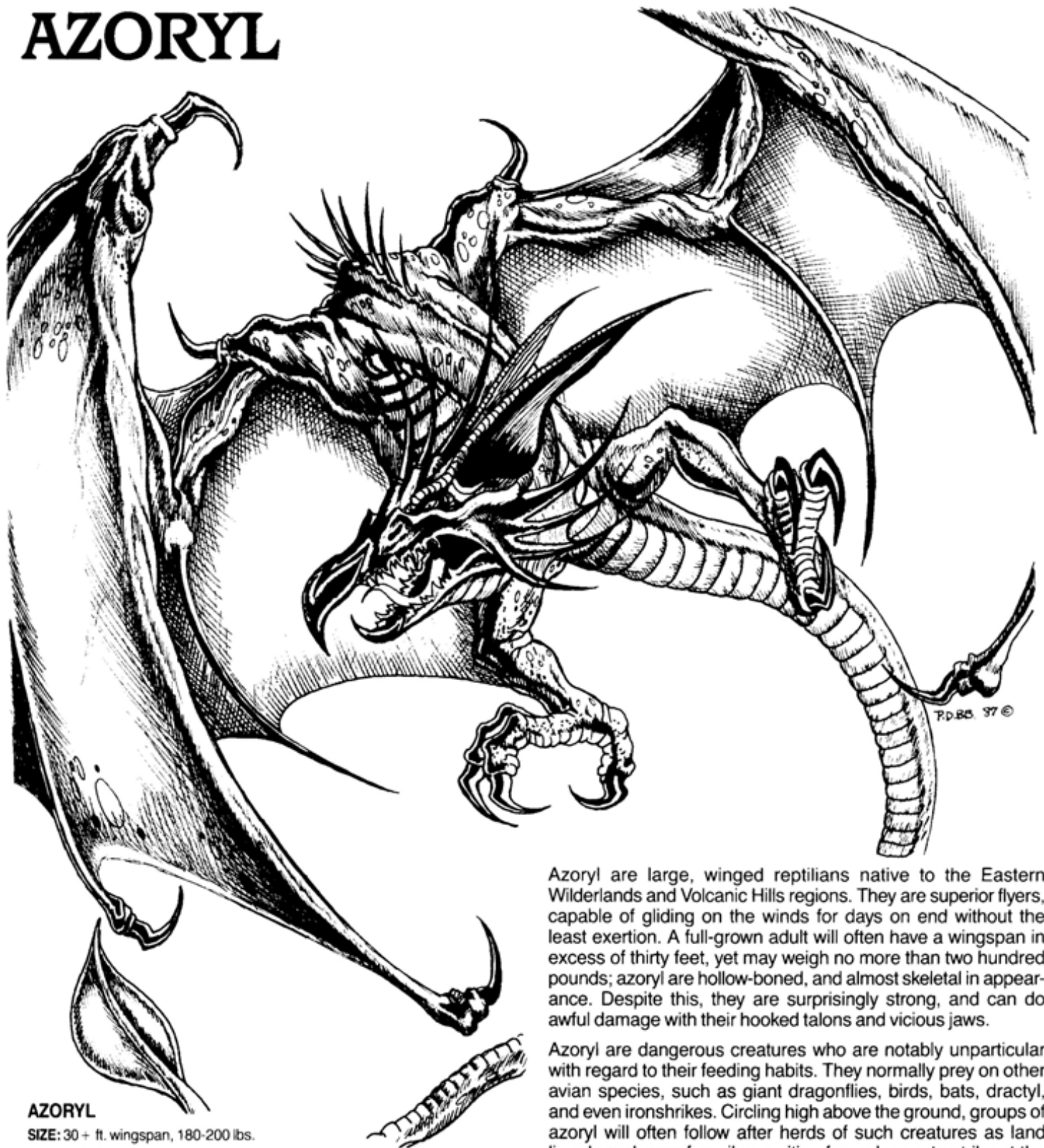
The physical semblance of an avatar is likewise determined by its patron. An Archon's avatars are often angelic in appearance, and seem to radiate an inner light; Diabolus' avatars appear as horned, red-skinned devils; Aberon's as hideous imps, brutish monsters, or abominations. The avatars of other entities will vary accordingly in physical form.

It was common practice among the sorcerers and priests of ancient Talislanta to employ an avatar for use as a familiar, or advisor. The Spell of Summoning was used to call forth an avatar of the desired type; an avatar of the first level, having no preconceptions regarding previous masters, was deemed most desirable. The sorcerer would then agree to a pact: service to the avatar's master in return for the use of the avatar as a familiar and advisor. The practice has since fallen into disuse, though some modern-day Talislantan magicians still favor using avatars as familiars.



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AZORYL



AZORYL

SIZE: 30 + ft. wingspan, 180-200 lbs.

EXCEPTIONAL ATTRIBUTES: SPD + 7 (airborne; → on the ground), INT -2
LEVEL: 2-5

ATTACKS/DAMAGE: Beak: d8, Talons: d8

SPECIAL ABILITIES: Flight, glide for unlimited periods without requiring rest

ARMOR: As per leather armor

HIT POINTS: 10-20

HABITAT: Wilderlands, Volcanic Hills, western Quan, volcanic isles (rare)

COMMENTS: Azoryl are omnivores who will eat even carrion and refuse. They are preyed upon by Wind Demons and Crested Dragons, both of which Azoryl fear. It is not uncommon for Azoryl to perch on the backs of giant Land Dragons, feeding on parasites or scavenging scraps of leftover Land Dragon prey.

Azoryl are large, winged reptilians native to the Eastern Wilderlands and Volcanic Hills regions. They are superior flyers, capable of gliding on the winds for days on end without the least exertion. A full-grown adult will often have a wingspan in excess of thirty feet, yet may weigh no more than two hundred pounds; azoryl are hollow-boned, and almost skeletal in appearance. Despite this, they are surprisingly strong, and can do awful damage with their hooked talons and vicious jaws.

Azoryl are dangerous creatures who are notably unparticular with regard to their feeding habits. They normally prey on other avian species, such as giant dragonflies, birds, bats, dractyl, and even ironshrikes. Circling high above the ground, groups of azoryl will often follow after herds of such creatures as land lizards and equs for miles, waiting for a chance to strike at the young, sick or infirm. Azoryl are also scavengers who feed on carrion and refuse. If driven by hunger, they will attack humanoid, particularly if the prey is wounded or incapacitated.

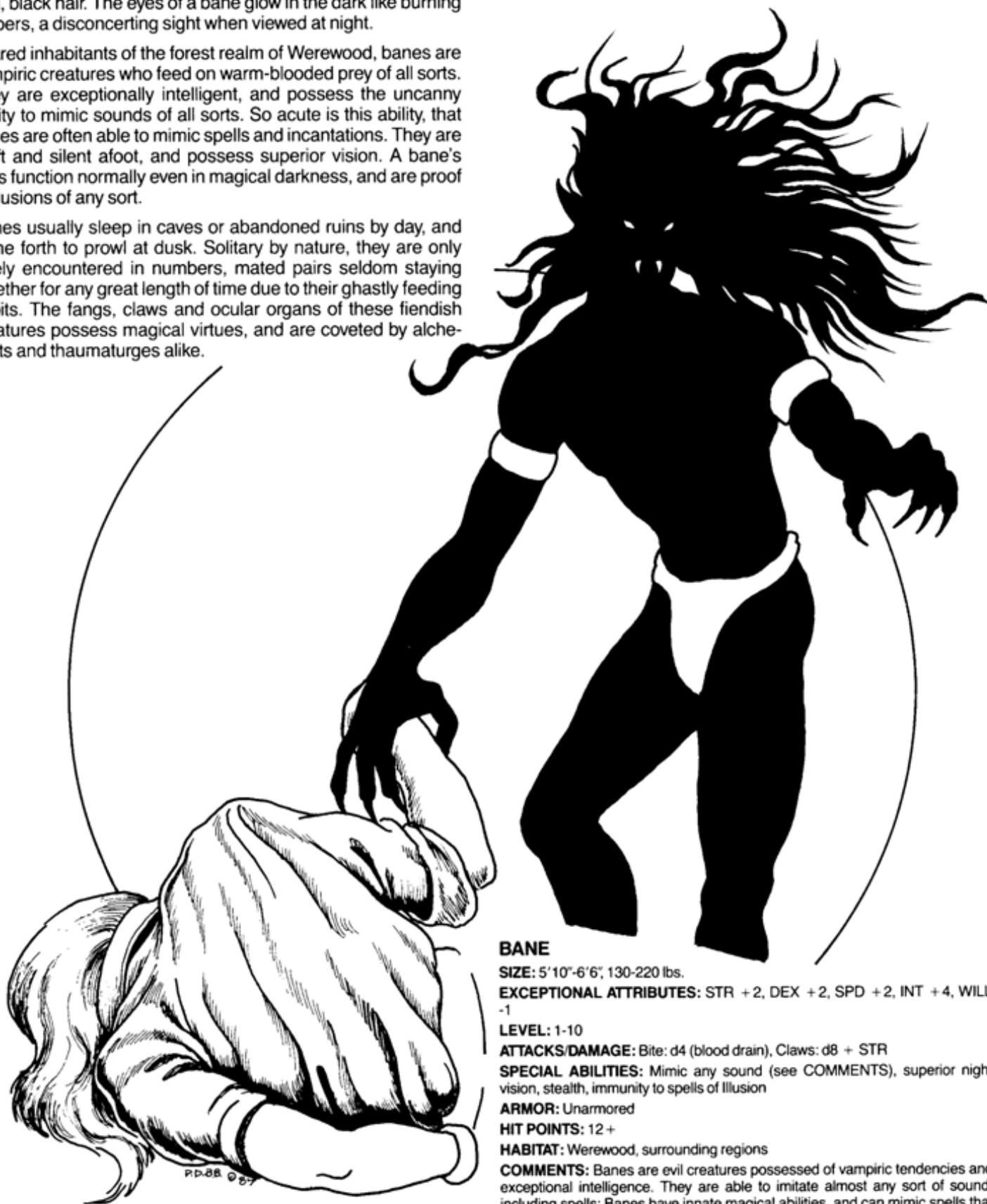
In the skies, azoryl are threatened by few creatures. Their only natural enemies are wind demons and crested dragons, both of which find the stringy flesh of the azoryl much to their liking. On the ground, azoryl are out of their element, and appear awkward and ungainly. They nest in cliffs and other high places, but spend most of their lives airborne.

BANE

Banes are sinister creatures thought to be a bizarre hybrid 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, black hair. The eyes of a bane glow in the dark like burning embers, a disconcerting sight when viewed 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 exceptionally intelligent, and possess the uncanny ability to mimic sounds of all sorts. So acute is this ability, that banes are often able to mimic spells and incantations. They are swift and silent afoot, and possess superior vision. A bane's eyes function normally even in magical darkness, and are proof to illusions of any sort.

Banes usually sleep in caves or abandoned ruins by day, and come forth to prowl at dusk. Solitary by nature, they are only rarely encountered in numbers, mated pairs seldom staying together for any great length of time due to their ghastly feeding habits. The fangs, claws and ocular organs of these fiendish creatures possess magical virtues, and are coveted by alchemists and thaumaturges alike.



BANE

SIZE: 5'10"-6'6", 130-220 lbs.

EXCEPTIONAL ATTRIBUTES: STR +2, DEX +2, SPD +2, INT +4, WILL -1

LEVEL: 1-10

ATTACKS/DAMAGE: Bite: d4 (blood drain), Claws: d8 + STR

SPECIAL ABILITIES: Mimic any sound (see COMMENTS), superior night vision, stealth, immunity to spells of Illusion

ARMOR: Unarmored

HIT POINTS: 12+

HABITAT: Werewood, surrounding regions

COMMENTS: Banes are evil creatures possessed of vampiric tendencies and exceptional intelligence. They are able to imitate almost any sort of sound, including spells; Banes have innate magical abilities, and can mimic spells that are cast against them about 50% of the time. The females are strangely attractive, and are sometimes sold as slaves (after first filing down their fangs).

BAT MANTA

The bat manta (or demon bat) is a large species of pseudo-demon believed to originate from the Nightmare Dimension. These demonic beings resemble nothing so much as giant, black manta rays. They have a wingspan of over twenty feet, and are strong flyers, capable of carrying up to a half ton of weight with little effort. Practitioners of Black Magic sometimes summon bat manta for use as steeds.

Bat manta are able to detect invisible, astral, and ethereal presences, and have superior night vision. Though they are intelligent, bat manta are incapable of any form of communication, and are totally resistant to psychic probing of any sort, including magics which replicate extra-sensory perception. Conversely, these entities are able to receive and comprehend mental commands given by those who summon them to service.

Though sluggish and lethargic by nature, bat manta are dangerous creatures. They are capable of discharging a powerful burst of electrical energy from the twin horn-like protruberances located on their heads, and can use their long tails much in the manner of whips. If hard-pressed, a bat manta will sometimes bludgeon an opponent with its heavy wings. Unless driven on by its master, a bat manta will usually break off any combat that is going badly for it, preferring a discreet exit to a courageous death. In some instances, these lesser demons have been known to abandon a foolhardy or fanatical master. Thus, the appearance of riderless bat manta on the material planes is not unknown.



BAT MANTA

SIZE: 20 + ft. wingspan, 400 + lbs.

EXCEPTIONAL ATTRIBUTES: STR +8, SPD +6

LEVEL: 4-8

ATTACKS/DAMAGE: Electrical discharge: d12 (range: 100 ft.), Tail or Wings: d10

SPECIAL ABILITIES: Flight, detect invisible/astral presences (range: 100 ft.), night vision, immunity to psychic probing or mental influence

ARMOR: As per chain mail

HIT POINTS: 24-44

HABITAT: The Nightmare Dimension, ruins and wastelands (rare)

COMMENTS: Bat Manta are extra-dimensional creatures categorized by most Talisantan scholars as lesser demons. They are very powerful, and can carry up to a half ton of weight with little effort. They may be summoned and made to serve as airborne steeds.



BEASTMEN

Among the most savage of the humanoid races are the Beastmen, who populate the grassy Plains of Golarin. Measuring just over six feet in height, the Beastmen are humanoid in form, but have animalistic features. Their muscular frames are covered with coarse brown fur, shaggiest about the lower arms and legs, with a thick, bristling mane around the head and jaws.

The Beastmen are a predatory species, though they are also scavengers who will eat carrion when live game is scarce. They hunt in packs, mounted on darkmanes broken under the lash, and wielding whatever weapons they have managed to acquire on their raids. When food has been plentiful, they will sometimes hunt men simply for the sport of it. Like men, the Beastfolk also use traps and snares in order to obtain prey.

Beastmen have keen senses of hearing and smell. Only the Jaka of Yrmania can surpass their skill at tracking, unless the prey being followed suffers from a fresh wound; Beastmen can detect the scent of blood at great distances, and will never quit a blood trail. At such times Beastmen are most dangerous, and may become uncharacteristically bold and daring in their methods.

The Beastmen of Golarin have a crude language of sorts, which sounds much like the snarling of wolves. They have a superstitious fear of the giant, obelisk-like structure known as the Watchstone, and will under no condition trespass into the territories of the Ice Giants. They hate the Stryx of Urag, who they view as rivals for carrion and the weaker sorts of prey. While some tribes of Beastmen are known to be on good terms with the warlike Ur clans, most consider the Ur and their underlings to be nearly as despicable as the races of men.

BEASTMAN

SIZE: 5'10"-6'2", 140-220 + lbs.

EXCEPTIONAL ATTRIBUTES: STR +2, DEX -2, SPD +1, PER +6

LEVEL: 1-12

ATTACKS/DAMAGE: Bite: d4, Claws: d4, or as per weapon employed

SPECIAL ABILITIES: Tracking by scent, stealth

ARMOR: Leather

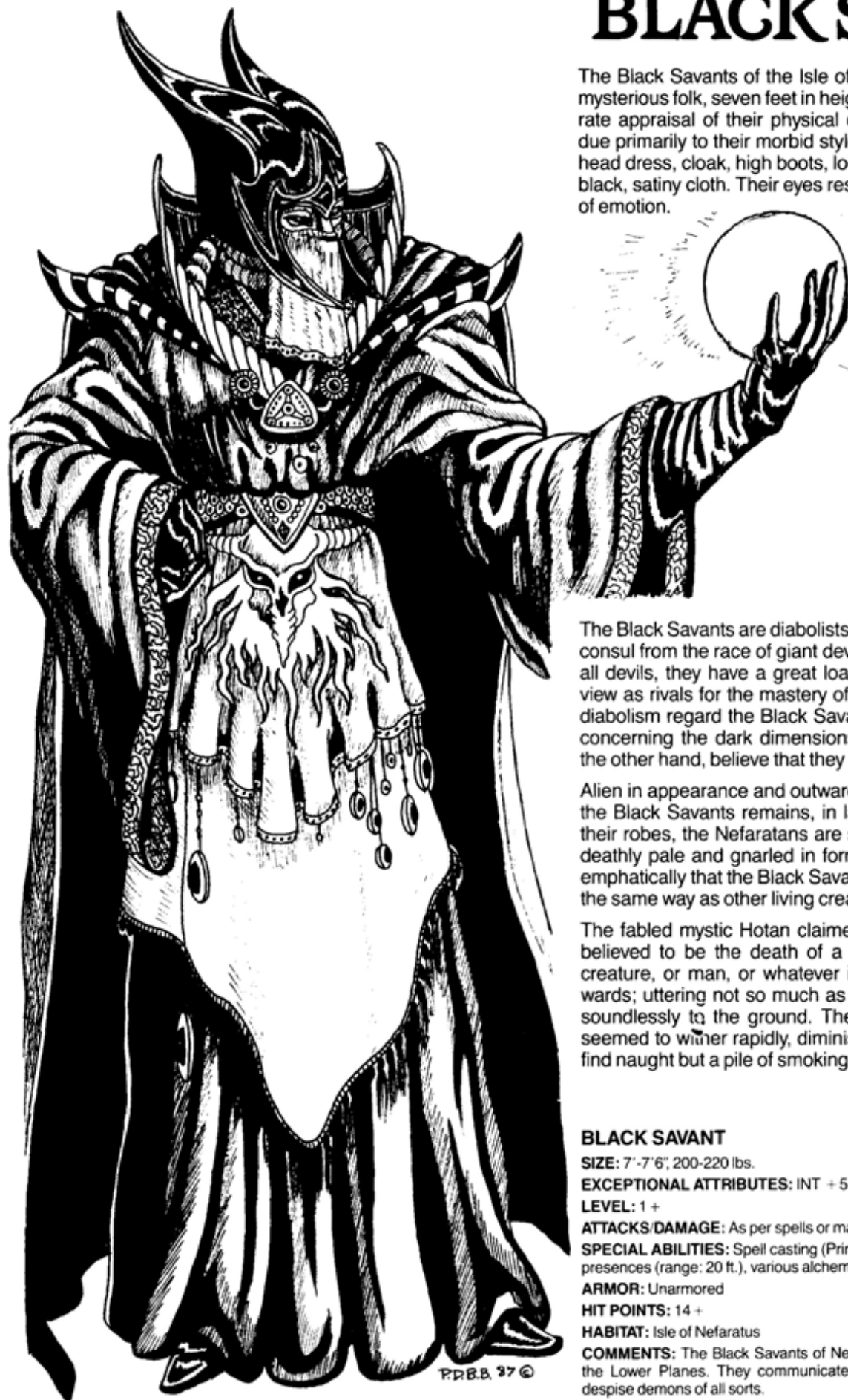
HIT POINTS: 15 +

HABITAT: Plains of Golarin, Wilderlands of Zaran

COMMENTS: Beastmen are vicious and bloodthirsty creatures who hunt in packs, like wolves and wild dogs. Some are adept at setting crude snares. Skilled trackers, Beastmen will never quit a blood trail.

BLACK SAVANT

The Black Savants of the Isle of Nefaratus are a strange and mysterious folk, seven feet in height and gaunt of stature. Accurate appraisal of their physical characteristics is difficult, this due primarily to their morbid style of dress: hooded and veiled head dress, cloak, high boots, loose-fitting robes and gloves of black, satiny cloth. Their eyes resemble cold, dark orbs, devoid of emotion.



The Black Savants are diabolists by trade, receiving advice and counsel from the race of giant devils known as the Shaitan. Like all devils, they have a great loathing for demons, whom they view as rivals for the mastery of the lower planes. Scholars of diabolism regard the Black Savants as experts on all aspects concerning the dark dimensions. Ammanian theologians, on the other hand, believe that they are a species of devil.

Alien in appearance and outward demeanor, the true nature of the Black Savants remains, in large part, a mystery. Beneath their robes, the Nefaratans are said to be repellant creatures, deathly pale and gnarled in form. The Jaka of Yrmania state emphatically that the Black Savants are not alive, at least not in the same way as other living creatures.

The fabled mystic Hotan claimed to have witnessed what he believed to be the death of a Black Savant. He said: "The creature, or man, or whatever it was, suddenly reeled backwards; uttering not so much as a whisper, it collapsed, falling soundlessly to the ground. The form within the black robes seemed to wither rapidly, diminishing in size. I approached, to find naught but a pile of smoking, black garments."

BLACK SAVANT

SIZE: 7'-7'6", 200-220 lbs.

EXCEPTIONAL ATTRIBUTES: INT +5

LEVEL: 1 +

ATTACKS/DAMAGE: As per spells or magical weapon employed

SPECIAL ABILITIES: Spell casting (Primary Magic skill), detect invisible/astral presences (range: 20 ft.), various alchemical/magical skills

ARMOR: Unarmored

HIT POINTS: 14 +

HABITAT: Isle of Nefaratus

COMMENTS: The Black Savants of Nefaratus are diabolists and scholars of the Lower Planes. They communicate in arcane signs and gestures, and despise demons of all sorts.

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CAVE BAT

Cave bats are singularly unattractive creatures with beady black eyes, horrible fanged visages, and a definite predisposition towards vampirism. Their hides are shaggy, and their leathery wings may exceed twelve feet from tip to tip. A cave bat's feet are clawed, the better to grip prey while feeding.

Cave bats do not fear man, and will attack even larger creatures if other food cannot be found. They spend the daylight hours sleeping, suspended from the ceilings of their cavernous lairs. The stench in such places (primarily ammonia gas from rancid cave bat droppings) is often sufficient to render humanoid beings unconscious; generally a fatal occurrence, given the nature of the creatures who dwell within. Except as pertains to their underground haunts, cave bats are never encountered until after dusk, when they come forth in numbers to feed. They are blind, navigating solely by sound.

CAVE BAT

SIZE: 12 + ft. wingspan, 100-200 lbs.

EXCEPTIONAL ATTRIBUTES: INT -4, PER +2, STR +1, SPD +3 (airborne; -3 on the ground)

LEVEL: 1-4

ATTACKS/DAMAGE: Bite: d6 (blood drain) per round, Claws: d4

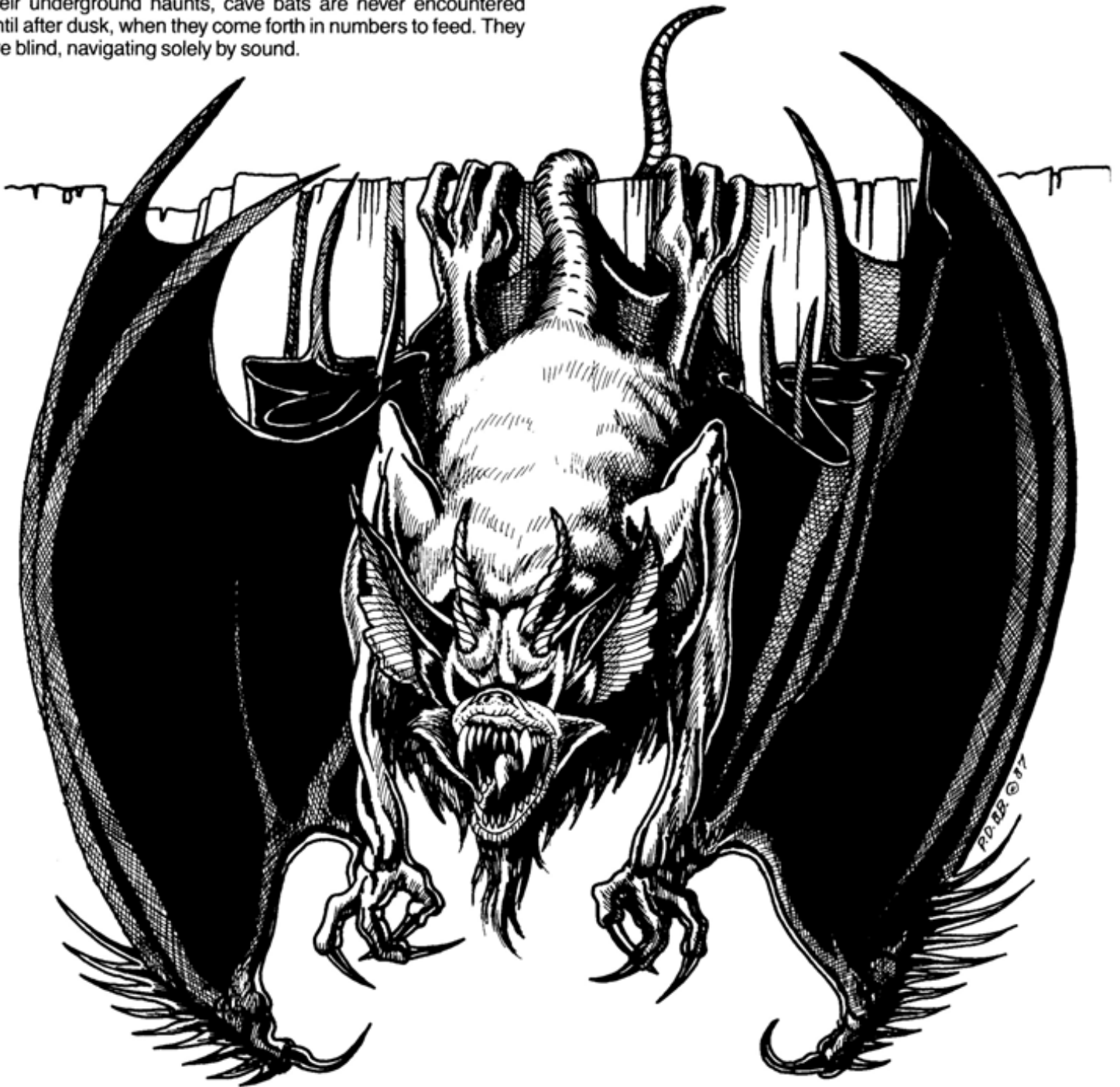
SPECIAL ABILITIES: Navigate by sound, immunity to spells of illusion, flight

ARMOR: As per leather armor

HIT POINTS: 10-20

HABITAT: Subterranean caves, grottoes, abandoned ruins, mausoleums

COMMENTS: Cave Bats generally sleep by day and hunt at night. They are blind, but have superior hearing and sonar capabilities. Rabid Cave Bats are very dangerous, both for the disease which they carry and for their typically irrational and violent behavior.

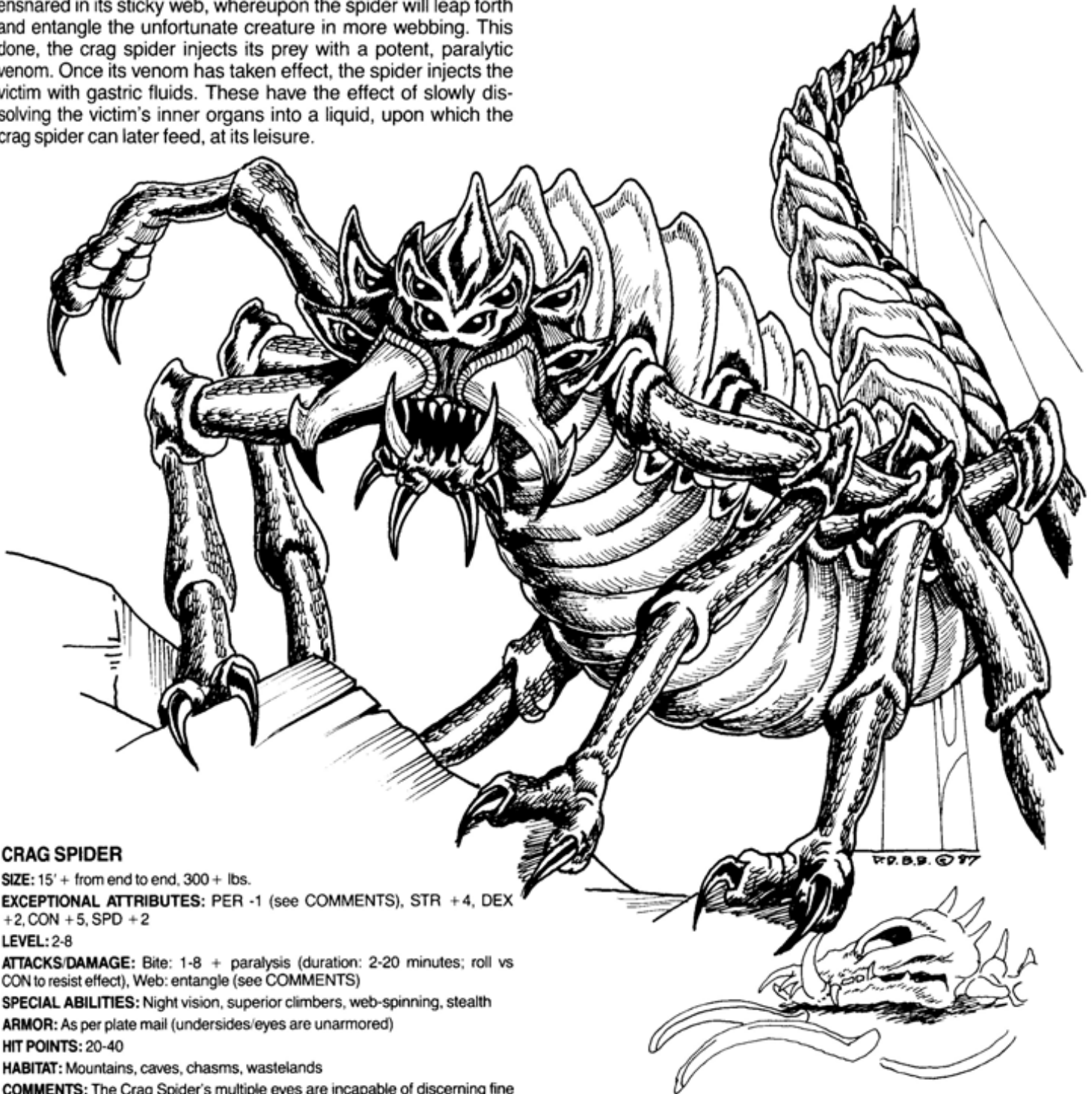


CRAG SPIDER

Crag spiders are monstrous, twelve-legged predators who make their lairs amidst cliffs, caves, and abandoned ruins. They are frightful looking creatures, the largest reported specimens measuring over fifteen feet across. Their bodies are covered with glistening scales, their horrid visages marked by rows of cold, unfeeling eyes and venomous fangs.

Like common arachnids, the crag spider is able to produce silken strands of webbing from its abdomen. Its usual method of capturing prey is to simply wait until a victim becomes ensnared in its sticky web, whereupon the spider will leap forth and entangle the unfortunate creature in more webbing. This done, the crag spider injects its prey with a potent, paralytic venom. Once its venom has taken effect, the spider injects the victim with gastric fluids. These have the effect of slowly dissolving the victim's inner organs into a liquid, upon which the crag spider can later feed, at its leisure.

Crag spiders are notoriously difficult to kill, the undersides and eyes being the only truly vulnerable areas on these creatures. They are surprisingly swift and agile for their size, and can climb even the sheerest surfaces with ease. Crag spiders are also quite intelligent, and are capable of moving with great stealth. The multiple eyes which these creatures possess function well in darkness, but are believed to be incapable of discerning details or small objects with any degree of accuracy.



CRAG SPIDER

SIZE: 15' + from end to end, 300 + lbs.

EXCEPTIONAL ATTRIBUTES: PER -1 (see COMMENTS), STR +4, DEX +2, CON +5, SPD +2

LEVEL: 2-8

ATTACKS/DAMAGE: Bite: 1-8 + paralysis (duration: 2-20 minutes; roll vs CON to resist effect), Web: entangle (see COMMENTS)

SPECIAL ABILITIES: Night vision, superior climbers, web-spinning, stealth

ARMOR: As per plate mail (undersides/eyes are unarmored)

HIT POINTS: 20-40

HABITAT: Mountains, caves, chasms, wastelands

COMMENTS: The Crag Spider's multiple eyes are incapable of discerning fine detail. The creature's webbing is sticky and very strong (STR +4 or greater to break free), but is susceptible to cutting weapons and fire.

DARKLING

SIZE: 4'-5'; 90-130 lbs.

EXCEPTIONAL ATTRIBUTES: WILL -4, PER +3, STR -2, DEX +3

LEVEL: 1-5

ATTACKS/DAMAGE: As per weapon employed

SPECIAL ABILITIES: Night vision, sense living creatures by scent (range: 100 ft.), see poorly in daylight (range: 20 ft. maximum), difficult to detect in darkness

ARMOR: Unarmored

HIT POINTS: 6-24

HABITAT: Urag, surrounding regions

COMMENTS: Darklings are miserable and cowardly creatures who shun the light of day. They possess some talent for thievery, stealthy movement, and other abilities associated with rogues and cut-throats.



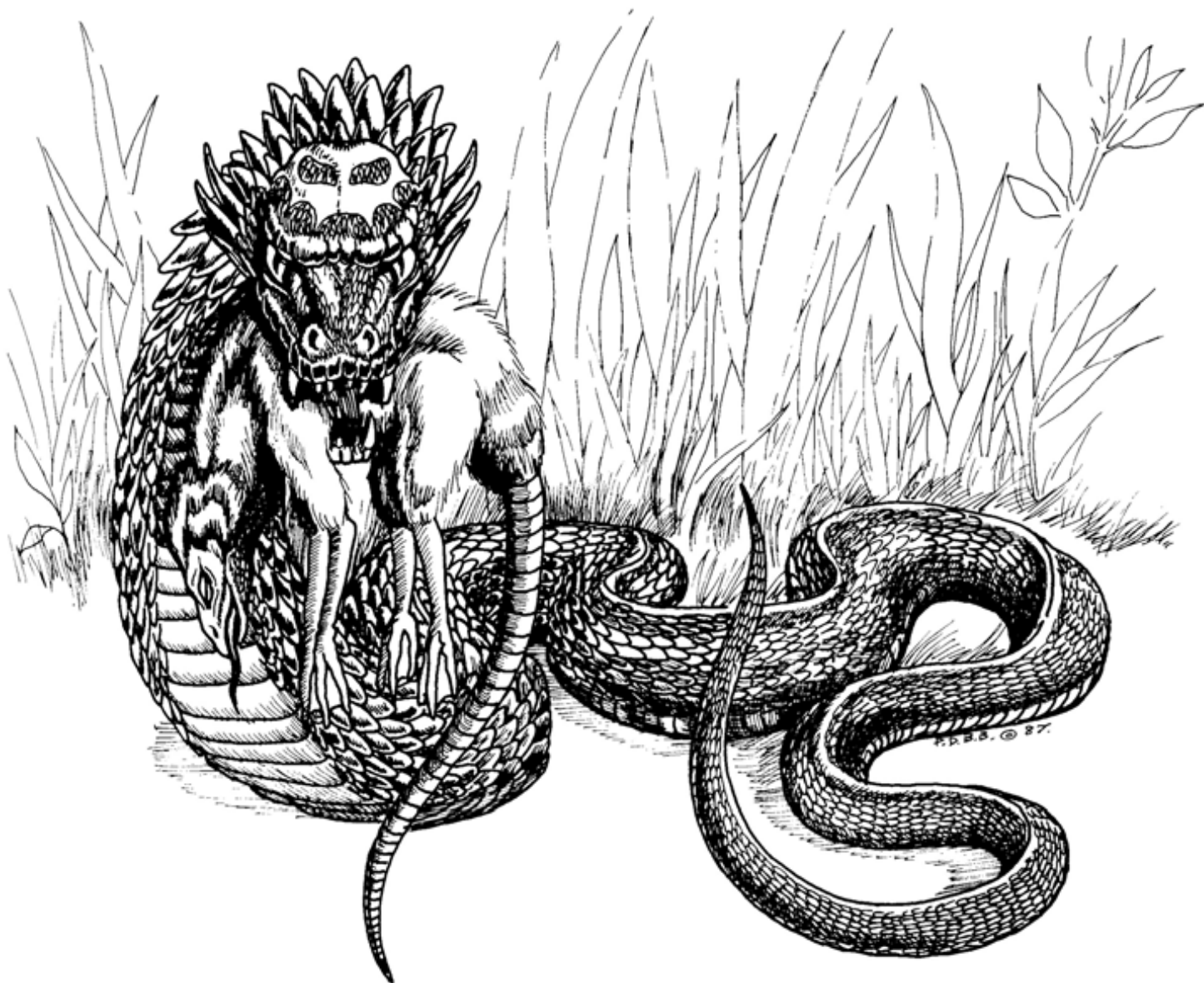
DARKLING

Darklings are despicable creatures originally native only to the region known as the Darklands, a part of Urag. Conquered and enslaved by the vile Ur clans, these creatures may now be found throughout the length and breadth of Urag, and in other neighboring areas as well.

Darklings are thin and wiry of build, rarely exceeding four to five feet in height. They are soot-grey in color, have distorted features, large pointed ears, and sharp fangs. Most dress in rag loincloths, scraps of discarded metal and slag serving as rude ornamentation. They exude a foul odor, and are forever gibbering, cackling, or grumbling over one thing or the other.

Darklings are physically weak, and are neither brave nor especially intelligent. They are deceitful and conniving in the extreme, however, and have some ability as thieves, cut-throats, and spies. Their masters, the Ur, employ them as unskilled slave laborers, low-class infantry, and lackeys. Darklings have fairly acute night vision, and can sense the presence of living creatures by scent at ranges of up to one hundred feet or so. They have no talent for magic, which most darklings fear greatly.

Though deprived of their freedom by the Ur, the race of Darklings has retained many of its insipid customs and traditions. Art in any form is considered a blight upon the senses, and lying a talent to be perfected through long years of practice (the Darklings' patron "deity," Sham the Deceiver, is also known as the "Master of Lies"). Other attributes considered worthy of cultivation include sneak-thievery, hoarding, knife-play, and the torturing and tormenting of lesser creatures for sport.



DEATH'S HEAD VIPER

The most poisonous of Talisnantan serpents, the death's head viper is found only in the jungles of Chana. These small, scaly-armored serpents are emerald green in color, with white, skull-like markings on the back of the head (hence the name, "death's head viper"). 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 literally attack anything that moves. The venomous bite of this snake causes searing pain, and usually results in death within ten minutes' time. The Witchmen of Chana are known to charm these creatures and wear them as living bracelets. Called "wrist vipers," these trained serpents sell for as much as three hundred gold lumens in certain regions.

DEATH'S HEAD VIPER

SIZE: 10"-12", 1 lb.

EXCEPTIONAL ATTRIBUTES: INT -6, PER +4, STR -6, DEX +6, SPD +8

LEVEL: 1-3

ATTACKS/DAMAGE: Bite: 1 pt. (+ d10 poison damage per minute for 10 minutes)

SPECIAL ABILITIES: None

ARMOR: As per leather armor

HIT POINTS: 1-4

HABITAT: Jungles of Chana, southern Quan, tropical isles

COMMENTS: Witchmen tribes from the Jungles of Chana are known to train Death's Head Vipers for use as "pets," a practice entailing an inordinate degree of patience, skill and daring. 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.

DEMONS

The demons of Talislanta are deviant and chaotic entities perhaps best described as quasi-elementals. All hail from the Lower Plane of Cthonia, a dimension of raging elemental forces ruled by the entity known as Aberon. The Pandaemonium (a book considered to be the most comprehensive guide on the subject of demonology; author unknown) cites nine distinct species of Talislantan demons, all possessing at least four common attributes. These are: 1) ability to speak in tongues, 2) ability to pass from one dimension to another, subject to limitations imposed upon them by their quasi-elemental forms (i.e., Talislantan demons cannot survive for any great length of time when out of their element), 3) immunity to harm except by opposing elemental forces, magical spells, enchanted weapons, or creatures of a magical nature, 4) ability to detect presences at ranges of up to one hundred feet.

Like their enemies, the diabolical Shaitan, Talislantan demons can be summoned by magic. The procedure is fraught with danger, and usually entails the summoning of the demon from its element and placing the creature in some discomfort; magical spells, environments antagonistic to the demon's quasi-elemental form (such as water to an Earth Demon, heat to a Frost Demon, and so on), and powerful enchanted weapons or artifacts are the most popularly employed methods of gaining a demon's service. If the demon can, it will resist and seek to kill the summoner. If coerced into service, it will agree to aid the caster for one hour only, after which it must be released and allowed to return to its home. Certain ancient texts are known to describe various means of imprisoning a captured demon, though the efficacy of such methods can seldom be determined except by test.

If coerced, a summoned demon can be commanded to render one of the following services: 1) attack any creature or being designated as an enemy of the summoner; 2) protect the summoner from attack; 3) guard any single designated area, provided the place chosen is not one which would, by its nature, cause the demon extreme discomfort; 4) utilize any special abilities which the demon possesses, as bidden by the summoner (see corresponding text for details as pertains to each demon-type).

If a summoned demon cannot be coerced into service, difficulties may ensue. If the demon is much more powerful than the summoner, it may attempt to capture the unfortunate individual and carry him (or her) off to the demon's domain, effectively reversing the roles of "servant" and "master." At the very least, the demon will return to its domain without delay, mocking the summoner and possibly even vowing revenge at some future time.

A demon slain on any of the material planes will dissolve into dust, leaving behind a dark, uncut gemstone; the demon's "heart", actually a black diamond. The carat weight of a "demon's heart" is usually one to two carats per level of the demon (valued up to one hundred gold lumens per carat). "Demon dust" is also valuable, having practical applications in certain thaumaturgic operations and Black Magic rituals.

The nine species of Talislantan demon are as follows:

EARTH DEMON

Earth Demons are squat, six-limbed creatures with flat features and bulky torsos. Few exceed six feet in height, though they may equal or exceed this measurement in terms of width. Earth Demons are comprised of solid, animate stone. In repose, they may easily be mistaken for great, craggy boulders. Such is not the case when an Earth Demon chooses to move. These creatures can tunnel through earth and stone at will, a useful talent, but one which produces a substantial amount of seismic activity, noise, and dust. Earth Demons are extremely powerful, but are incapable of swift action. They subsist on a diet of rocks and minerals, voiding gemstones, which they cannot digest.

A summoned Earth Demon may be commanded to create underground tunnels and caves, aid in subterranean excavations, or locate buried objects or artifacts. If an Earth Demon is ordered to do damage to some existing stone or earthenwork structure, it will be more than happy to comply.

EARTH DEMON

SIZE: 6'-6'2", 1000+ lbs.

EXCEPTIONAL ATTRIBUTES: INT -1, PER -2, STR +8, DEX -6, SPD -2

LEVEL: 2-16+

ATTACKS/DAMAGE: Fist: d12 + STR (up to three attacks)

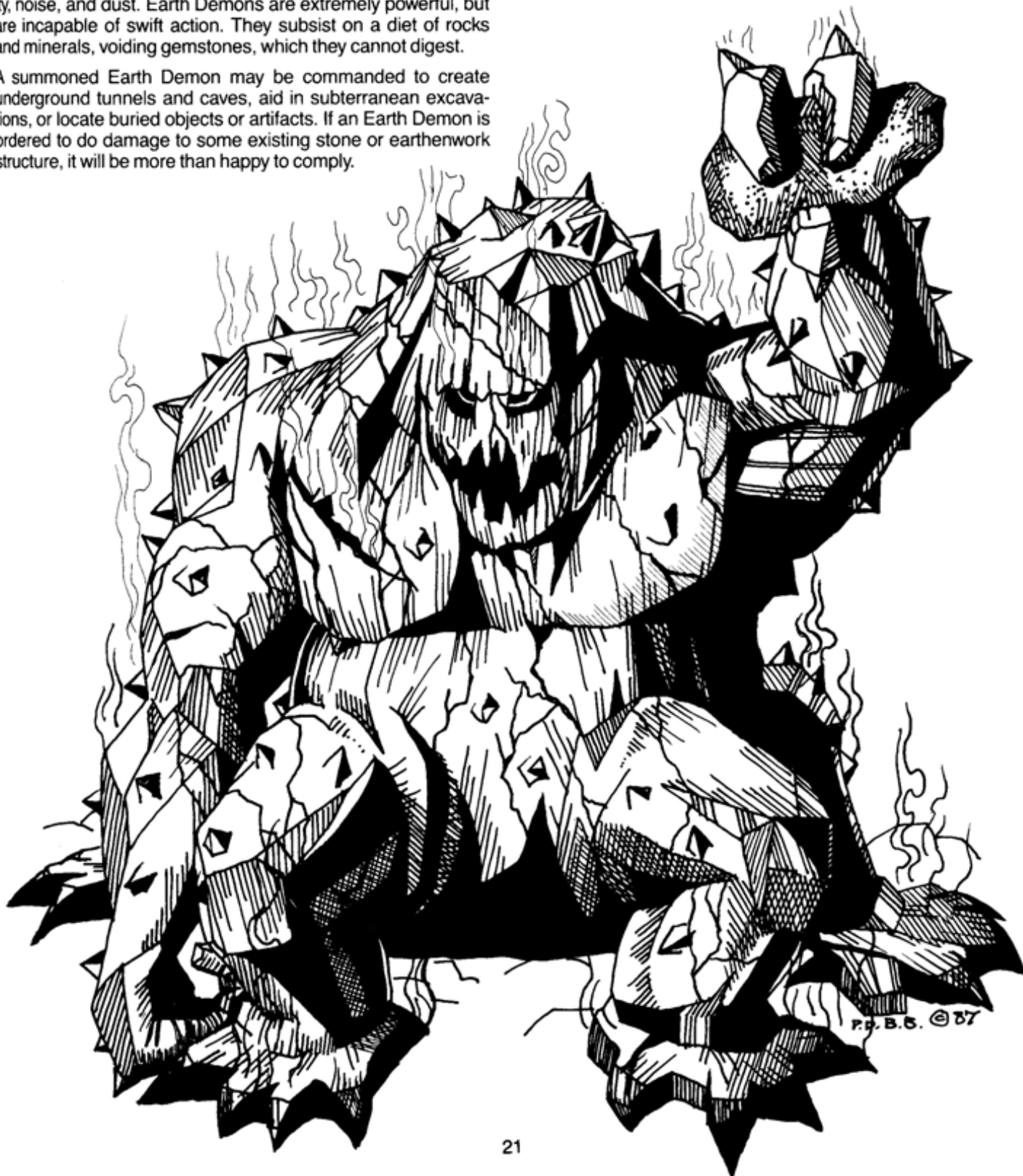
SPECIAL ABILITIES: As per all Demons, plus pass through earth and stone at will

ARMOR: As per plate armor

HIT POINTS: 40-80

HABITAT: Lower Plane of Cthonia, subterranean caves and tunnels (rare)

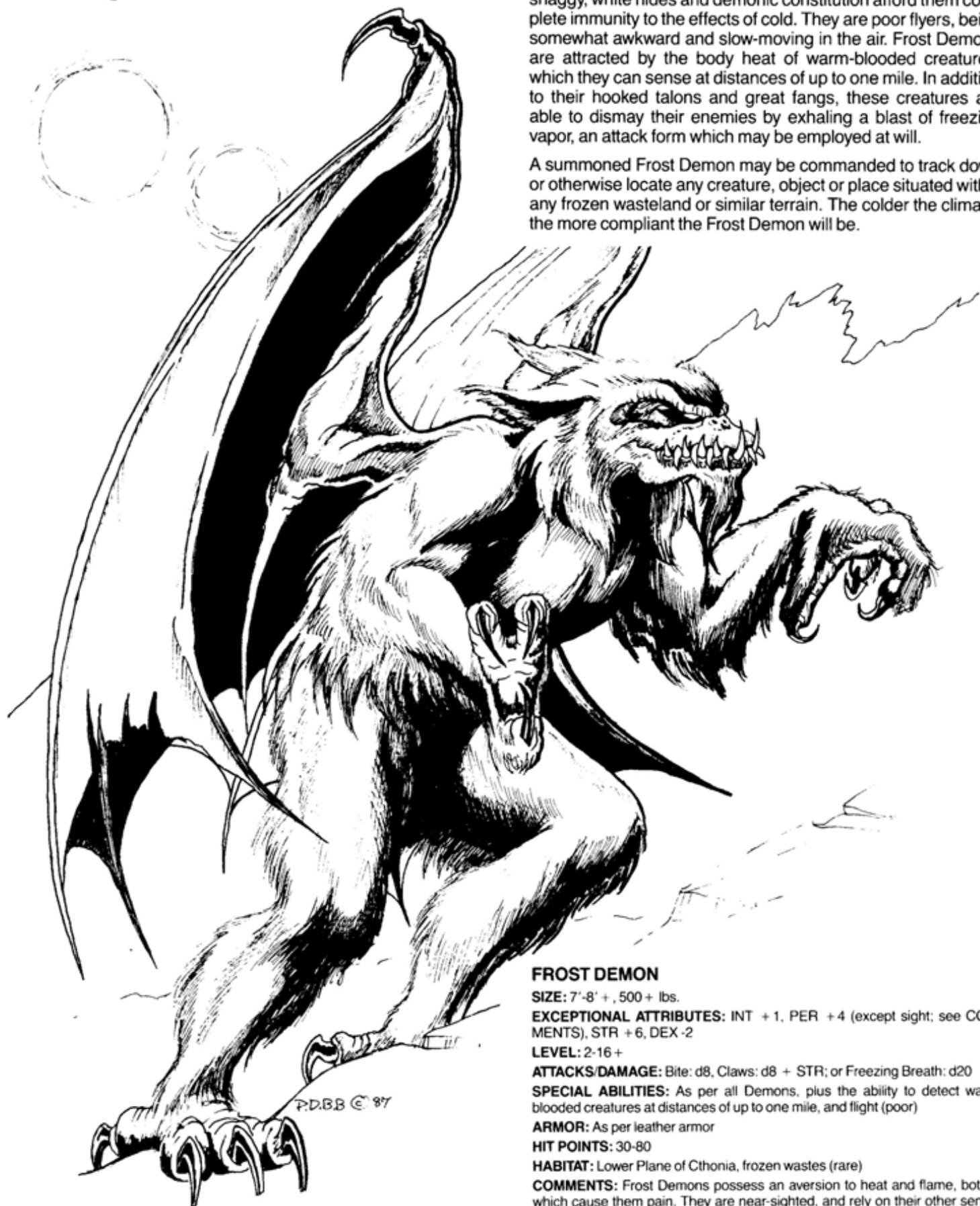
COMMENTS: Earth Demons possess an aversion to water and strong winds, which cause them to be weakened and discomforted, respectively.



FROST DEMON

Frost Demons are similar in size and appearance to the Arctic Yaksha (or Frostwere), but have leathery, bat-like wings. Their shaggy, white hides and demonic constitution afford them complete immunity to the effects of cold. They are poor flyers, being somewhat awkward and slow-moving in the air. Frost Demons are attracted by the body heat of warm-blooded creatures, which they can sense at distances of up to one mile. In addition to their hooked talons and great fangs, these creatures are able to dismay their enemies by exhaling a blast of freezing vapor, an attack form which may be employed at will.

A summoned Frost Demon may be commanded to track down or otherwise locate any creature, object or place situated within any frozen wasteland or similar terrain. The colder the climate, the more compliant the Frost Demon will be.



FROST DEMON

SIZE: 7'-8' +, 500 + lbs.

EXCEPTIONAL ATTRIBUTES: INT +1, PER +4 (except sight; see COMMENTS), STR +6, DEX -2

LEVEL: 2-16 +

ATTACKS/DAMAGE: Bite: d8, Claws: d8 + STR; or Freezing Breath: d20

SPECIAL ABILITIES: As per all Demons, plus the ability to detect warm-blooded creatures at distances of up to one mile, and flight (poor)

ARMOR: As per leather armor

HIT POINTS: 30-80

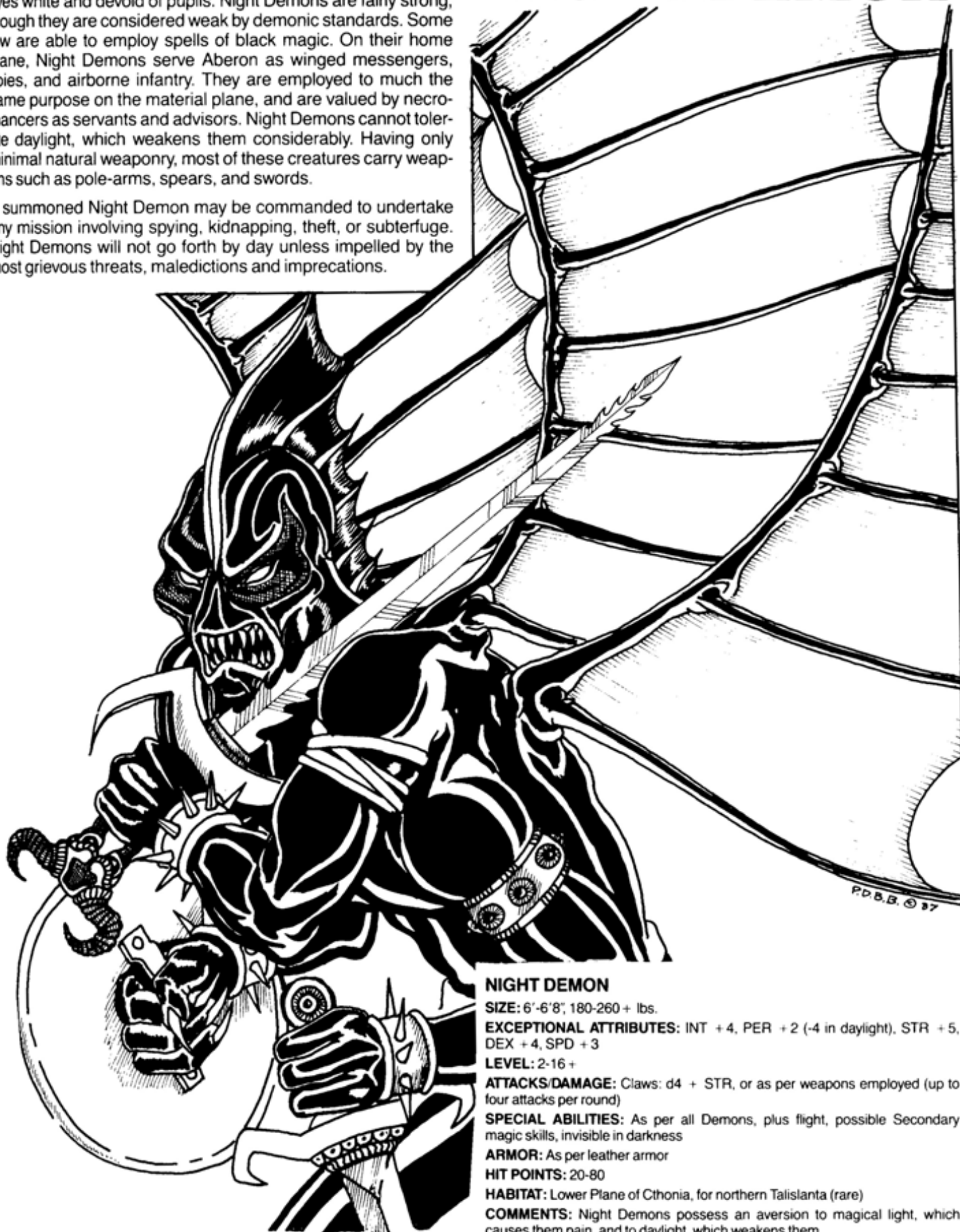
HABITAT: Lower Plane of Cthonia, frozen wastes (rare)

COMMENTS: Frost Demons possess an aversion to heat and flame, both of which cause them pain. They are near-sighted, and rely on their other senses to detect prey.

Night Demons are four-armed, winged creatures of man-like form and size. Their skin is a shiny, blue-black in color, their eyes white and devoid of pupils. Night Demons are fairly strong, though they are considered weak by demonic standards. Some few are able to employ spells of black magic. On their home plane, Night Demons serve Aberon as winged messengers, spies, and airborne infantry. They are employed to much the same purpose on the material plane, and are valued by necromancers as servants and advisors. Night Demons cannot tolerate daylight, which weakens them considerably. Having only minimal natural weaponry, most of these creatures carry weapons such as pole-arms, spears, and swords.

A summoned Night Demon may be commanded to undertake any mission involving spying, kidnapping, theft, or subterfuge. Night Demons will not go forth by day unless impelled by the most grievous threats, maledictions and imprecations.

NIGHT DEMON



NIGHT DEMON

SIZE: 6'-6'8"; 180-260+ lbs.

EXCEPTIONAL ATTRIBUTES: INT +4, PER +2 (-4 in daylight), STR +5, DEX +4, SPD +3

LEVEL: 2-16+

ATTACKS/DAMAGE: Claws: d4 + STR, or as per weapons employed (up to four attacks per round)

SPECIAL ABILITIES: As per all Demons, plus flight, possible Secondary magic skills, invisible in darkness

ARMOR: As per leather armor

HIT POINTS: 20-80

HABITAT: Lower Plane of Cthonia, for northern Talislanta (rare)

COMMENTS: Night Demons possess an aversion to magical light, which causes them pain, and to daylight, which weakens them.

PYRO-DEMON

Pyro-Demons are fierce, red-skinned creatures only rarely encountered on the material plane, where they sometimes dwell within the hearts of active volcanoes. They average seven feet in height, and have curved horns, claws and fangs, with a tail terminating in a sharp, arrow-like sting. Pyro-Demons are highly volatile in nature, and are prone to violent and destructive behavior. They are able to breathe fire or smoke at will, and can ignite combustibles at a touch. The presence of a Pyro-Demon is seldom difficult to discern, for they radiate a good deal of heat and give off a stench of burning sulfur.

A summoned Pyro-Demon may be commanded to set fires, create clouds of billowing smoke, melt or immolate objects, materials or barriers, or accomplish any task requiring the use of heat or flame. The greater the destruction called for, the more willing will be the Pyro-Demon to undertake the desired task.

PYRO-DEMON

SIZE: 6'10"-7'2", 260-300 + lbs.

EXCEPTIONAL ATTRIBUTES: INT +1, PER +1, STR +6, DEX +2, SPD +2

LEVEL: 2-16 +

ATTACKS/DAMAGE: Claws: d8 + STR each, Tail: d6, Fiery breath: d12

SPECIAL ABILITIES: As per all Demons, plus ignite combustibles by touch, breathe fire or smoke at will

ARMOR: As per leather armor

HIT POINTS: 30-80

HABITAT: Lower Plane of Cthonia, volcanic regions (rare)

COMMENTS: Pyro-Demons possess an extreme aversion to water, which can be fatal to them, and to cold, which causes them great discomfort.

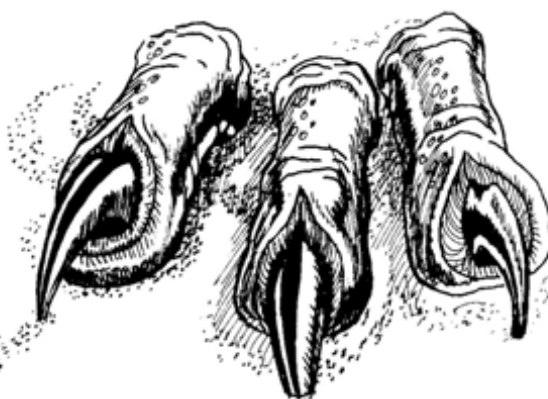




SAND DEMON

Sand Demons are sinister creatures who dwell in deserts and other arid regions. They are tall and lean, with wrinkled brown skin and frightful, horned visages. Vampiric by nature, Sand Demons are able to use their magics to create mirages, thus luring prey to within reach of their grasping claws. Their usual method of attack is to lie submerged beneath sand dunes, pouncing forth with a great, bounding leap when their unfortunate victims approach. The curved fangs of a Sand Demon are extremely sharp, and can penetrate thick hide or leather armor with ease.

A summoned Sand Demon may be commanded to lay in ambush, create any mirage desired, or locate individuals, objects or structures situated in deserts and wastelands. If there is blood to be gained, Sand Demons may exhibit a minimal degree of cooperation towards the summoner; otherwise, these demons are notably ill-tempered, and are forever skulking and scowling.



SAND DEMON

SIZE: 7'-7'4", 200-230 lbs.

EXCEPTIONAL ATTRIBUTES: INT +3, PER +3, STR +6, DEX +2, SPD +3

LEVEL: 2-16+

ATTACKS/DAMAGE: Claws: d8 + STR, Bite: d6 + d4 blood drain per round

SPECIAL ABILITIES: As per all Demons, plus ability to create mirages at will (maximum area of effect: 10 x 10 x 10 per level)

ARMOR: As per leather armor

HIT POINTS: 30-80

HABITAT: Lower Plane of Cthonia, desert regions (rare)

COMMENTS: Sand Demons possess an aversion to wind and water, both of which cause them discomfort. It is common for these creatures to submerge themselves in sand, leaving only their hollow horns (which serve as breathing apparatus) exposed above ground.

SEA DEMON

Sea Demons are green-scaled, humanoid creatures who infest certain seas and oceans in great numbers. Their hands and feet are webbed, allowing for swift movement through the water. Adult specimens stand over seven feet tall, and have spiny gills, tough hides, and clawed appendages. The curse of ocean-going merchant and other vessels, Sea Demons are sometimes known to inhabit tropical isles, coral reefs, and sunken ruins. In some cases, these creatures have been encountered riding immature sea dragons, which they raise from stolen caches of eggs. They are possessed of inhuman strength, and occasionally employ great, jagged blades and spears in battle. A group of Sea Demons will always have a leader, stronger and more clever than the rest of the clan. Some of these creatures are skilled in magic, though not many.

SEA DEMON

SIZE: 7'-7'8", 300-450 + lbs.

EXCEPTIONAL ATTRIBUTES: INT +2, PER +2, STR +7, DEX +1, SPD +4 (in water; average on land)

LEVEL: 2-16 +

ATTACKS/DAMAGE: Claws: d8 + STR each or as per weapon employed

SPECIAL ABILITIES: As per all Demons, plus possible Secondary magic skills

ARMOR: As per chain mail

HIT POINTS: 30-80

HABITAT: Lower Plane of Cthonia, seas and oceans (rare)

COMMENTS: Sea Demons are uncomfortable out of the water, and are pained by heat and fire. They are cannibalistic, and possess a rude social order of sorts.



A summoned Sea Demon may be commanded to locate sunken ships or treasure, reveal whether ships have passed over their undersea domains (and if so, describe the types seen), or adjudge the veracity of any sea chart or mariner's log. If Zaratan are in the area, Sea Demons may become somewhat reluctant to carry out their duties, a situation which may require the administration of further coercive measures.

SWAMP DEMON

A summoned Swamp Demon may be commanded to dredge amber or other valuables from bogs and marshes, aid in the crossing of swamps and bogs, lay in ambush, or direct the summoner and/or his allies into or out of any marshland or swamp region. Swamp Demons are notable for their lethargic temperament, and are best given tasks requiring little expenditure of energy.



Swamp Demons (also known as Lurkers) are solitary creatures who dwell in bogs, marshes and swamplands. Even by demonic standards, Swamp Demons are grotesque, having bloated, vaguely humanoid bodies, hideous fangs, and numerous, snake-like tentacles protruding from their torsos. Their skin is deathly pale in color, their eyes dark and narrowed under beetled brows. Many are over seven feet tall, though the size of these creatures is often difficult to determine due to their habit of lying in shallows, with only the tops of their heads and eyes exposed to view. When lurking (hence the name) in this fashion, the head of a Swamp Demon may easily be mistaken for a partially submerged stone, often with tragic results. Although these creatures know no magic, they are swift and surprisingly strong, the grasp of their suckered tentacles being nearly impossible to escape.

SWAMP DEMON

SIZE: 6'8"-7'6"; 300-500+ lbs.

EXCEPTIONAL ATTRIBUTES: INT +1, PER +3, STR +6, DEX +3, SPD +3 (in water; -3 on land)

LEVEL: 2-16 +

ATTACKS/DAMAGE: Tentacles: d6 + STR each (up to eight attacks)

SPECIAL ABILITIES: As per all Demons, plus tentacled grasp nearly impossible to escape

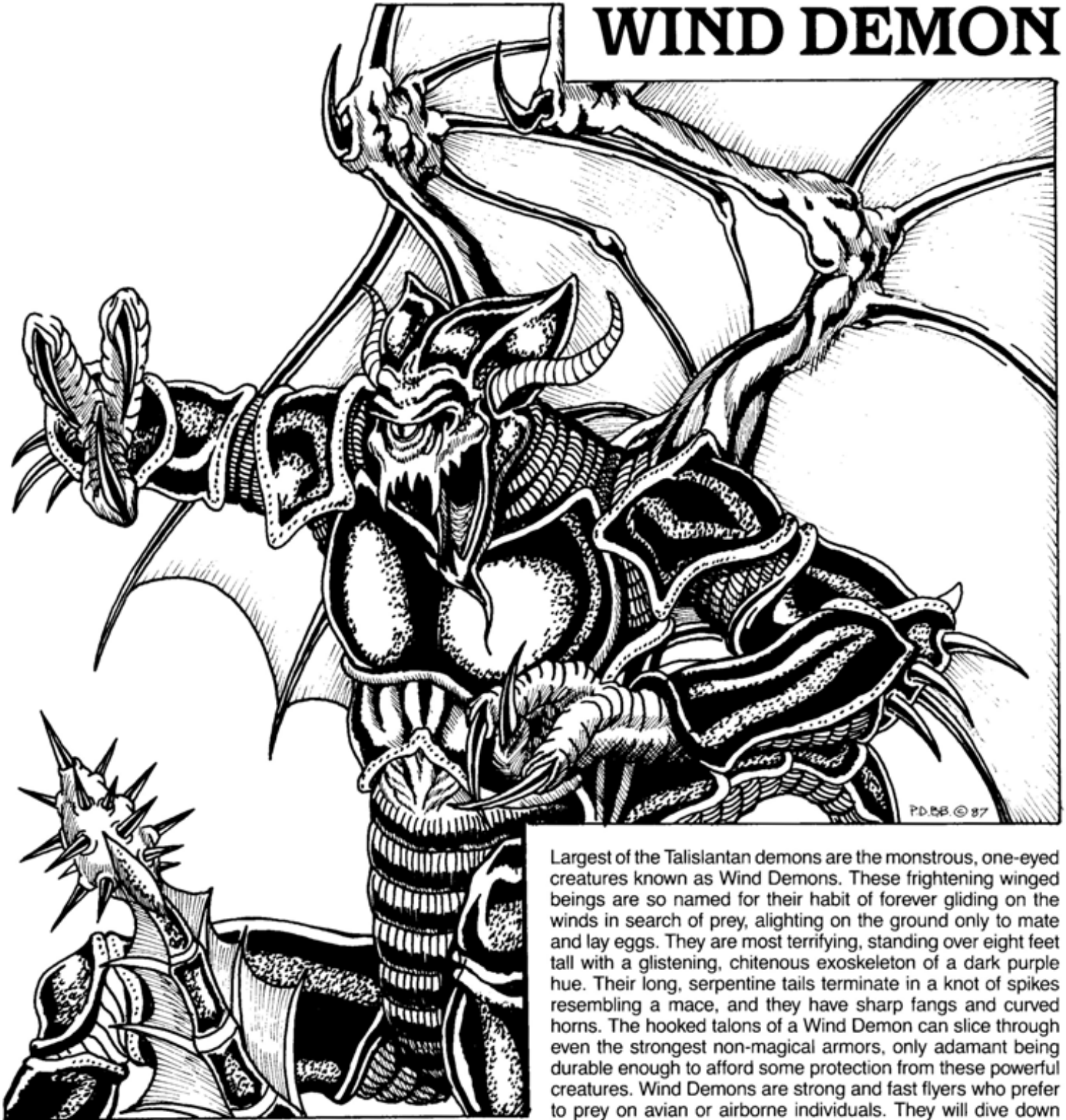
ARMOR: As per leather armor

HIT POINTS: 30-80 (tentacles can withstand up to 8 points of damage each)

HABITAT: Lower Plane of Cthonia, swamps and marshes (rare)

COMMENTS: Swamp Demons possess an aversion to dry climates and flame, both of which cause them discomfort.

WIND DEMON



WIND DEMON

SIZE: 8' + , 700+ lbs.

EXCEPTIONAL ATTRIBUTES: INT +2, PER +2, STR +8, DEX +2, SPD +6 (airborne; average on land)

LEVEL: 2-16+

ATTACKS/DAMAGE: Bite: d8, Claws: d12 + STR, Tail: 2d8

SPECIAL ABILITIES: As per all Demons, plus flight

ARMOR: As per plate mail

HIT POINTS: 30-80

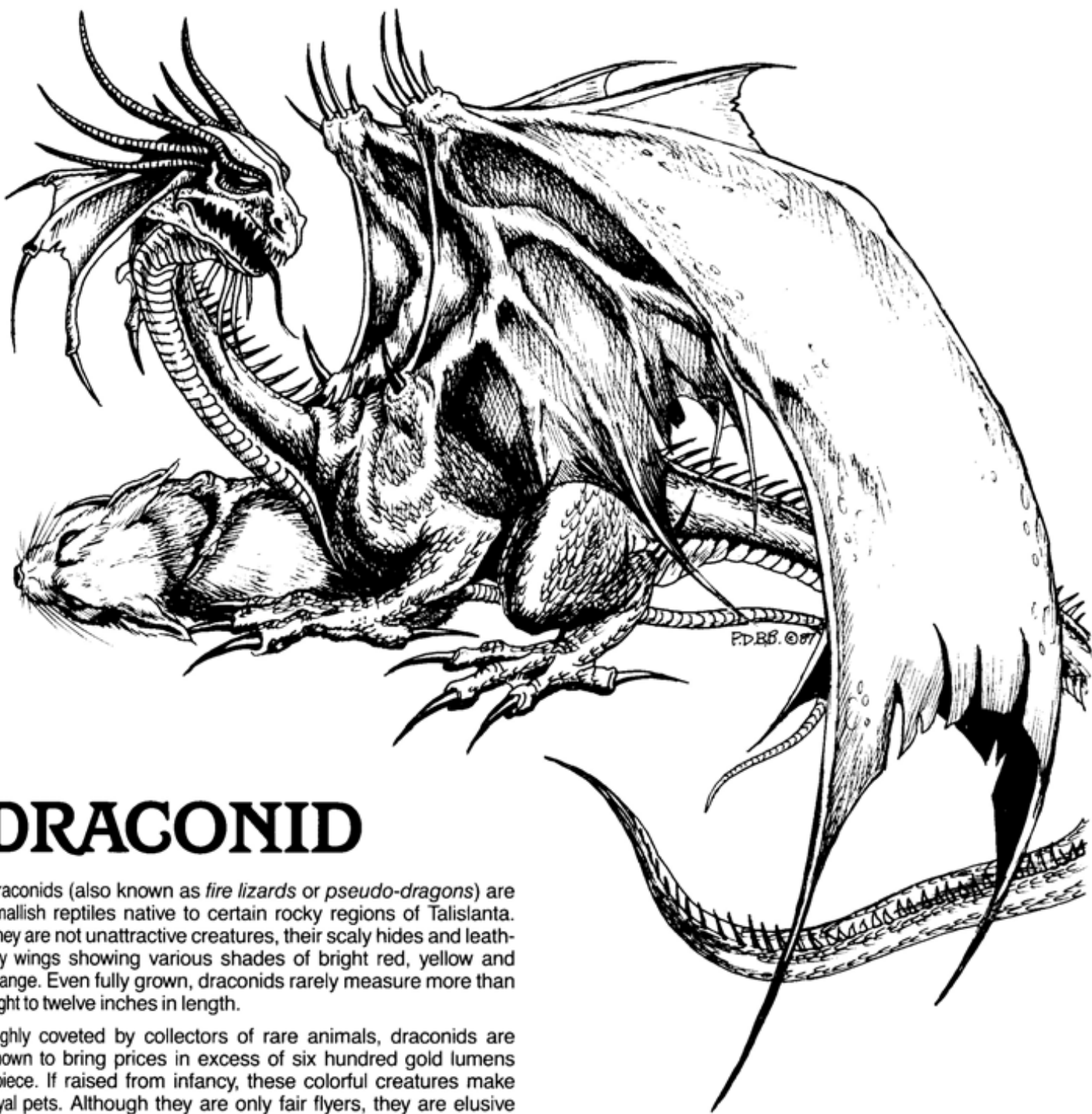
HABITAT: Lower Plane of Cthonia, skies of Talislanta (rare)

COMMENTS: Wind Demons are averse to earth and stone, and are made uncomfortable if immersed in water.

Largest of the Talislantan demons are the monstrous, one-eyed creatures known as Wind Demons. These frightening winged beings are so named for their habit of forever gliding on the winds in search of prey, alighting on the ground only to mate and lay eggs. They are most terrifying, standing over eight feet tall with a glistening, chitinous exoskeleton of a dark purple hue. Their long, serpentine tails terminate in a knot of spikes resembling a mace, and they have sharp fangs and curved horns. The hooked talons of a Wind Demon can slice through even the strongest non-magical armors, only adamant being durable enough to afford some protection from these powerful creatures. Wind Demons are strong and fast flyers who prefer to prey on avian or airborne individuals. They will dive down and snatch prey from the ground, but only in areas that are clear of trees or other ground cover.

A summoned Wind Demon may be commanded to provide transportation for the summoner and one additional individual (per every four levels of ability possessed by the Wind Demon, up to a maximum total of six individuals), engage in aerial reconnaissance, or reveal whether any windship or airborne creature has passed through its domain. Regardless of the service required, the Wind Demon will undoubtedly act in an irritable and abusive manner; haughtiest of all the demon-types, these cyclopean beings resent being made to serve creatures of lesser stature than themselves.





Draconids (also known as *fire lizards* or *pseudo-dragons*) are smallish reptiles native to certain rocky regions of Talislanta. They are not unattractive creatures, their scaly hides and leathery wings showing 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 in excess of six hundred gold lumens apiece. If raised from infancy, these colorful creatures make loyal pets. Although they are only fair flyers, 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 (hence the name, fire lizard). A derivative of draconid venom is much favored by torturers, who find it has many practical uses.

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

SIZE: 8"-12", 1-3 lbs.

EXCEPTIONAL ATTRIBUTES: All negligible except INT (average), DEX +6, SPD +3

LEVEL: 1-2

ATTACKS/DAMAGE: Bite: 1-2 points (plus searing pain: roll vs WILL or incapacitated for 1-4 rounds)

SPECIAL ABILITIES: Flight, possible ability to converse in Ancient tongue, detect magical emanations (range: 20 ft.)

ARMOR: As per chain mail

HIT POINTS: 2-8

HABITAT: Volcanic Hills, wastelands, ruins

COMMENTS: Draconid venom may command up to fifty gold lumens per dram in some regions.

DRACTYL

Dractyl are a species of winged reptile found in the hills and mountains surrounding the bleak realm known as Harak. Large and ungainly, dractyl have gray-green, scaly hide and great, membraneous 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 Dractyl 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

SIZE: 7'-7'6", 25 + ft. wingspan, 600-800 + lbs.

EXCEPTIONAL ATTRIBUTES: INT -3, STR +2, CON +2, SPD +2 (in the air, -2 on the ground)

LEVEL: 3-6

ATTACKS/DAMAGE: Bite: d8, Claws: d6

SPECIAL ABILITIES: Flight, capable of speech

ARMOR: As per leather armor

HIT POINTS: 20-24

HABITAT: Harak, northern Quan, Xanadas (rare), L'Haan (very rare)

COMMENTS: Dractyl are mean and untrustworthy, and will abandon a weak or indecisive master if not closely monitored. The creatures will eat practically anything.



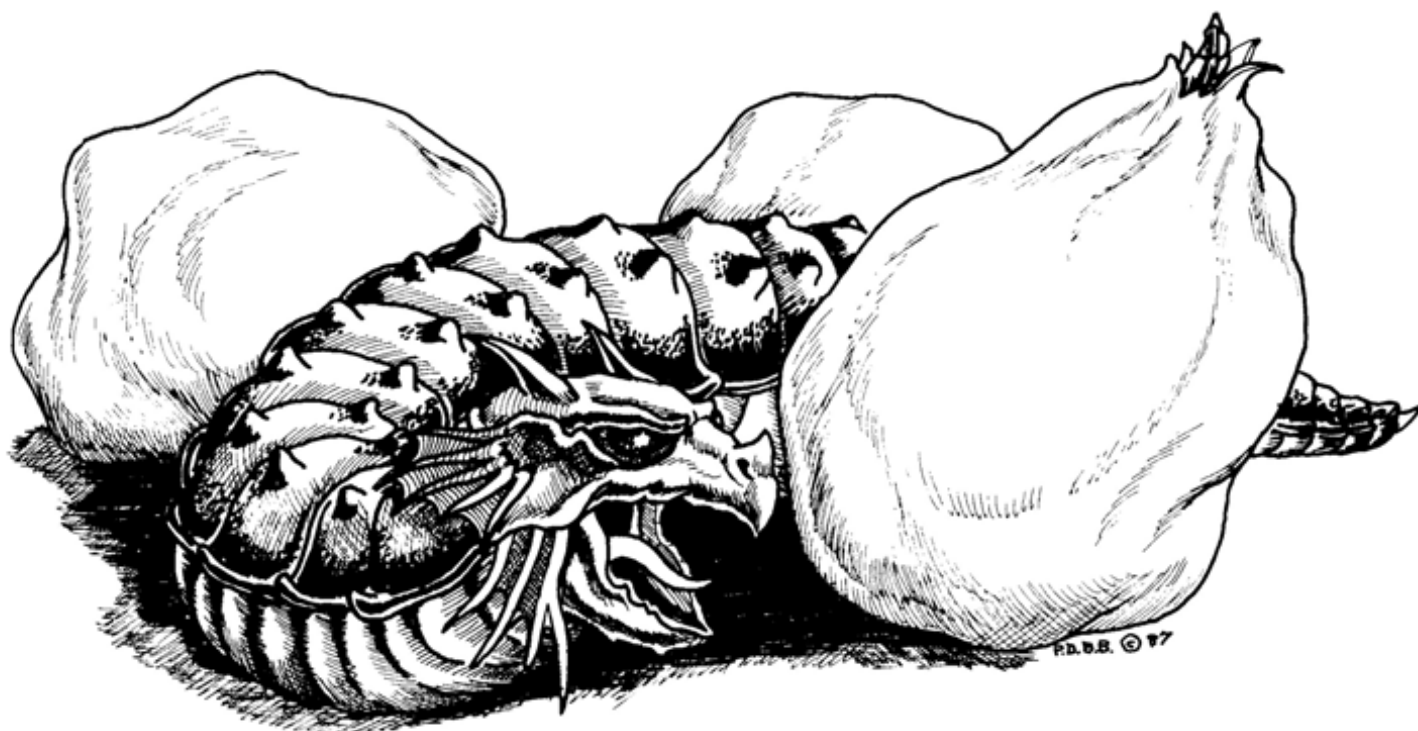
Dractyl are trained as steeds by the fierce Harakin, who use them for airborne and overland transport. They are only fair flyers, and have an aversion to altitudes above one hundred feet. Though the Harakin ride them into battle, Dractyl have little love of combat, and obey their masters primarily to 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.

DRAGON

The dragons of Talislanta are an ancient and generally hideous race of reptilians whose origins are thought to precede even the Time Before Time. Massive in stature, these scaly-skinned monsters display a disturbing propensity towards violent, and even sinister, behavior. The life expectancy of the Talislantan dragon is believed to exceed five hundred years, exceptional individuals sometimes living for a thousand years or more.

All dragons begin life as larval newts; legless, ten foot-long wyrmmms covered with a segmented, exoskeletal carapace. They hatch from eggs, deposited and abandoned in subterranean tunnels and caverns by the indolent females of the species. The wyrmmms emerge from their leathery egg casings in a foul mood, their only thought being to obtain food. If captured and cared for at this stage, it is sometimes possible to tame and train the vicious little beasts. Accordingly, captive wyrmmms can bring prices in excess of two thousand gold lumens apiece, or about half this for eggs. They are omnivorous, and require at least two hundred pounds of food per day. Wyrmmms grow at the rate of about one foot per month for the first year or so, then slowly begin to metamorphose into adult form, a process which can take as long as twenty years.

There are several species of Talislantan dragon, described as follows:





CRESTED DRAGON

The Crested Dragon is the most magnificent of the Talislandan dragons, and the most intelligent. It gets its name from the rows of brilliant orange crests which run from the head, down along the spine and to the tip of the tail. Their bodies are covered with shining scales, usually ranging in color from bright red to golden yellow. The scaly hide of a crested dragon is as resistant to damage as plate mail, and is unaffected by flame. Adult specimens may reach an overall length of forty feet.

Crested dragons are fire-breathers, and are able to use their pyrotechnic abilities up to four times a day. Their teeth and claws are also formidable weapons, though crested dragons prefer to avoid physical combat whenever possible. They are capable of speech and more often than not, magic; the most ancient of their kind often attaining a great proficiency in the Arcane Arts.

Crested dragons generally make their lairs in abandoned ruins, dungeons, and castles. The most evil of their kind keep vast hordes of stolen treasure, which they sleep upon. A few are riddlers, who refuse to allow travelers to pass through their domains unless they can answer a clever rhyme or parable.

Thystram's Collectanea describes the crested dragon as "the most misunderstood of the dragon species; an intelligent beast, largely quiescent and benign, unless aroused to ire." Though one is hesitant to cast aspersions upon the character or veracity of the renowned savant, it is perhaps well to note that Thystram was not averse to taking a glass or two of spirits, particularly in the late evening hours, when he was in the habit of transcribing notes to text. This may well explain why the *Collectanea* contains a number of statements such as the one previously quoted, which is patently absurd.

CRESTED DRAGON

SIZE: 30-40 ft., 4-6+ tons

EXCEPTIONAL ATTRIBUTES: INT +3, WILL +3, PER +2, STR +10, DEX -2, CON +5, SPD -1

LEVEL: 10-20 +

ATTACKS/DAMAGE: Bite: d20, Claws: d12, Fiery Breath: d6 per level

SPECIAL ABILITIES: Breathe fire (four times per day), Secondary magic skills, converse in three or more languages, flight

ARMOR: As per plate mail

HIT POINTS: 40-80 +

HABITAT: Wilderlands, abandoned ruins

COMMENTS: Crested Dragons are territorial by nature, and seldom venture beyond their chosen domains. Though few in number, these creatures are intensely jealous, and rivalries between various members of the species are not uncommon.

KALIYA

The multi-headed Kaliya are perhaps the most evil of Talislanta's dragon species. Measuring up to thirty feet long when fully grown, the body of the kaliya is covered with glistening black scales. A kaliya may have as many as seven heads, each capable of exhaling a gout of flame or a cloud of noxious, choking smoke once per day. It is believed that kaliya have no control over the precise nature of their exhalations, there being approximately a fifty-fifty chance that either smoke or flame will be produced anytime a kaliya elects to employ this form of attack.

Though most of these monsters possess only average intelligence, some are capable of employing minor spells of black magic. All are quite cunning, and will lie in wait to ambush unwary creatures. Kaliya lair in caves and subterranean grottos, where they may keep vast stores of treasure. It is not uncommon for an ancient and powerful kaliya to have other, less powerful creatures in its service, helping guard and/or maintain its lair. Adventurers possessed of a most fanatical variety of courage occasionally hunt kaliya for their treasure and their scaly hides, which are useful in the making of strong and lightweight armor.

It is arguably true that, as Thystram claimed in his "Collectanea," "the Kaliya is the meanest and most evil of beasts: it subsists upon serpents and crawling things; it lairs amidst caves rife with moulds and slimes; it consorts with black magicians, and acts as advisor to assassins and despots. Of gold and jewels, it cannot own sufficient quantities, and will refrain from nothing to gain greater riches." Though somewhat over-embellished, Thystram's remarks contain more than a germ of truth, at least in their essence.

KALIYA

SIZE: 25'-30', 2-4 tons

EXCEPTIONAL ATTRIBUTES: INT +1, WILL +2, PER +2, STR +7, DEX -1, CON +4

LEVEL: 6-16 +

ATTACKS/DAMAGE: Bite: d10 (one attack per head), or Fiery Breath: d12 (per head)

SPECIAL ABILITIES: Breathe fire or smoke (50/50 chance of either type of exhalation), possible secondary magic skills, converse in Ancient tongue

ARMOR: As per leather armor

HIT POINTS: 30-50

HABITAT: Jungles, caves, abandoned ruins

COMMENTS: Kaliya are the fiercest of the Dragon races, and the most sinister. The creature's multiple heads are each capable of independent attack, and of independent thought and speech; the latter attribute is often a source of consternation to individuals attempting to converse with these strange reptilians.



LAND DRAGON

SIZE: 40'-50' + , 6-10 tons

EXCEPTIONAL ATTRIBUTES: INT -4, WILL +2, STR +12, DEX -4, CON +8, SPD -3

LEVEL: 6-12

ATTACKS/DAMAGE: Bite: d12, Trample: d20 (maximum: two trampling attacks per round), Tail: 2d12, or Battering Attack: 2d20

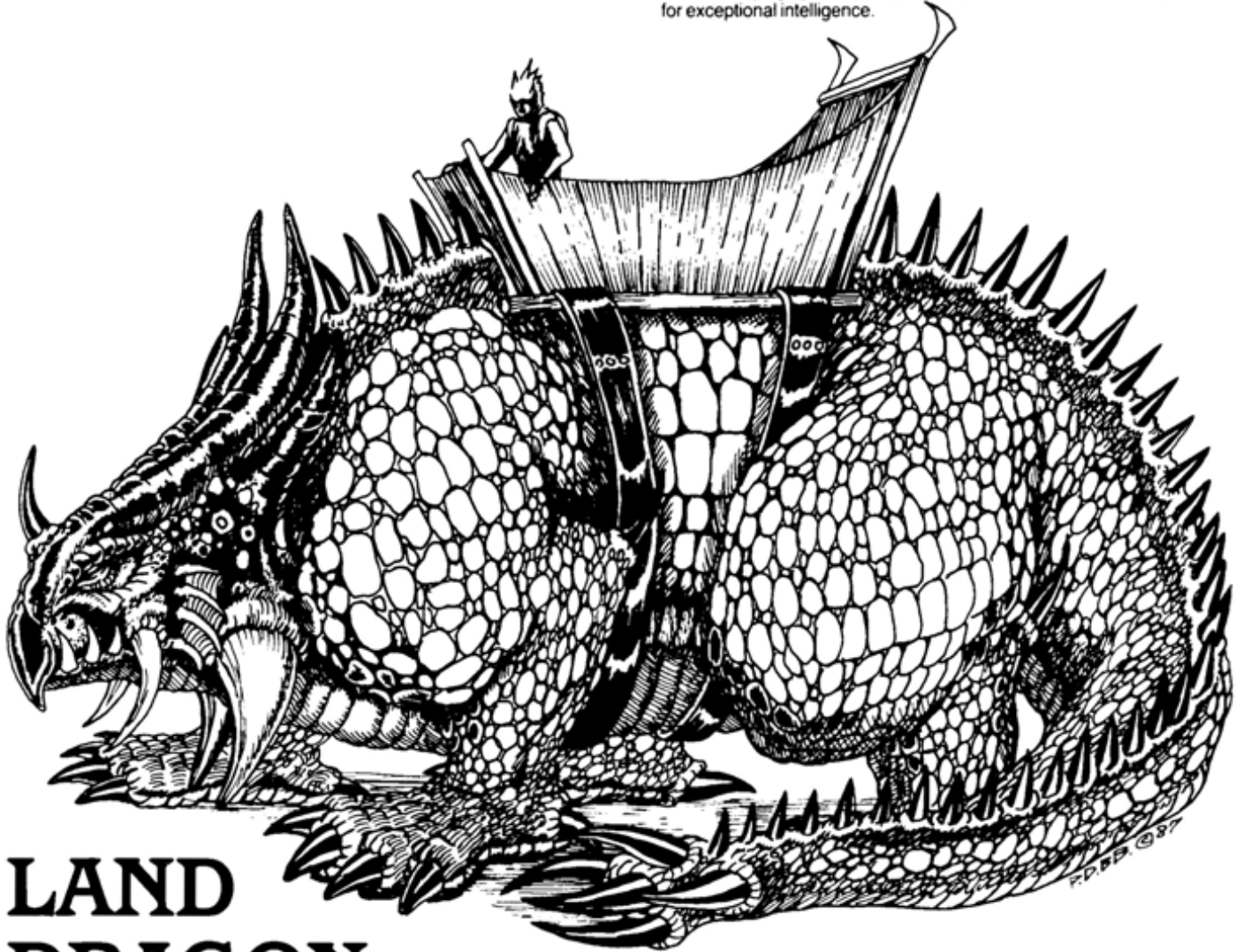
SPECIAL ABILITIES: Impervious to heat flame

ARMOR: As per plate armor (underside as per leather armor)

HIT POINTS: 40-50

HABITAT: Wilderlands, Volcanic Hills, western Quan

COMMENTS: Though Land Dragons are generally herbivorous by nature, they sometimes prey upon Land Lizards and others of their kind. They are not noted for exceptional intelligence.



LAND DRAGON

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

Least intelligent of the dragon species, land dragons have been domesticated by the reptilian humanoids known as Saurans. The Saurans outfit them with battle towers, and train them for use in warfare. Basically 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 enjoy a symbiotic relationship of sorts with the winged reptilians known as Azoryl (q.v.), which can often be found perched upon the backs of these giant saurians. The dragon profits from the Azoryl's predilection for parasites and vermin, which tend to nest within the heavy folds of the land dragon's scaly hide. The Azoryl enjoy the benefits of a free meal and a relatively safe roosting spot.

Other creatures are generally treated with a far lesser degree of courtesy by land dragons, who are notoriously omnivorous, and will eat almost anything which they can catch. Land lizards, ogriphants and strider hatchlings are particularly favored by these huge beasts, incautious saurans and luckless travelers serving to 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.

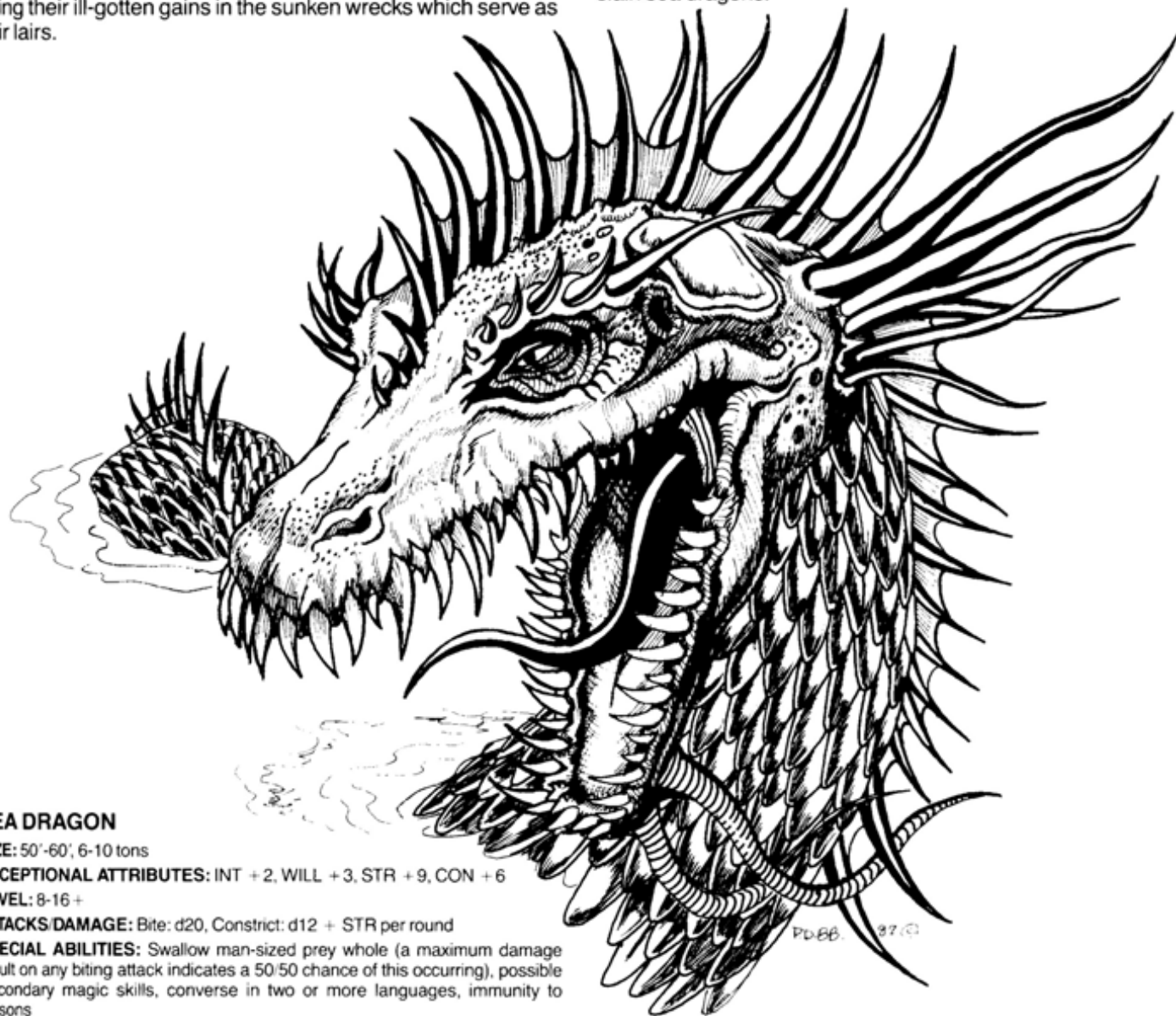
SEA DRAGON

The Sea Dragons of Talislanta are gigantic, serpentine creatures which may reach lengths of over sixty feet. Their bodies are covered with overlapping rows of iridescent green scales, as tough as plate mail. A crest of spines runs along the length of the body from head to tail, with barbs and spikes ranging the area about the head. The great jaws of these aquatic monsters, large enough to swallow a man-sized creature whole, are lined with razor-sharp fangs.

Sea dragons are the bane of ocean-going vessels, and are fearsome adversaries. They are capable of crushing the hulls of even the largest ships in their coils, and can snap a ship's mast in their jaws. All are possessed of an evil intelligence, ancient sea dragons reportedly being able to cast certain spells of elemental magic. Sea dragons are known to hoard treasure, hiding their ill-gotten gains in the sunken wrecks which serve as their lairs.

The Mariners' Opus, an informative compendium endorsed by the sea-faring Sunra of Quan, cites the following traits as being characteristic of the sea dragon species: "1) aversion to shallow waters; conversely, a predilection for deep sea beds and oceans; 2) immunity to the poisonous barbs of giant sea-scorpions and other venomous aquatic species (likewise, animal and vegetable toxins); 3) attracted by disturbances in the water, which may be sensed from miles away."

Sea dragons are unparticular with regard to their eating habits, exhibiting an equal fondness for rainbow kra, giant sea-scorpions, aquatic serpents, and man. They have an abiding fear of Zaratan (particularly in herds), and tend to avoid areas where these creatures are found in numbers. A remarkable attribute of sea dragons is their ability to ingest materials of all sorts without suffering apparent harm; the ancient Sunra Dragon-Hunters repeatedly claimed to have found ancient metal artifacts, weapons and implements in the stomachs of slain sea dragons.



SEA DRAGON

SIZE: 50'-60'; 6-10 tons

EXCEPTIONAL ATTRIBUTES: INT +2, WILL +3, STR +9, CON +6

LEVEL: 8-16+

ATTACKS/DAMAGE: Bite: d20, Constrict: d12 + STR per round

SPECIAL ABILITIES: Swallow man-sized prey whole (a maximum damage result on any biting attack indicates a 50/50 chance of this occurring), possible Secondary magic skills, converse in two or more languages, immunity to poisons

ARMOR: As per chain mail

HIT POINTS: 30-50

HABITAT: Seas and oceans

COMMENTS: Sea Dragons may pursue ships across vast stretches of water if they believe that such vessels are carrying valuable cargo. They are the greediest of the Dragon races.



DUADIR

Duadir are two-headed, bi-pedal reptilians native to the Wastes of Kharakhan. Their skin is a bright crimson in color, occasionally fading to yellow along the creature's abdomen and underside. Adult specimens commonly attain heights of up to eleven feet, and may measure eighteen feet in length.

Duadir are swift runners, easily able to match a greymane stride for stride. They lack endurance, however, and can only travel at top speed for about a mile or so before becoming exhausted. In the wild, duadir hunt in groups of up to two dozen individuals. They normally prey on crag spiders, but will attack even land dragons when driven by hunger.

Highly aggressive by nature, duadir are fierce fighters. 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 hind 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.

One of the more fascinating aspects of Duadir behavior is the courtship ritual, an incredibly violent affair during which the males attempt to impress desirable females by displays of ferocity. Typically, three or more potential suitors meet in simultaneous combat, claws and fangs rending each other until only one remains alive. The victor bears the severed heads of its foes as gifts, bestowing one to each female with which it desires to mate. After dining upon this tasty treat, the Duadir consummate the affair.

DUADIR

SIZE: 10'-11'; 600-900 + lbs.

EXCEPTIONAL ATTRIBUTES: INT -4, PER +4, STR -4, DEX -2, SPD -7

LEVEL: 2-8 +

ATTACKS/DAMAGE: Bite: d8 (two attacks), Claws: d8, or Tail: d6 (or entangle)

SPECIAL ABILITIES: Two heads can attack independently

ARMOR: As per leather armor

HIT POINTS: 16-36

HABITAT: Wastes of Kharakhan, Volcanic Hills, Wilderlands of Zaran

COMMENTS: Duadir are fierce predators, and are very difficult to train. The Araq accomplish this feat by the cruel treatment of Duadir hatchlings, a procedure taking some two years to complete.

ENIM



The Enim are a race of giant, cannibalistic devils. They have skin the color and texture of brass, curved horns, and fearsome, tusk-like fangs. On the lower planes they customarily serve Diabolus, ruler of the race of Shaitan. As suits Diabolus' whims, some are occasionally sent to the material plane, 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; traditionally, at ranges in excess of one hundred feet. Enim also have a fondness for wine, which they guzzle by the gallon with little apparent effect. Their main vice is gambling, however, Enim 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 their stew-pots, providing the intended victim can best them at some game of chance.

ENIM

SIZE: 12'-14', 800-900 + lbs.

EXCEPTIONAL ATTRIBUTES: INT +3, STR +8, DEX -3, SPD -3

LEVEL: 6-10 +

ATTACKS/DAMAGE: Fist: d8 + STR, or as per weapon employed

SPECIAL ABILITIES: Secondary spell casting ability, night vision, immune to non-magical attacks

ARMOR: As per chain mail

HIT POINTS: 36 +

HABITAT: Lower Plane of Oblivion, material plane (rare)

COMMENTS: Enim have a weakness for games involving skill or luck. They have an appetite for man-flesh, but will eat beasts of most sorts when food is scarce.

EQUS

Equs are unusual creatures resembling a strange cross between mammal and reptile. They are typically sleek and muscular of build, with scaly hide and a long mane and tail, the color of which varies according to type. Equs 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 equs from boasting of this ability. They are prized as steeds throughout the continent, and seldom sell for less than four hundred gold lumens apiece.

There are four separate species of equs, each with its own 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 equs, and is found in many regions across Talislanta. Their dusty-grey hide and mane lacks lustre, 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 equs is the darkmane, a large and surly beast with coal-black mane and hide, sharp hooves and fangs. Aggressive and spiteful creatures, darkmanes will often attack other equs on sight. They are known to use foul language, 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. Elsewhere, darkmanes are hunted for their shining hide and fur.



EQUS

SIZE: 5' - at the shoulder, 400-600 - lbs.

EXCEPTIONAL ATTRIBUTES: INT - 1, PER - 3, STR - 3, DEX - 3, SPD - 7 (- 8 for Silvermane)

LEVEL: 1-4

ATTACKS/DAMAGE: Kick: d12, Bite: 1-4 (Darkmane only)

SPECIAL ABILITIES: Ability to converse in Equan (some few Equs are known to speak the languages of men), immune to cold (Snowmane only)

ARMOR: As per leather armor

HIT POINTS: 10-26

HABITAT: Plains, wilderlands, snowfields (snowmanes only), hills (greymanes), forests (silvermanes), wastelands (darkmanes)

COMMENTS: With the exception of Darkmanes, Equs make reliable steeds. In the wild, they travel in herds of up to about sixty individuals.

EXOMORPH

Exomorphs are fierce predators resembling jungle cats in certain respects, but measuring up to nine feet in length and having lizard-like skin, a heavily muscled torso, misshapen head, and great, gnashing fangs. The primary attribute of the exomorph is its uncanny ability to almost instantly alter the coloration of its thick, scaly hide so as to perfectly 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. Although exomorphs are quite vicious, they will abandon an attack which is not going in their favor. In such instances, they may use their chameleon-like abilities to elude pursuers. A starving exomorph, however, will return to attack again unless it has been very severely wounded.

Exomorphs are occasionally hunted for their pigment sacs, from which the finest magical inks and costly dyes are derived. Located at the base of the neck, these small, bladder-shaped glands sell for as much as five hundred gold lumens each. There are two such glands in female exomorphs, three in the more colorful males. Once slain, an exomorph's hide becomes pale and colorless; practically worthless to all but the most desperate or gullible buyers.



EXOMORPH

SIZE: 7'-9' in length, 400-600 lbs.

EXCEPTIONAL ATTRIBUTES: INT -3, PER +4, STR +5, DEX +3, SPD +4

LEVEL: 2-8+

ATTACKS/DAMAGE: Bite: d8, Claws: d12

SPECIAL ABILITIES: Alter color of hide at will, stealth, tracking (by scent)

ARMOR: As per leather armor

HIT POINTS: 10-40

HABITAT: Forests, wilderlands, jungles

COMMENTS: The ability of Exomorphs to blend into their surroundings is such that these creatures can assume nearly any color or combination of colors imaginable, with variations in hue being achieved in a second or two at most.

FANTASM

Fantasms are bat-winged pseudo-demons who hail from the lower plane known as the Nightmare Dimension. They are humanoid in appearance, but have elongated limbs and long, drawn visages. These spectral beings range in size from about two feet tall to just over six feet, a fantasm's height seemingly having little bearing upon its capabilities.

On their home plane, fantasms are impotent creatures, being scarcely able to frighten those young and impressionable children whose sleepy thoughts (and astral bodies) venture too near the Nightmare Dimension. If summoned from their home plane by one skilled in the black arts, fantasms can be made to spring forth from a sleeping spell caster's subconscious, thereby gaining a semblance of reality. In this form they are capable of causing fear, which they do by raking victims with their shadowy claws. Victims who sustain a sufficient amount of this psychic damage will actually die of fright. Those who have been badly but not fatally "wounded" by a fantasm will generally recover in a day or so, though the attack may leave permanent mental scars. These may in time develop into phobias of one sort or another, to the lasting detriment of the unfortunate victim.

Although they are frightful creatures, fantasms are weak, and can be easily dispatched by the use of silver or magical weapons. It is also possible to drive off the fantasms by awakening the caster who summoned them forth.

FANTASM

SIZE: 2'-6"2"

EXCEPTIONAL ATTRIBUTES: All negligible except DEX +2, SPD +3

LEVEL: 1-10

ATTACKS/DAMAGE: Claws: d8 (psychic damage; see COMMENTS)

SPECIAL ABILITIES: Harmed only by silver and magic, flight

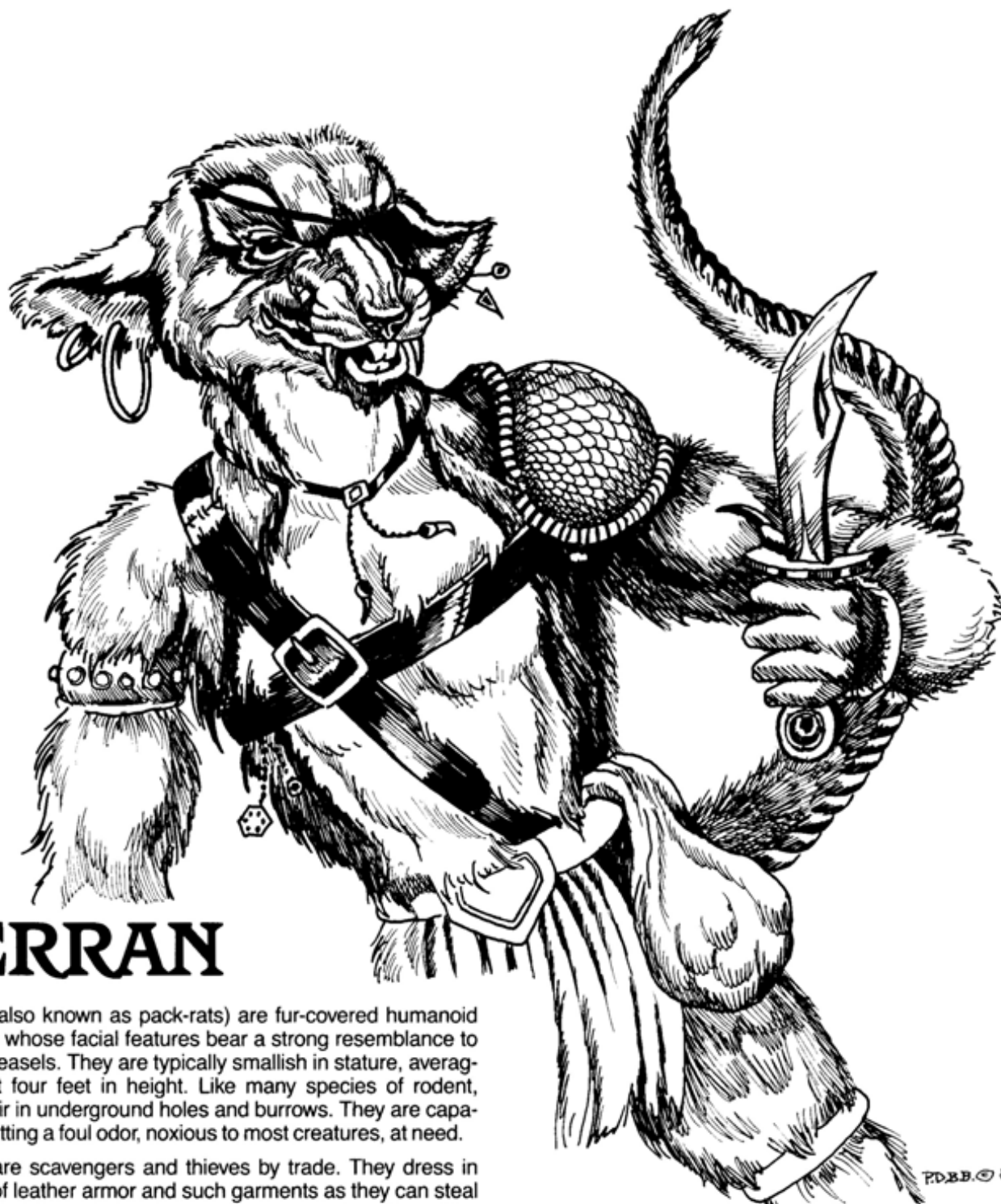
ARMOR: Unarmored

HIT POINTS: 2-20

HABITAT: The Nightmare Dimension

COMMENTS: Fantasms are ethereal pseudo-demons, devoid of physical substance. Their attacks cause psychic damage (fear), which may result in death. Victims "wounded" for greater than half their total number of Hit Points will suffer some sort of permanent psychic disorder (Gamemaster's determination as to type). Thralls are unaffected by Fantasms.





FERRAN

Ferrans (also known as pack-rats) are fur-covered humanoid creatures whose facial features bear a strong resemblance to rats, or weasels. They are typically smallish in stature, averaging about four feet in height. Like many species of rodent, ferrans lair in underground holes and burrows. They are capable of emitting a foul odor, noxious to most creatures, at need.

Ferrans are scavengers and thieves by trade. They dress in odd bits of leather armor and such garments as they can steal from others. As such, their bandit clans have a distinctly mottley appearance. Many are skilled in the use of daggers, short swords, and light crossbows, garottes and black jacks also being popular among these folk. Ferrans possess some talent for burrowing in the earth, and have keen senses of smell and hearing, used to track and locate prey. They are arguably the swiftest of all the humanoid races, save perhaps banes.

Though rare, Ferrans sometimes abandon their wilderland haunts in favor of more civilized surroundings, joining up with a roving bandit clan, a caravan, or a group of wayward adventurers. Those who choose to follow such pursuits often find employment as scouts, wilderness guides, camp followers, or professional thieves. It is a widely-held belief that sizeable numbers of Ferrans can also be found dwelling in the winding sewers of such cities as Zanth, Aamahd, Hadj, Irdan, and Tarun.

FERRAN

SIZE: 3'6", 4'4", 60-80 + lbs.

EXCEPTIONAL ATTRIBUTES: INT +1, PER +4, STR -4, DEX +6, SPD +5

LEVEL: 1-4

ATTACKS/DAMAGE: Bite: 1 pt., or as per weapon employed

SPECIAL ABILITIES: Emit a horrid stench (roll vs CON or incapacitated with nausea for 1-4 minutes) once per day, night vision, immunity to disease and ingested poisons (see COMMENTS)

ARMOR: Unarmored

HIT POINTS: 4-16

HABITAT: Wilderlands of Zaran, ruins, wastelands

COMMENTS: Ferrans are carriers of all sorts of contagious diseases which have no effect on these creatures. They can eat practically anything without ill effect.

FLIT

Flits are small, winged insectoids generally ranging from one to two inches in length. They are ugly and mean, with bulbous bodies and long, needle-like proboscises. Their legs are covered with tiny barbs, and they are a metallic blue in color.

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 which can cause madness.

Flits are repelled by whispbane, and by the bitter juice of the mung-berry. Smoke anesthetizes them, causing them to release their barbs and drop harmlessly to the ground.

FLIT

SIZE: 1"-2", 1-4 oz.

EXCEPTIONAL ATTRIBUTES: All nil except DEX/SPD + 10

LEVEL: 1

ATTACKS/DAMAGE: Bite: 1 point blood drain per hour (maximum: 3 points per insect, per day)

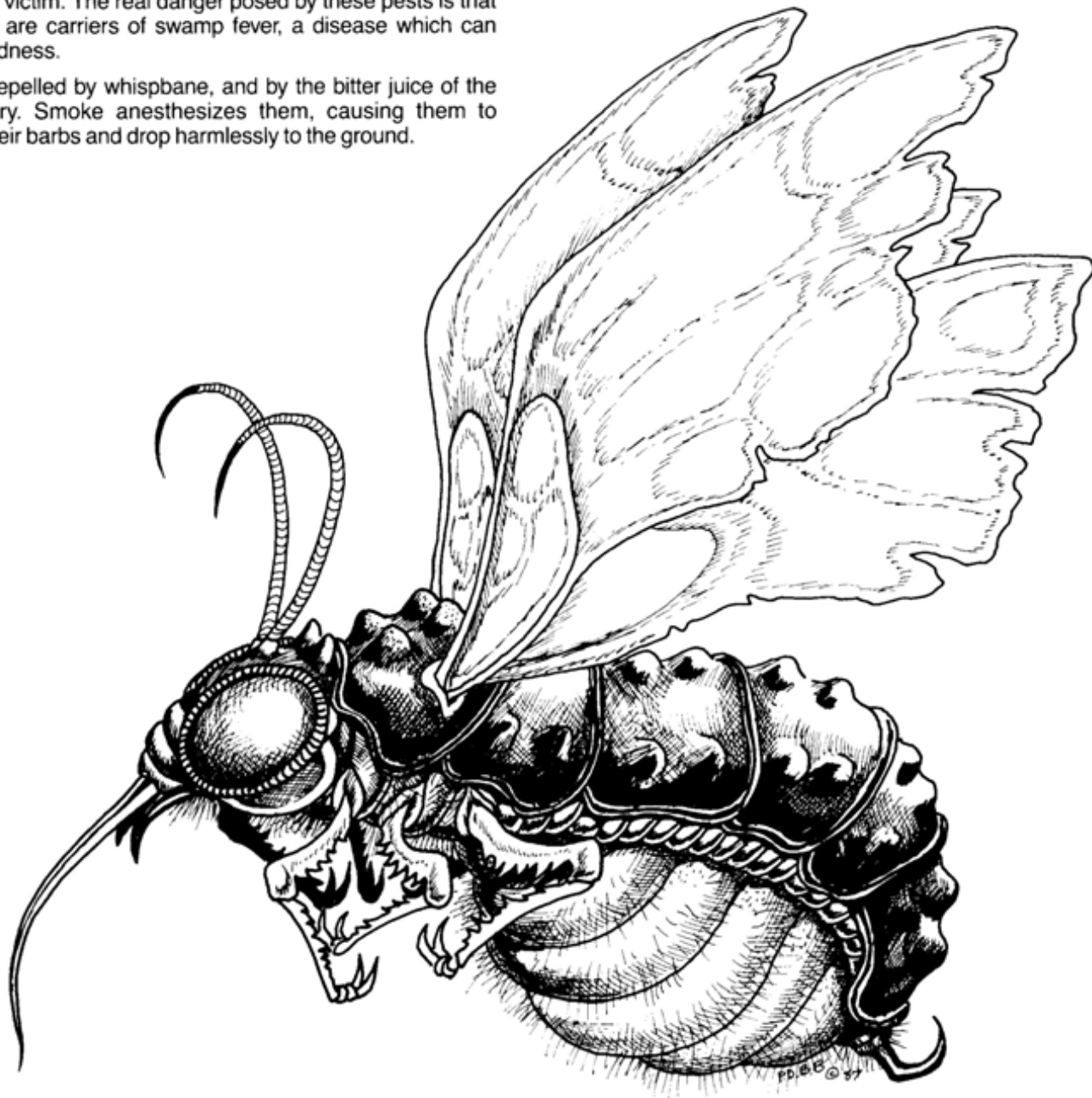
SPECIAL ABILITIES: Bite causes no pain due to anesthetizing excretion, may cause swamp fever

ARMOR: Unarmored

HIT POINTS: 1

HABITAT: Swamps, jungles (see COMMENTS)

COMMENTS: Flits are similar to large, winged ticks. They appear in swarms during certain times of the year, and can pose a great hazard to men and beasts. A blood-red variety of flit is known to inhabit the Sinking Land in the Wilderlands of Zaran.



GNOMEKIN

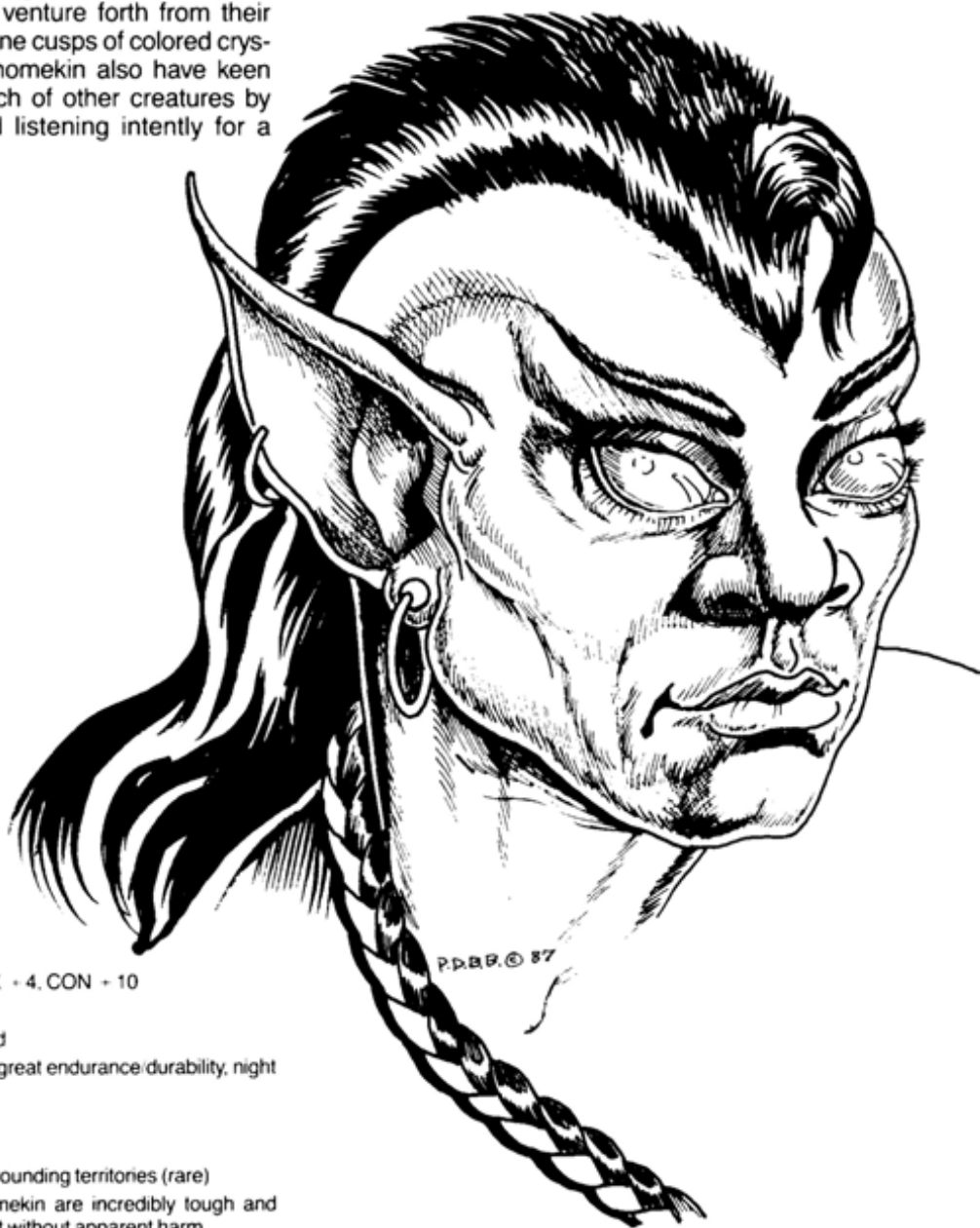
The Gnomekin are a brown-skinned race of humanoids native to Durne of the Seven Kingdoms. Averaging just over three and a half feet in height, they are an endearing folk, with childlike features, large green eyes, and a mane of soft, black fur. Fully grown by the age of ten, they nevertheless live long lives, the average life-span of these folk being about one hundred and fifty years.

Gnomekin are possessed of extraordinary dexterity, and are capable of climbing even the sheerest rock surfaces with little difficulty. They excel in the use of the sling, a weapon much favored among these people. Despite their small stature, Gnomekin are strong and incredibly resilient. Poisons of any sort do not affect them, and they can survive mishaps and pitfalls sufficient to incapacitate or even kill most other humanoid beings.

Well-accustomed to dwelling underground, Gnomekin can see clearly even in pitch darkness. Bright light causes them pain, however, and individuals who must venture forth from their underground dwellings usually wear fine cusps of colored crystal over their eyes for protection. Gnomekin also have keen hearing, and can detect the approach of other creatures by pressing an ear to the ground and listening intently for a moment or two.

The subterranean settlement of Durne, home of most of the Gnomekin, is a fascinating place. Phosphorescent fungi illuminate the myriad caverns and tunnels, where many wondrous sights meet the eye: underground rivers and lakes where fish and mollusks are bred, mushroom and tuber patches, and secret crystal gardens. At the center of the settlement are found the comfortable, moss-lined dwellings of the Gnomekin families, called nooks. Known for their affectionate nature, the Gnomekin are notoriously prolific. Mated couples often have as many as forty offspring in their lifetimes.

Along the outer perimeters of the settlement are shafts leading up to the surface, the openings of which are cleverly disguised by various sorts of camouflage. Such passageways are usually the only entrances to a Gnomekin settlement, and so are well guarded by sentinels armed with slings, vials of stenchroot, and buckets of brown mold. Gnomekin traders, carrying sacks of amber crystals, mushrooms, and other goods in their lizard-drawn wagons, also traverse these tunnels.



GNOMEKIN

SIZE: 2'10"-3'6"; 60-100 lbs.

EXCEPTIONAL ATTRIBUTES: STR + 2, DEX + 4, CON + 10

LEVEL: 1 +

ATTACKS/DAMAGE: As per weapon employed

SPECIAL ABILITIES: Natural climbing ability, great endurance/durability, night vision (eyes sensitive to light)

ARMOR: Unarmored

HIT POINTS: 16 +

HABITAT: Subterranean regions of Durne, surrounding territories (rare)

COMMENTS: Despite their small size, Gnomekin are incredibly tough and durable. They can survive falls of up to forty feet without apparent harm.

GREEN MEN

The Green Men are a diminutive race of humanoids native to the jungles of Talislanta's Dark Coast. Almost imp-like in appearance, these peaceful beings rarely exceed three and a half feet in height. They dress in loincloths made of soft, woven mosses, and have hair, eyes, and skin all of varying shades of green. A communal folk, Green Men live in groups of up to eighty individuals, each related to the other. Their peculiar dwellings, called d'oko, are actually large, living plants (see *D'Oko*).



Green Men speak the secret language of the plant world, and possess an uncanny ability to influence all things that grow in the earth. They are known to employ many varieties of noxious or toxic plants in defense of their villages, but are themselves incapable of doing violence to other living creatures. Gentle and shy, the Green Men avoid contact with most other humanoid peoples, though some are said to have a certain fondness for the Ariane, Muses, and the Gnomekin of Durne. Their language sounds to others like the playing of wooden flutes, and is said to be especially pleasing to the ear. Scholars have long been fascinated by the process through which Green Men reproduce, which bears a marked resemblance to cross-pollination.

The Green Men have long been preyed upon by Imrian slavers, who sell them to unscrupulous buyers in Faradun, Rajanistan, Quan, and (less commonly) Hadj. With their uncanny ability to influence and nurture plants, Green Men slaves are valued as gardeners, horticulturists and herbalists' assistants. The uncommonly mild and sensitive disposition of these benign creatures is such that, exposed to unfamiliar surroundings, many gradually wither and die from sadness.

GREEN MAN

SIZE: 3'-3'6", 40-50 lbs.

EXCEPTIONAL ATTRIBUTES: STR -4, DEX +4, SPD +3, INT +3

LEVEL: 1 +

ATTACKS/DAMAGE: None

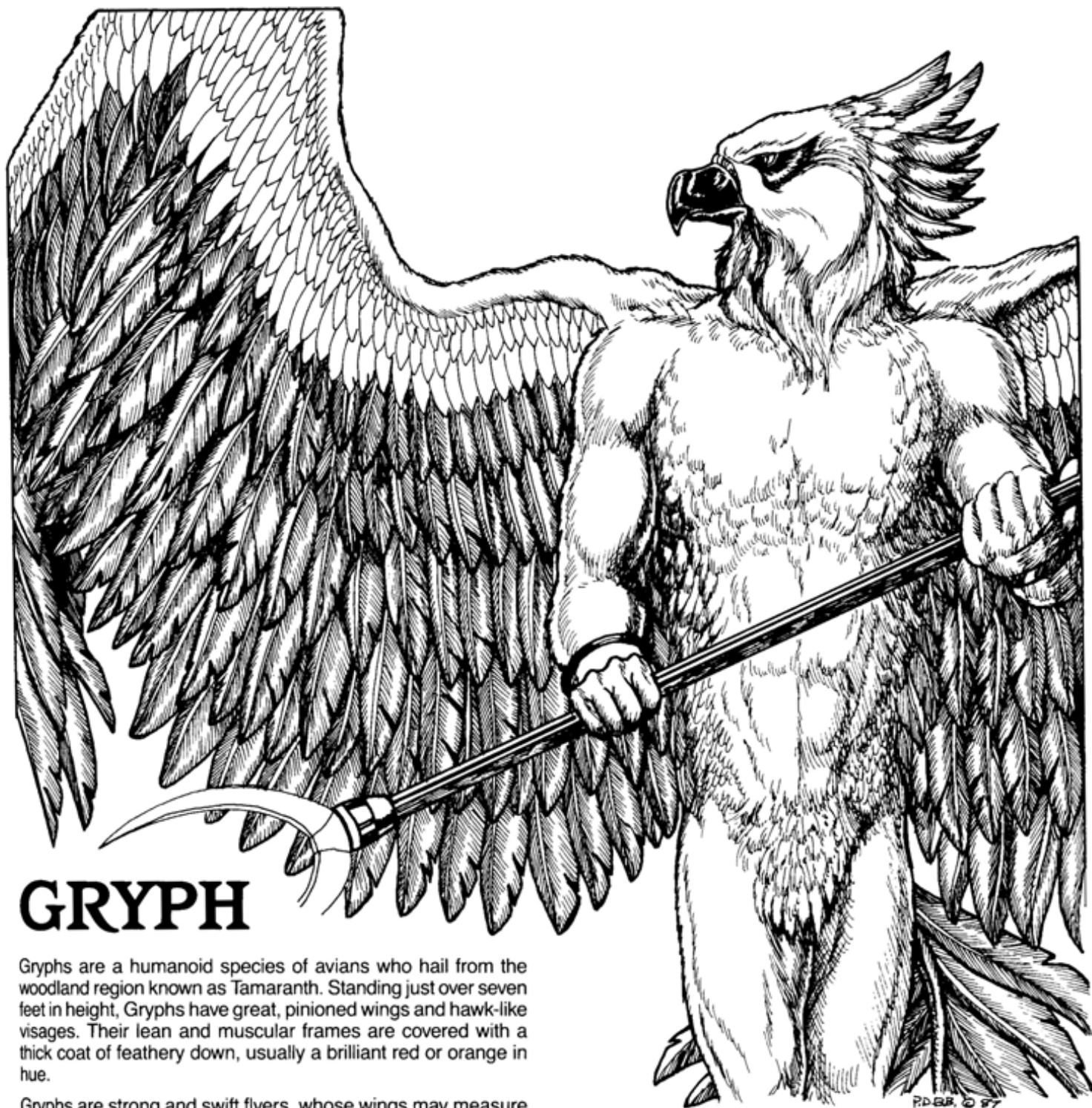
SPECIAL ABILITIES: Communicate with influence plants (at will), immunity to all types of noxious plants, natural camouflage ability

ARMOR: Unarmored

HIT POINTS: 4 +

HABITAT: Rain forests of the Dark Coast. Mog (rare), surrounding regions (very rare)

COMMENTS: Green Men are the gentlest of the Talislantan races. They cannot bring themselves to harm other living things, but will employ their ability to influence plants in defense of their homes. The horticultural talents of these simple beings cause them to be highly valued by slavers.



GRYPH

Gryphs are a humanoid species of avians who hail from the woodland region known as Tamaranth. Standing just over seven feet in height, Gryphs have great, pinioned wings and hawk-like visages. Their lean and muscular frames are covered with a thick coat of feathery down, usually a brilliant red or orange in hue.

Gryphs are strong and swift flyers, whose wings may measure up to twenty-four feet across. Like hawks, their bright, piercing eyes are able to make out minute details at ranges of over one mile. Gryphs are hunters by nature, though they generally prey only upon other predatory species. In addition to their sharp claws and curved beaks, Gryphs also are known to employ the duar (two-pronged spear) and cross-bow when on the hunt. They favor swords in combat, when able to obtain such items.

Gryphs are brave and noble creatures who have no tolerance for evil-doers. They despise the vulture-like Stryx, and are sworn enemies of the Ur clans. In their long flights Gryph hunting parties often survey the borders of neighboring lands, keeping a sharp watch on all that transpires in these territories. They are able to converse in Avian, the language of all birds.

GRYPH

SIZE: 6'10"-7'2"; 220-280 lbs. (wingspan 24+ ft.)

EXCEPTIONAL ATTRIBUTES: STR +3, DEX +3, SPD +8 (airborne; average on land)

LEVEL: 1+

ATTACKS/DAMAGE: Talons: d4, or as per weapon employed

SPECIAL ABILITIES: Flight, superior vision (see minute details at ranges of up to one mile), taloned feet used to perch in trees and grasp prey

ARMOR: Unarmored

HIT POINTS: 16+

HABITAT: Forests of Tamaranth

COMMENTS: Gryphs are aggressive protectors of their territories. They hunt predatory beasts for food and hides, and are the enemies of the vulture-like Stryx.

ICE GIANT

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

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 prior to consumption. These glacial lairs serve as settlements for the Ice Giants, who live in clans of up to two hundred 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. Although they are quite susceptible to fire, normal weapons are of little avail against Ice Giants. 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.

ICE GIANT

SIZE: 9'-10', 1800-2400 lbs.

EXCEPTIONAL ATTRIBUTES: INT -4, STR +10, DEX -4, SPD -6

LEVEL: 1-20

ATTACKS/DAMAGE: Fist: d10 plus STR, or as per weapon employed

SPECIAL ABILITIES: Emanate piercing cold (10 ft. radius; see COMMENTS), fire does double damage

ARMOR: As per plate mail

HIT POINTS: 20-50 +

HABITAT: Frozen wastes of Narandu, Xanadas and L'Haan (both rare)

COMMENTS: Ice Giants are massive beings whose bodies are comprised entirely of animate ice. Their bodies emanate cold sufficient in intensity to slow the reactions of most living creature (-2 penalty on combat die rolls when within range of an Ice Giant's freezing aura).

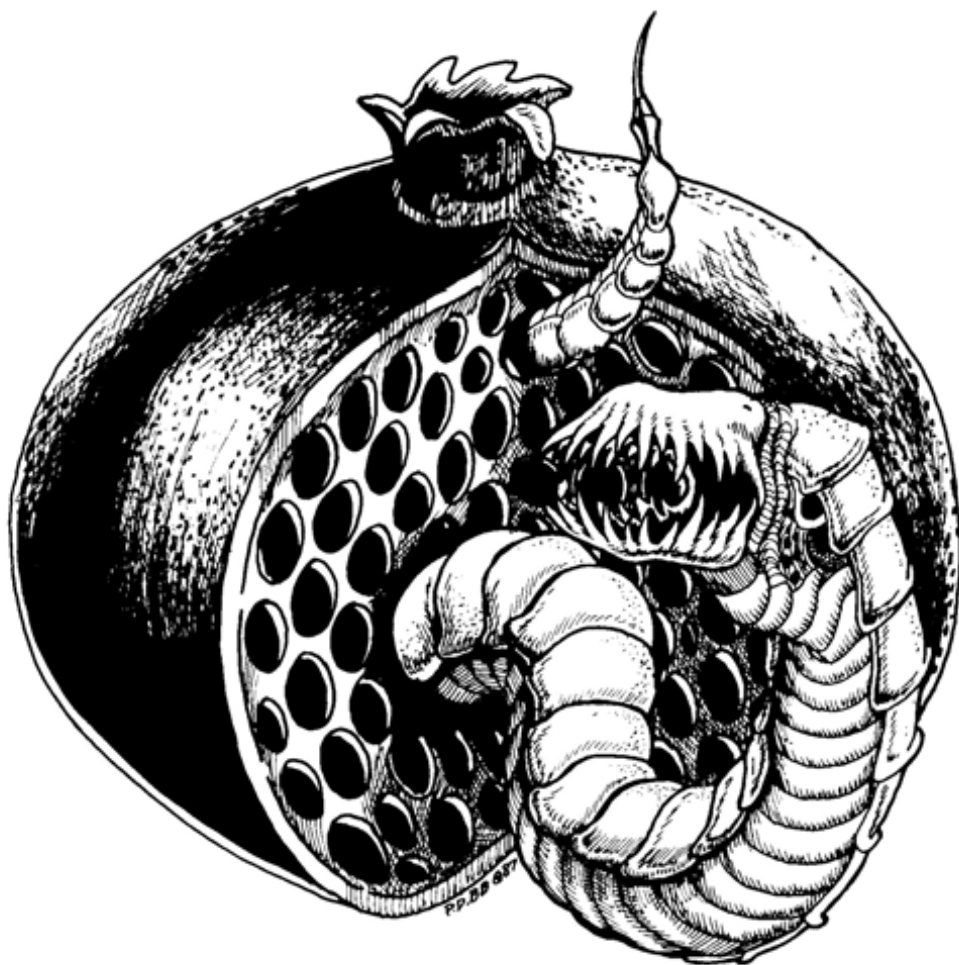


IKSHADA

Ikshada are grisly parasites similar in appearance to legless centipedes, but having an enlarged cranium, a sharp tail-stinger, and terrible, fanged jaws. Their bodies are covered with segmented, exoskeletal plates, full-grown specimens commonly attaining lengths of up to about twelve inches.

There are three known varieties of ikshada: yellow ikshada, which inhabit the succulent fruit of the barge tree; black ikshada, which feed upon carrion and are frequently encountered in tombs, crypts and underground habitats; and grey ikshada, an aquatic species. It is the habit of these creatures to attack from hiding: yellow ikshada lay coiled within the barge tree's melon-sized fruit, black ikshada in coffins or under rocks, and grey ikshada beneath the ocean floor or amidst the hulks of sunken vessels.

When a living creature approaches, the ikshada springs forth, biting and tearing with its powerful, fanged jaws. If it succeeds in latching onto its prey, the ikshada will attempt to inject the victim with its spawn, using its hollow tail-stinger. The frenzied attack of an ikshada is such that the victim may not even notice that it has been stung; a highly unfavorable situation, for the spawn become hatchlings within two to eight hours after being injected into a host. The tiny creatures begin to feed, slowly devouring the host from within. Death may result within four days. A purge or strong anti-parasitic will usually rid a victim of ikshada, with early diagnosis and treatment affording the best chance of survival. Some claim that by ingesting noxious or even poisonous substances, one can force the horrid parasite to abandon its chosen victim. Such remedies, besides being uncertain at best, are also not without a substantial degree of risk. Wind demons find these repulsive creatures to be quite flavorful, as do ironshrikes, who are immune to the ikshada's sting.



IKSHADA

SIZE: 9"-12", 1-3 lbs.

EXCEPTIONAL ATTRIBUTES: INT -8, PER +1, STR -4, DEX +3, SPD +4

LEVEL: 1

ATTACKS/DAMAGE: Bite: d4, Sting: 1 pt. plus injection of parasitic larvae (see SPECIAL ABILITIES)

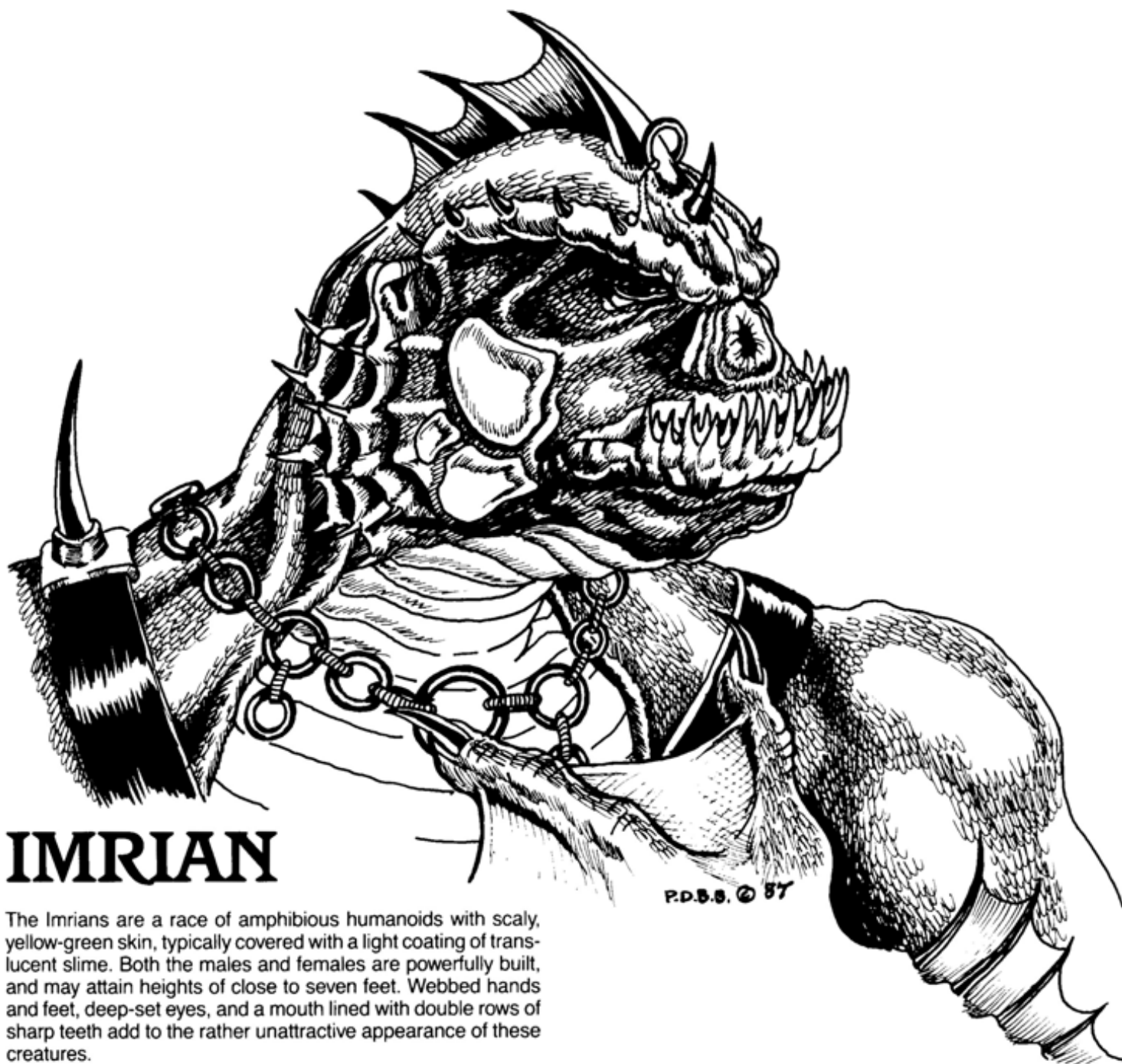
SPECIAL ABILITIES: Sting injects victim with 1-4 parasites, each capable of doing one point of damage per round when fully developed (gestation period is 2-12 days)

ARMOR: As per plate mail

HIT POINTS: 1-4

HABITAT: See COMMENTS

COMMENTS: There are three types of ikshada: yellow (tree-dwelling), black (subterranean), and grey (water dwelling). Yellow ikshada are deemed the most fearsome, though all are incredibly ferocious for their size.



IMRIAN

The Imrians are a race of amphibious humanoids with scaly, yellow-green skin, typically covered with a light coating of translucent slime. Both the males and females are powerfully built, and may attain heights of close to seven feet. Webbed hands and feet, deep-set eyes, and a mouth lined with double rows of sharp teeth add to the rather unattractive appearance of these creatures.

The Imrians are slavers by trade, and are infamous for their cruel and merciless depredations. They ply the seas and oceans in great, barge-like coracles, drawn by teams of sightless cave eels (called *kra*; q.v.). Possessing little true intelligence or imagination, they dwell in ramshackle stilt-houses and subsist on a diet of slugs, snails, and brine. Though the Imrians claim to be "the first race" and consider themselves superior to other peoples, most scholars consider their species to be a degenerate off-shoot of the Sauran race.

Imrians have both gills and rudimentary lungs, and are able to thrive in or out of the water. Most speak a crude version of the common Talislanta tongue, but converse in Piscine, the language of fish and other aquatic creatures, when among themselves. In the water they are surprisingly swift, belying the somewhat slow and awkward movement displayed by Imrians on land.

IMRIAN

SIZE: 6'-6"6", 200-280 lbs.

EXCEPTIONAL ATTRIBUTES: STR +4, DEX -4, SPD +2 in water (-2 on land)

LEVEL: 1-16 +

ATTACKS/DAMAGE: Claws: 1-4, or as per weapon employed

SPECIAL ABILITIES: Amphibious, strong swimmers

ARMOR: As per leather armor

HIT POINTS: 16-46 +

HABITAT: Isle of Imria, surrounding waters and atolls (rare)

COMMENTS: The Imrians are slavers by trade, preying primarily on the primitive tribes of Talislanta's southern coasts. They are a cruel and domineering race who consider themselves superior to other beings. Imrians can survive out of water for about three days; indefinitely, if they are able to fully douse their bodies with water at least once per day.

JAKA

The Jaka are a complex race of humanoids whose features resemble a cross between man, wolf and panther. Their bodies are covered with a coat of lustrous black fur, the face and head encircled with a silvery-grey mane. Long, pointed ears, flashing green eyes, and sharp fangs are typical among members of this species, who rarely exceed six feet in height.

The physical and mental attributes of the Jaka race are quite extraordinary, and combine many qualities associated with members of the animal kingdom. Like the wild species of cats, Jaka possess a talent for swift and stealthy movement, and have excellent reflexes. A Jaka can leap or fall from heights of up to thirty feet, and always land on its feet. Using its sinuous tail for balance, Jaka are comfortable in the treetops, and can climb or traverse precarious terrain with little difficulty. Night vision, the ability to track by scent, and keen hearing are also characteristic of the Jaka.

Perhaps the most uncanny talent of these beings is their instinctive ability to detect the presence of danger. Known among the Jaka as "sixth sense," this latent characteristic is present in all individuals of this species. The Jaka describe sixth sense as a sort of highly developed intuition; though useful at times, the ability often yields vague or even incomprehensible results. The nature of the Jaka's sixth sense may go far to explain the attitude effected by these folk, who are sullen, suspicious, and disinclined toward social or communal behavior. Accordingly, many work as manhunters, tracking and capturing criminals or other undesirables for pay.

In Jaka legend, their ancestors were once known as "the Beastmasters of the Northern Woods." According to the tale, the Jaka Beastmasters once ruled over "all the territories from the coasts of Silvanus to the Northern Sea" (now known as the Lost Sea). "The wild animals of the forest served the Jaka, who in turn protected their lands from the foul creatures of the far north. Then came the Great Disaster; the elder Jaka perished, and the secret lore of the Beastmasters was lost..."

Though the Jaka appear to have forgotten the lore of their ancestors, some of their people possess an innate talent for taming wild animals, particularly greymanes, snowmanes and nighthawks. It is a popular belief among these folk that, somewhere in the midst of Werewood, there is a hidden cave which is guarded night and day by the animals of the forest. No werebeast, bane or demon is allowed near the cave, they say, for within lie the remains of the last Jaka Beastmaster, and with him, an ancient iron-bound book. According to the Jaka, the book contains the lost lore of their ancestors, the Beastmasters of the Northern Woods.

JAKA

SIZE: 5'8"-6'; 120-180 lbs.

EXCEPTIONAL ATTRIBUTES: PER +5, DEX +3, SPD +3

LEVEL: 1 +

ATTACKS/DAMAGE: Claws/bite: d4, or as per weapon employed

SPECIAL ABILITIES: Land on feet (falls up to 30 ft.), stealth, night vision, tracking by scent, sixth sense (see COMMENTS)

ARMOR: Unarmored

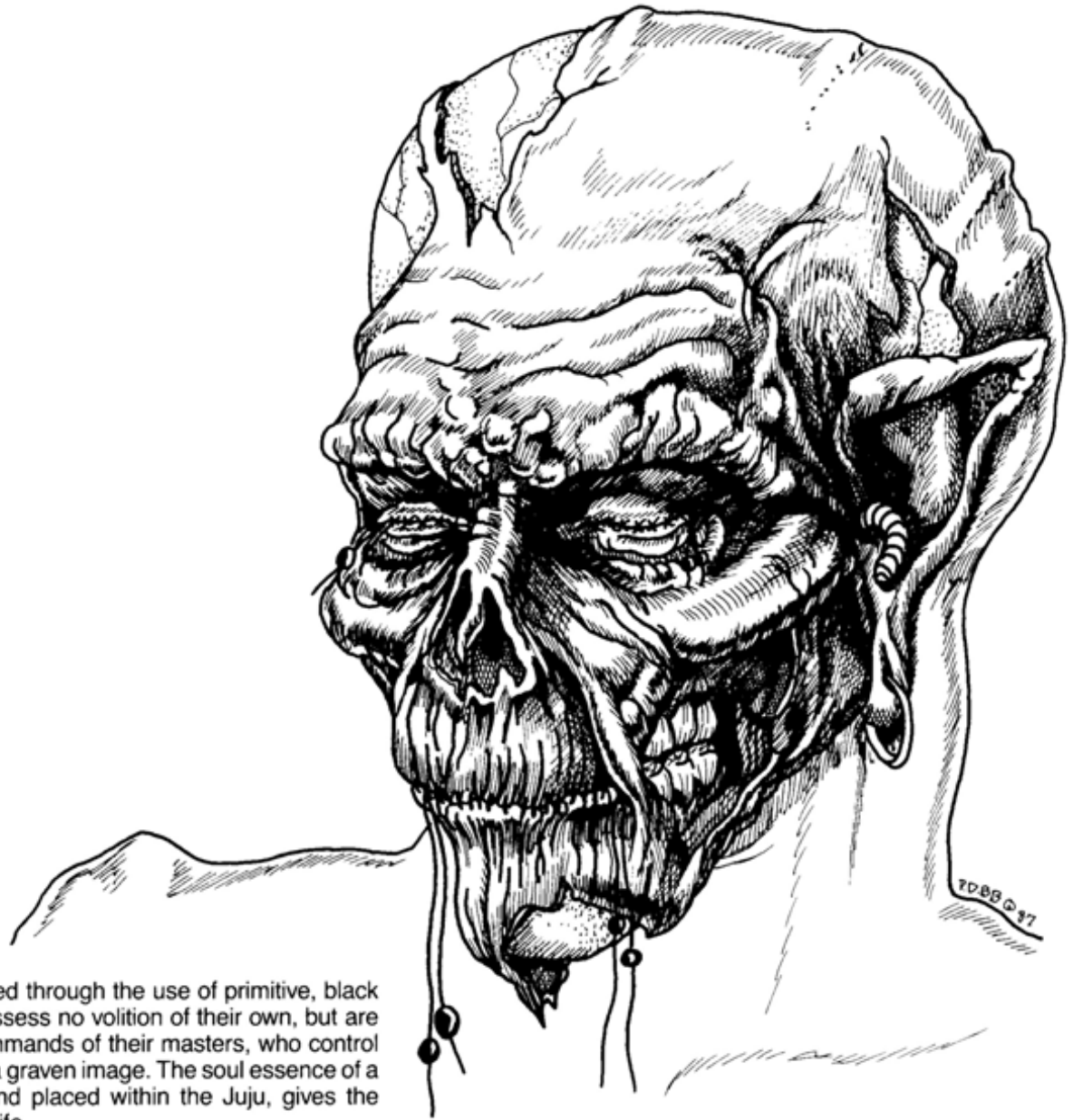
HIT POINTS: 12 +

HABITAT: Brown Hills of Yrmania, surrounding regions

COMMENTS: All Jaka possess the natural ability known as "sixth sense," a type of intuition which makes Jaka sensitive to the presence of danger. The Jaka's sixth sense is extremely acute, which perhaps explains the suspicious and wary nature of these creatures.



JUJU



Jujus are zombies created through the use of primitive, black magical rituals. They possess no volition of their own, but are totally subject to the commands of their masters, who control them through the use of a graven image. The soul essence of a living being, captured and placed within the Juju, gives the monster a semblance of life.

Jujus are repulsive entities, filthy with grave dust and infested with maggots and flies. They emit a horrid stench, sufficient to cause most living creatures who encounter them to be incapacitated with nausea. Although they are slow moving and awkward, Jujus possess the strength of the damned, and are impervious to pain. They are destroyed only by fire, but can be rendered inanimate by the release of the imprisoned soul essence, a task requiring the implementation of powerful magic or unreasoning courage. Destroying the graven image used to control a Juju will cause the monster to crumble to dust, and vice versa.

When ordered to kill, Jujus generally attack by strangling and throttling their victims. If instructed to take an individual alive, a Juju will usually try to knock the victim senseless with a clubbing blow. Tireless and unrelenting, Jujus cannot be affected by illusions or magical influence. They are regarded with superstitious horror in many lands, an understandable assessment given the foul nature of these undead creatures.

JUJU

SIZE: 6'-7'; 140-200+ lbs.

EXCEPTIONAL ATTRIBUTES: INT/WILL: Special (see COMMENTS), CHA -10, STR +5, DEX -5, SPD -5

LEVEL: Special (see COMMENTS)

ATTACKS/DAMAGE: Strangle: d8 + STR (per round), Fist: d6 + STR (one attack only)

SPECIAL ABILITIES: Destroyed only by fire (weapons will cause damage, but do little or no harm to a Juju), immunity to magical control or influence

ARMOR: Unarmored

HIT POINTS: 20-30

HABITAT: No natural habitat, per se

COMMENTS: Jujus possess no intelligence or volition of their own, but are totally subject to the commands of their masters. A Juju can only be controlled by the use of a graven image which, if destroyed, renders the creature powerless. A Juju's level of ability is equal to one half the level of the individual whose body was used to create it.

KRA

Kra are giant, sightless eels native to various undersea caves and grottos around the isle of Imria. Pale white in color, these creatures often measure over twenty-two feet in length. In their dark domains, kra feed on all sorts of marine creatures, including sea demons and other kra. They are extremely fierce and aggressive predators, who sense prey by sound and vibration.

Kra are normally violent, but become stuporous for short periods immediately following the mating season. It is at this time that the Imrians capture them, thereafter keeping the kra sedated with certain narcotic plants and herbs. The Imrians employ teams of three to six kra as a means of propelling their barge-like 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. A smaller, sighted species, known as rainbow kra, is commonly found in open waters, and a species of segmented land kra is known to inhabit the subterranean levels of certain mountainous regions.

The most ancient kra may grow to immense size, rivaling even sea dragons in stature. Land kra, too, are known to attain spectacular dimensions, particularly those which inhabit the Lost Sea region. Exceptionally large or ancient rainbow kra are a rarity, the younger and swifter adults usually ensuring that elder members of the species do not live to enjoy their old age.

KRA

SIZE: 20'-25', 2000-4000 lbs.

EXCEPTIONAL ATTRIBUTES: INT -4, PER +1 (see COMMENTS), STR +7, DEX \square 1, SPD +5 (+2 for Land Kra)

LEVEL: 2-12

ATTACKS/DAMAGE: Bite: d8 (+1 per level), Tail: d8

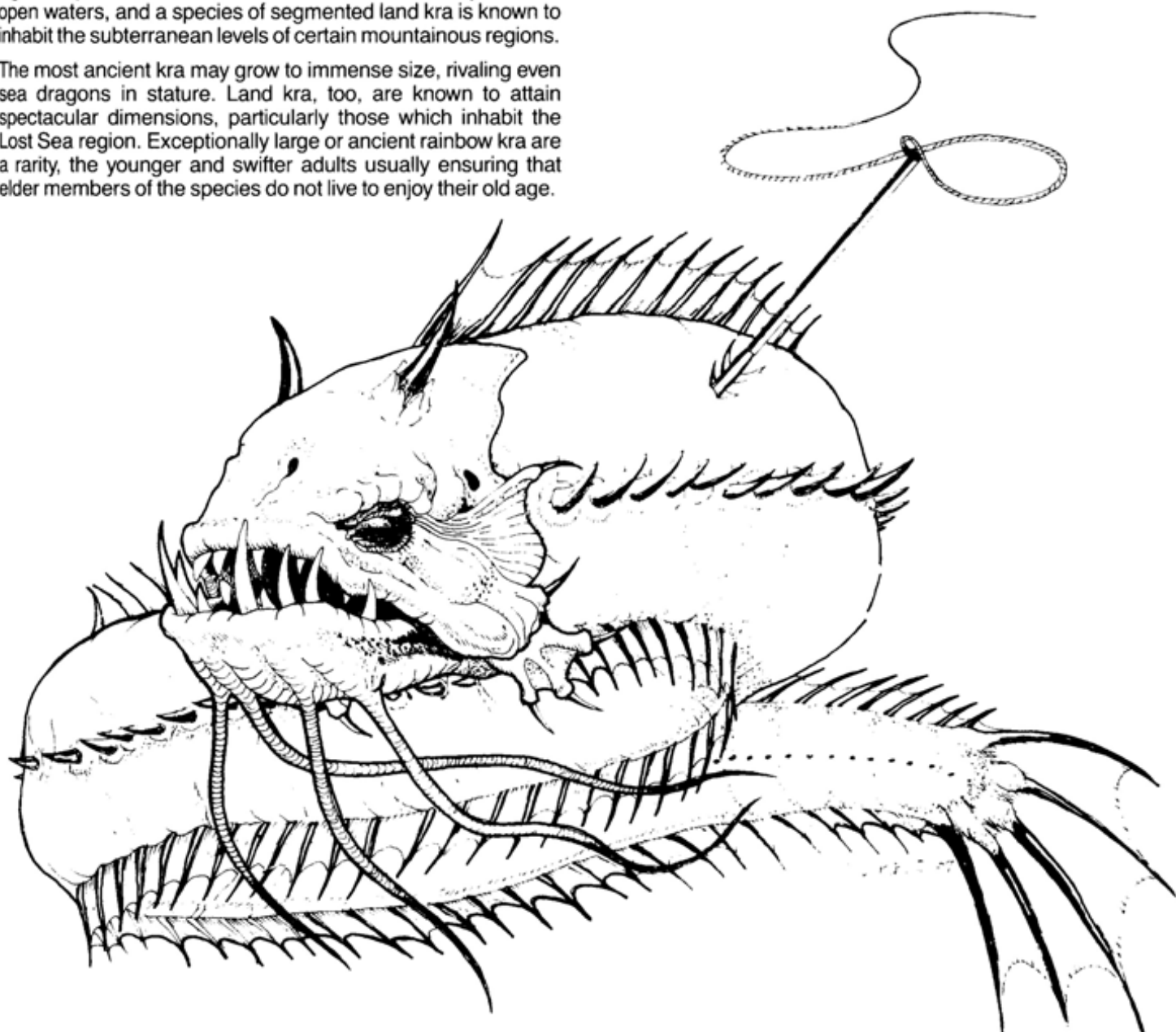
SPECIAL ABILITIES: Swimming/water-breathing (Rainbow and common aquatic Kra), burrowing (Land Kra)

ARMOR: As per leather armor for aquatic species (Land Kra is as per chain mail)

HIT POINTS: 14-34+

HABITAT: Warm seas and oceans, swamplands, undersea grottoes, subterranean caverns (Land Kra only)

COMMENTS: Of the three species of Kra, only the Rainbow Kra is sighted. The Land Kra and the common aquatic Kra are both blind, but possess highly developed senses similar in effect to the abilities exhibited by Cave Bats.



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 two thousand 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 twelve hundred pounds without difficulty. If employed as dray-beasts, they can pull wagonloads in excess of their own 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 further virtues: its flesh, though far from tender, is edible enough, and the beast's sandy-colored hide has many practical (if not decorative) uses.

LAND LIZARD

SIZE: 8'-10', 1800-2600 lbs.

EXCEPTIONAL ATTRIBUTES: INT -6, WILL +4, PER -2, STR +7, DEX -4, CON +6, SPD -1

LEVEL: 2-5

ATTACKS/DAMAGE: Bite: d6, Kick: d8, or Tail: d8

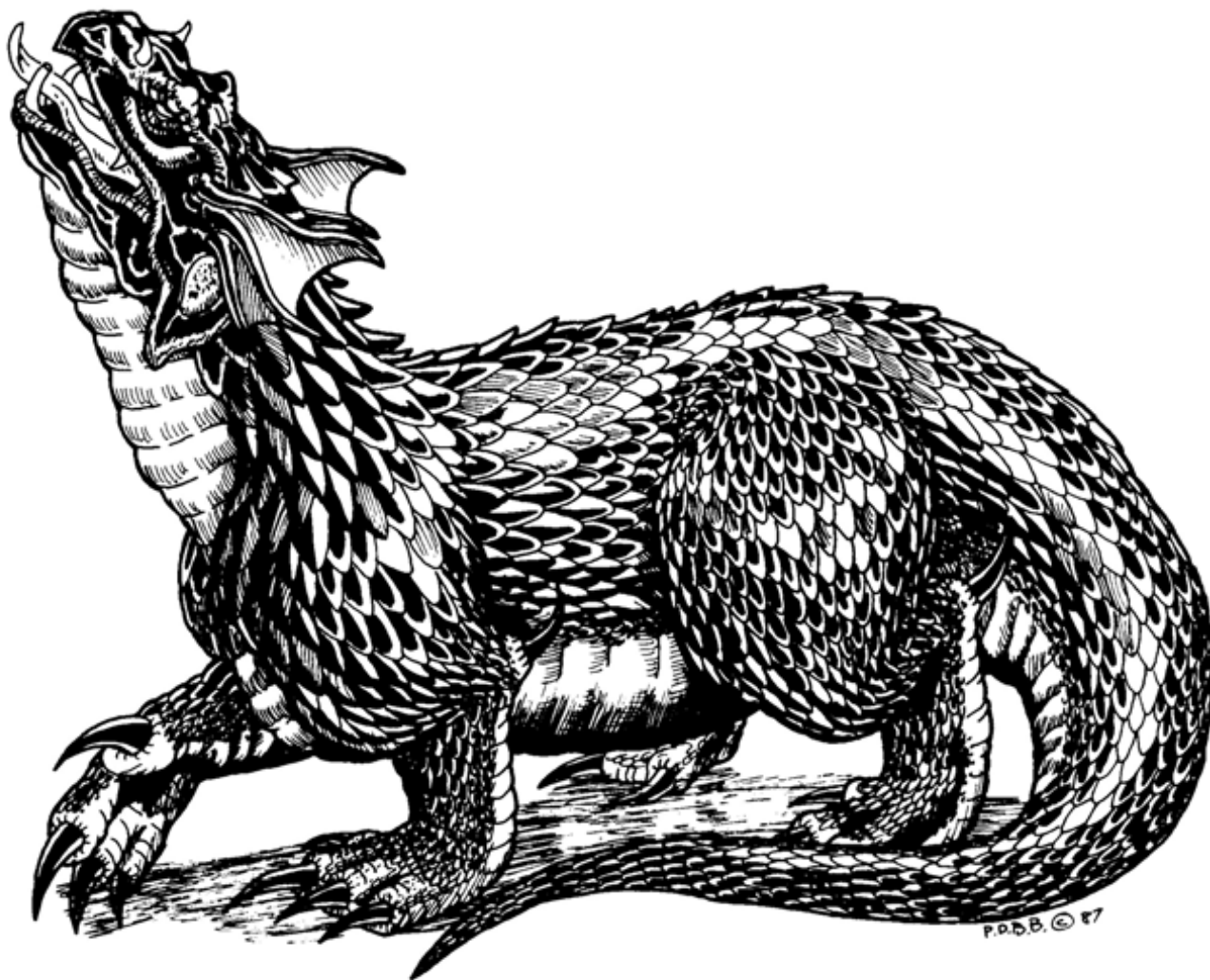
SPECIAL ABILITIES: None

ARMOR: As per leather armor

HIT POINTS: 20-32

HABITAT: Wilderlands of Zaran, wastelands, Plains of Golarin (rare)

COMMENTS: Land Lizards can detect the scent of salt at distances of up to one half mile. Aside from this, their powers of perception (particularly sight and hearing) are unexceptional.



MANDRAGORE

Denizens of the dark forest of Werewood, mandragores are an intelligent and motile species of plant life. Rarely exceeding three feet in height, these strange creatures are roughly human-oid in form, having gnarled, root-like limbs and leafy "hair." Their eyes are like dark knots, their mouths like the twisted hollows of small trees.

Mandragores are inactive by day, when they stand rooted to the ground. Though individuals skilled in woodlore or horticulture can sometimes spot them, they appear much like ordinary plants to the layman. In the evenings these vile creatures uproot themselves, and stalk the forest in bands of up to two dozen individuals, searching for prey. They use nets of vines and grasses to snare their victims, whom they bury alive and feed off of, much in the manner of compost or fertilizer. As mandragores have no use for coins or other civilized articles, their feeding grounds often contain an assortment of valuables buried along 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 in order to trap their prey. They fear fire, and are dispatched easily enough with metal or stone weapons. Mandragores possess a magical influence over unliving wood, however, and can warp or animate non-magical weapons such as arrows, spears, and staves at will. As they speak the secret languages of plants and trees, they are coveted as familiars by some spell casters, who have been known to pay as much as five hundred gold lumens for a healthy specimen.



MANDRAGORE

SIZE: 2'-3', 2-8 lbs.

EXCEPTIONAL ATTRIBUTES: INT +1, PER +2, STR -4, DEX +3

LEVEL: 1-2

ATTACKS/DAMAGE: See COMMENTS

SPECIAL ABILITIES: Magical ability to warp/animate/alter unliving wood and plant products (maximum: approximately one cubic ft. of material per level), speak languages of plants and trees, night vision

ARMOR: Unarmored

HIT POINTS: 2-4

HABITAT: Werewood, jungles and forestlands (rare)

COMMENTS: Mandragores are physically weak, and possess no natural weaponry. They are known to wield sharpened sticks (1-2 pts. damage) against their foes but otherwise rely upon snares, pitfalls and their special abilities when attempting to capture prey.

MANGONEL LIZARD

A relative of the land lizard, the mangonel lizard is a bulkier and more aggressive creature 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. The Thralls of Taz favor these creatures for use as steeds; though they are difficult to capture and tame, mangonel lizards can be made to serve well in this regard.

Like land lizards, mangonels are herbivores. They generally travel in herds, which can range in size from twenty to about eighty animals. Both the males and females will defend their young to the death.

Another facet of mangonel lizard behavior is revealed in Thystram's Collectanea: "...Rarely seen, but nonetheless fascinating, is the mangonel's courtship ritual. The process is simple and straight-forward: rivals for the affection of the most desirable females square off and meet in combat. The two competitors go at it in earnest, flailing with their club-like tails until one

or the other can no longer continue to fight. The victor claims the prize without further delay; the loser, if he should be so fortunate as to survive, usually crawls off to a cave or other place of relative safety until such time as his wounds are healed. Sightings of scarred, crippled or otherwise malformed mangonel lizards are thus not uncommon in the wild."

MANGONEL LIZARD

SIZE: 8'-10'; 2000-2800 lbs.

EXCEPTIONAL ATTRIBUTES: INT -6, WILL +2, STR +8, CON +5, SPD +3

LEVEL: 1-4

ATTACKS/DAMAGE: Tail: 2d8, Bite: d6

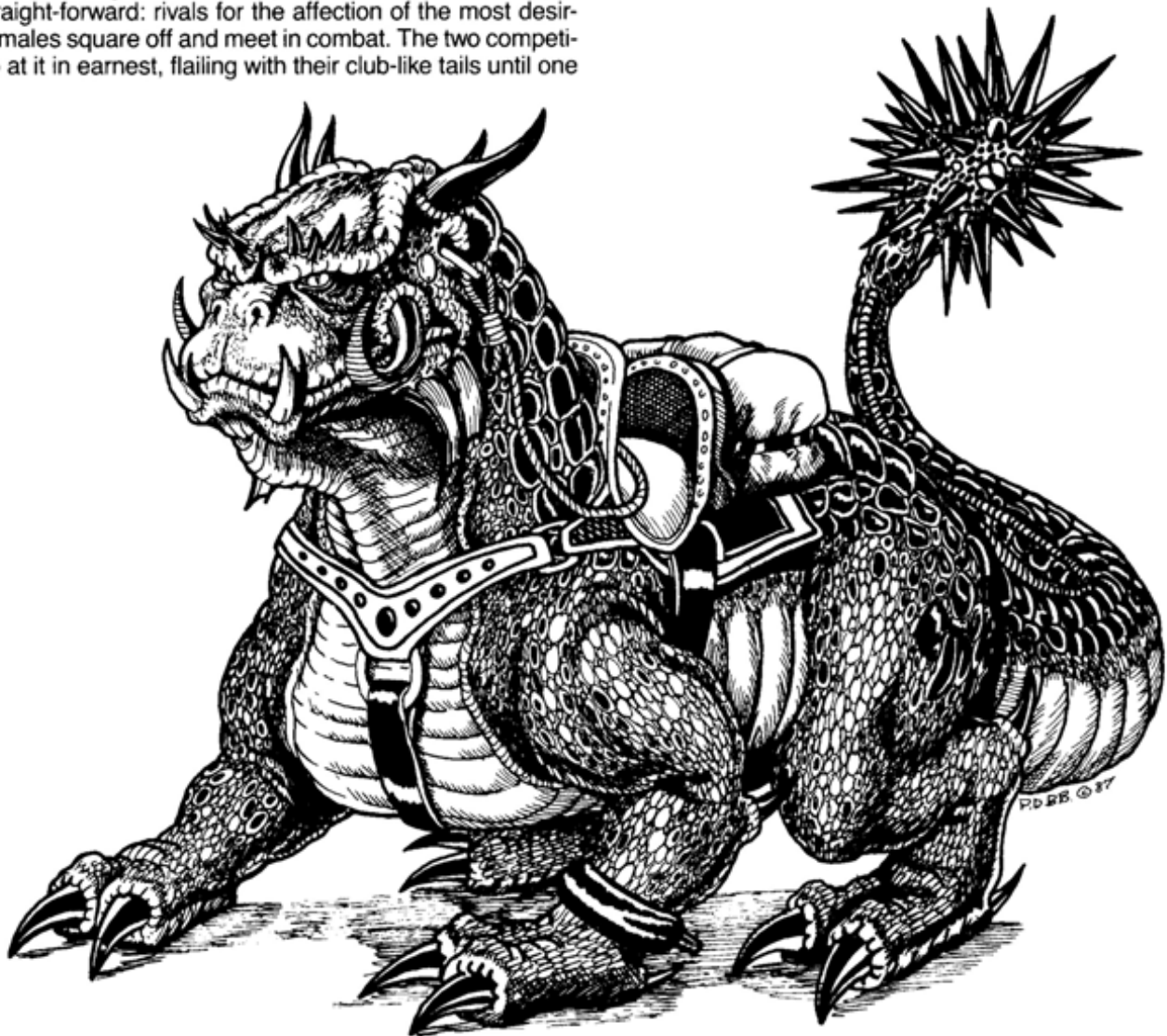
SPECIAL ABILITIES: None

ARMOR: As per chain mail

HIT POINTS: 25-30

HABITAT: Wilderlands of Zaran, wastelands, Plains of Golarin (rare)

COMMENTS: Mangonel Lizards are highly aggressive and fear no natural predator. During the mating season, the males often engage in violent clashes in order to win the favor of a chosen female. Their usefulness as steeds 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 creature or being.



MEGALODONT

Megalodons are immense, six-legged herbivores, who roam the Plains of Golarin in great herds often numbering up to three hundred individuals. Standing over fifteen feet high at the shoulder they are awesome to behold, and can be quite dangerous if provoked or startled. A stampeding herd of these creatures is well capable of destroying almost anything in its path, only the strongest stone fortifications being able to withstand such an onslaught.

Megalodons are sometimes hunted for their unattractive but durable hide and their horns, of which stout bows of excellent quality can be carved. Their flesh is tough and gamey, and can only be made edible by the application of herb marinades. Megalodons 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 appearing to be placid and slow-moving, it is a mistake to underestimate the capabilities of these massive beasts. Bull (mature male) megalodons are surprisingly tenacious, particularly as regards the protection of their herds. Encroachment into a bull's territory can often lead to swift and unpleasant consequences, a fact which can be attested to by many an incautious caravan driver or drayman.

MEGALODONT

SIZE: 12'-15' at the shoulder, 4-6 tons

EXCEPTIONAL ATTRIBUTES: INT -5, PER +4 (see SPECIAL ABILITIES), STR +9, DEX -8, SPD -6

LEVEL: 2-5

ATTACKS/DAMAGE: Tail/Kick: d20, Trample: 2d20

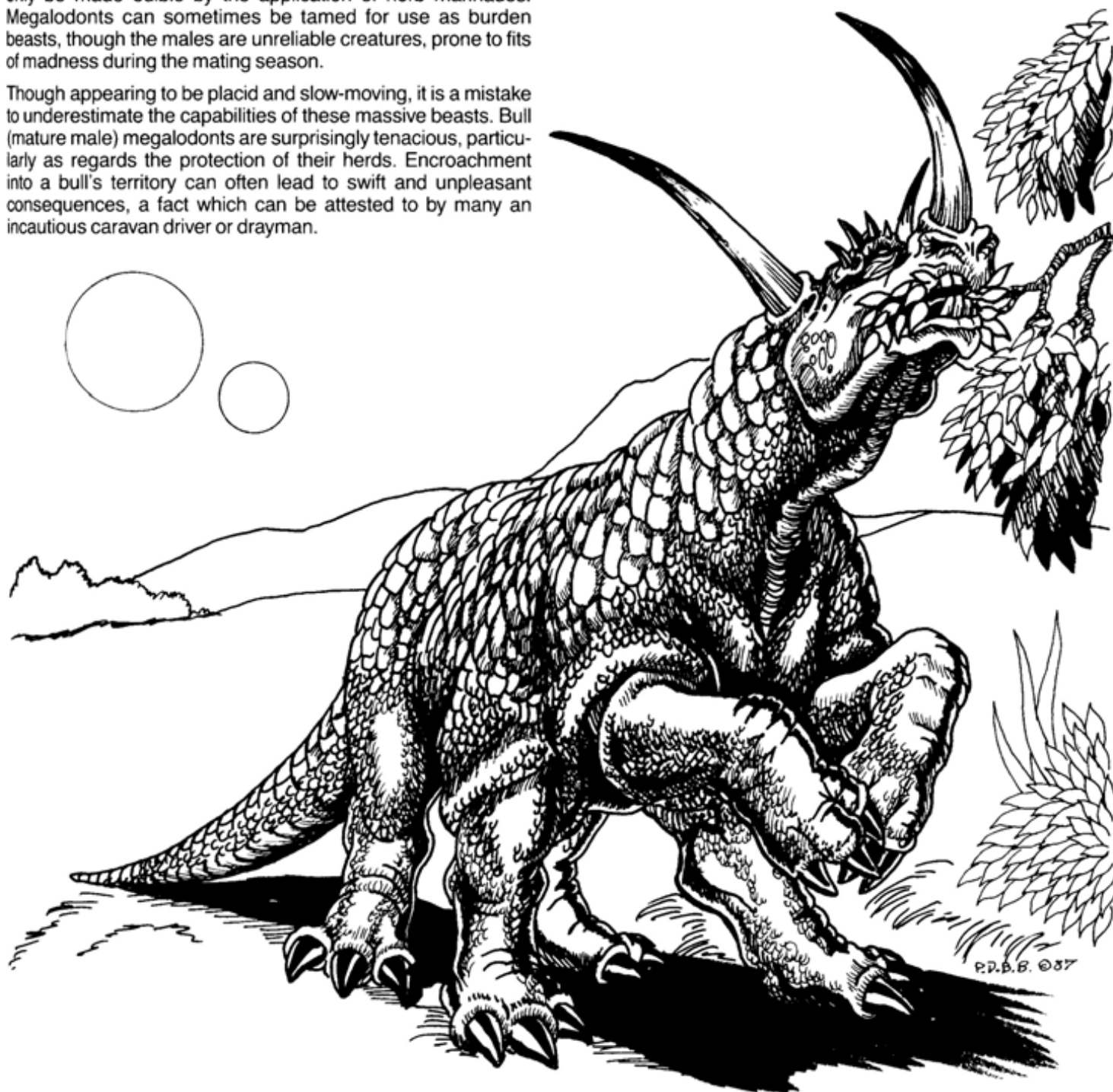
SPECIAL ABILITIES: Detect scent of blood, predators, or men at ranges of up to one mile

ARMOR: As per leather armor

HIT POINTS: 40-50

HABITAT: Plains of Golarin, surrounding regions (rare)

COMMENTS: Megalodons travel in herds of up to forty or so individuals. Bulls (adult males) protect the herd with great tenacity. The bellow of a Megalodont bull is believed to incite the herd to stampede when danger is present.





MIRIN

The Mirin are a race of tall, blue-skinned humanoids who dwell in the far northern realm known as L'Haan. They are a highly civilized people, skilled in the arts of enchantment, elemental magic, and alchemy. Majestic ice castles serve as their settlements, and their merchants and traders ply the frozen seas and lakes of L'Haan in great ice schooners.

The Mirin are an ancient race, nearly as old as the Ariane, if their legends are to be believed. Peculiar to these people is the ritual known as "melding," also referred to as "touching souls." Those wishing to engage in the rite clasp hands and recite an ages-old incantation, allowing their two souls to momentarily be as one. Thereafter, the two melded individuals will share a common spiritual bond; if one is in danger or is deeply distressed, the other will always be aware of this, no matter how far apart the two may be. While the ritual is often associated with marriage, close friends also engage in this practice, which can only be performed if at least one of the participants is a Mirin.

Natives of the icy northern wastes, the Mirin are unaffected by cold. Warmer climes make them light-headed and giddy, though they can adapt to temperate climates after long periods of time. Two consequences of such adaptation are "thawing" (temporary loss of the Mirin immunity to cold) and "fading" (gradual loss of the deep blue Mirin pigmentation, also a temporary condition).

MIRIN

SIZE: 5'8"-6'6", 110-210 lbs.

EXCEPTIONAL ATTRIBUTES: INT +1, CHA +2, DEX +1

LEVEL: +1

ATTACKS/DAMAGE: As per weapon employed

SPECIAL ABILITIES: Immunity to cold, "melding" (see COMMENTS)

ARMOR: Unarmored

HIT POINTS: 12+

HABITAT: Snowfields of L'Haan, Narandu and Xanadas (rare)

COMMENTS: The Mirin's "melding" ability creates a type of "psychic link" between the two individuals who have undertaken the ritual bonding. While melded individuals cannot actually communicate via this ability, they will each possess an instinctive awareness of the other's spiritual condition; i.e., healthy, content, distressed, weakened, imperiled, etc.

MOGROTH

Mogroth are great, sloth-like humanoid native to the swampy regions of Mog. Standing over seven feet tall and weighing as much as six hundred pounds, Mogroth are powerful, if exceptionally slow-moving, creatures. Their bodies are covered with a thick coat of tawny fur, shaggy around the arms and legs, which affords them protection from flits and other stinging and biting pests.

Mogroth live in simple huts constructed in the sturdy branches of the mung-berry tree. The leaves and berries of the mung, intolerably bitter to other creatures, form the main part of the Mogroth's diet. Though lethargic in the extreme, they occasionally dredge the swamps for bits of gold and amber, which they trade in return for strong drink. Otherwise, Mogroth avoid anything that resembles work with great dedication.

Because Mogroth are slow to reason or act, some think them to be stupid. Although they are not the brightest creatures, Mogroth are not so much dull-witted as they are apathetic and even-tempered. They will tolerate being cheated or insulted, but only up to a point; when angered, Mogroth can be very dangerous. A full-grown adult can easily hoist a man-sized creature in the air with one hand, or toss an offending individual aside like a rag doll.



MOGROTH

SIZE: 7'6"-8'2"; 450-650 lbs.

EXCEPTIONAL ATTRIBUTES: INT -2, STR +6, DEX -2, CON +6, SPD -6

LEVEL: 1-12 +

ATTACKS/DAMAGE: Fist: d6 (+ STR), or as per weapon employed

SPECIAL ABILITIES: Hide protects against biting/stinging insects and parasites, climbing

ARMOR: As per leather armor

HIT POINTS: 20-40 +

HABITAT: Swamplands of Mog, surrounding regions

COMMENTS: Mogroth are ponderous, slow-moving, and somewhat dull-witted. They are generally good-natured, but can become violent if driven to anger. Like sloths, Mogroth are expert tree-climbers.



MONOLITH

Monoliths are gigantic creatures comprised 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 action and moving only as the mood suits them, which is often not at all. Most monoliths are passive and implacable, though some are prone to outbursts of violence, generally expressed by means of 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 displayed by 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.

MONOLITH

SIZE: 100'-2000' +, weight unknown

EXCEPTIONAL ATTRIBUTES: INT +4, WILL +10

LEVEL: 20 +

ATTACKS/DAMAGE: See SPECIAL ABILITIES

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

ARMOR: As per plate armor

HIT POINTS: 200-800 +

HABITAT: Isle of Garganta

COMMENTS: Monoliths are practically indestructible, and may live for well over five hundred thousand years.

MUD PEOPLE

The Mud People are a squat, four-legged race of humanoids native to the central regions of the Dark Coast. They have toad-like visages, heavy tails and thick folds of brownish hide. Strong and brutish creatures, the Mud People live in great complexes constructed of mud and ooze. They are industrious folk, constantly engaged in building, excavating and mud-mining; amber and semi-precious stones of many types can be found in their swampy lands.

The Mud People are quite aggressive, and often fight with the Ahazu tribes of the eastern regions. They wield heavy thornwood clubs and daggers in combat, employing their webbed claws and tails to good effect at close range. The language of the Mud People, primarily grunts and gurgling sounds, is said to be almost impossible for other creatures to replicate.

The customs and culture of the Mud People are largely unknown, this due in great part to the unsociable attitude of these folk. The magician Malderon, who was unfortunate (or foolish) enough to have been captured by a tribe of Mud People, gave an account of the experience in his otherwise mun-

dane treatise on the denizens of the Dark Coast. In it, he states: "...The Mud People, gross though they may appear to us, exhibit certain of the attributes of civilized peoples. They covet riches; particularly sapphires, which they expend an inordinate amount of energy dredging from the muck and mire of their environs. They are religious, as is evidenced by their reverence of Moorg, the giant Mud God (the Mud People, in fact, call themselves the "Moorg-Wan," or "spawn of Moorg"). They raise their offspring from egg to larval newt, then set the young adults to work in the mud mines. Those who find sapphires are rewarded with food; those who do not are slain and served up as their first meal."

MUD PEOPLE

SIZE: 6'-6'4", 300-460 + lbs.

EXCEPTIONAL ATTRIBUTES: STR +4, DEX -3, SPD +2 in water (-2 on dry land), INT -2

LEVEL: 1-8

ATTACKS/DAMAGE: Claws or tail: d8, or as per weapon employed

SPECIAL ABILITIES: Amphibious

ARMOR: As per leather armor

HIT POINTS: 18 +

HABITAT: Swamplands of the Dark Coast, surrounding regions (rare)

COMMENTS: The Mud People are the sworn enemies of the Ahazu. They are valued as slaves by the Imrians, who employ them as laborers and mud-miners.



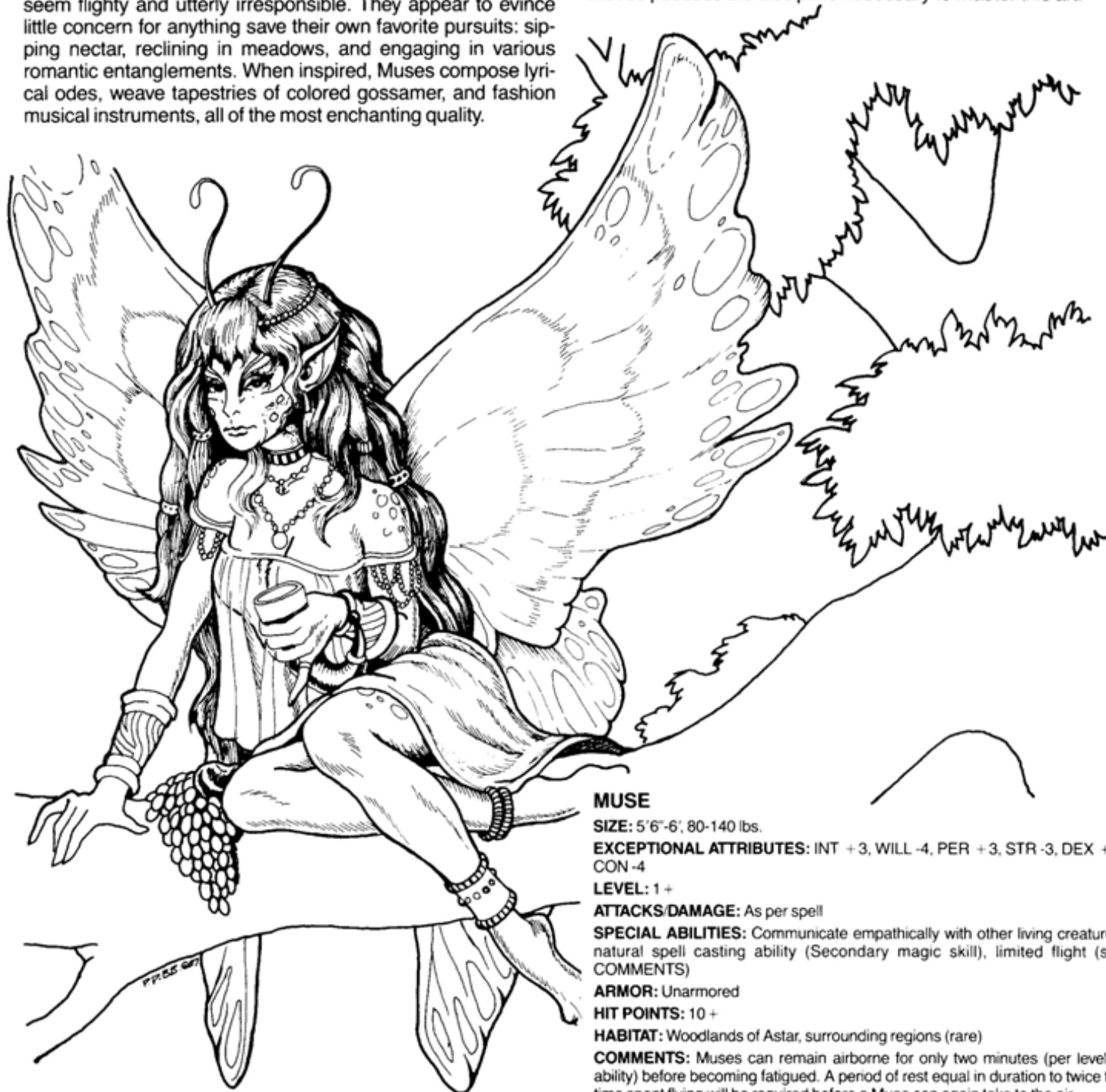
MUSE

The Muses of Astar are a race of magical creatures, slender and delicate in appearance. They are generally of average height, and are exceedingly graceful in their movements. Their fragile antennae, skin and hair vary considerably in hue, pastel shades of turquoise, violet, aquamarine and rose being most common. Both the males and females have butterfly-like wings, but are capable only of the most brief and abbreviated flights.

Muses are lovely and sensitive creatures, whose subtle emotions are beyond the comprehension of other races. Their souls are said to be ancient, their hearts filled with the poignant secrets of past ages. To most intelligent individuals, Muses seem flighty and utterly irresponsible. They appear to evince little concern for anything save their own favorite pursuits: sipping nectar, reclining in meadows, and engaging in various romantic entanglements. When inspired, Muses compose lyrical odes, weave tapestries of colored gossamer, and fashion musical instruments, all of the most enchanting quality.

Muses are natural empaths, who possess the magical ability to project thoughts, images, and even dreams. They are also able to read the thoughts and emotions of most other creatures, provided they are "open" (not attempting to resist such probing). Accordingly, Muses find verbal communication dull and crude, hence their feigned indifference to most other beings.

Muses are capable of using their delicate wings for flying, but cannot remain airborne for longer than a few moments without having to rest for at least twice as long. Though most Muses couldn't care less about such matters, some of these beings find it exciting to travel beyond the boundaries of Astar, their sylvan homeland. A rare few, considered demented by their peers, occasionally take to traveling in the company of adventurers. While they possess a natural facility for magic, few Muses possess the discipline necessary to master this art.



MUSE

SIZE: 5'6"-6', 80-140 lbs.

EXCEPTIONAL ATTRIBUTES: INT +3, WILL -4, PER +3, STR -3, DEX +3, CON -4

LEVEL: 1+

ATTACKS/DAMAGE: As per spell

SPECIAL ABILITIES: Communicate empathically with other living creatures, natural spell casting ability (Secondary magic skill), limited flight (see COMMENTS)

ARMOR: Unarmored

HIT POINTS: 10+

HABITAT: Woodlands of Astar, surrounding regions (rare)

COMMENTS: Muses can remain airborne for only two minutes (per level of ability) before becoming fatigued. A period of rest equal in duration to twice the time spent flying will be required before a Muse can again take to the air.

NAG-BIRD

Native to the forests of Tamaranth and other woodlands, the nag-bird is a pestiferous, if otherwise harmless, creature. These tiny yellow and green birds derive their name from their annoying habit of following after groups of travelers, scrounging for hand-outs and left-overs. They are unbelievably persistent, and will follow their victims for miles, squawking incessantly. If fed they will become silent for a time, perhaps up to twenty minutes. If not, their screeching and cawing may continue unabated for days on end. Only by leaving a substantial quantity of food behind (a day's rations will usually keep one bird occupied for several hours) can a nag-bird actually be gotten rid of.

Complicating matters is the fact that nag-birds are not solitary creatures, but travel in flocks of up to two dozen individuals. Worse yet, the nag-bird's call can be heard for over a mile, and is known to attract predatory beasts. Furthermore, the bird tastes poorly, and in fact is mildly poisonous to eat. As Thystram noted in his "Collectanea": "...With the possible exception of parasites and vermin, there are few creatures possessing less useful qualities than the Nag-Bird."

NAG-BIRD

SIZE: 4"-8", 2-10 oz.

EXCEPTIONAL ATTRIBUTES: PER +4, DEX +6, SPD +7 (all other attributes are negligible)

LEVEL: 1

ATTACKS/DAMAGE: None

SPECIAL ABILITIES: None

ARMOR: Unarmored

HIT POINTS: 1-3

HABITAT: Forests of Tamaranth, woodlands, Plains of Golarin (rare)

COMMENTS: Nag-birds possess no known redeeming qualities, and are edible only in the most literal sense.



NA-KU

The Na-Ku are a race of cannibalistic misanthropes native to the island of Pana-Ku, in the Crescent Isle chain. They are wretched creatures, with prehensile tails, hunched and malformed torsos, and skull-like visages. Their skin is a greasy, indigo blue in color, their eyes pale yellow. The Na-Ku feed on other humanoids, whom they eat alive. Aside from the ability to utilize their four-foot long tails as grasping appendages, these foul humanoids have few features worthy of note. They fight with fang and claw, or use bows armed with poison-arrows, deadly missiles made from the branches of the venomwood tree. The Na-Ku's monstrous king is said to have demon blood running through his veins, not a surprising claim, given the nature of this ugly and obese creature.

NA-KU

SIZE: 6'-6' 2", 160-200 lbs.

EXCEPTIONAL ATTRIBUTES: INT -2, WILL -2, DEX + 2

LEVEL: 1-8 +

ATTACKS/DAMAGE: Bite: 1-3, or as per weapon employed

SPECIAL ABILITIES: Tail may be used to grasp prey

ARMOR: Unarmored

HIT POINTS: 10-20 +

HABITAT: Isle of Pana-Ku, surrounding atolls (rare)

COMMENTS: The Na-ku are vile creatures of cannibalistic tastes and habits. Their witch doctors possess limited intelligence (INT + 1), and exhibit only the most meager talents in the field of Black Magic.





NECROPHAGE

Necrophages are ghastly humanoid creatures who haunt crypts and barrows and subsist on the flesh and bones of corpses. They are horrid to behold, with deathly white skin, yellowish fangs, and cold, dark eyes. Despite their emaciated and unhealthy appearance, necrophages possess fearsome strength. They dress in rags stolen from the bodies of corpses, wear necklaces of teeth and bones, and speak in harsh, rasping whispers.

Though found in great numbers only in the mysterious land of Khazad, necrophages are drawn by the stench of death and decay. Accordingly, these creatures may be encountered in a variety of places, including graveyards, abandoned ruins, and battlefields. Driven by their horrible craving for carrion, necrophages are strangers to fear. Many, in fact, are utterly insane.

Nocturnal by nature, necrophages huddle in underground caves and crypts by day. As they never sleep, their gnashing and mumbling may sometimes provide warning of their presence to those who venture too near their haunts. Certain necromancers and demons are known to employ these wretched beings as slaves and servants, though their insatiable appetites can make them difficult for any but the most powerful masters to control. They are also proven carriers of a variety of unpleasant ailments and contagious diseases, including corpse-rot.

The origins of the Necrophage species remain a subject of controversy amongst certain erudite Talisiantans, most notably the necrophiles of Rajanistan, who claim that these awful creatures are the spawn of the dread entity known as Death. The renowned naturalist, Thystram, classified them as pseudo-demons, citing as evidence the fact that only silver or enchanted weapons will suffice to kill a Necrophage (other types of weapons can be used to cause physical damage to a Necrophage, though this is seldom sufficient to actually kill such creatures; even dismembered, the bodily parts of a Necrophage will continue to attack, a disconcerting sight indeed to any who have witnessed such an occurrence. Rajan necromancers collect the severed hands and heads of Necrophages, which—invested with unnatural sentience—are considered to have numerous uses).

NECROPHAGE

SIZE: 6'4"-7'; 120-180 + lbs.

EXCEPTIONAL ATTRIBUTES: INT -2, WILL +3, PER +2, STR +4, DEX -2, SPD -1

LEVEL: 1-6

ATTACKS/DAMAGE: Bite: d6, Claws: d8 (Bite is 75% likely to cause disease)

SPECIAL ABILITIES: Harmed only by silver and magic, night vision, ability to "smell death" (see COMMENTS)

ARMOR: Unarmored

HIT POINTS: 10-20

HABITAT: Khazad, ruins, crypts, former battlegrounds, graveyards

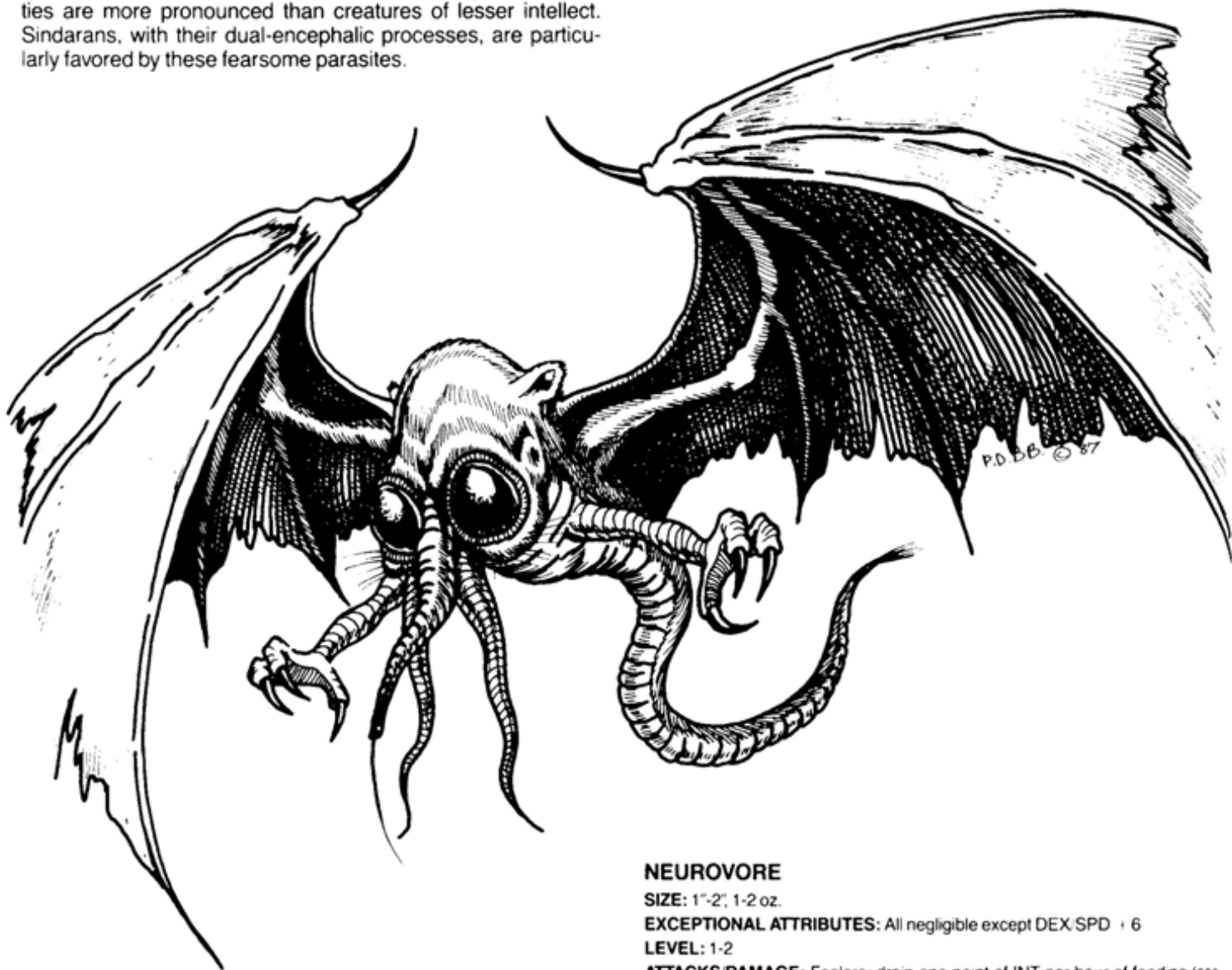
COMMENTS: Necrophages can detect the scent of bones, corpses, etc. at distances of up to two miles. They are always hungry.

NEUROVORE

Neurovores (or sappers) are small, bat-winged parasites measuring only an inch or so in length. With their bulging orbs, tentacle-like feelers, and clawed appendages, these creatures are certainly unattractive to behold. Rarely encountered except on the Thaesian Island of Dalia, they are also quite dangerous.

Neurovores feed on the faint electrical impulses which course through the brain cells of intelligent creatures. These the neurovore absorbs through its sensitive feeler, the process involving direct contact with 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 creatures of lesser intellect. Sindarans, with their dual-encephalic processes, are particularly favored by these fearsome 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 which disappears several hours after the parasite's attack. Victims of a neurovore typically experience some memory loss, which may range considerably in extent. Actual mental impairment is seldom noticeable except in extreme cases (attack by several neurovores, or long exposure to a single, famished neurovore). 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.



NEUROVORE

SIZE: 1"-2", 1-2 oz.

EXCEPTIONAL ATTRIBUTES: All negligible except DEX, SPD + 6

LEVEL: 1-2

ATTACKS/DAMAGE: Feelers: drain one point of INT per hour of feeding (see COMMENTS)

SPECIAL ABILITIES: Flight

ARMOR: Unarmored

HIT POINTS: 1-2

HABITAT: Isle of Dalia, tropical isles and jungles (rare), swamplands (very rare)

COMMENTS: A Neurovore's attack may cause mental impairment leading to partial memory loss, exhibited by the victim's inability to remember details, skills, known spells, etc. The effects are temporary, and generally last from 1-4 weeks (up to twelve weeks in extreme cases only).



NIGHTHAWK

Nighthawks are a large species of nocturnal raptor native to the region known as Yrmania. Swiftest of Talislantan birds, these ebon predators hunt only during the late evening hours. They have exceptional night vision, and can spot even the slightest movement on the ground from altitudes of over one thousand 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. As nighthawks rarely attain wingspans in excess of four feet, they generally prey only upon small rodents, serpents, and other vermin. They are quite fearless, though, and will attack even man-sized creatures if provoked or called upon to do so by their masters.

Nighthawks are well-equipped to handle even larger predators, should the need arise. Their shining black plumes are as hard as flaked obsidian, the nighthawk's knife-edged wings being

capable of slicing through even the toughest hide; the bird's claws and beak are used primarily to grasp and tear prey after it has been slain. Only if a nighthawk has been rendered incapable of flight will it use its sharp beak and claws as weapons. Otherwise, these nocturnal creatures prefer to slash prey with their wings.

NIGHTHAWK

SIZE: 1'-2', 2-6 lbs. (wingspan 6-8 ft.)

EXCEPTIONAL ATTRIBUTES: INT +1, PER +8, DEX +8, SPD +8 (all other attributes are negligible)

LEVEL: 1-3

ATTACKS/DAMAGE: Wings: d4, Beak/claws: d4

SPECIAL ABILITIES: Night vision, exceptional powers of perception

ARMOR: As per chain mail

HIT POINTS: 4-8

HABITAT:

COMMENTS: Trained Nighthawks are among the most loyal creatures, and will never abandon a master who has treated them well. The intelligence of these creatures is superior to most wild beasts.

NIGHT-STALKER

The Nightstalker is a fearsome creature, tall and gaunt, with a shaggy black hide, membrane-like pseudo-wings, and long, bony fingers terminating in curved talons. Three glowing eyes sit in the center of its 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. Only by feeding on the astral energies of living creatures can nightstalkers sustain themselves. In their physical forms, nightstalkers can kill, but cannot obtain nourishment. Their customary method of attack is to stealthily approach a creature or being while it sleeps, crouch over its 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.



NIGHTSTALKER

SIZE: 7'-7'6", weight unknown

EXCEPTIONAL ATTRIBUTES: INT +3, PER +3 (on astral plane; -3 elsewhere), STR +2, DEX -2, SPD +3 (on astral plane; -3 elsewhere)

LEVEL: 2-12

ATTACKS/DAMAGE: Claws: d8 + STR, Bite: 1-8 (see COMMENTS)

SPECIAL ABILITIES: Ability to appear simultaneously on both the astral and material planes, attack sleepers in astral form, unaffected by spells of Illusion, acrid breath causes sleep (on material plane only)

ARMOR: Unarmored

HIT POINTS: 20-30

HABITAT: Astral Plane, material plane (rare)

COMMENTS: On the astral plane, Nightstalkers use their claws to rend the astral forms of their victims, which they then devour. On the material plane, a Nightstalker will use its natural weaponry only in self defense. If slain on either plane, the creature is banished to one of the lower planes, from which it may not return for at least seven years.



NOCTURNAL STRANGLER

Perhaps the most mysterious of Talislantan creatures is the Nocturnal Strangler. Attempts at accurately describing this strange beast have long suffered certain logistical difficulties. Under normal conditions, the Nocturnal Strangler is quite invisible, and leaves no trail of footprint in its wake. In fog, mist or smoke, the creature's outline can sometimes be seen, though this of itself is seldom cause for any great rejoicing. According to most accounts, the Nocturnal Strangler is roughly humanoid or ape-like in form, stands from eight to ten feet tall, and moves with a slow, shuffling gait. Some describe its call as a mournful wowl, some claim it to be a blood-curdling scream, while others say that the creature makes no sound at all.

There is less disagreement concerning the nature of these beasts, which is uniformly murderous. They attack by night, sneaking up on victims from behind and silently strangling them to death. The physical strength of these creatures is said to be most fearsome. Stranglers supposedly being capable of lifting even large humanoids such as Ur off the ground without apparent difficulty. Magical weapons seem to have some effect against these monsters, but little else.

The enigmatic nature of the Nocturnal Strangler has given rise to much speculation concerning the creature's motives and habits. Because the Strangler does not appear to feed on its victims, many consider these creatures to be nothing less than pathological murderers. Some hold to the old superstition that salt spread on the ground will reveal the presence of a Nocturnal Strangler by allowing its footprints to be seen. Others ascribe to the perhaps optimistic theory that these creatures will never attack individuals who are asleep, unconscious, or under the influence of alcohol. If true, much of the world's population would seem to be safe from the night-time depredations of the Nocturnal Strangler.

NOCTURNAL STRANGLER

SIZE: ?

EXCEPTIONAL ATTRIBUTES: STR + 8 (all other attributes unknown)

LEVEL: 6 +

ATTACKS/DAMAGE: Strangle: d12 + STR per round (roll vs STR to break grasp)

SPECIAL ABILITIES: Affected only by magical means, invisible and practically undetectable (see COMMENTS)

ARMOR: Unarmored

HIT POINTS: 30-40

HABITAT: Northwestern Talislanta ("sightings" claimed in other regions as well)

COMMENTS: Nocturnal Stranglers make no noise and cannot be detected except at range of ten feet or less. Under such conditions, the sound of heavy breathing (or shuffling footsteps) may be heard, and a pungent sulfurous odor may be noticed.

OGRIPHANT

Ogriphants are ponderous quadrupeds native to the western forests and jungles of Talislanta, from Werewood to Mog. They are immense creatures, standing over eight feet tall at the shoulders and weighing over a ton. Usually placid in nature, 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, and—equipped with howdah (sedan chair or small pavilion)—as transportation of a rather impressive sort. In some places ogriphants are trained for use in war, and outfitted with plate armor and wooden battle towers. They are hunted for their ivory, which brings up to ten gold lumens per pound.

A larger, shaggy-haired version of the ogriphant dwells in the northern climes of Talislanta. The wooley ogriphant, as it is called, is valued for its horns and hide, the latter selling for as much as four hundred gold lumens. The creature is sometimes used as a burden beast by the Ur clans of Urag and other folk of the northern reaches, but is considered less useful for such purposes than the ogriphant.

Native to the frozen northlands and temperate forests of Talislanta is yet another species related to the ogriphant, the muskront. They are small by ogriphant standards, seldom exceeding a height of six feet at the shoulder, but are powerfully built. The shaggy grey hide and yellowish horns of the muskront have certain practical usages, but are valued at only a few gold lumens. The creature is hunted for its musk, however, which is used in the making of costly scents and magical fragrances. An adult muskront may carry up to twenty drams of musk in its glandular jowl-sacs, a single dram of which will sell for up to thirty gold lumens. As muskronts are even more foul-tempered than their larger relatives, the acquisition of this valuable substance is not without certain difficulties.

OGRIPHANT

SIZE: 8'-9' at the shoulder

EXCEPTIONAL ATTRIBUTES: INT -5, PER -1, STR + 10 (+ 8 for Muskront), DEX -8, SPD -2

LEVEL: 3-6

ATTACKS/DAMAGE: Tusks: d12. Trample: 2d12

SPECIAL ABILITIES: Trunk can be used to grasp objects

ARMOR: As per leather armor

HIT POINTS: 30-40 (40-50 for Wooley Ogriphant)

HABITAT:

COMMENTS: There are two related species of Ogriphant: the larger Wooley Ogriphant and the smaller, musk-bearing Muskront. In all cases, the rogue males are to be avoided, for they are ill-tempered and violent in nature.





OGRONT

Ogronts are gigantic herbivores distantly related to the much smaller ogriphant. 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. The ogront's giant tusks are also of some use in this respect.

Fortunately for other, less invulnerable species, the ogront is perhaps the most peaceful and placid of nature's creatures. They are also without 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 aimlessly 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 evidently being quite palatable to ogronts.

In their natural plains and savannah habitats, ogronts pose no problem to man. In fact, ogronts are of use in creating a most nutritive type of fertilizer, which sells in some places for up to fifty gold lumens per ton. 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 beasts' spikes and 4,000 pound tusks.

OGRONT

SIZE: 30'-40' at the shoulder, 20-30 tons

EXCEPTIONAL ATTRIBUTES: Negligible except for STR - 12, CON - 12

LEVEL: 1 (due to lack of intelligence)

ATTACKS/DAMAGE: Tusks: d20, Trample: 2d20 (attacks usually are accidental)

SPECIAL ABILITIES: Seemingly impervious to harm

ARMOR: As per magical plate armor - 4

HIT POINTS: 200 - (?)

HABITAT: Urag, Plains of Golann, Wilderlands of Zaran

COMMENTS: Ogront ivory is generally of low-average quality, and is valued at about one half the price of other types of ivory.

RAKNID

Raknids are horrible insect creatures thought to be a sorcerous hybrid of demon and scorpion. Their segmented bodies are encased in exoskeletons of iridescent, chitinous material.

There are four distinct types of raknid, each having a specific responsibility within the rigid confines of their society. The huge and mindless worker raknids maintain the colony's hive complex, which they construct from a pulpy substance extruded from their palpi. When dry, this material becomes tough and fibrous. Warrior raknids are somewhat more humanoid in form, with a heavily armored carapace, hooked talons and a tail stinger capable of injecting a potent, paralytic venom. Each colony also has a queen, who is attended by the blind male consorts known as raknid drones, multi-legged creatures whose soft bodies are protected by a hard, spiked shell.

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 the raknid queen. The evil 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, called water raknids, is also known to exist.

RAKNID WARRIOR

SIZE: 6'-6'8", 200-300 lbs.

EXCEPTIONAL ATTRIBUTES: STR +4, DEX +2, CON +6, INT (special; see COMMENTS)

LEVEL: 1-12

ATTACKS/DAMAGE: Claws: d6, Tail stinger: d8 + paralysis (duration: 10 minutes)

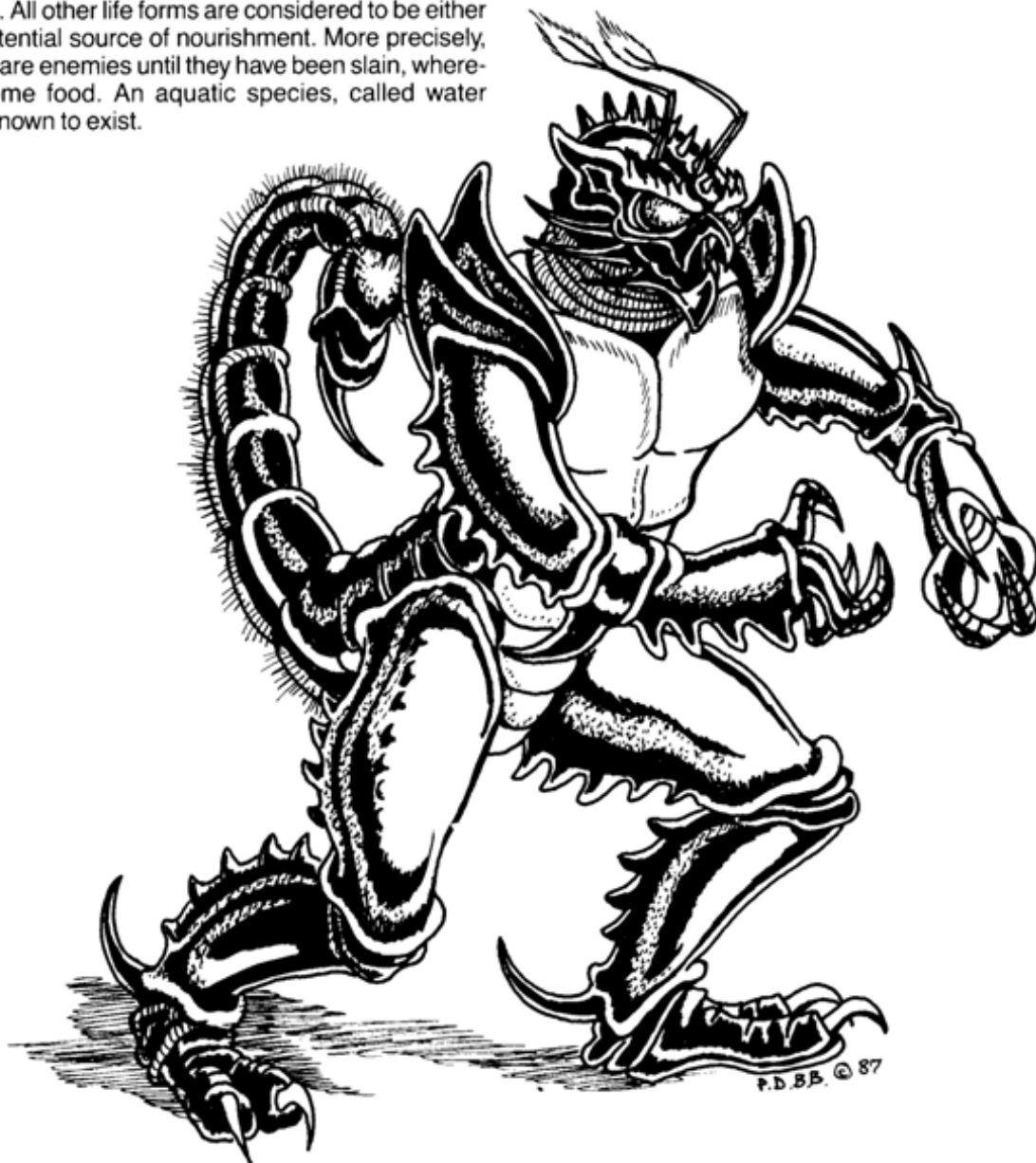
SPECIAL ABILITIES: Leap up to 20 feet, immunity to magical influence and control, amphibious (water raknids only)

ARMOR: As per chain mail

HIT POINTS: 14 +

HABITAT: Volcanic Hills, Wilderlands of Zaran, warm seas and oceans (Water Raknid only)

COMMENTS: Raknids share an evil hive mentality, and are subject to the telepathic commands of their queen. They instinctively attack other species to protect their own race. Water Raknid Warriors are excellent swimmers, and are amphibious.



RAKNID QUEEN

SIZE: 20'-40' in length, 1500-3500 lbs.

EXCEPTIONAL ATTRIBUTES: INT +10, WILL +10, PER +10, STR -2, DEX -10, SPD -10

LEVEL: 20+

ATTACKS/DAMAGE: Psychic assault (cause pain or stun: d20 (+1 per level); range: 100 ft.)

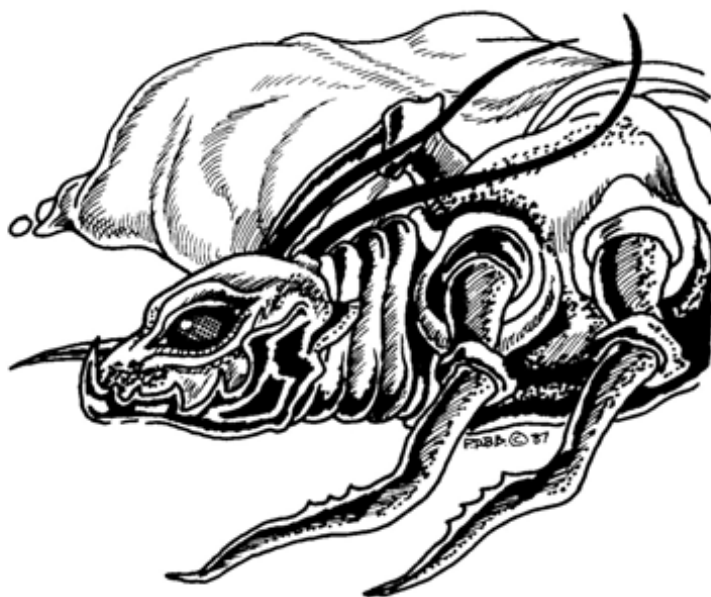
SPECIAL ABILITIES: Detect presences (range: 1000 ft.), immunity to magical influence or control, psionic capabilities (see COMMENTS), amphibious (water raknids only)

ARMOR: Unarmored

HIT POINTS: 20-30

HABITAT: Volcanic Hills, Wilderlands of Zaran, warm seas and oceans (Water Raknid only)

COMMENTS: Raknid Queens possess extraordinary psionic powers. They can communicate telepathically with any raknid from their own hive (at seemingly unlimited distances) or with other living creatures (at ranges up to 100 ft.). At ranges of up to 100 ft., Raknid Queens can attempt to read minds, gain influence or control over other intelligent creatures, or launch a psychic assault. With their bloated, larval bodies, Raknid Queens are practically helpless, and must be constantly attended by workers and Drones. Water Raknid Queens are amphibious.



RAKNID WORKER

SIZE: 16'-20' +, 1-2 tons

EXCEPTIONAL ATTRIBUTES: INT (Special; see COMMENTS), STR +8, DEX -8, SPD -8

LEVEL: 1-3

ATTACKS/DAMAGE: Bite: d12, entangle intruders in strands of fibrous pulp (range: 20 ft.)

SPECIAL ABILITIES: Extrude fibrous pulp (used primarily to build/repair the colony's hive), amphibious (water raknids only)

ARMOR: As per plate mail

HIT POINTS: 20-40

HABITAT: Volcanic Hills, Wilderlands of Zaran, warm seas and oceans (Water Raknid only)

COMMENTS: Raknid Workers are mindless, performing their limited duties through instinct alone. They are able to send out weak telepathic "alarm signals" to summon Warrior Raknids if intruders enter a hive, and will themselves attempt to repel such enemies. Built like giant, armored slugs, they possess limited maneuverability.



RAKNID DRONE

SIZE: 8'-10' in length, 500-600 + lbs.

EXCEPTIONAL ATTRIBUTES: INT +2, STR -1, DEX -4

LEVEL: 2-10

ATTACKS/DAMAGE: Claws: d6

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

ARMOR: Shell as per plate armor, body unarmored

HIT POINTS: 10-20

HABITAT: Volcanic Hills, Wilderlands of Zaran, warm seas and oceans (Water Raknids only)

COMMENTS: Raknid Drones are detestable creatures possessed of a cruel and malign intelligence. Driven by the instinctive urge to mate, they plot and scheme, seeking ways to win the favor of their queen. To this end, Drones will torture and interrogate captive creature, hoping to gain useful information with which to impress their sovereign. Water raknid Drones are amphibious.



SARDONICUS

Sardonicus (or "bottle-imps," as they are sometimes called) are grotesque creatures who hail from the lower plane of Oblivion. Classified as lesser devils by Talislantan scholars, they resemble malformed, fetal humanoids, approximately four to six inches in height. An over-sized cranium, wizened facial features, leathery bat-wings and a sinuous tail equipped with a sharp sting are all characteristics typical of sardonicus. They range in color from bright red to a deep purple; the darker the imp's coloration, the greater its age, level of ability and power.

Though they are physically weak and unimposing, sardonicus possess extraordinary intellectual capacities, and may accurately be categorized as geniuses. Their knowledge of magic, while limited in terms of spell casting ability, is generally exceptional. Sardonicus exhibit highly developed powers of perception, ranging in scope from mind-reading to clairvoyance and precognition. They are able to sense and identify by class (i.e., "mammal," "reptile," "undead," "demon," and so on) presences at distances of up to one thousand feet, and can detect magical emanations by sight. Accustomed to the gloomy surroundings of their home plane, sardonicus can see well even in total darkness.

In ancient times, sardonicus were much in vogue among sorcerers, who valued them as curiosities. Imprisoned in amberglass spheres or bottles (hence the name, "bottle-imp"), the imps were employed in the manner of private advisors, or as liaisons to the Shaitan or Enim. The practice of keeping bottle-imps as pets fell out of fashion when it became evident that the sinister creatures were, in many cases, far more intelligent than their captors. By intricate ploys, a number of the imps had succeeded in bringing their masters to ruin by preying upon their weaknesses, such as pride, vanity, and avarice.

Despite such drawbacks, sardonicus are still favored for use as familiars by certain ambitious spell casters, who will pay as much as twelve hundred gold lumens for a dark-hued imp (or about half this for the lighter colored, red-skinned variety). The creatures have a knack for wandering through inter-dimensional rifts and magical gates, and so are not entirely uncommon on the material plane.

As they are poor flyers, sardonicus are fairly easy to capture by the employment of nets or clever snares. They are self-sustaining, requiring neither food nor drink, and so are easily maintained. The imps' tail-stingers, which exude a caustic venom, can be rendered ineffective by filing or snipping. A sphere or stoppered cucurbit of fine amber crystal will suffice to keep the creature from engaging in at least the more overt varieties of mischief, and will induce the imp to answer questions with minimal delay. Less easily controlled is the sardonicus' superior intellect, and its inherently dark and malignant nature.



SARDONICUS

SIZE: 4"-6", 1-2 lbs.

EXCEPTIONAL ATTRIBUTES: INT - 6, WILL - 3, PER - 6, STR - 6, DEX +2, SPD +2

LEVEL: 2-20 +

ATTACKS/DAMAGE: Sting: 1 pt. (+ d8 venom)

SPECIAL ABILITIES: Flight (poor), superior intellect, Secondary magic skills, may be imprisoned in amberglass or brass containers, multi-lingual, e.s.p. (range: 100 ft.), sense presences (range: 1000 ft.)

ARMOR: As per leather armor

HIT POINTS: 4-12

HABITAT: Lower Plane of Oblivion, ruins and wastelands (rare)

COMMENTS: An imprisoned Sardonicus may be asked up to three questions per day regarding magical lore, future events, or strategies pertaining to the acquisition of power, influence and wealth. If a fourth question is asked, the imp can either break free of its magical prison or choose to activate an ancient and malevolent curse. In the latter case, the Sardonicus remains imprisoned but gains control over its master's will. Thereafter, the former master must do the bidding of the Sardonicus (only the release of the Sardonicus can free the former master from the imp's control).

SAURAN

The Saurans are a warlike race of reptilian humanoids native to the Volcanic Hills region. Broad and muscular in stature, Saurans may stand up to seven feet in height and weigh over four hundred pounds. Their rust-colored hides are tough and scaly, and they have sharp claws, heavily armored tails, and jagged teeth.

Saurans dwell in walled stone enclosures and make weapons and armor of low-grade red iron alloys, all of rather crude design and craftsmanship. They have domesticated the massive beasts known as land dragons, which they ride in battle and employ as living siege engines against enemy fortifications. Sworn foes of the insectoid raknids, the Saurans have been known on occasion to have more amicable dealings with certain tribes of men.

Saurans are powerful creatures, but are cold-blooded and somewhat slow moving. A low metabolism renders them susceptible to cold, which makes them sluggish and drowsy. Conversely, a Sauran's tough hide affords more than adequate protection from heat and flame, and poisons of any sort seem to have no effect on these creatures. Some Saurans are known to have the chameleon-like ability to change their skin color at will, though this is by no means a common trait among members of this race. They wield saw-toothed axes in battle, but will also fight with fang, claw, and tail.

An eight-foot species, known as Sauruds (q.v.), also exists, and is believed to have preceded the race of Saurans by several thousand years. They exhibit many of the characteristics of Saurans, but are even more massive and brutish, and possess minimal intelligence.



SAURAN

SIZE: 6'-6" 7", 350-450 lbs.

EXCEPTIONAL ATTRIBUTES: INT -2, STR +5, DEX -2, SPD -2, CON +6

LEVEL: 1 +

ATTACKS/DAMAGE: Claws: d6 + STR, Tail: d8, or as per weapon employed

SPECIAL ABILITIES: Converse with all reptilian species, immune to poison fire, cold makes sluggish (-2 on attack rolls), 10% of species possesses chameleon-like ability to change skin coloration

ARMOR: As per leather armor

HIT POINTS: 16 +

HABITAT: Volcanic Hills, Wilderlands of Zaran, western Quan (rare)

COMMENTS: Saurans are aggressive and warlike, though not all are hostile to men. They have succeeded in domesticating the species of Land Dragons, which Sauran warriors ride into battle.

SAURUD

Sauruds are a giant species of reptilian humanoid native to the Volcanic Hills and surrounding environs. Predecessors of the Sauran race, Sauruds are powerful creatures; all muscle, bone and sinew. Their massive frames are covered with thick, scaly hide, their tails embedded with rows of sharp spikes. Built for strength, Sauruds lack speed, dexterity and overwhelming intellect, factors which undoubtedly have led to the decline of the Saurud population. Indeed, many Talislantan scholars agree that the species is fast approaching the verge of extinction.

Of the few Sauruds still extant on the continent, most can be found living among the settlements of their smaller and more intelligent descendants, the Saurans. Their position in the Sauran hierarchy is an unenviable one; typically, Sauruds serve as menial laborers, front-line troops, and tenders of the clans' land dragons or other beasts. The least dull-witted may be entrusted to such subservient positions as artilleryman's ammunition-bearer, slavemaster's guard, or bellows-man for a Sauran ironsmith. Advancement in rank or status is practically unknown for these creatures, though some may succeed in attaining a measure of glory in war.

Among civilized peoples, Sauruds are valued as slaves, where they are considered to be of some use as harem guards, gaolers, executioners, and personal bodyguards. Captive Sauruds, bound in heavy red iron shackles, can often be found for sale in such lands as Quan, Faradun, and Rajanistan; less commonly, in Zandu, Arim, and Aaman.

Sauruds encountered in the wild, though somewhat rare, are to be treated with extreme caution. Those raised beyond the constraints of civilized (or semi-civilized) societies often exhibit the savagery and cunning of wild beasts. Sauruds bred under such conditions are a match for even the most feared predators, including exomorphs, raknids, and wild duadir and striders. Other Sauruds found in the wilderness may be dangerous renegades, escaped slaves, deranged individuals expelled from Sauran settlements, or—the most rare of occurrences—members of one of the few remaining wild Saurud tribes. The latter especially are to be avoided, for their preferred choice of food is man.

SAURUD

SIZE: 7'6"-8', 500-700 lbs.

EXCEPTIONAL ATTRIBUTES: INT -6, STR +7, DEX -4, SPD -4, CON +6

LEVEL: 1-20

ATTACKS/DAMAGE: Clawed hands: d8 + STR, Tail: d12, or as per weapon employed

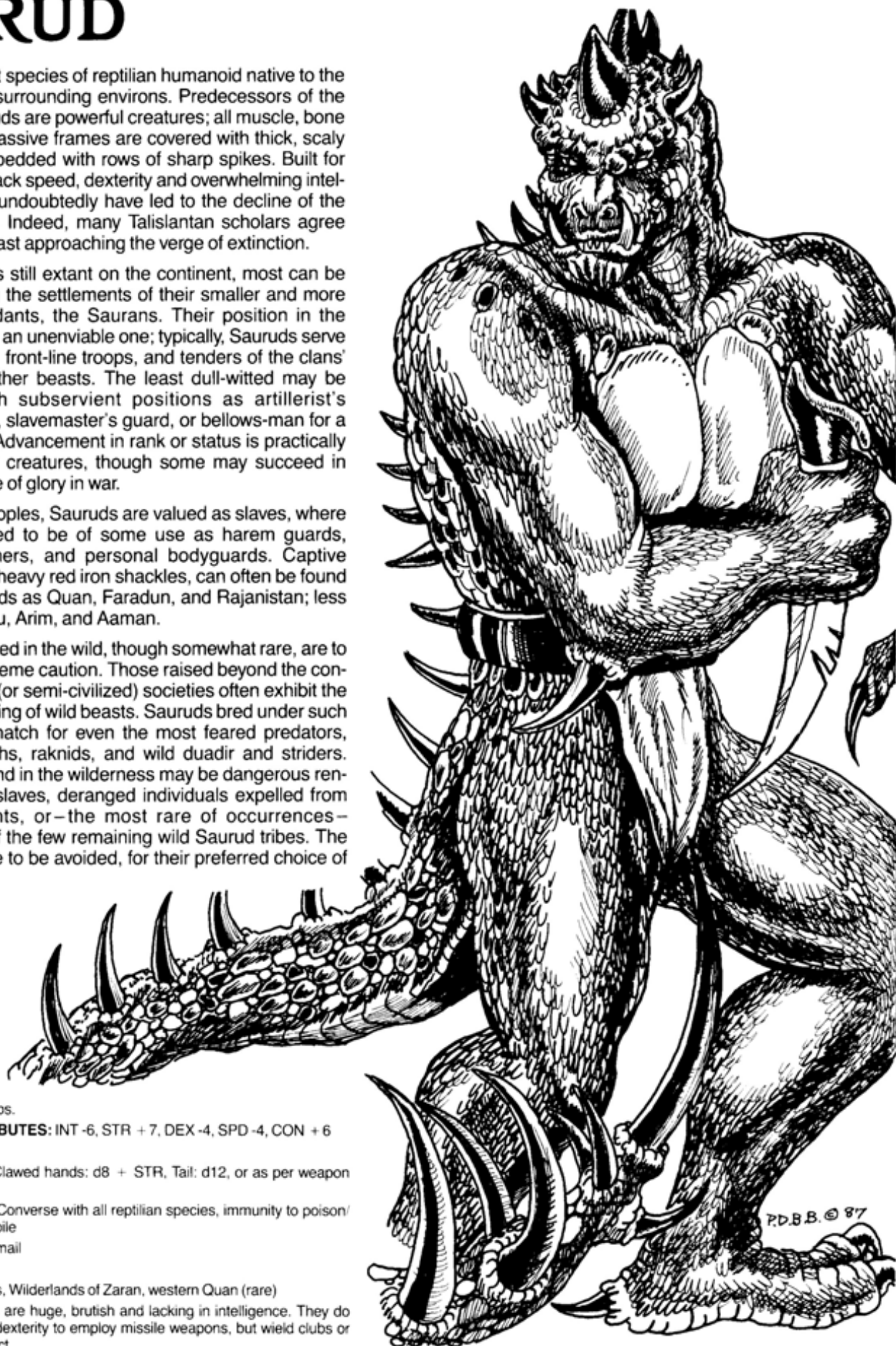
SPECIAL ABILITIES: Converse with all reptilian species, immunity to poison/fire, cold renders immobile

ARMOR: As per chain mail

HIT POINTS: 20 +

HABITAT: Volcanic Hills, Wilderlands of Zaran, western Quan (rare)

COMMENTS: Sauruds are huge, brutish and lacking in intelligence. They do not possess sufficient dexterity to employ missile weapons, but wield clubs or battle axes to good effect.



SAWILA

The Sawila are a peaceful race of albinoids native to the island of Fahn, located in the Crescent Isles. They live in tree-houses of woven vines, which sway gracefully in the tropical breezes. The Sawila are a folk vehemently opposed to violence, favoring song, dance, and procreation as more suitable pastimes. The traditional songs of these folk are said to possess the ability to affect the weather, tides, winds and— some claim— various sea creatures. Most scholars consider these songs to be a peculiar and primitive form of elemental magic.

Physically, the Sawila seem a race apart from the other humanoid peoples of Talislanta. Their skin is nearly translucent; the eyes, ovals of clear crystal. In lieu of hair, the Sawila sport bright cox-combs of feathery plumes. The renowned magician and naturalist, Thystram, compared the Sawila to "a race of flightless, humanoid birds." The Sawila's vocal capabilities notwith-

standing, it is probable that Thystram, in this instance at least, may well have substituted a quaint metaphor for a more traditionally acceptable mode of scientific analysis regarding this unique and colorful species of beings.

SAWILA

SIZE: 5'4"-6', 80-140 lbs.

EXCEPTIONAL ATTRIBUTES: INT + 3, PER + 2, CHA + 8, CON -2

LEVEL: 1 +

ATTACKS/DAMAGE: As per weapon employed

SPECIAL ABILITIES: Spell Weaving (see COMMENTS)

ARMOR: Unarmored

HIT POINTS: 12 +

HABITAT: Isle of Fahn, various small atolls throughout the Crescent Isles.

COMMENTS: Sawila are able to weave magical spells through subtle means: by their traditional songs and dances, the sing-song inflection of their voices, and even by motions of the heads, fingers and eyes. Sawila spell weavers are also able to use their talents together in concert, thereby creating spells of exceptional potency.



SHADOW WIGHT

Shadow wights are the spirit forms of deceased persons consigned to spend eternity as spectres. Creatures of the night, they resemble humanoid shadows, distorted in shape and insubstantial to the touch. Their eyes emit a faint, colorless glow; their voices are soft and imploring, masking the vile intentions which these wraith-like beings harbor towards the living.

The domain of the majority of shadow wights is the lower plane known as the Nightmare Dimension, a place populated by fantasies, shadowforms and other horrors. As the Nightmare Dimension lies in close proximity to the myriad material planes, denizens of this dark domain are sometimes able to cross over into the land of the living. Those that do invariably return to the places where their mortal bodies lie, interred in the ground. The recently-slain may manifest themselves as grisly necrophages; others, lamenting their fate, linger on as shadow wights. Only the most powerful of their kind, known as shadow wizards, possess sufficient willpower to travel beyond the regions immediately adjacent to their place of burial.

Consigned to haunt the areas surrounding their gravesites, shadow wights are miserable creatures. They despise their spectral bodies, and crave corporeality and physical form above all things. Shadow wights are able to rob living creatures of their substance by touch, thereby attaining a semblance of solidity and physical being. These stolen qualities last but a few hours before again fading, requiring shadow wights to constantly seek new victims in order to satisfy their longings. Living creatures may survive an attack by shadow wights, but if drained of all their physical substance, their bodies simply cease to exist, and they will themselves become shadowforms.

While in spectral form, shadow wights cannot be harmed by weapons of any sort. They are dismayed by strong light, and can be dispersed by magical or divine light. Ironically, once a shadow wight has gained a measure of corporeality from a living being, it can be slain by silver or magical weapons. Not a few scholars believe that, even subconsciously, this is the true desire of all shadow wights: to be slain while possessing physical form, so that their spirit selves may finally pass into the next world.

Other types of shadow creatures, such as shadowmanes and shadowcats, to name just two, are known to exist in Talislanta. These also possess the ability to drain physical substance by touch, but only as pertains to living creatures of a species related to their own, original forms. All varieties of shadowforms may be turned or banished by practitioners of divine magic. The shadow-stuff of which these entities are made is prized by thaumaturges for its magical properties, and can purportedly be contained within stoppered vials made of amberglass. There is no evident consensus of opinion regarding the most reliable means of getting a shadowform into such a container, however.

The Iron Citadel, located in the Wilderlands of Zaran, is inhabited by a number of powerful shadow wights. Known as Shadow Wizards, these spectral entities possess all the abilities of their weaker cousins, and are skilled in the use of black magic, as well. Though Shadow Wizards are susceptible to magical light, non-magical illumination has little effect on these evil beings, who are regarded with fear throughout the continent.

SHADOW WIGHT

SIZE: 6'6"-7'6"

EXCEPTIONAL ATTRIBUTES: Mental attributes as in life; physical attributes are average when in corporeal form, otherwise non-existent

LEVEL: 1 +

ATTACKS/DAMAGE: Touch: d8 (drains substance; see SPECIAL ABILITIES)

SPECIAL ABILITIES: Immune to weapons while in spectral form, ability to steal a victim's substance by touch (victims drained of all hit points by this form of attack become powerless shadowforms)

ARMOR: Unarmored

HIT POINTS: 10 +

HABITAT: The Nightmare Dimension, material plane (rare except in the Shadow Realm)

COMMENTS: Shadow Wights who were spell casters while alive may retain their magical abilities in death, becoming Shadow Wizards.





SHADOW WIZARD

Shadow Wizards (also known as Arch-Spectres, or "The Malum") are the spirit forms of deceased magicians. Like shadow wights, they resemble humanoid shadows, distorted in form, with eerily glowing eyes. Unlike their weaker cousins, Shadow Wizards may change from substantial to insubstantial form at will. Although they are susceptible to magical light, non-magical forms of illumination have little effect on these powerful spectres.

On the lower plane known as the Underworld, Shadow Wizards are subject to the rule of the mysterious entity known as Death. Some serve as his advisors; others dwell alone in isolated towers, or wander throughout the Nightmare Dimension. The denizens of this dark region trade in soulstones; the soul essences of living creatures, and imprisoned in enchanted crystals.

Though less common elsewhere, Shadow Wizards may be found on any of the lower or material planes of existence.

Those who have escaped or were banished from the Nightmare Dimension will sometimes take residence in deserted or ruined structures. Some - like the Shadow Wizards of the Iron Citadel—band together in magical cabals or conclaves. Most prefer to dwell in solitude, engaging in such pursuits as interest beings of this sort: arcane studies, magical experimentation, consorting with entities from the lower planes, and so forth.

SHADOW WIZARD (SPECTRE)

SIZE: 6'6"-7'6"

EXCEPTIONAL ATTRIBUTES: INT - 6, WILL - 2, PER - 4, STR - 4 (in corporeal form only)

LEVEL: 10 +

ATTACKS/DAMAGE: Touch: d10 (drains substance, as per Shadow Wights), or as per spell/weapon employed

SPECIAL ABILITIES: Immune to damage by weapons when in non-corporeal form, ability to drain a victim's substance by touch, ability to change from corporeal to non-corporeal form at will (change takes one round), ability to detect invisible ethereal astral presences by sight. Primary Magic skill (as per level).

ARMOR: Unarmored

HIT POINTS: 30 +

HABITAT: The Nightmare Dimension, Astral Plane, Material Planes (rare).

COMMENTS: Magical spells of Radiance do d4 damage per level to Shadow Wizards. Though uncomfortable in well-lit places, these Spectres are unharmed by non-magical illumination.



SHAITAN

Shaitan are diabolical creatures of extra-dimensional origin, sometimes referred to as "Talisantan devils." They are gigantic in stature, ranging from ten to twenty feet in height. Their skin glistens like polished obsidian, and they have gleaming white fangs and curved talons. Shaitan have a taste for finery, and it is their custom to adorn their long scalplocks with bejeweled rings, sometimes of a magical nature. Silk loincloth, sandals, ear rings and other baubles round out the wardrobe of a typical Shaitan.

Legend has it that the Shaitan once dwelled amidst the heavens, but were cast out by the gods for their scheming and pernicious ways. Consigned to the Lower Plane of Oblivion, the Shaitan were imprisoned within enchanted cities of brass. Only if a Shaitan is summoned by magic can it appear on any other plane of existence. Shaitan will reward those who give them temporary respite from Oblivion by rendering three services. Unless the summoner is clever and wields certain power, such procedures may lead to disaster; Shaitan resent having to serve beings of lesser stature than themselves, and will seek to thwart a summoner by twisting the meaning of any command as suits their own perverse nature.

SHAITAN

SIZE: 10'-20', 600-1200+ lbs.

EXCEPTIONAL ATTRIBUTES: All attributes may be as high as +10

LEVEL: 12+

ATTACKS/DAMAGE: Fist: d10 + STR, or as per weapon/spell employed

SPECIAL ABILITIES: Primary spell casting and combat abilities, harmed only by magical means, conjure up to 10,000 gold lumens worth of coins or valuables, teleport or dimension travel at will (if not confined to their home plane), summon or banish other Talisantan devils (maximum: one per each six levels of ability, per day), "read" souls

ARMOR: Unarmored

HIT POINTS: 50+

HABITAT: Lower Plane of Oblivion

COMMENTS: Shaitan are made uncomfortable by holy symbols, and cannot remain for long periods of time in the presence of such objects. They can be confined in enchanted brass vessels, a procedure entailing the use of certain potent and little-known magics.

Formerly denizens of the higher planes, the Shaitan are magical beings possessed of abilities far in excess of even the most powerful mortals. Their eyes, which seem to burn with a subtle fire, can see into a man's soul and read his or her fondest desires. They know all spells, are fluent in all languages, and can conjure forth riches of an amount equal to ten thousand gold lumens at the snap of a finger. Freed of the forces which bind them to their home plane, Shaitan can travel to any dimension at will. It is also within their ability to transport other creatures and beings to and from any of the known planes of existence.

Shaitan have few weaknesses, though they are made uncomfortable by the presence of holy symbols. They are susceptible to harm only by magical means (spells, weapons and creatures) but can be imprisoned within enchanted vessels made of brass. When summoned from the Plane of Oblivion, a Shaitan may only remain for one hour, after which it must return to its place of origin.

On their home plane, Shaitan are served by the Enim, a race of copper-skinned giant devils, and the diminutive devils known as Sardonicus. A brooding and irritable folk, the Shaitan prefer to destroy or banish Enim and Sardonicus who fail to serve them well. Thus, the appearance of these creatures on the material plane is not unknown.

SHAPE-CHANGER

Shape-Changers (also known as Shape-Shifters) are humanoid beings who possess the ability to adopt the physical forms of other living organisms. The Manra tribes of the Jungles of Chana are reputed to possess such talents, which they attribute to ritual consumption of a secret mixture derived from the jabutu plant. Unless taken by one skilled in the teachings of the Manra Shape-Changers, the effects of this substance are unpredictable, suggesting that a certain degree of mental and physical discipline is necessary to master the ages-old Manra techniques.

The most reliable information on this subject would seem to indicate that the abilities of a Shape-Changer improve with practice. Neophytes are generally only able to adopt the shapes of small animals, and only for short periods of time. After a time, the forms of larger and more formidable animals may be assumed, and the duration of the shape-change extended. Masters of the art claim to be able to change into a dragon, or to perfectly replicate the forms of plants, trees or any humanoid being. The ability to assume the forms of immortal, undead or unliving entities is evidently beyond the capabilities of these individuals.

SHAPE CHANGER

SIZE: 5'-6'; 90-170 lbs.

EXCEPTIONAL ATTRIBUTES: PER +3, DEX +2, CON +6

LEVEL: 1+

ATTACKS/DAMAGE: As per weapon or bodily form

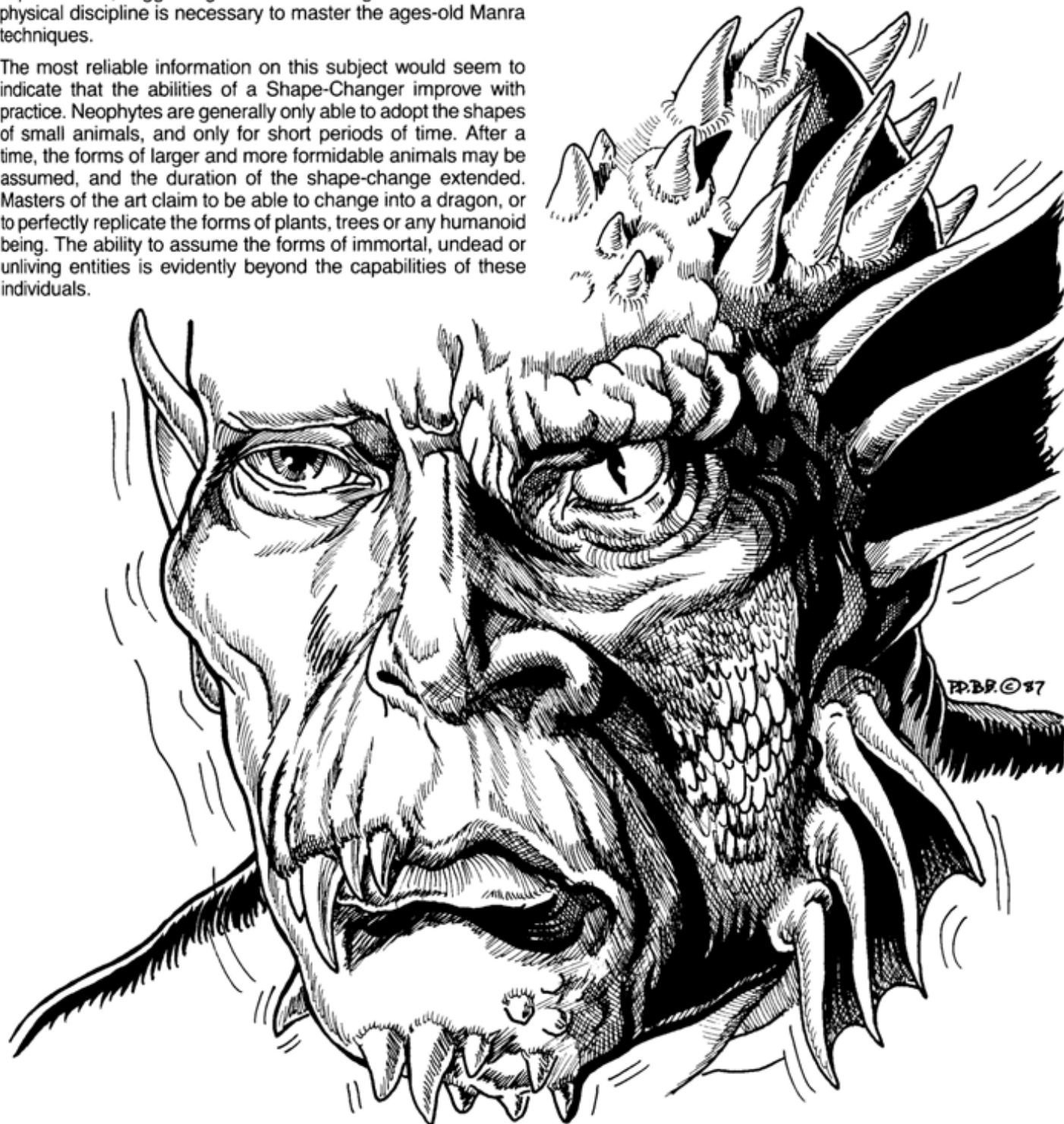
SPECIAL ABILITIES: Shape-changing (see COMMENTS)

ARMOR: Unarmored

HIT POINTS: 12+

HABITAT: Jungles of Chana, southern Quan (rare)

COMMENTS: The shape-changing abilities of the Manra tribes improve with experience and practice. Within certain limitations, a Shape-Changer can assume the form of any living organism of lesser or equal level of ability. A Shape-Changer's powers may be used up to a total of ten minutes per level of ability, per day. Bodily form can be changed as often as once per minute, if desired.



SHRIEKERS

Shriekers are fierce, bird-like predators who haunt the forests of northern Quan. They have sharp metallic feathers, a glistening silver grey in color, and a pointed, three foot long beak. Adults may attain a wingspan of up to fourteen feet. The shrieker, with its heavy plumage, is not a good flyer. 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. Travelers in the Cerulean Forests of the Vajra district are in the habit of stringing nets of silken cords between the trees, to protect their encampments from plummeting shriekers.

A smaller relative of the shrieker, the ironshrike, is a native of the Sinking Land. Unlike its larger cousin, the ironshrike feeds primarily on ikshada, and is a beneficial, rather than destructive, creature. Ironshrikes are about half the size of shriekers, and are better flyers. Both species have a shrill, rasping cry that can be heard at distances of up to two miles.

The metallic feathers of the shrieker (and, to a lesser extent, those of the ironshrike) are much in demand in the Quan 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 a metal similar in quality to red iron. Were it not such a tedious and time-consuming task to obtain "silver iron" (as it is called) from shriekers, this unusual species of avian might well have been driven to extinction.

SHRIEKER

SIZE: 6'-7' in length, 160-200 lbs. (half length and weight for Ironshrike)

EXCEPTIONAL ATTRIBUTES: INT -4, PER +1, STR -4, SPD +4 (+8 while diving)

LEVEL: 1-3

ATTACKS/DAMAGE: Beak: d12 (diving, d6 otherwise)

SPECIAL ABILITIES: Metallic plumes afford protection from most predators, diving attack (Shrieker only), loud call can be heard up to two miles away

ARMOR: As per chain mail

HIT POINTS: 6-12

HABITAT: Cerulean Forest (northern Quan), surrounding regions (see COMMENTS)

COMMENTS: A smaller version of the Shrieker, called the Ironshrike, inhabits the Sinking Land. It is generally a beneficial creature, dangerous only when protecting its roost or brood from intruders.



SINDARAN

The Sindarans are a race of highly intelligent beings measuring over seven feet in height. Their bodies are emaciated in appearance, with folds of rough, sandy-hued skin hanging loosely about their frames. Among other notable features, Sindarans have elongated earlobes, eyes like dark slits, a curved spur of bony cartilage extending beneath the chin, and a ridge of six horn-like protrusions running along the crest of the skull.

These latter extremities are complex sensory organs, integral to the Sindarans' unique mental faculties. Extending through the cranium and into the cerebral cortex, these ridges separate the Sindaran's brain into two distinct entities, each capable of independent thought. Thus, all Sindaran are ambidextrous, can concentrate on two different subjects simultaneously, and can avert the need for sleep by resting only one side of the brain at a time. If the ridges suffer damage, a Sindaran will become disoriented, and may become extremely violent.

While the peculiar make-up of the Sindaran brain inexplicably prevents these folk from acquiring spell casting abilities, many Sindarans excel in the art of alchemy. Few of their people ever venture forth from their communes without a bandolier belt filled with vials of alchemical powders and a silver blowtube. Sindarans use such devices to deter Beastmen and other predators common to their land, the fragile vials exuding their contents upon contacting any relatively solid surface.

Compulsive and eccentric behavior, though hardly restricted to dual-encephalons, is especially common among the Sindarans. It is a particular obsession with these folk to collect things: antiquities, reliquary, books, scrolls, magical artifacts, curios and so forth. They are especially fond of trivarian, a complex game that is quite incomprehensible to non-Sindarans.



SINDARAN

SIZE: 7'-7'4", 180-220 lbs.

EXCEPTIONAL ATTRIBUTES: INT + 8, WILL + 4, PER + 4, STR -1

LEVEL: 1 +

ATTACKS/DAMAGE: As per weapon employed

SPECIAL ABILITIES: Dual encephalon (independent, two-sided brain), inability to learn spell casting

ARMOR: Unarmored

HIT POINTS: 12 +

HABITAT: Mesalands of Sindar, surrounding regions

COMMENTS: The Sindarans are a race possessed of extraordinary intellectual capabilities. They are obsessed with collecting things, from exotic animals to antique curios and books. Aside from their collections, Sindarans enjoy trivarian, a complex game that is quite incomprehensible to mono-encephalons.

SMOKK

The smokk is a species of flightless bird found only in certain parts of Urag. It is a comical looking creature, with a long, duck-like beak, a pear-shaped torso, and spindly legs. Two absurd coxcombs of multi-colored feathers protrude at right angles from either side of the creature's head. The creature derives its name from its harsh and somewhat piercing cry, which is audible at ranges in excess of one mile.

Aside from its incidental ability to promote laughter, the smokk is notable as an infallible locator of precious stones and metals. The smokk's talent seems to be of little benefit to the bird itself, unless one credits it with an extreme degree of intelligence. Because of the smokk's value as a treasure hunter, no intelligent creature will ever harm these birds, and for the same reason they are coveted and pampered as pets. This is not to say that smokks will willingly surrender themselves into captivity. On the contrary, these creatures seem to enjoy a good chase, and despite their ungainly appearance can run with astounding speed. Once captured and tamed they make good pets, but are prone to diseases of all sorts, most of which require costly alchemical treatments. A live and healthy smokk can often bring two thousand or more in gold, assuming one is willing to sell it.

SMOKK

SIZE: 2'-3', 10-40 + lbs.

EXCEPTIONAL ATTRIBUTES: INT +1, PER +8, STR -8, DEX +6, CON -6, SPD +6

LEVEL: 1

ATTACKS/DAMAGE: None

SPECIAL ABILITIES: Locate precious stones and metals (range: 100 + ft.)

ARMOR: Unarmored

HIT POINTS: 2-6

HABITAT: Urag

COMMENTS: Smokks are infallible locators of treasure, but are quirky and unpredictable in nature. The birds are known for nosy, lazy and gluttonous behavior, and have little resistance to disease or exposure.



SNIPE

Snipes are a highly intelligent species 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-mouth stalk some three feet above the earth; snipes are burrowers by habit, and otherwise seldom emerge from the mud and mire in which they dwell.

Odd creatures, snipes are possessed of an insatiable curiosity. 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. Eye/mouth stalks poked above the ground, 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.

In spite of their awkward looking bodily form, snipes are surprisingly swift. They are able to move through the ground as fish swim through water, and can withdraw their eye/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 in nature, they will tunnel beneath creatures who mean them harm, creating cave-ins and pitfalls.

SNIPE

SIZE: 3'-4' in diameter, 100-200 lbs.

EXCEPTIONAL ATTRIBUTES: INT +6, WILL +2, PER +4, DEX -4, SPD +2 (in mud or water; -6 elsewhere)

LEVEL: 2-8

ATTACKS/DAMAGE: None

SPECIAL ABILITIES: Travel through muddy terrain with ease, multi-lingual, immune to magic (see COMMENTS)

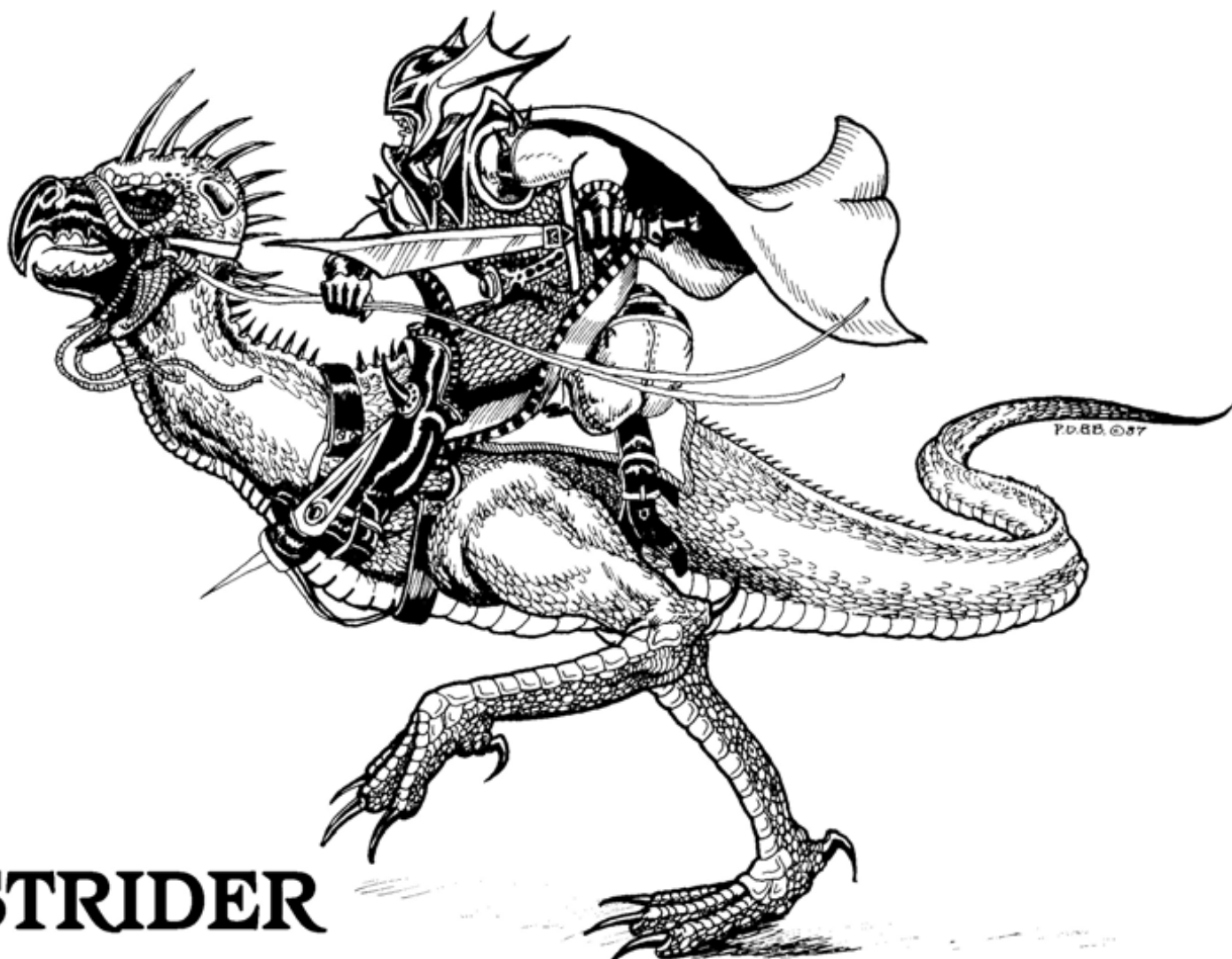
ARMOR: Shell is as per plate armor (eye mouth stalk is unarmored)

HIT POINTS: 10-20

HABITAT: The Sinking Land

COMMENTS: Snipes are highly intelligent, exceptionally curious and (usually) friendly. They take exception to disparaging remarks concerning their appearance and habits, but love gossip. Snipes are valued for their shells, which possess properties resistant to magic (degree of resistance varies).





STRIDER

Striders are large, bi-pedal predators resembling a cross between reptile and flightless bird. They stand over seven and a half feet in height, weigh upwards of eight hundred pounds, and can carry as much as six hundred 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 of Quan have long employed striders as war steeds, a task to which these fierce beasts are well-suited.

In the wild, striders are most often found in mated pairs, shallow depressions lined with burrs and nettles serving as their nests. The blue-scaled male guards the nest, keeping watch over his mate's clutch of eggs, usually three or four in number. The purple-scaled female goes forth to hunt for food by day, and sleeps by night. Striders will attack any creatures smaller or weaker than themselves, including man. Unless raised from infancy, these beasts are impossible to train.

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.

STRIDER

SIZE: 7'-8'; 750-850 + lbs. (Marsh Strider: 7'-7'6"; 600-750 + lbs.)

EXCEPTIONAL ATTRIBUTES: INT -4, PER +2, STR +6 (+4 for Marsh Striders), SPD +6 (+7 for Marsh Striders)

LEVEL: 1-4

ATTACKS/DAMAGE: Bite: d4, Talons: d8, Tail: d4 (or used to grasp prey)

SPECIAL ABILITIES: Claws can easily pierce leather armor, Marsh Strider's webbed talons allow swift movement in swampy terrain

ARMOR: As per leather armor

HIT POINTS: 10-25

HABITAT: Greylands of Quan, Volcanic Hills, Wilderlands of Zaran; Jhangara and Mog (Marsh Strider only)

COMMENTS: Striders are fierce creatures who can be tamed for use as steeds, but only if trained from infancy. The smaller Marsh Strider is especially vicious, and can only be controlled through the use of force.

STRYX

Stryx are a foul race of carrion-eating, avian humanoids found primarily in the desolate wilderland regions of Urag. They have the facial features of vultures, horns akin to a demon's, and angular bodies covered with dark grey or black feathers. Adult specimens stand at or around six feet tall, and have wingspans in excess of twenty feet. Both their hands and feet are equipped with sharp talons.

Stryx have superior night vision, but see poorly in daylight. They are neither as strong nor as swift as their hated rivals, the avian Gryphs, but maneuver in the air with a fair degree of skill. Stryx excel at gliding, however, and can cover great distances or remain aloft for hours without difficulty.

Erstwhile allies of the Ur clans, the Stryx serve as their spies, messengers, and airborne reconnaissance. Generally speaking, the Ur regard them as useful, if treacherous and untrustworthy, subordinates. Stryx are skilled in the use of spears, snaffle-hooks, and other pole-arms, but do not possess the manual dexterity required to employ more sophisticated weaponry. Certain of their folk have some capacity for black magic, though such individuals are far from commonplace.

Stryx live in clans which may number as many as sixty adult males, as many or more adult females, and about half as many young. The old and infirm are slain to provide food for the rest. Most clans establish permanent residences in cliffside or mountain caves, though some are nomadic by nature. It is common practice for some Stryx bands not allied with the Ur clans to hire out as mercenaries.



STRYX

SIZE: 5'10"-6'2", 140-180 lbs.

EXCEPTIONAL ATTRIBUTES: PER + 1, DEX -1, CON + 2, SPD + 1

LEVEL: 1-10

ATTACKS/DAMAGE: Claws: d4. Bite: d4, or as per weapon employed

SPECIAL ABILITIES: Flight, detect carrion by scent (range: 5 miles)

ARMOR: Unarmored

HIT POINTS: 10-40

HABITAT: Urag, mountainous and wilderlands regions (rare), Durne and Arim (very rare)

COMMENTS: Stryx are able to glide on the winds without effort, a talent which they employ when circling above potential prey. They are otherwise slow and unmaneuverable in the air, and cannot carry weights in excess of about one hundred pounds. Some few of these creatures are sufficiently intelligent to learn Black Magic (-2 INT), serving as Necromancers and advisors to the Stryx clanlords.

TARKUS

Tarkus are terrible, quadrupedal carnivores 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, the Tarkus possesses an uncanny combination of physical attributes. Its body resembles 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' 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' abilities are similarly diverse, and even uncanny. Though they may measure over seven feet in length and weigh as much as five hundred pounds, they are tireless runners, and can match a greymane stride-for-stride over short distances. Tarkus are able to 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 Quan, and use them to guard their outposts and installations. The creatures serve well in either capacity, though they are extremely violent and can only be controlled by skilled animal handlers.

TARKUS

SIZE: 7'-8' in length, 450-500 lbs.

EXCEPTIONAL ATTRIBUTES: INT -2, WILL +4, PER +6, STR +6, SPD +6

LEVEL: 1-5

ATTACKS/DAMAGE: Bite: d8, Claws: d8

SPECIAL ABILITIES: Track prey by scent, night vision, can run as swiftly as a Greymane for distances of up to one mile

ARMOR: As per plate mail (limbs and underside as per leather armor)

HIT POINTS: 15-25

HABITAT: Greylands of Quan, Volcanic Hills, Wilderlands of Zaran (rare)

COMMENTS: Tarkus can be trained for use as tracking beasts, though only the most skillful animal handlers can control them. Wild Tarkus hunt in packs of up to twelve individuals, and will prey upon even the largest and most aggressive creatures.





THRALL

Standing six feet or more in height, the Thralls are a race of muscular humanoids formerly bred as slave warriors by the sorcerers of an ancient and long-forgotten kingdom. They are hairless and devoid of pigmentation, with milk-white skin and reddish eyes. Bred to conform to a single set of physical attributes, all Thralls look exactly alike, only distinctions between male and female being normally evident. To remedy this situation, the Thralls decorate their faces and entire bodies with wildly colorful tattoos, thus attaining a degree of individuality.

Bred for combat, Thralls have no talent for any skill not associated with warfare. As warriors, however, they excel, having excellent reflexes, speed and coordination. Though possessed of low-average intelligence, Thralls easily comprehend the most sophisticated military tactics. Thralls are also immune to fear, whether induced by magical or any other means. In their homeland of Taz, they serve as protectors of the Seven Kingdoms, and are highly regarded for their skill and bravery in battle.

THRALL

SIZE: 6'8", 300 lbs. (male); 6'4", 200 lbs. (female)

EXCEPTIONAL ATTRIBUTES: STR +4, DEX +2, CON +4, SPD +1, INT -4, WILL +2

LEVEL: 1+

ATTACKS/DAMAGE: As per weapon employed

SPECIAL ABILITIES: Immune to fear, inability to comprehend magic

ARMOR: Unarmored

HIT POINTS: 16+

HABITAT: Jungles of Taz, surrounding regions

COMMENTS: The Thralls are a race created by sorcerous hybridization. They excel as warriors, but possess little aptitude for any other profession.

TUNDRA BEAST

The tundra beast is a large, two-headed species of carnivore native to the frozen wastes and coniferous forests of northern Talislanta. Standing four feet high at the shoulders and weighing over four hundred pounds, they are among the most feared predators on the continent. The heavy fur coat of a tundra beast, grey and white in color, affords protection from the coldest weather and makes them difficult to spot against snowy or shadowy backdrops.

Like many canine species, tundra beasts generally hunt in packs, numbering from four to twelve individuals. They are quite aggressive, even large creatures such as the wooley 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 one set of jaws, and employing the second set of jaws to rend the victim to bits. Though they are fierce, tundra beasts will abandon any fight which does not seem to be going in their favor.

Tundra beasts are sometimes trapped for their warm, thick hides, which bring over one hundred and fifty 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 a number of useful items. The natural enemies of these large carnivores are the Ice Giants of Narandu and, to a lesser extent, yaksha and frostweres. The main sources of food for tundra beasts are snowmanes, young muskronts, and careless or overbold adventurers.

TUNDRA BEAST

SIZE: 3'6"-4' at the shoulder, 350-450 lbs.

EXCEPTIONAL ATTRIBUTES: INT -4, PER +6, DEX +4, SPD +4

LEVEL: 2-4

ATTACKS/DAMAGE: Bite: d8 (two attacks)

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

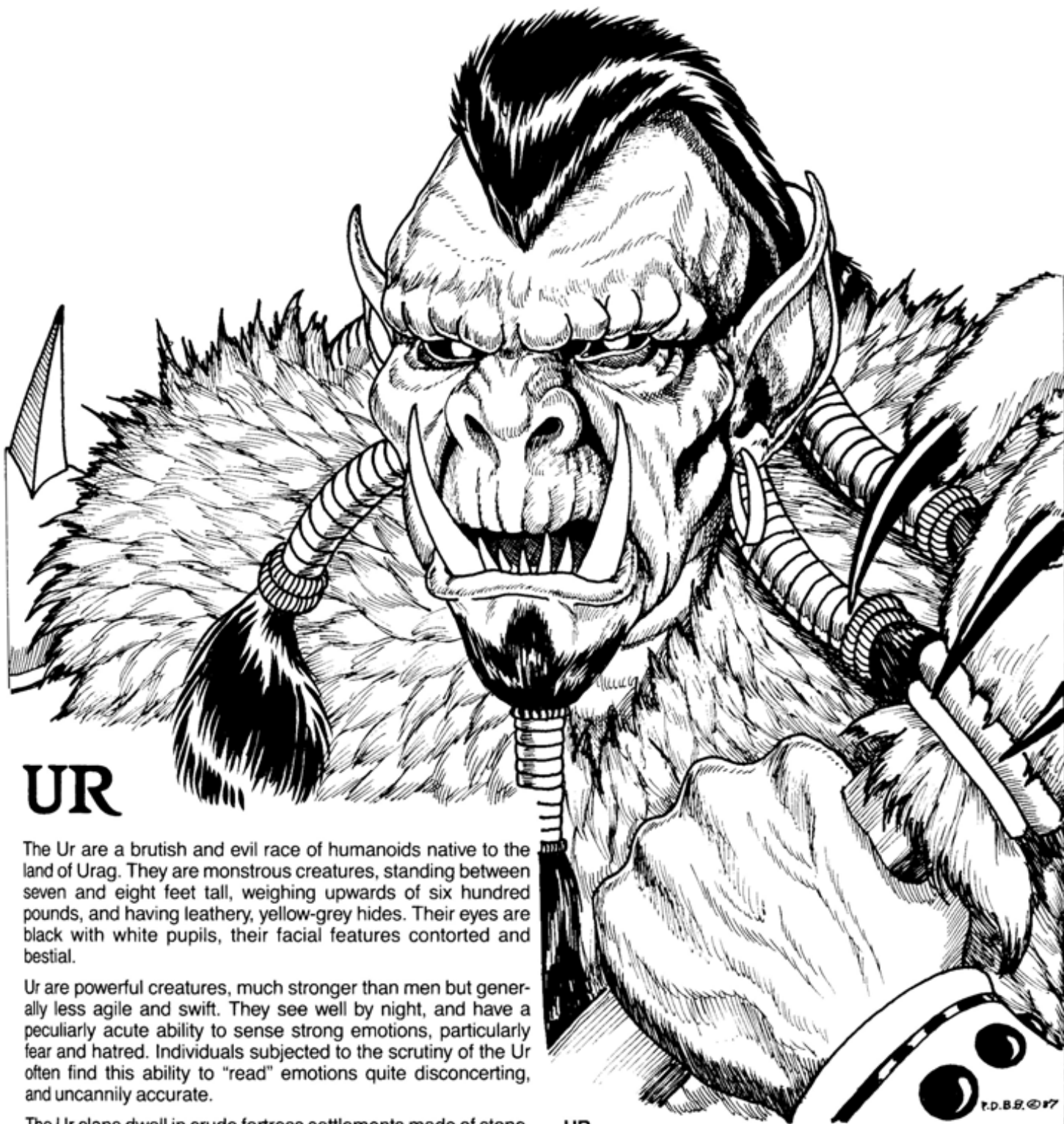
ARMOR: As per leather armor

HIT POINTS: 6-18

HABITAT: Frozen wastelands, mountains, hills of Arim, Urag (rare)

COMMENTS: The two-headed Tundra Beast is a dangerous predator. If driven by hunger, Tundra Beasts will attack even Frostweres and Frost Demons. They have no fear of men, but are sometimes panicked by fire.





UR

The Ur are a brutish and evil race of humanoids native to the land of Urag. They are monstrous creatures, standing between seven and eight feet tall, weighing upwards of six hundred pounds, and having leathery, yellow-grey hides. Their eyes are black with white pupils, their facial features contorted and bestial.

Ur are powerful creatures, much stronger than men but generally less agile and swift. They see well by night, and have a peculiarly acute ability to sense strong emotions, particularly fear and hatred. Individuals subjected to the scrutiny of the Ur often find this ability to "read" emotions quite disconcerting, and uncannily accurate.

The Ur clans dwell in crude fortress settlements made of stone, mud, and wood. They are a filthy and slovenly folk, and their settlements have polluted Urag's streams and ponds, most of which are fouled with refuse. Their war parties, mounted on armored ogriphants, range throughout the region, trailing massive siege engines of many different types: flame-throwing catapults, giant ballista, battering rams, siege towers, scourges and other such devices.

The Ur have no god, but revere the ancient and nameless stone idols that have stood in Urag for untold centuries of time. Their witch doctors claim to receive visions from these idols, and sacrifice captives taken by the Ur warriors at the feet of the cyclopean effigies.

UR

SIZE: 7'-8', 500-600+ lbs.

EXCEPTIONAL ATTRIBUTES: INT -1, PER +1, STR +6, DEX -2, CON +6, SPD -2

LEVEL: 1-12+

ATTACKS/DAMAGE: Fist: 1-6 (+ STR), or as per weapon employed

SPECIAL ABILITIES: Night vision, read emotions (range: 20 ft.)

ARMOR: Unarmored

HIT POINTS: 20-50+

HABITAT: Urag, surrounding regions

COMMENTS: The Ur are a cruel, brutish and domineering race. They are powerful creatures, skilled in the arts of warfare and siegecraft. Ur clan shamans are generally inept, few possessing abilities greater than those exhibited by charlatans.

VOID MONSTER

Void monsters are grotesque and extremely dangerous creatures who hail from the negative energy dimension known as The Void. On their home plane they are formless, having no defineable shape or substance. Magical tamperings, such as spells which open gates into other planes of existence, sometimes cause rifts in the dimensional fabric sufficient to enable a void monster to gain access to one of the positive energy dimensions (such as any of the countless material planes of existence). According to some spell casters, certain obscure summoning rituals may also be employed to this end, though the use of such magics would seem to entail an inordinate degree of risk.

When able by one means or another to manifest themselves on one of the material planes, void monsters appear as a writhing mass of oily-black tentacles, sometimes seeming to be vaguely humanoid in form. Each of a void monster's many tendrils terminates in a pulsing yellow orb, ostensibly the ocular organs of these alien creatures. Within the near proximity of a void monster, the very air seems to crackle with malignant force. This is the sound of the monster's negative energy form impacting upon the positive matter of the material plane.

The touch of a void monster can cause extensive damage to living organisms and inorganic materials alike by means of gradual disintegration (the result of contact between the opposing negative and positive forces). Conversely, contact with any form of matter or energy from the material plane causes damage to the void monster as well, and will eventually lead to the monster's disintegration. It is for this reason that weapons of any sort will do normal damage to a void monster, though such items may themselves disintegrate as a result of being employed in this manner.

It is believed that void monsters possess only rudimentary intelligence, limiting their effectiveness in combat situations. They are also quite slow, and seem to be able to navigate in the unfamiliar surroundings of the material plane only with great difficulty. Even so, they are fearsome antagonists, against whom the slightest miscalculation can result in the most grievous sort of misfortune.

VOID MONSTER

SIZE: 9'-10'; weight unknown

EXCEPTIONAL ATTRIBUTES: INT -3, PER -3, DEX -3, SPD -2

LEVEL: 4-16 +

ATTACKS/DAMAGE: Touch (tentacle): d8 negative energy damage (disintegration; 1-6 attacks per round)

SPECIAL ABILITIES: Disintegrate matter by touch

ARMOR: Unarmored

HIT POINTS: 20-40 (see COMMENTS)

HABITAT: The Void

COMMENTS: There is a 25% chance that any weapon employed against a Void Monster will disintegrate on any successful hit. Magical weapons are less susceptible to disintegration (-5% per +1 of Enchantment). Void Monsters cannot survive for long on any of the positive-energy planes, and suffer one point of damage per round when subjected to such environments. Spells or devices which employ negative (disintegrating) energy have a reversed effect on Void Monsters, who hail from the negative energy plane called The Void.





VORL

Vorls are insidious creatures whose bodies are composed entirely of animate mists and vapors. Although they are vaguely humanoid in form, vorls may alter their shape as suits their needs. Their features are amorphous, their mouth and eyes resembling little more than pulsating, dark holes.

Denizens of the Valley of Mist, vorls are evil beings of some intelligence. They prey on living creatures of all sorts, whom they seek to strangle in their trailing, misty forms. Vorls thrive on moisture, and feed on the bodily fluids of their victims. Creatures "devoured" by vorls in this manner appear as dried, mummified husks, and will crumble to dust at a touch.

Vorls cannot be harmed by ordinary weapons, and even magical weapons do little damage against their vaporous forms. Strong winds will disperse them temporarily, and spells which call into effect magical mists, cast in reverse as counterspells, can be used to dissolve them to nothingness. Vorls can also be evaporated by great surges of heat or flame, and so can be combatted with fire. As they often roam the Valley of Mist in numbers, these insubstantial beings pose a great hazard to pilgrims enroute to the Well of Saints.

VORL

SIZE: 6'6"-7' -

EXCEPTIONAL ATTRIBUTES: INT - 3 (no physical characteristics)

LEVEL: 1-8

ATTACKS DAMAGE: Touch: d8 (+ 1 per level) moisture-drain strangle per round

SPECIAL ABILITIES: Immune to non-magical weapons (magical weapons do only 1/2 damage), harmed by heat flame, can be affected by winds and magic

ARMOR: Unarmored

HIT POINTS: 10-20

HABITAT: Valley of Mists

COMMENTS: With their amorphous and mist-like forms, Vorls can pass through even the smallest openings (such as keyholes, cracks, etc.).

WANDERERS OF ASHANN

The Wanderers are the last of a race of mystics known as the Shan, whose civilization was destroyed during the Great Disaster. 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 in order 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.

Even among the Dracartans, 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 are able to 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 Talisnantans, who—like people everywhere—fear that which they cannot comprehend.

The scholarly Thystram, though evincing little enthusiasm for the concept, gave due report to the ancient Mazdak legend concerning the Wanderers, saying: "The barbaric Mazdak, while still extant, believed that it was not the Wanderers who were alive, but their staves. According to the black magicians of these people the Wanderers themselves were but lifeless cadavers, given a semblance of sentience and impetus by the staves, which the Mazdak portrayed as devils in transmogrified form." Privately, it was said of Thystram that he believed the Mazdak tale, but was afraid of publishing it in his book lest the Phaedran authorities have him confined to a place such as was commonly reserved for lunatics.



WANDERER OF ASHANN

SIZE: 7' 8"-8', weight unknown

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

LEVEL: 10 +

ATTACKS/DAMAGE: As per spell or staff

SPECIAL ABILITIES: Primary spell casting skills, ability to focus mystic energies (see COMMENTS)

ARMOR: Unarmored

HIT POINTS: 40 +

HABITAT: Wilderlands of Zaran

COMMENTS: The Wanderers of Ashann are able to concentrate their personal force into a type of focused mystical energy. This power can be used to negate the effects of spells and magical devices (as per a counterspell; effectiveness is as per the Wanderer's level multiplied by two) or to erect invisible barriers of pure energy (area of effect: 2 x 2 x 2 ft. per level). These abilities may be employed once per day, per level of the individual.



WEIRDLING

Weirdlings, or "wish-gnomes," as they are sometimes known, are strange creatures native to the dreary forestlands of Werewood. They are quite odd-looking, with shriveled features, yellowish 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 horde their treasures in underground burrows, stealing forth at night to pilfer items from other woodland creatures, unwary travelers, and so forth. Weirdlings are skilled thieves, and are often bold beyond belief. Tales of weirdlings sneaking into dragons' lairs are not as uncommon as one might reasonably expect.

According to legend, each weirdling has the ability to grant up to thirteen wishes in its lifetime, which may span over one thousand years. If caught by another creature, a weirdling must grant one of its wishes or give up its treasure, as its 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

which a weirdling may grant is always cursed, and will bring about the opposite of what is asked for. No matter the method 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.

WEIRDLING

SIZE: 2'-3'; 25-80 + lbs.

EXCEPTIONAL ATTRIBUTES: INT + 4, PER + 3, STR -4, DEX + 5, SPD + 4

LEVEL: 1-6

ATTACKS/DAMAGE: Bite: 1 point, or as per weapon employed

SPECIAL ABILITIES: Natural thieving talents, ability to grant wishes (see COMMENTS), secondary spell casting skill

ARMOR: Unarmored

HIT POINTS: 10-20

HABITAT: Forests of Werewood, surrounding regions (rare)

COMMENTS: A Weirdling can grant up to thirteen wishes in its lifetime. The creature's final wish, being cursed in nature, will always bring about the reverse of whatever it was intended to do. The "wish" itself is similar in power to a spell cast at the 20th level of ability, or so many Talisantan scholars claim.

WEREBEAST

These fearsome creatures are considered by scholars to be a cross between Ur, beastman, and lycanthromorph (a species of shape-changing man-thing or manling 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 are noted for their cruelty, and will often torture and torment their victims unless driven to less elaborate measures by extreme hunger. They are able to track prey by scent, and have superior night vision and keen hearing.



WEREBEAST

SIZE: 6'6"-7'; 290-400 + lbs.

EXCEPTIONAL ATTRIBUTES: INT -5, PER +3, STR +6, CON +3, SPD +1

LEVEL: 2-12 +

ATTACKS/DAMAGE: Bite: d8, Claws: d12 + STR

SPECIAL ABILITIES: Keen hearing, track prey by scent, superior night vision

ARMOR: As per leather armor

HIT POINTS: 20-40

HABITAT: Werewood, surrounding regions

COMMENTS: Werebeasts may be encountered singly, in mated pairs, or in packs of up to a dozen individuals. They generally lair in caves, ruins and open crypts.

WHISP

Whisps are diminutive creatures of elemental power, 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 flyers, 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: the brownish, tree-dwelling wood whisp, the aqua blue colored water whisp, and the smoky-grey night whisp.

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 serpentine and yellow stickler, or noxious magics as a surer remedy for these tiny trouble-makers.

WHISP

SIZE: 1"-6", 1-6 oz.

EXCEPTIONAL ATTRIBUTES: INT - 1, WILL -2, PER - 4, STR -10, DEX + 8, SPD + 8

LEVEL: 1

ATTACKS/DAMAGE: 1-2 with diminutive weapon, or as per spell employed

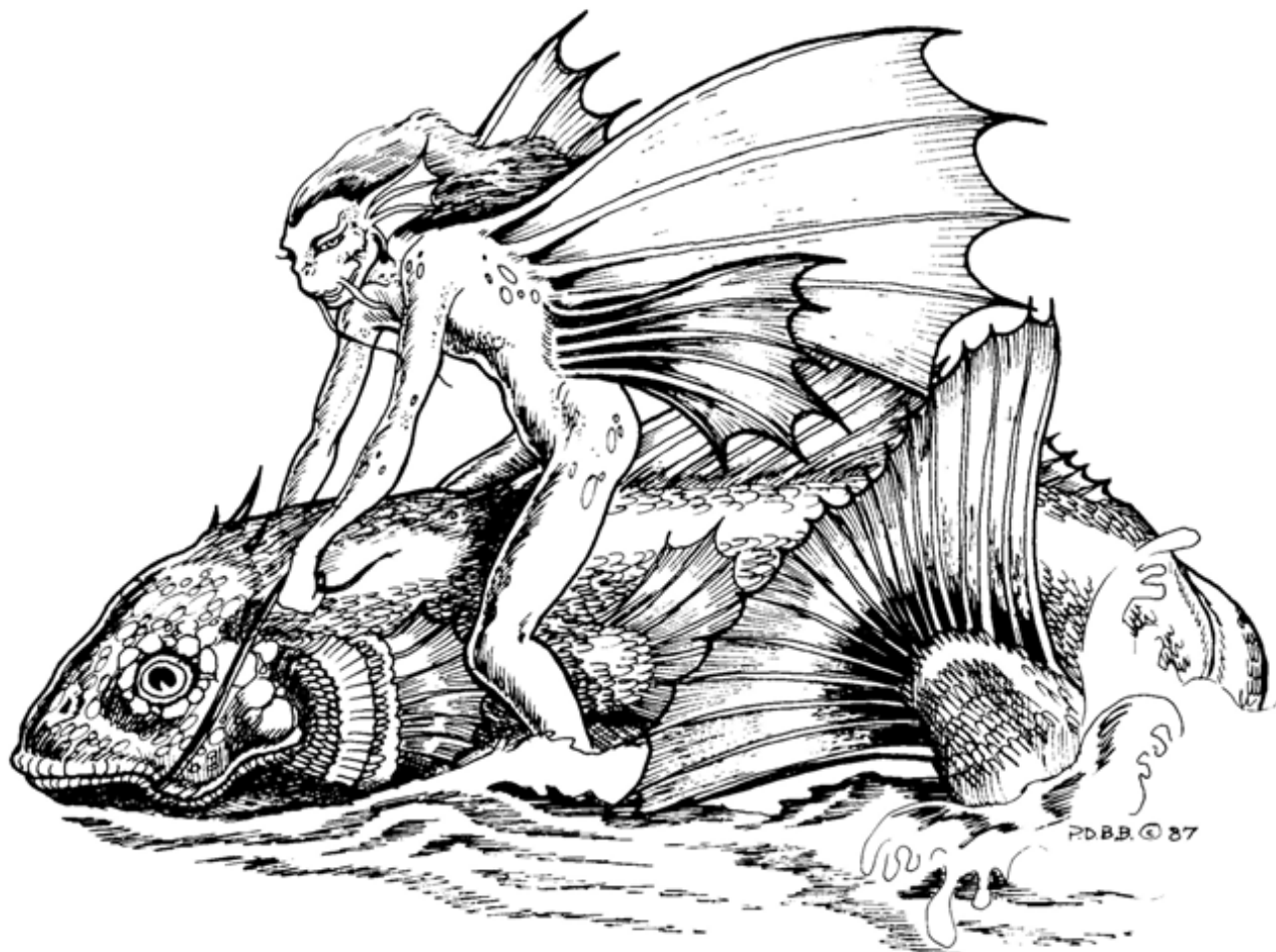
SPECIAL ABILITIES: Spell casting (maximum: 1-3 spells of elemental magic per day), flight (or swimming, for Water Whisp)

ARMOR:

HIT POINTS: 1-4

HABITAT: Forests, swamplands, wilderlands, jungles; seas and oceans (Water Whisps only)

COMMENTS: The three most common types of Whisps are: Wood Whisps, Water Whisps and Night Whisps. All are classified as minor elementals, and are magical in nature.





WILDMEN

The Wildman of Yrmania are ape-like humanoids, bestial and unpredictable in nature. Their features are typically hideous: dark eyes set deep beneath heavy brows, pointed fangs, slit-like nostrils, and shaggy hair about the head and face, generally worn in numerous braids. Rude arm-wrappings, leg-wrappings and loincloths serve as their clothes, occasionally augmented by fur capes during the winter months.

The Wildmen tribes know nothing of metal-working, employing only r'ruh ("singing" stone blades with long, leather thongs affixed to them) in combat. Addicted to the "magic" mushroom known as deadman, their warriors are fearless, immune to pain, and prone to irrational behavior. The Wildmen revere the mad god Manik, their shamans having some little skill in the concocting of various herbal mixtures. Most are incompetent spell casters, however, their minds hopelessly befuddled by their addiction to death.

The Wildmen are a prolific race, multiple births being common among their females. So many are killed or maimed in combat, or through their own insane recklessness, that their numbers probably never exceed a few thousand, however. Tribal groups range in size from thirty to three hundred or so, their numbers constantly dwindling or increasing as individuals wander about from place to place.

WILDMAN

SIZE: 5'6"-6'2", 130-230 lbs.

EXCEPTIONAL ATTRIBUTES: INT -4, PER -3, STR +3, DEX +2, CON +5

LEVEL: 1 +

ATTACKS/DAMAGE: As per weapon employed

SPECIAL ABILITIES: Immune to fear or pain while under influence of "magic" mushroom (skullcap)

ARMOR: Unarmored

HIT POINTS: 12 +

HABITAT: Badlands of Yrmania, surrounding regions

COMMENTS: The Wildmen of Yrmania are quite insane, bizarre and entirely unpredictable behavior being the norm for these folk.



WINGED APE

The winged ape is a rare and unusual species of simian found in various tropical jungles throughout Talislanta. Commonly found inhabiting tropical jungles and rain forests, these creatures are carnivorous in nature, and decidedly unfriendly. Their bodies are covered with tawny white fur, and their eyes are bright blue in color. The natural weaponry of a winged ape is formidable, and includes long, curved fangs and raking talons. A single horn protrudes from the forehead, its purpose being perhaps more ornamental than functional. Their bat-like wings are suitable mainly for gliding; winged apes are incapable of prolonged flight or exceptional maneuverability in the air.

Winged apes are very strong, and are savage predators not easily deterred. They lair in caves for the most part, though some few are said to reside in the branches of tall trees. Snakes, birds, and various small to medium-sized mammals are their usual prey, though winged apes will not hesitate to attack men if hungry or provoked. Not noted for exceptional intelligence, they can sometimes be baffled by illusions and other minor magics. Winged apes are resistant to poisons of all

sorts, the thick hide of these creatures conferring protection equivalent in value to leather armor. Mated pairs often hunt together, gliding from tree to tree in search of prey. Males are very protective of their mates, and will fight to the death if the female is attacked. Otherwise, winged apes shun heroics, finding few meals worth the cost of dying.

WINGED APE

SIZE: 6'-7', 400-600 lbs.

EXCEPTIONAL ATTRIBUTES: INT -2, WILL +4, STR +6, DEX -2, CON +4, SPD +1

LEVEL: 1-6+

ATTACKS/DAMAGE: Claws: d10 + STR or Strangle: d8 + STR (per round)

SPECIAL ABILITIES: Gliding, limited flight

ARMOR: As per leather armor

HIT POINTS: 20-30 +

HABITAT: Tropical jungles, rain forests, swamplands (rare)

COMMENTS: Winged Apes are poor flyers incapable of stealth or speed while airborne. They fight savagely, particularly if a mate is threatened with harm.

WINGED VIPERS

These bat-winged serpents are typically green and yellow in coloration, enabling them to hide amidst the leafy branches of trees. They normally prey on small birds and lizards, but will attack even the largest creatures if hungry or disturbed. A nocturnal species that feeds primarily on bats is also known to exist. Despite claims to the contrary, winged vipers are poor flyers, and are unable to maneuver swiftly while in the air. Their venom, though seldom deadly to man-sized creatures, is nonetheless quite unpleasant.

Like the majority of Talislantan serpents, the winged viper is covered with rows of tough, overlapping scales, which afford the creature protection from the smaller and less-determined sorts of predators. Scales taken from the largest of these serpents are sometimes used to make a most decorative sort of leather-like armor. Winged vipers may grow to lengths in excess of ten feet.

WINGED VIPER

SIZE: 2'-12', 2-24 + lbs.

EXCEPTIONAL ATTRIBUTES: INT -6, PER +3, STR -2, DEX +1, SPD +5
LEVEL: 1-4

ATTACKS/DAMAGE: Bite: 1-4 (+1 pt. venom per level)

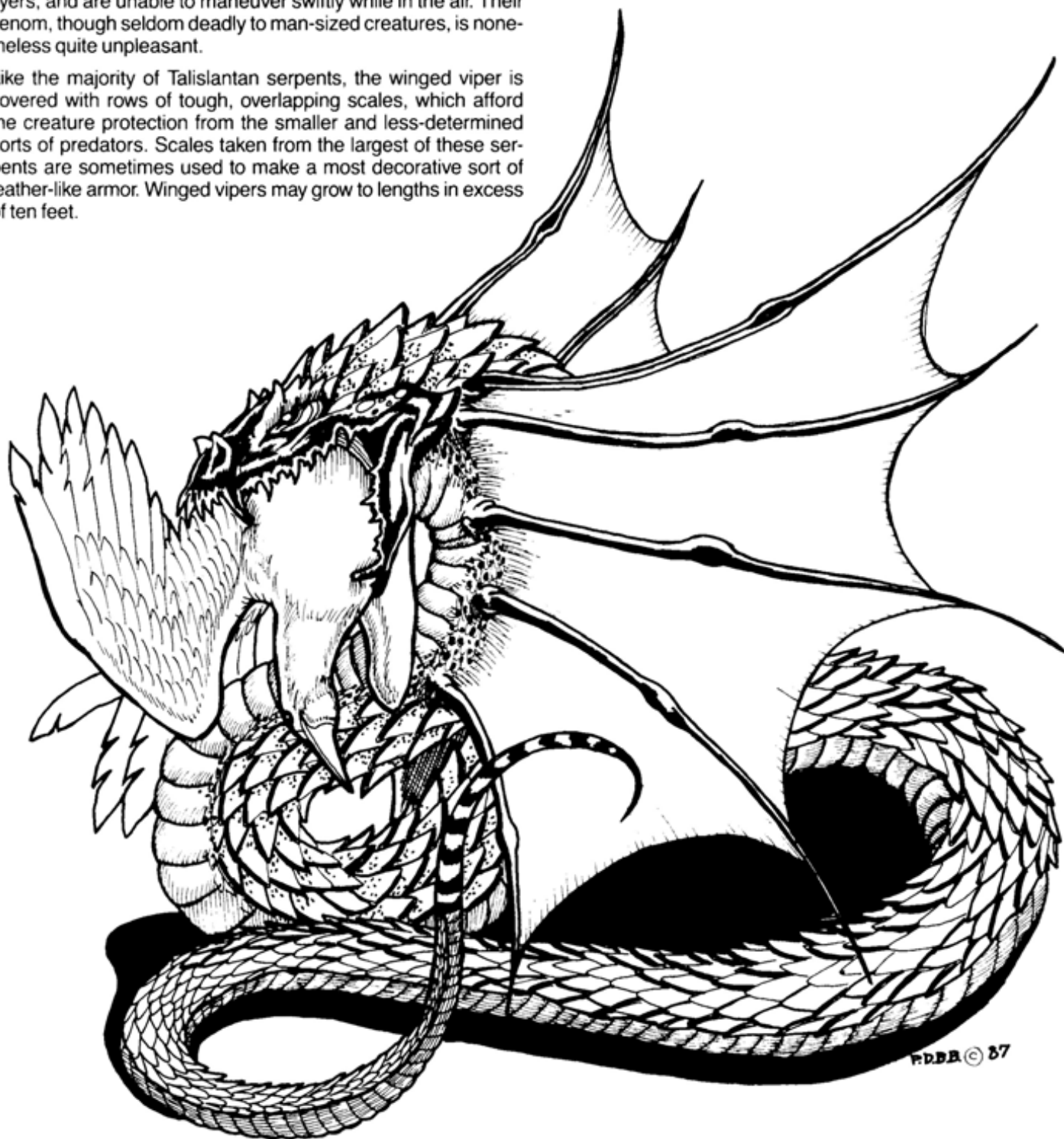
SPECIAL ABILITIES: Flight, natural camouflage (-2 PER rolls to spot in trees)

ARMOR: As per leather armor

HIT POINTS:

HABITAT: Tropical jungles, rain forests, swamps and marshes

COMMENTS: Although the Winged Viper is not in the strictest sense a constrictor, it often winds about its prey, enabling it to bite at close range. The serpent is particularly fond of scintilla (Water Raknid's eggs) and the eggs of avian creatures.



YAKSHA

Deemed the fiercest of Talislantan creatures, Yaksha are giant, fur-covered humanoids who inhabit various forests, hills, and mountain ranges across much of the continent. They are hideous to behold, having yellowish eyes, pointed ears, and gnashing fangs. Their bodies are covered with long, brown shag, their hands and feet equipped with sharp claws. Fully grown, Yaksha may measure as much as eight feet in height and weigh up to eight hundred pounds.

Yaksha are known for their almost total lack of fear or reason. Their customary mode of attack is to leap forth from hiding, slashing with their claws and shrieking hideously. If able to get ahold of its intended victim, a Yaksha may attempt to subdue the hapless creature by dashing it against a tree, rock, or anything else that is handy. Once a Yaksha has tasted blood, it will fight to the death, ignoring even the most grievous damage inflicted upon it. It has been reliably reported that spells of influence or control have no effect whatever upon these creatures, whose single-minded desire to rend and kill is exceeded only by their inhuman strength and fury.

The Ur clans of Urag favor the use of mummified Yaksha paws, claws extended and affixed to wooden hafts, as war clubs. Ownership of such grisly weapons is generally limited only to Ur chieftains and witch doctors, and is considered a mark of unsurpassed courage, or extreme good fortune. In actuality, most of these items are obtained from aged or infirm Yaksha, for the Ur have an almost unreasoning fear of these beasts. An arctic species of Yaksha, the white-furred Frostwere, is known to inhabit the wastes of Narandu and other frigid climes.

YAKSHA

SIZE: 7'-8', 700-800 lbs.

EXCEPTIONAL ATTRIBUTES: INT -3, PER +2, STR +7, CON +4

LEVEL: 6-16

ATTACKS/DAMAGE: Claws: d10 + STR, Bite: d6

SPECIAL ABILITIES: Immunity to spells of control/influence, strong climbers

ARMOR: As per leather armor

HIT POINTS: 25-55

HABITAT: Hills, mountains, forestlands, arctic regions (Frostwere only)

COMMENTS: Once a Yaksha has tasted blood, it will fight to the death, regardless of circumstances. An arctic species of Yaksha, known as Frostweres, is also known to exist.



ZARATAN

SIZE: 20'-30' +, 2-5 + tons

EXCEPTIONAL ATTRIBUTES: INT -4, STR +7, DEX -2, CON +7, SPD +2

LEVEL: 4-16 +

ATTACKS/DAMAGE: Bite: d10, Claws: d12, or Ram: 2d12

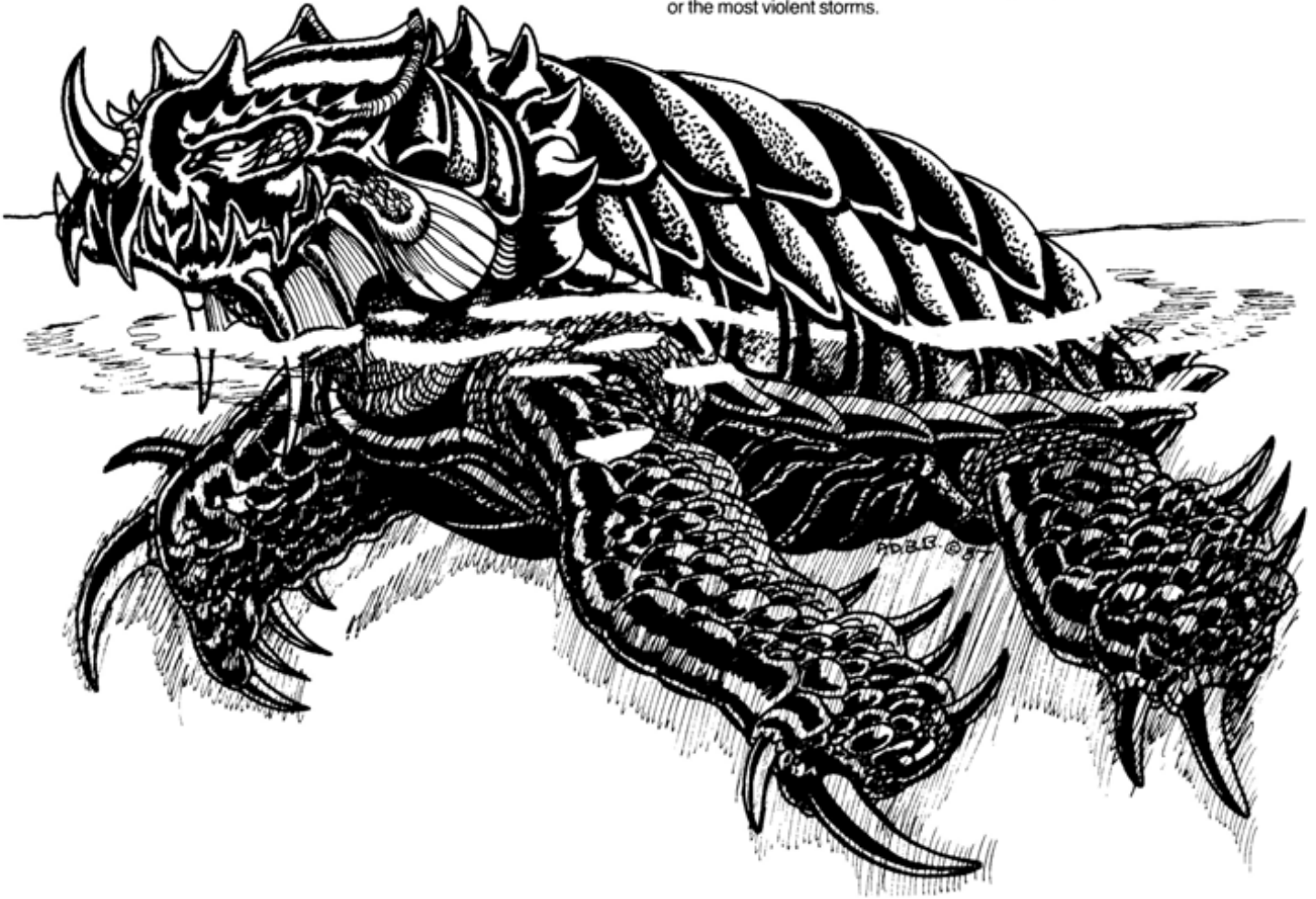
SPECIAL ABILITIES: Swimming/water-breathing, resistance to heat and cold, high constitution (see COMMENTS)

ARMOR: As per plate armor

HIT POINTS: 30-70

HABITAT: Seas and oceans

COMMENTS: Zaratan are rugged creatures able to withstand extremes of temperature (1/2 damage from heat or cold), the pressures of the ocean depths, or the most violent storms.



ZARATAN

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 twenty 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.

Though frightening to behold in the wild, Zaratan are beneficial to man. The presence of even a few Zaratan is usually sufficient to discourage the depredations of rainbow kra and sea demons, both of which are hesitant to linger within ramming range of these aquatic behemoths. In herds, Zaratan have been known to drive off sea dragons or sink entire fleets of ships.

TALISLANTAN FLORA

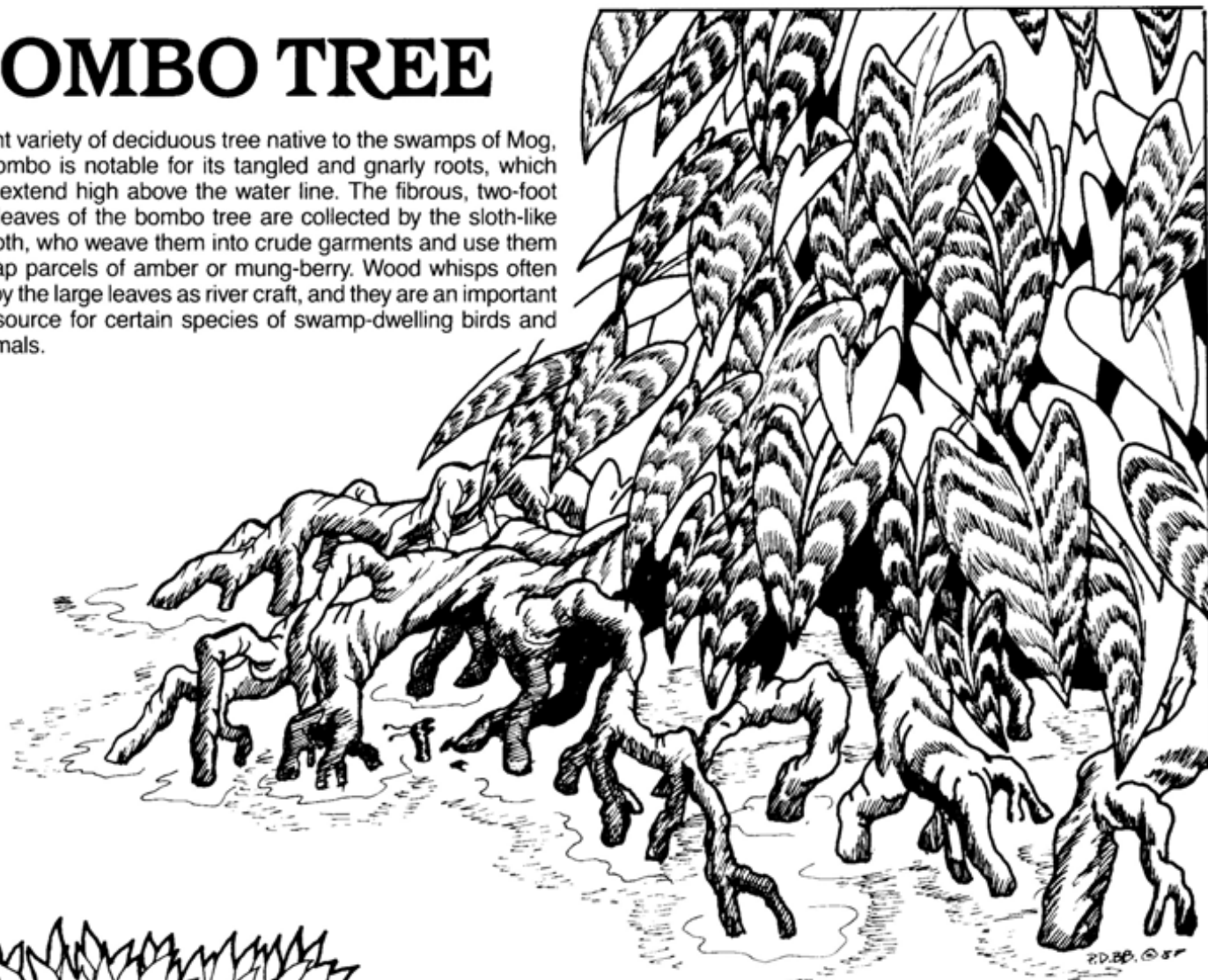
The Talislantan continent is home to an astounding variety of plantlife: flowers of various shapes, colors and sizes; blossoms which exude a thousand different scents and sensations; trees that tower above the land, and pale organisms which grow far beneath the surface; plants which shriek, amble about, entwine, strangle, expel clouds of spores or seeds into the air, float upon the waves, thrive in the deepest ocean depths, and so on, in endless variation.

The following section includes no more than a sample of the many species of plants native to Talislanta. The aspiring naturalist can discover countless others with little expenditure of effort, such is the splendid profusion of plantlife which is to be found upon the Talislantan continent.



BOMBO TREE

A giant variety of deciduous tree native to the swamps of Mog, the bombo is notable for its tangled and gnarly roots, which often extend high above the water line. The fibrous, two-foot wide leaves of the bombo tree are collected by the sloth-like Mogroth, who weave them into crude garments and use them to wrap parcels of amber or mung-berry. Wood whisps often employ the large leaves as river craft, and they are an important food source for certain species of swamp-dwelling birds and mammals.



BARGE TREE

The barge tree is an unusual species of squat, stumpy-limbed tree native to the Sinking Land. Notable primarily for its unusual, flat-edged roots, barge trees actually 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, which are said to resemble large pomegranates in appearance, taste, and nutritive value. 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.

MUNG-BERRY TREE

The mung-berry is a large variety of fruiting tree found only in the swamplands of Mog. Notable for its extreme bitterness, the leaves and berries of this tree form a substantial part of the Mogroth's diet, and have certain practical uses as well. The juice of the mung-berries is so incredibly bitter that it serves to repel biting insects and certain other pests, including the noxious insectoids known as flits. When boiled in vinegar, the leaves of the mung-berry yield a waxy glue with excellent adhesive properties. As Mogroth do not take kindly to the stripping of their precious mung-berry trees, the leaves and berries are sometimes difficult to obtain. Accordingly, these substances bring a fair price in many regions (as much as twenty gold lumens per pound for mung-berries, half this figure for the leaves alone).



D'OKO

The d'oko is a colorful, nine foot tall species of flowering plant resembling in many respects a giant lotus. Employed as living plant houses by the Green Men of Talislanta's Dark Coast, d'oko are hardy perennials, growing new blossoms during the spring of each year. Having been tended by Green Men for so many generations, these great flowering plants supposedly no longer possess the ability to reproduce by themselves. Rather, it is the interaction of Green Men moving from plant to plant that is said to perform the function of pollination for the d'oko. In return, the Green Men obtain shelter and nourishment (d'oko pollen and nectar) from the plants, constituting a symbiotic relationship of sorts.



NEEDLELEAF

One of the more dangerous Talislantan plants, the needleleaf is found in temperate forest regions, such as Werewood and Silvanus. Light green in color with thick, spongy leaves, the needleleaf is classified as a variety of succulent. The plant is sensitive to vibrations occurring within approximately a ten foot radius area. In response to such stimuli, the plant launches a shower of inch-long, barbed needles. The needles contain a mild toxin that causes a most unpleasant burning and itching sensation. Worse yet, permanent blindness can result if the plant's spiny projectiles strike a creature's eyes. A mature needleleaf may have sufficient needles to launch up to a dozen such attacks, a period of about ten days being required before the plant can manufacture a new supply of ammunition.

NEEDLELEAF

SIZE: 2'-8', 4-40 lbs.

EXCEPTIONAL ATTRIBUTES: All negligible

LEVEL: 1

ATTACKS/DAMAGE: Needles: 1-2 pts. (causes a painful burning/itching for up to 10 minutes)

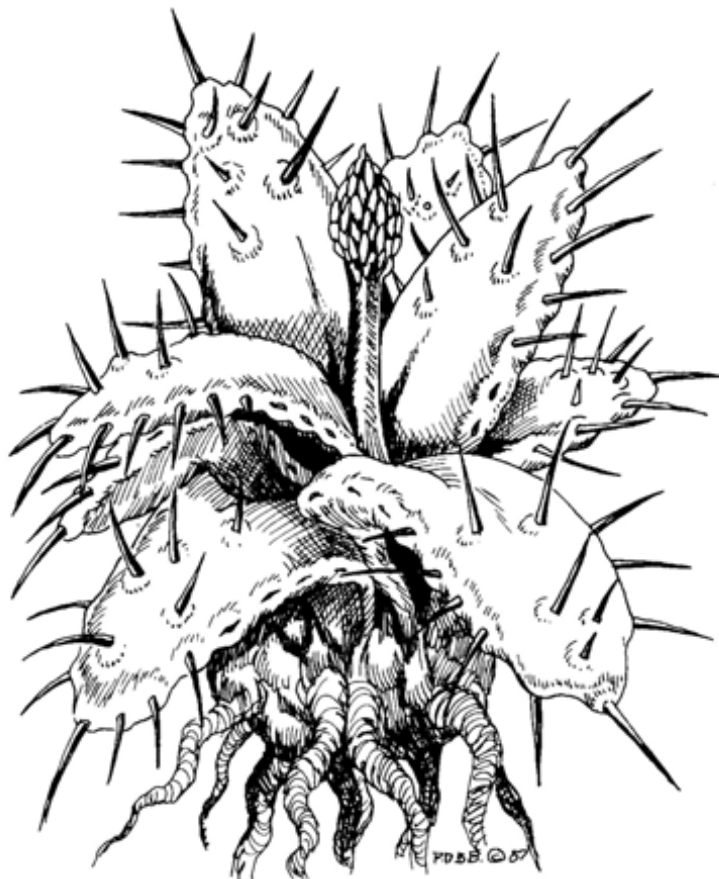
SPECIAL ABILITIES: Ability to launch a shower of barbed needles (range: 10 ft.)

ARMOR: Unarmored

HIT POINTS: 1-2

HABITAT: Jungles, temperate forests, wilderlands (rare)

COMMENTS: Needleleaf is not a sentient organism, but reacts reflexively to vibrations caused by living creatures moving within its immediate (10 ft.) vicinity. Whisps are known to employ the plant's needles as diminutive "arrows," or "javelins."



SERPENTVINE

Serpentine is an unusual species of carnivorous plant found growing amongst the branches of swamp trees. The plant is aptly named, for its vines terminate in fibrous pods which very much resemble the heads of small serpents. Normally subsisting on a diet of small birds, lizards, and insects, serpentvine poses little threat to larger creatures. Its pods, which may number as many as a dozen on a large plant, are nonetheless capable of delivering a nasty bite to those who fail to exercise an appropriate degree of caution. As serpentvine is a proven deterrent against wood whisps, flits, and other diminutive pests, it is in demand in some places. Spell casters and alchemists with an interest in horticulture (and/or pest control) also favor this plant. As such, healthy specimens have been known to bring prices of up to one hundred gold lumens, this partially due to the difficulties inherent in the removal of these plants from their natural environment.

SERPENTVINE

SIZE: 1'-3', 1-2 lbs.

EXCEPTIONAL ATTRIBUTES: INT/WILL -10 (virtually none), PER +1, STR -5

LEVEL: 1

ATTACKS/DAMAGE: Bite: 1 point (one attack per tendrill)

SPECIAL ABILITIES: Animate tendrils/biting "pods" (see COMMENTS)

ARMOR: Unarmored

HIT POINTS: 1-2

HABITAT: Swamplands, bogs, junglelands, tropical rain forests (rare)

COMMENTS: A mature Serpentine may have up to a dozen biting pods. Lost or damaged pods generally grow back within a week's time.



SCARLET SPOROZOID

The scarlet sporozoid is a small, blood-red variety of mushroom found only in dark, damp environs such as swamps, caverns, and ancient crypts. If disturbed or approached carelessly, the fungus will expel a cloud of crimson spores in a five foot radius area. Each of the tiny spores is a living, feeding entity that will greedily devour organic substances of any sort: hide, flesh, and even bone included. The spores feed continuously until the unfortunate victim is dead, new scarlet sporozoids then growing from the unwitting host's corpse. The parent plant dies soon after releasing its spores.

Only fire or strong acid will kill the malignant spores, neither treatment being without its own harmful side effects to victims infected by these insidious organisms. Some magicians claim that radiant magical light, cast directly upon a scarlet sporozoid, will render it temporarily unable to expel its deadly spores. If placed in a sealable glass jar (preferably by some individual occasioned to feats of derring-do), the spore dust may then be obtained with little risk, and later employed for a variety of purposes. I am told it makes an excellent weed killer, among other, less benign uses.

"Viridian's Florilegium," in response to the question of whether the scarlet sporozoid is most accurately classified as a plant or animal, professes an uncharacteristic ambivalence. Wrote Viridian: "The entity defies classification; it is uncanny, disturbingly alien in semblance, and unlike any other living organism native to Talislanta. To intimate that these insidious parasites simply dropped from the sky may border upon the absurd; nonetheless, the possibility that the scarlet sporozoid may have originated from some other world cannot be easily discounted."

SCARLET SPOROZOID

SIZE: 2"-12", 1-6 oz.

EXCEPTIONAL ATTRIBUTES: All negligible

LEVEL: 1

ATTACKS/DAMAGE: Spores: d6 per round (see COMMENTS)

SPECIAL ABILITIES: Rendered impotent by radiant light. spores harmed only by fire acid anti-parasitic purge

ARMOR: Unarmored

HIT POINTS: 1-2 (mushroom)

HABITAT: Subterranean caves, grottoes, crypts, swamplands

COMMENTS: Scarlet Sporozoids are able to expel a cloud of spores in a five foot radius area. The spores feed until the victim is dead, then slowly metamorphosize into mushrooms. The remainder of the corpse serves as food for the growing Sporozoids.



STRANGLE-VINE

Stranglevine is a rugged species of parasitic plant found in most jungle and forest regions of Talislanta. In its native environment, the plant is difficult to detect, for it intertwines itself in the branches of other trees and shrubs. When an animal or other 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.

Only creatures possessing great strength will be able to break free of the constricting vines, which are resistant to cutting and, to a lesser extent, burning. The plant's root system is far more vulnerable to damage, though it can be difficult to locate in a crisis. 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. The vines are easily cultivated from seeds or cuttings, though feeding can present a problem.

STRANGLEVINE

SIZE: 10-80 + ft., averaging 1 lb. per ft. of length

EXCEPTIONAL ATTRIBUTES: STR +3, SPD +1 (all other attributes are negligible)

LEVEL: 1-3

ATTACKS/DAMAGE: Constriction: d6 per round (number of attacks based on number of tendrils; see COMMENTS)

SPECIAL ABILITIES: Limited motility

ARMOR: Tendrils as per chain mail, roots: unarmored

HIT POINTS: 2 points per tendril (per level of the plant)

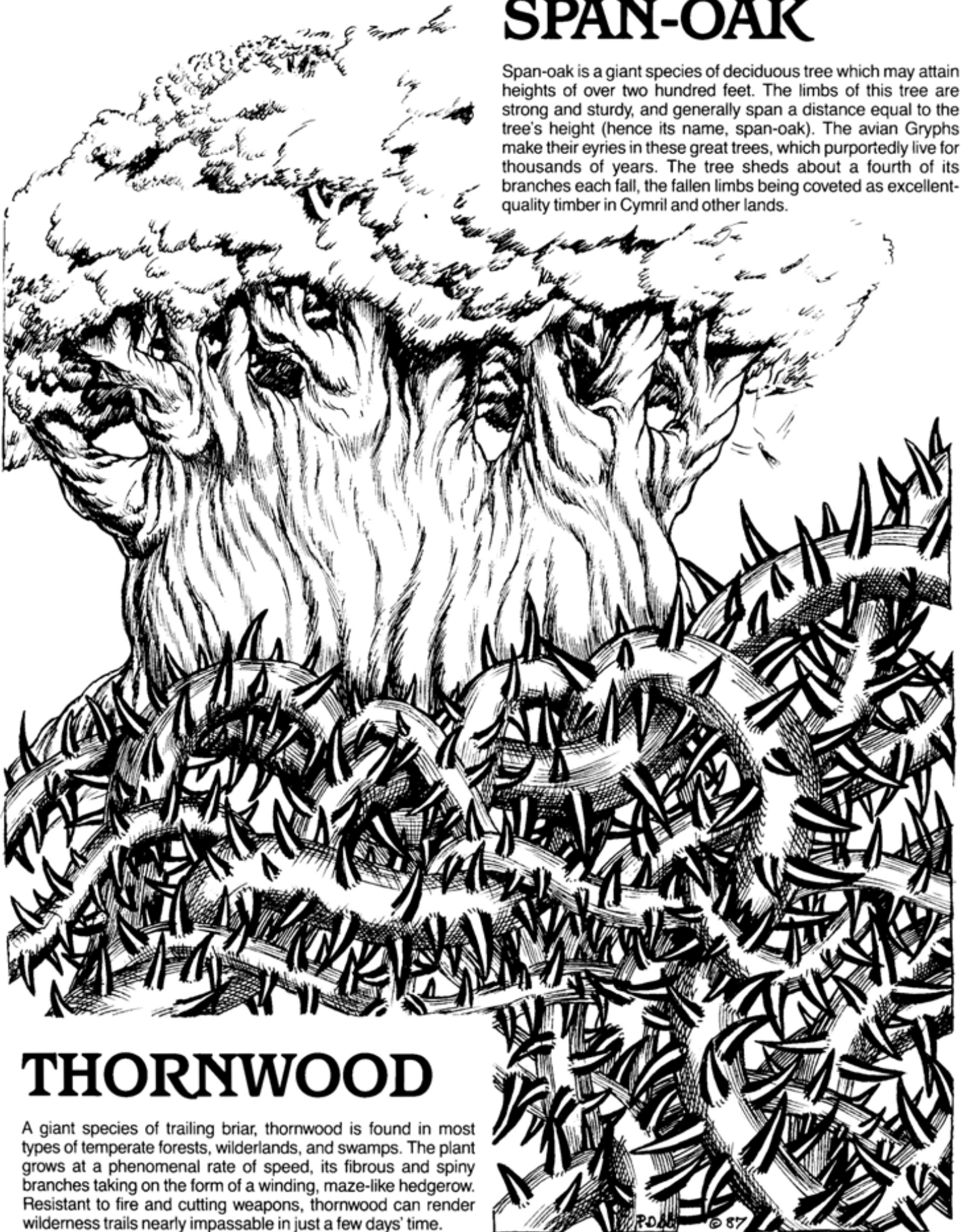
HABITAT: Forests, junglelands, swamplands

COMMENTS: Stranglevine may possess a limited sort of sentience, though scholars disagree on this issue. A mature plant can have as many as six tendrils; an ancient plant, up to twelve. The root, once unearthed, is highly vulnerable and easily destroyed.



SPAN-OAK

Span-oak is a giant species of deciduous tree which may attain heights of over two hundred feet. The limbs of this tree are strong and sturdy, and generally span a distance equal to the tree's height (hence its name, span-oak). 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 Cymril and other lands.



THORNWOOD

A giant species of trailing briar, thornwood is found in most types of temperate forests, wilderlands, and swamps. The plant grows at a phenomenal rate of speed, its fibrous and spiny branches taking on the form of a winding, maze-like hedgerow. Resistant to fire and cutting weapons, thornwood can render wilderness trails nearly impassable in just a few days' time.



TANGLEWOOD

A giant and animate variety of deciduous tree, Tanglewood is notable for its singularly malicious tendencies. The tree, which seems possessed of the instincts of a deranged killer, will attack anything that comes within reach of its coiling branches. Its customary form of attack is to ensnare a creature or object and lift its catch high above the ground. The victim (or object, as the case may be) will typically be held in this manner until the onset of winter, when the tanglewood tree sheds its leaves, along with anything else it has managed to entangle in its branches. Living creatures captured by a tanglewood tree and unable to effect an escape often slowly expire from hunger, thirst, or exposure to the elements. The tree itself may receive some small nutritive benefit from the decomposing bodies of its victims, or may simply enjoy inflicting harm on other lifeforms.

"Viridian's Florilegium," far and away the most authoritative book in the field, warns against attempts to cultivate the tree from either seeds or cuttings. Quoth the author: "Cuttings made from the Tanglewood tree display an alarming degree of animation, and perhaps even sentience. If transported in glass containers, the stems expand until the glass cracks under pressure; if a metal chest is used, the cutting will sprout rootlike tendrils which actively seek egress through keyhole, hinge or other small aperture; wood is similarly ineffective, the plant's tendrils being capable of penetrating this substance as if by osmosis.

The seeds of the Tanglewood are, first of all, difficult to obtain: the tree makes its seeds but once each year, dispersing the spiny seed pods into the air within hours of their appearance. More importantly, the seed-pod explodes from the internal pressure generated upon germination, sending its four-inch spines hurtling through the air like deadly missiles. The force of the seed-pod's explosion is sufficient to shatter glass or wood containers, and to blow open all but the sturdiest or largest metal chests; at close range, the pod's spines can penetrate even metal armor."



TANGLEWOOD

SIZE: 25-50+ ft., weight unknown

EXCEPTIONAL ATTRIBUTES: All negligible except STR + 3, SPD + 1

LEVEL: 3-4

ATTACKS/DAMAGE: Tendrils: entangle victims (roll vs STR at -2 to escape), pod explosion: d12

SPECIAL ABILITIES: Entangle creatures in animate tendrils

ARMOR: Bark is as per chain mail

HIT POINTS: 30-40 (tendrils: 2-8 points to sever)

HABITAT: Temperate forests and woodlands

COMMENTS: Tanglewood possesses a limited form of sentience, and responds to painful stimuli (heat, cutting, etc.) with a vigorous flailing of its tendrils.

VIOLET CREEPER

Violet creeper is a rare species of ambulatory shrub native to certain 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 strangle 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 which 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 shamble away as quickly as it can.

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 approached during daylight, it is supposedly possible to gently uproot young violet creepers and take them into captivity, though one should exercise caution with regard to the transplanting and maintenance of these shrubs, especially during the evening hours.

VIOLET CREEPER

SIZE: 6'-7', 100-250 lbs.

EXCEPTIONAL ATTRIBUTES: All negligible except INT -3, SPD -1

LEVEL: 1-3

ATTACKS/DAMAGE: Blood drain: d4 per minute

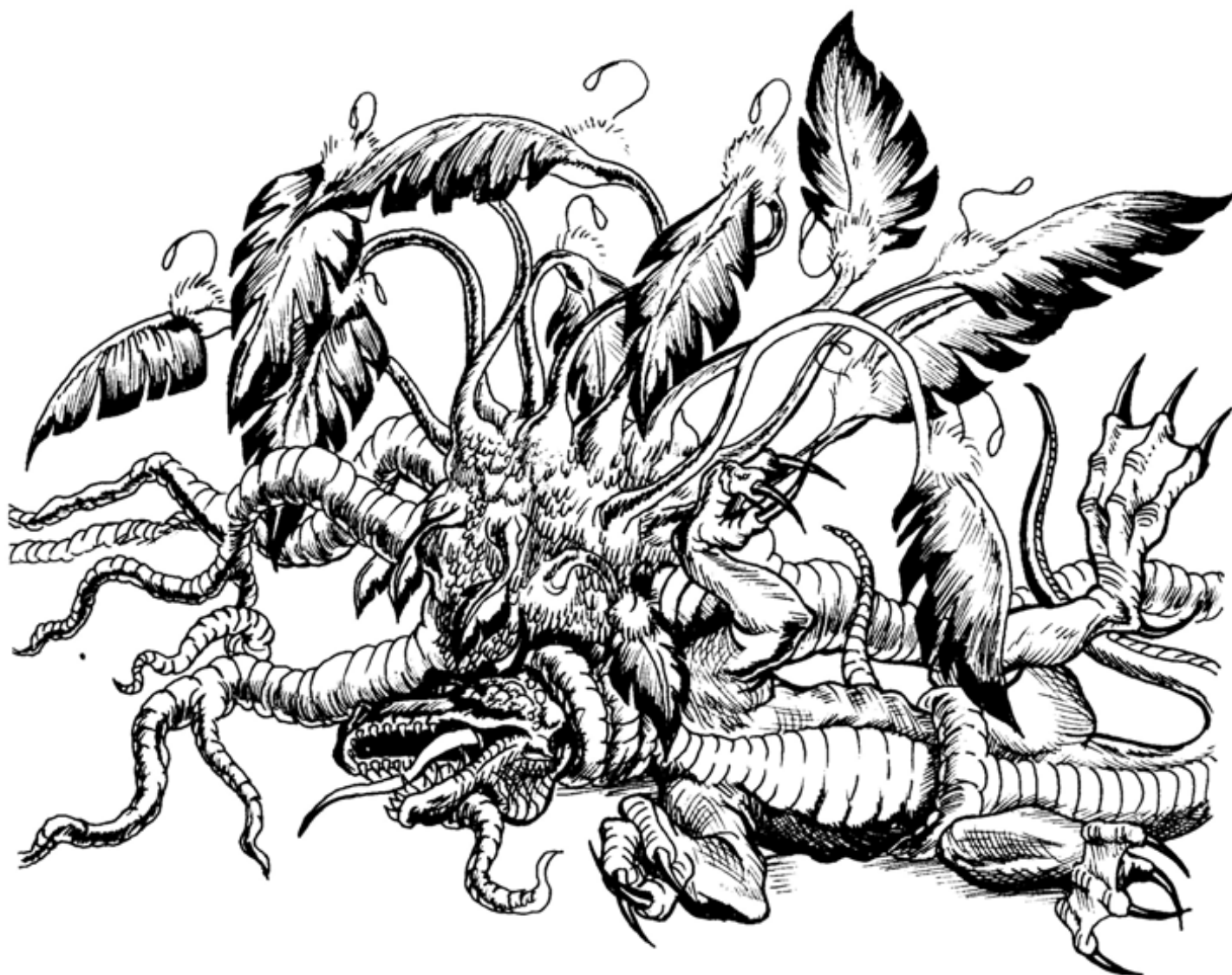
SPECIAL ABILITIES: Shoots exude anesthetizing fluid (attack cannot be felt), limited motility

ARMOR: As per leather armor

HIT POINTS: 2-8

HABITAT: Temperate forests, jungles; marshlands and wilderlands (rare)

COMMENTS: Violet Creepers are generally timid, though groups of these shrubs may be less prone to intimidation than individual plants. In large groves, Violet Creepers may even exhibit aggressive behavior, though such occurrences are quite rare.



VIRIDIA

A hybrid plant with many practical uses, viridia was developed several hundred years ago by the legendary Viridian, a magician and author of some note. Seeking to create the ideal cultivated plant, Viridian spent over forty years isolating, categorizing and combining plant essences.

The result of the fabled magician's labors was a plant of uncommon virtues. Growing ten feet per year, up to a maximum height of one hundred feet, all parts of the viridia plant are useful: viridia root is a nutritious tuber, and can be ground into flour for baking. The limbs and trunk can be burned as fuel, and the leaves make a passable mulch. The viridia's large, four to six foot-long pods are of use as one-man skiffs. Its tendrils exceed rattan in strength and durability, and the fibrous down found in the viridia's pods can be woven into a fine, supple linen.

Perhaps one of Viridian's finest achievements, the viridia plant is not without certain minor flaws. Developed to be hardy and long-lived, the plant grows with wild abandon, choking other forms of vegetation in its tendrils. Viridia bark is resistant to fire, and its root system grows so deep in the soil that the plant is practically impossible to remove or kill once it has attained a height of four feet or more.



WHISPER-WEED

Whisperweed is a rare species of plant practically indistinguishable from the most common varieties of grassy weeds. So ordinary is this plant's appearance that even the most highly skilled horticulturists can accurately identify it only about half the time; an unfortunate situation, considering the fascinating properties of this most unusual organism.

Whisperweed derives its name from the plant's ability to "speak" softly when swayed by the slightest breeze. More incredibly, the plant whispers the most astonishing things: long-lost secrets, ancient incantations, legends, bits of verse, and more. How whisperweeds come to know such things, and how the plants are able to speak, are mysteries which as yet remain unsolved. As it is not possible to cultivate or grow this uncanny plant except in the wild, the discovery of a patch of whisperweed is deemed a rare find indeed.



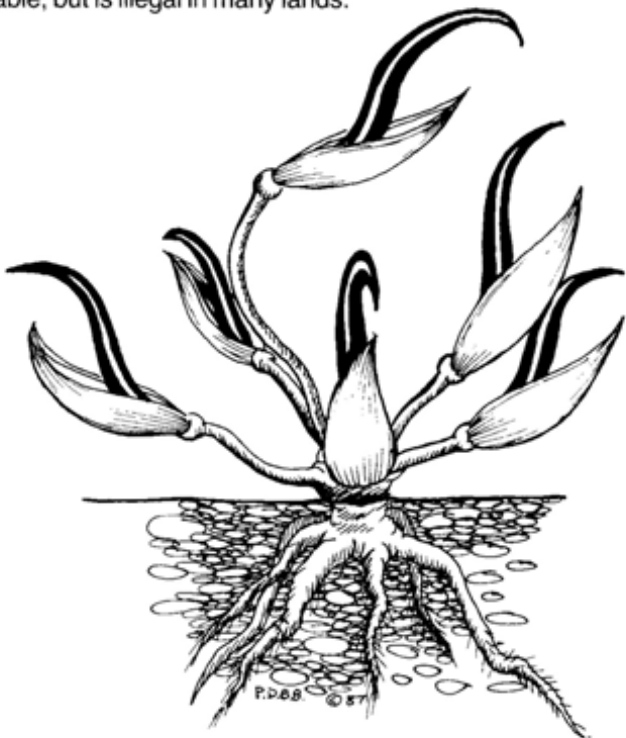
YELLOW STICKLER

The yellow stickler is a peculiar plant native to various temperate forest and jungle regions of Talislanta. Standing up to five feet in height, the stickler's long, golden leaves exude a sap with remarkable adhesive properties. The plant feeds on insects of all sorts, which become stuck to its leaves, and eventually die. The decaying insect then provides nutrients which the plant absorbs by the process of osmosis. So sticky is the plant's sap that careless woodwhisks may be trapped by it, and

Deadman: A pale white plant which thrives only in darkness, deadman is commonly found in caves, the hollows of rotting trees, and so forth. The leaves of this plant exude a lethal toxic contact poison, a single touch often being sufficient to cause death within two to five minutes' time. Deadman sells for over two hundred gold lumens per dram on the black market, and is a favorite of assassins from Arim to Rajanistan.



Devilroot: Devilroot is a rare species of plant recognizable by its blue-black, "horned" leaves. The plant's forked root is a deep crimson in color, and averages about twelve inches in length when fully grown. When dried and prepared in the proper fashion, the root yields a powder with virulently toxic properties. A single dose, taken internally, can cause death within just a few moments. The timely administration of a poison antidote will generally counter the plant's toxic effects though victims may suffer long-term effects (reduction in strength or constitution, lasting from two to twelve weeks). Devilroot powder can sell for up to three hundred gold lumens per dose when available, but is illegal in many lands.



K'Tallah: K'tallah is a rare variety of swamp plant with a serpentine stem and circular, grey-green leaves. The leaves of this plant contain a resinous substance which, when 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, k'tallah is highly addictive. Individuals experimenting with the drug as few as a half dozen times often become completely reliant upon its euphoric and mind-expanding properties. Persons addicted to k'tallah must partake of the sub-

stance 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.

A single, one-dram leaf of common k'tallah can seldom be obtained for less than one hundred gold lumens. The rare and more repugnant variety, known as "death wish k'tallah," is said to command up to one thousand gold lumens per dram. Despite the risks entailed in the use of this perilous substance, k'tallah is popular in Rajanistan, and among certain black magical orders and cults.



Lotus: The lotus is a variety of water lily common to certain swamplands and jungle regions. Three species are considered particularly valuable: green lotus, scarlet lotus, and black lotus. The pollen of the green lotus, prepared in a potion, allows the drinker to communicate empathically with all manner of plants and trees. Its cost is generally twenty gold lumens per dram. Scarlet lotus, costing as much as fifty gold lumens per dram, is a subtle, mind-influencing substance. Its powder renders those who take it susceptible to the commands of others.

The powder or smoke of the black lotus possesses powerful narcotic, hallucinogenic, and mind-expanding properties. A single dram, costing as much as two hundred gold lumens, bestows upon the user the powers of e.s.p., clairvoyance, and clairaudience for up to one hour. Heavy users claim the effective range of these extra-sensory abilities increases with use, from as little as one hundred feet to as much as one thousand miles. Repeated use of this substance, however, runs a 1% cumulative risk of black lotus addiction. Despite this potential danger, the powder of the black lotus is often favored by those who seek power over their enemies.

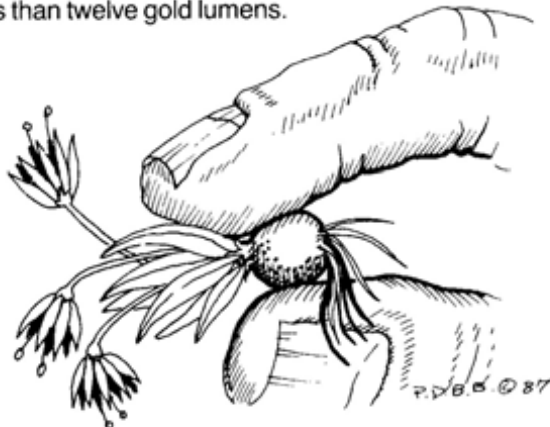
A multi-hued variety, known as rainbow lotus, is cultivated by the Mandalan savants and herbalists of eastern Quan. Its properties are unpredictable, and the flower is prized mainly for its beauty.



Morphius: Morphius is a parasitic plant which grows amidst the branches of trees and bushes. The fragrance exuded by its deep blue blossoms induces sleep in most types of living creatures, usually of fairly short duration (two to twenty minutes, on the average). Seven drams of morphius blossom, distilled as an elixir, will cause sleep of a much longer duration (two to twelve hours, generally speaking) if taken orally. Morphius usually costs about ten gold lumens per dram.



Shrinking Violet: An herb notable for its purple flowers and diminutive size, full grown shrinking violets rarely exceed one-half inch in height. The tiny flowers of this plant possess magical properties, and are useful in shrinking potions, powders of diminution, and so forth. A dram of shrinking violet seldom sells for less than twelve gold lumens.



Skullcap: Skullcap is a poisonous variety of mushroom notable for its bone-white cap and black, bowed stem. Taken in minute quantities of one half dram or less, the mushroom can cause highly irrational and even violent behavior, such symptoms lasting up to one hour. A dram or more will cause swift and painless death in most cases, usually within one to two minutes. The Wildmen of Yrmania have, through long use, developed a virtual immunity to the more toxic effects of skullcap. Most have also been rendered insane, a possible side effect of this hallucinogenic substance. Per dram, skullcap can cost as much as seventy gold lumens.



Snow Lilly: A delicate white flower found only in the coldest climes, snow lilly has certain, practical uses. Eaten fresh, the plant acts to ward against the onset of frostbite; prepared in an elixir, snow lilly is said to confer virtual immunity against the effects of cold. As it is rare in Talislanta, this plant sells for as much as forty gold lumens per dram.



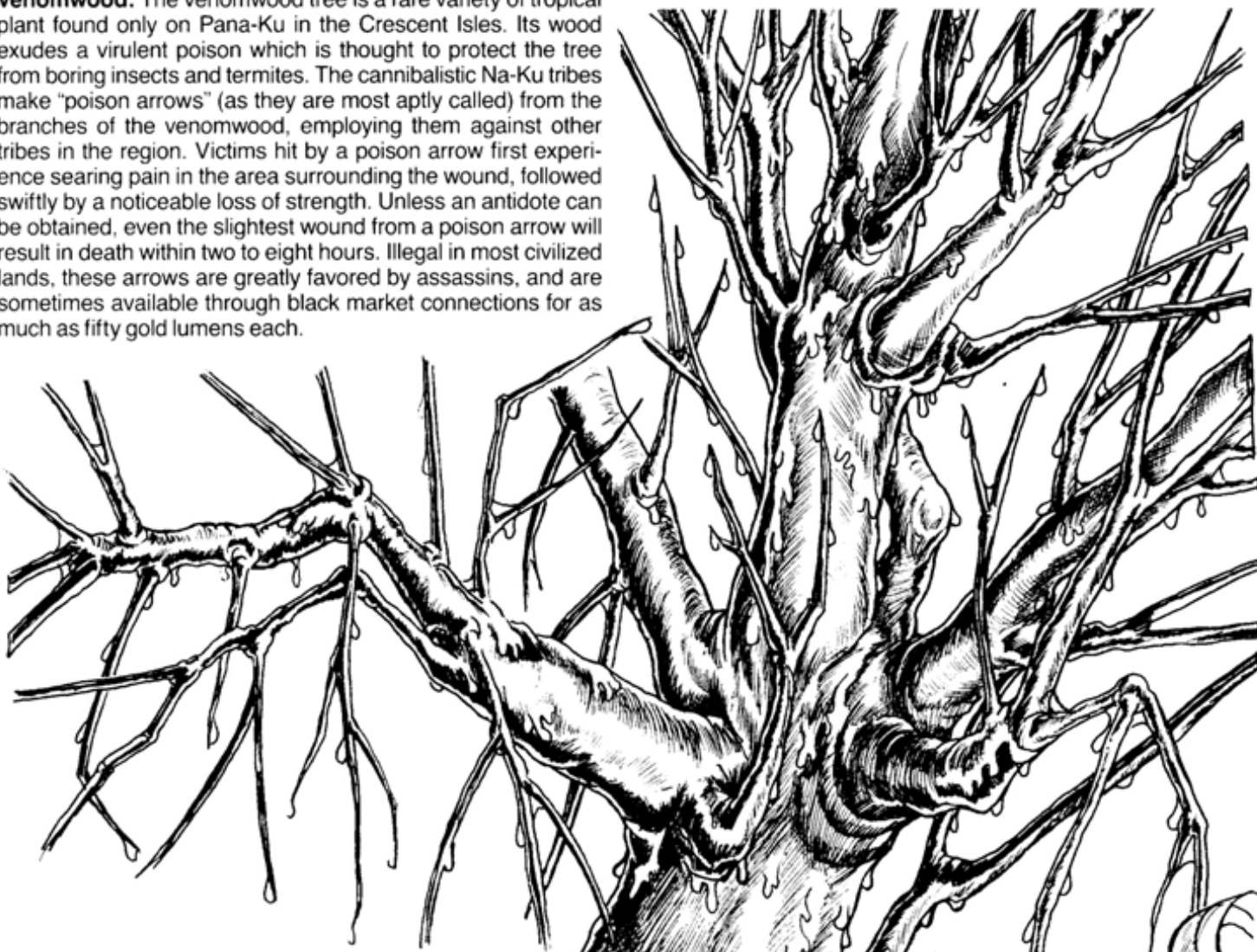
Stenchroot: Stenchroot is a noxious variety of tuber cultivated by the Gnomekin of Durne. The plant is harvested for its milky juice, which is drained through small incisions in the root (accomplished from below ground; the stenchroot plant itself is never picked). Stored in fragile vials of baked clay, the substance is allowed to ferment for several weeks, after which it is ready for use. The Gnomekin employ flasks of stenchroot juice as a deterrent against intruders into their underground realms, slings being used to propel the clay missiles great distances. The vials break upon contact with any relatively solid object, emitting the most horrid stench imaginable. So much as a whiff of this malodorous fluid will cause most creatures to be incapacitated by extreme nausea for up to ten minutes. Fortunately, the juice eventually evaporates when exposed to the air, leaving behind only a faint, musky scent. When available, stenchroot juice generally costs about ten gold lumens per vial, five gold lumens if purchased in Durne.



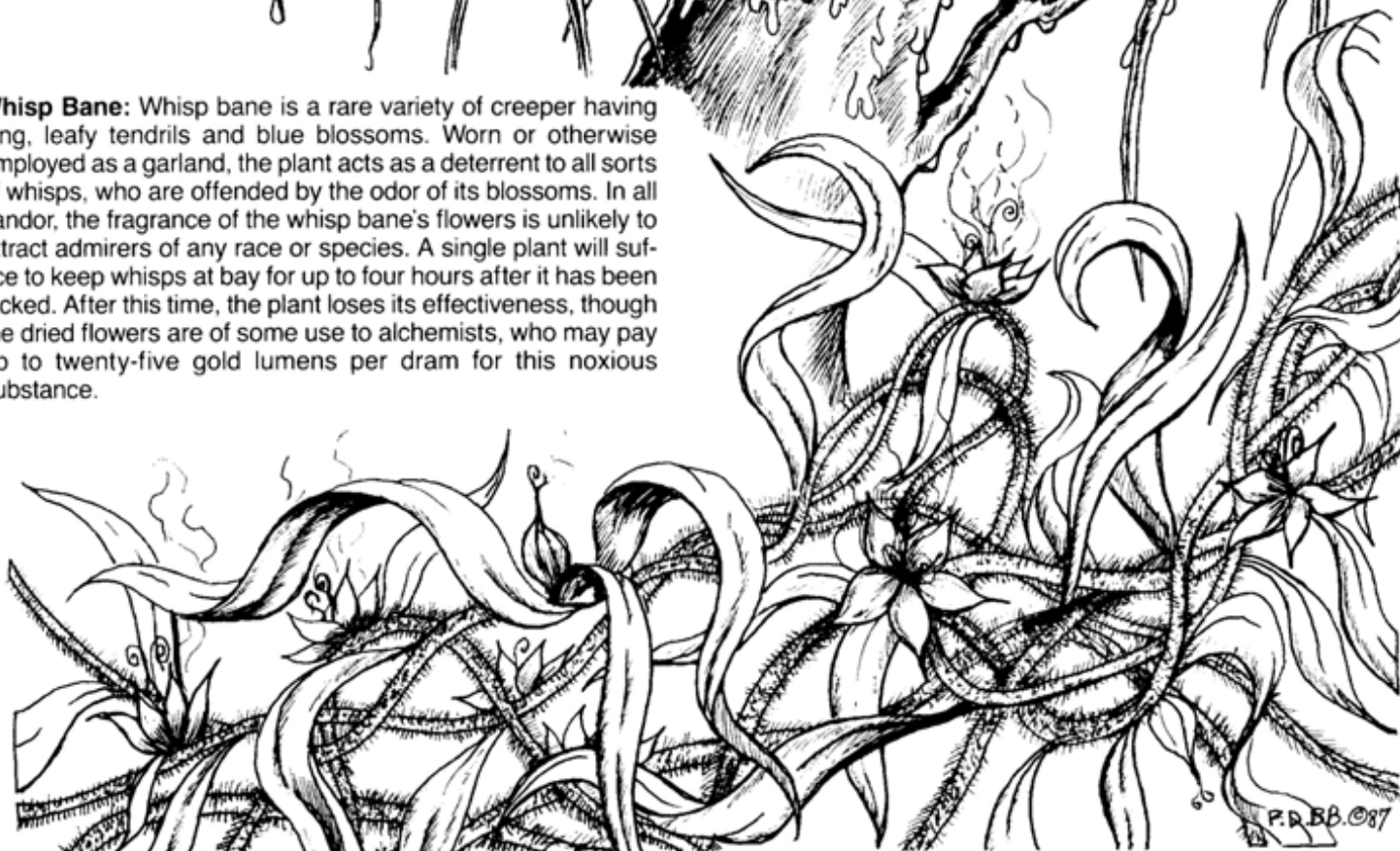
Tantalus: Tantalus is a small, leafy plant having a tuberous, heart-shaped root. A powder concocted from the dried root (also called tantalus) is known to be a potent aphrodisiac, and sells for as much as one hundred fifty gold lumens per dram in certain places. The tantalus root is also said to be of use in the making of charms, love philtres, and the like.



Venomwood: The venomwood tree is a rare variety of tropical plant found only on Pana-Ku in the Crescent Isles. Its wood exudes a virulent poison which is thought to protect the tree from boring insects and termites. The cannibalistic Na-Ku tribes make "poison arrows" (as they are most aptly called) 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. Illegal in most civilized lands, these arrows are greatly favored by assassins, and are sometimes available through black market connections for as much as fifty gold lumens each.



Whisp Bane: Whisp bane is a rare variety of creeper having long, leafy tendrils and blue blossoms. Worn or otherwise employed as a garland, the plant acts as a deterrent to all sorts of whisps, who are offended by the odor of its blossoms. In all candor, the fragrance of the whisp bane's flowers is unlikely to attract admirers of any race or species. A single plant will suffice to keep whisps at bay for up to four hours after it has been picked. After this time, the plant loses its effectiveness, though the dried flowers are of some use to alchemists, who may pay up to twenty-five gold lumens per dram for this noxious substance.



THE GODS OF TALISLANTA

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. While certainly no theologian, Tamerlin nonetheless seems to have engaged in some research on the subject of comparative religions. There is evidence to suggest that the wizard spent some time with the Ariane of Altan, whose animistic beliefs may have appealed to the open-minded traveler and explorer. It is also possible that Tamerlin lived for a time amongst the savants of Xanadas. In all his works, however, Tamerlin makes but a single reference with regard to his own views of religion, as follows:

"I have long found it incredible that so many choose to believe that any god capable of creating an entire universe would love only the people of one faith, one land, or a single race. Believe what you wish; as for myself, I credit the gods with a somewhat greater degree of imagination."

The gods of Talislanta are known as:

Aa: Stern and vengeful god of the Aamanians, Aa is depicted as a shaven-headed 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 Cthonian demons of Talislanta, the cannibals of Pana-Ku, and other similarly demented sorts. 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. Aberon despises all beings, particularly Diabolus, ruler of the Shaitan.

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 Quan 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, Arial is usually depicted as a lovely 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. Arial 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 Arial's favor by anointing their vessels with costly fragrances prior to embarking on any sea voyage. Arial 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 some precious metal, 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. Creator is feared by all demons and devils, who cannot bear his/her shining presence.

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 Necromancers

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 Aster 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.

The Forgotten Gods: A number of deific beings were revered by the peoples of the Forgotten Age, information concerning which has long been lost to antiquity. Only their names remain: Narag the Dragon, Bajan, Kron the Mighty, the Morgod, Lisilis of the Many Veils, the Beast-God, Sarille the Temptress, and others even more obscure in nature.

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, black-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. The Shaitan who serve Diabolus may be commanded by a summoner to do good or evil deeds. Diabolus, and all the Shaitan, are the dire enemies of all demonkind.

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.

Lord of the Night Skies: The Lord of the Night Skies is not a true demi-god, but a Night Demon who somehow attained great magical power. Revered by lesser Night Demons, Wind Demons, and various creatures of the darkness, this vile entity is said to dwell in the land known as the Midnight Realm, and is believed to be a servant of Aberon. Certain witches, warlocks and black magicians pay homage to the Lord of the Night Skies, who is otherwise a figure of some mystery.

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 may or may not even exist. Shamans and followers of Manik engage in ritual drug use, and are generally incapable of rational thought.

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 rules 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 man 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 often 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, 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.

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 soldiers 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.



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