

TALISMANA



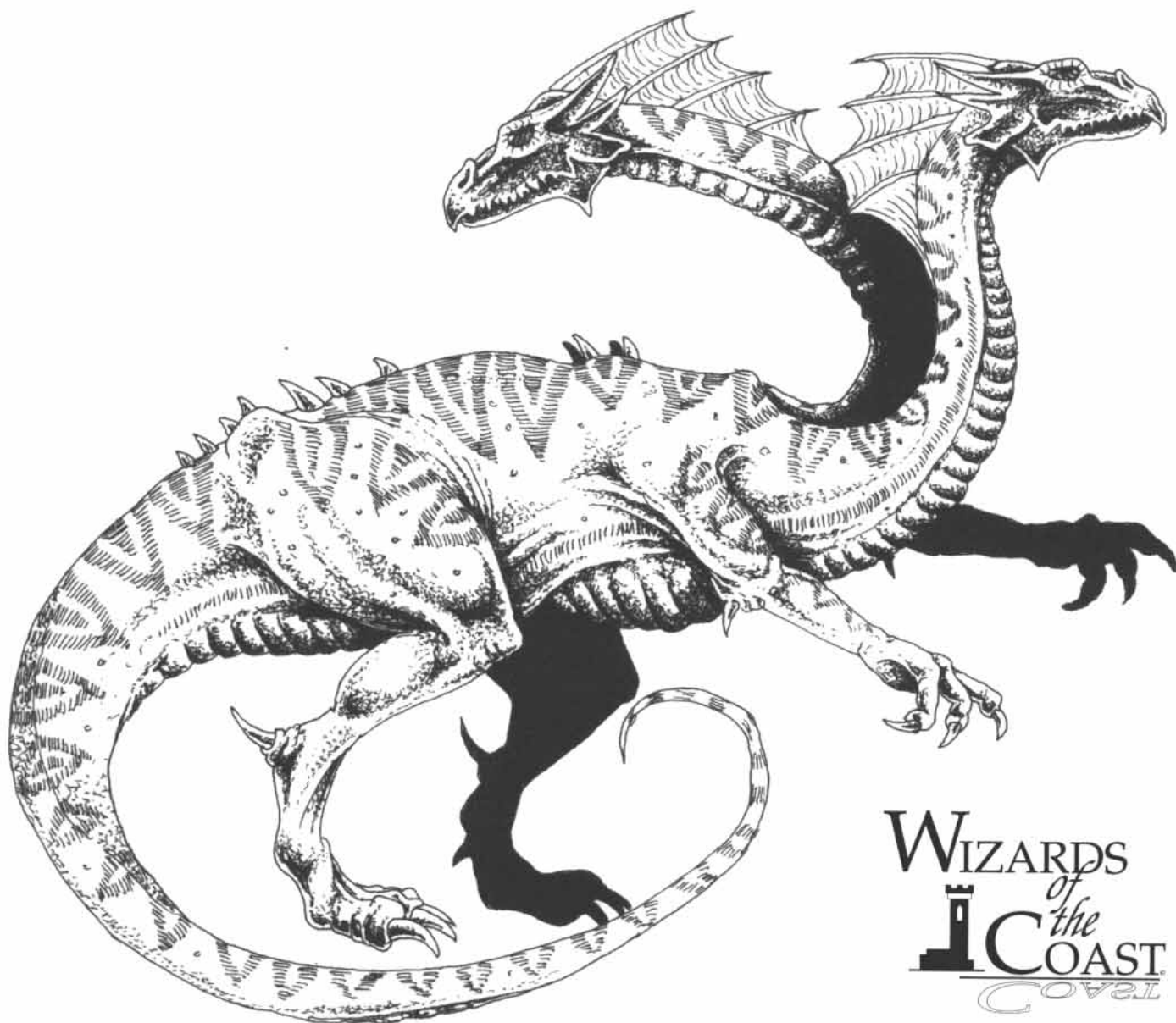
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THYSTRAM'S COLLECTANEA

TALISLANTA

THYSTRAM'S COLLECTANEA

by Stephan Michael Sechi



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ABOUT THE AUTHOR



Stephan Michael Sechi is the creator of **Talislanta**. Formerly president and creative director of Bard Games, he now works as a freelance designer, writer, and editor. Steve has written fifteen fantasy roleplaying titles for the **Compleat Fantasy**, **Atlantis**, and **Talislanta** series. He is excited about the four **Talislanta** graphic novels he has scripted for Sky Comics, the first of which will be illustrated by Ron Spencer and is due out later this year. Steve is the creative genius behind the new roleplaying game, **Pandemonium**—“**The Tabloid Role Playing Game of True Enlightenment**,” which will be published this August by Atlas Games, also the publishers of his *Sylvan Pines*, a module for **Over The Edge**®, and *Chasing the Dragon*, a module for **Cyberpunk 2020**®. In addition to all his freelance writing, Steve is currently the creative director of Deja Vu Studios in Greenwich, CT and, following a bloodless coup, was recently made president of M.I.B. Productions, Inc.

Steve's interests include the works of William S. Burroughs, football (he's a diehard New York Giants fan), the music of Steely Dan, the Police, and Tom Scott, the art of Phillipe Druillet, Moebius, and Rodney Matthews, and lots of other stuff. Despite supposedly knowing better, he continues to be involved in the music business as a saxophone player and sometime studio musician.

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INTRODUCTION

In this book, you will find 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*. Thystram's *Collectanea* contains material previously published in *The Naturalist's Guide to Talislanta* and other supplements, plus a number of new entries. Note that creatures included in the third edition of *The Talislanta Guidebook* have generally not been repeated here, though we have included a few about which a substantial amount of new information has been uncovered. All entries have been revised to conform to the third edition rules published in *The Talislanta Guidebook* and updated to reflect the most recent discoveries of Talislantan naturalists in the year 620 of the New Age—present time, in the **Talislanta** game.

Talislantan scholars normally divide the text into three parts. The main section features lifeforms native to the continent of Talislanta and surrounding environs. The second section describes entities, such as demons and elementals, that may be encountered in Talislanta but originate from other planes of existence. Finally, most editions include a recently discovered set of encounter lists that should prove useful to those wondering what creatures they are likely to encounter in a given area.

Research materials for this edition were compiled from a variety of sources, most notably the works of the renowned naturalist Thystram, whose original *Collectanea* provided the meat of this work. Illustrative notes from other sources have also been added, including excerpts from the work of such luminaries as the wizard Kabros, the Green Magician Viridian, the Phantasian astromancer Laslovian, the great Numenian archimage Solimorrion I, and the redoubtable Arkon, regarding whom more shall be said further on in the text.

Modern readers would do well to heed the words with which Thystram opened the original edition of his *Collectanea*:

The great diversity of lifeforms found throughout the Talislantan continent can be attributed to numerous causes: the aftereffects of The Great Disaster, a magical cataclysm that reshaped the Talislantan ecology and caused many mutations; magical gates or tears in the dimensional fabric, which allowed intrusion by extradimensional entities; the misguided experiments of magicians from the Forgotten Age; and the effects of natural and unnatural selection on creatures in a phenomenally altered environment.

As a consequence of these conditions, the student of naturalism may find organisms here that seem not to conform with natural law, or even common sense. Sorcerous anomalies and abominations are alarmingly common in certain locales, in particular the Shadow Realms and Aberrant Forest. Mutated, devolved, and hybrid species are also not unknown. The aspiring naturalist is therefore advised to exercise caution when studying the native flora and fauna, or risk consequences of the most dire sort.

Statistics for Entries

The basic format for game statistics is as follows:

Size

Typical height or length and weight, usually expressed as a range.

Attributes

The figures listed here represent attribute scores possessed by a typical creature of the type indicated. “Plus” ratings (+1, +2, etc.) denote above average attributes, and “minus” ratings (-1, -2, etc.) indicate below average scores. If an attribute is not listed here, the creature typically has average (“zero” rating) ability in this area.

The eight attributes used in the **Talislanta** system are:

Intelligence (INT): intellectual capacity

Will (WIL): willpower

Perception (PER): sensory awareness

Charisma (CHA): presence, forcefulness

Strength (STR): physical strength

Dexterity (DEX): agility, maneuverability

Constitution (CON): endurance, resilience

Speed (SPD): quickness, rate of movement

INT Range

To help you judge the intelligence of a given creature, the table below provides some standard INT ratings for a variety of well-known creatures.

- 15 Insects
- 11 Omnivrax (notoriously stupid carnivore)
- 10 Alatus (winged leech)
- 9 Kra (giant, sightless eel)
- 8 Ahtra (mount and beast of burden)
- 7 Drac (small, trainable, wingless dragon)
- 6 Opteryx (avian predator)
- 5 Normal lower limit for sentient beings
- 0 Average sentient mortal

Level

This indicates the creature's possible levels of ability, typically expressed as a range, such as "**Level:** 1–10." A rating of "1+" indicates that creatures of this type have unlimited potential for advancement in level. A rating of "15+" indicates that the creature's minimum level of ability is 15, while a rating such as "2–8+" indicates that the majority of the species will be of levels 2–8, but exceptional individuals have the potential to achieve a higher level of ability. In combat, add a creature's DEX to its level in order to obtain the creature's BCR (basic combat rating).

Attacks/Damage

This indicates the creature's attack capabilities, including the type of attack employed and the typical amount of damage resulting from such attacks. The range of damage for each attack form listed is often expressed in dice (d4, d6, etc.), with the bonus for STR included. If the creature is larger or smaller than the species average, adjust the damage accordingly. Unless otherwise specified, a creature's combat rating with each attack equals its DEX+level.

Some creatures are so small and weak that they can only do 1 or 2 points of damage at most. In this case, they generally make "aimed shots" in order to bypass armor. Creatures that, because of low STR, can only do 1 point of damage do not have their STR penalty listed; they simply always do 1 point of damage.

Special Abilities

If the creature has any extraordinary abilities or talents these will be listed and described here.

Armor

This describes the listed creature's natural protection (hide, scales, etc.) and includes a rating of the number of points of damage it stops.

Hit Points

This indicates the average number of hit points for a typical member of the species indicated. Unlike the hit point scores for player character archetypes, the number listed is for a hypothetical "0-level" creature, making it easy to calculate hit points for creatures of various levels. Generally, a creature receives +2 hit points per level; large creatures sometimes receive more, and smaller or less ferocious creatures may have fewer. Even 1st level creatures get a +2 bonus to this number. Unless otherwise specified, CON is already included in this figure. When developing a creature with higher or lower CON than average, adjust hit points accordingly.

Habitat

This indicates the region or terrain types in which the creature is commonly found.

• TALISLANTAN CREATURES •

AEROPLASM

The aeroplasm is an unusual species of invertebrate that exists entirely aerially, constantly hovering at altitudes of 100–1,000 feet. Its ability to levitate comes from the aeroplasm's internal bladder, which creates a type of colorless gas that is lighter than air. Born in the clouds, these creatures never touch the ground throughout their entire lives.

Aeroplasm resembles translucent globes from which append dozens of sinuous tendrils varying in length from 2–12 feet. These tendrils are used to grasp prey, and to a lesser extent in navigation. Each of these serpentine tendrils is equipped with thousands of tiny spines capable of delivering a painful sting.

Their venom acts as a potent neurotoxin, causing paralysis in small creatures such as insects and avir. Its effect on larger creatures is limited to a painful burning sensation, which may last for up to an hour.

Aeroplasm feed primarily on insects and small avians of all sorts, using their tendrils to capture and incapacitate their prey. They are generally beneficial to humanoids, though they sometimes pose problems to other avian creatures and windships. Poor navigators, aeroplasm are often carried upon the prevailing winds in random fashion, occasionally colliding with airborne ships or creatures. If struck with sufficient force to puncture its internal gas bladder, an aeroplasm will explode in a burst of flame; this event occurs whenever an aeroplasm dies, whether of natural causes or violence. The species is preyed upon by depredators and batranc, neither of which are adversely affected by the aeroplasm's stinging tentacles.

During the months of Ardan and Drome, the aeroplasm's mating season, the male of the species exudes a glandular secretion that possesses luminescent properties. This causes the males to glow in the dark, thereby attracting the attention of female aeroplasm. The sight of hundreds upon hundreds of male aeroplasm, glowing in shades of deep blue, rose, and carmine as they float across the night sky, is said to be quite magnificent.

Size: Body 1–3 ft. in diameter; tendrils 2–12 ft. long

Attributes:

INT-9	PER-1	WIL-8	CHA-10
STR-7	DEX+1	CON-4	SPD-1

Level: 1

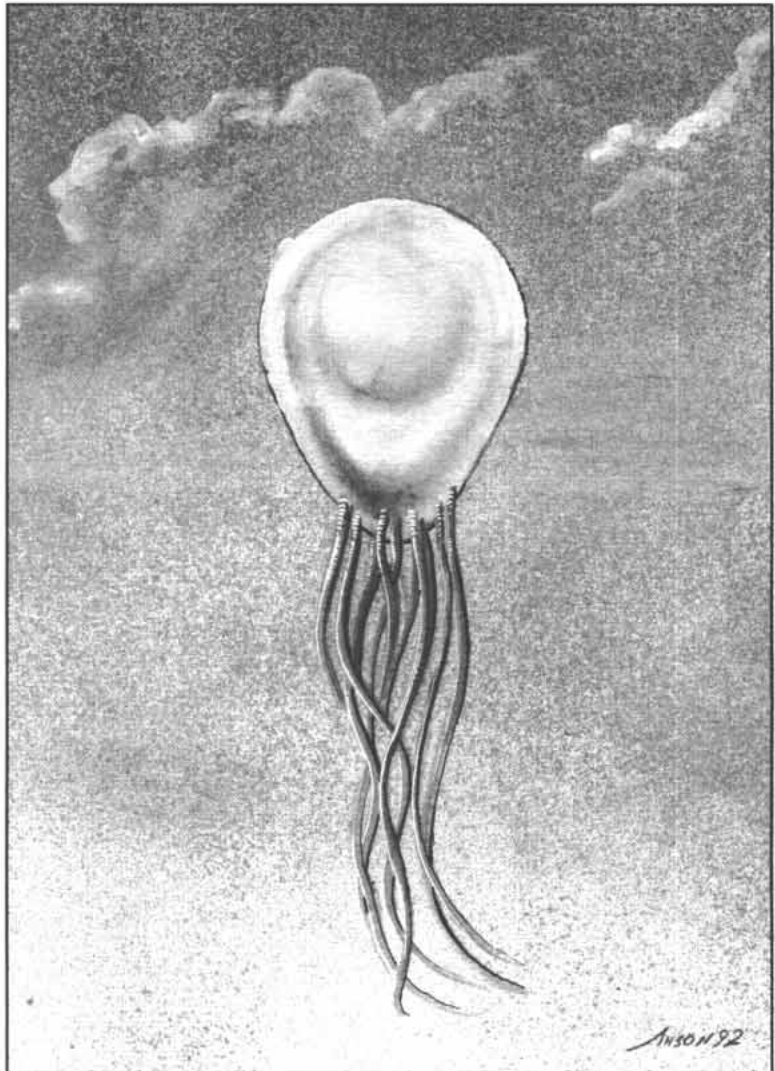
Attacks/Damage: Sting: 1–2 + venom (paralyzes small creatures; all others experience a painful, burning sensation)

Special Abilities: Levitate, translucent (-5 to detect at ranges over 20 ft.), explode for d8 points of fire damage upon death

Armor: None

Hit Points: 1–2

Habitat: Skies above Talislanta



AHTRA, WINGED

The winged ahtra, or nagus, is a hybrid of ahtra and dractyl created by the Djaffir as a means of circumventing territories overrun by the Sub-Men, thereby allowing Djaffir merchants to carry on their business as usual. Unfortunately, the winged ahtra has proven very difficult to breed, so few of these creatures currently exist.

Winged ahtra resemble their land-roving relatives, but have membranous wings similar to those of the dractyl. They are capable of sustained flight, but are somewhat slow and unmaneuverable in the air. Like dractyl, winged ahtra are loath to fly at altitudes in excess of 100 feet. They are capable of movement overland, and can carry up to 400 pounds.

Unlike its ground-dwelling counterpart, the winged ahtra is not known to possess a stubborn disposition. The creatures tend to be somewhat skittish by nature, however, and may panic if confronted by large predators, such as depredators. In such cases, winged ahtras have been known to dive from the skies in order to escape harm, with little or no regard for the safety of their riders.

Despite their limitations, winged ahtra are greatly valued by the Djaffir. Reserved primarily for chieftains and other important figures, these creatures are never sold to outsiders. The process of creating these hybrids is a heavily guarded Djaffir secret.



Size: 6+ ft. at the shoulder, 500+ lbs., 24-ft. wingspan

Attributes:

INT-7 PER+1 WIL+2 CHA-12
STR+6 DEX 0 CON+6 SPD+8*

*airborne; +6 on the ground

Level: 1-4

Attacks/Damage: Bite: d4, Kick: d10

Special Abilities: Flight, travel up to 6 days without rest, subsist without water for 1 month, bear burdens of up to 400 pounds.

Armor: Leathery hide, 1 point

Hit Points: 20, +4 per level

Habitat: Deserts, the Wilderlands

ARAMATUS

The aramatus, or armored leech, is a denizen of bogs, cesspools, and quagmires. A distant relative of the alatus or flying leech, these creatures can normally attain lengths of up to 20 feet. Thirty- or even 40-foot aramatus are reported to thrive in the contaminated moats that surround the Ur clan settlements of Grod, Vodruk, and Krag.

Aramatus are aquatic creatures, rarely encountered out of water. They make their lairs in underwater recesses and enclosures such as small caves, crevices, piles of refuse, and sewage pipes. Here they lurk in hiding, waiting to ambush unsuspecting prey. They attack by latching onto victims with their powerful jaws, which are lined with rows of inward-curving fangs. Once an aramatus has a creature in its jaws, it will wrap its armored coils about it and hold fast until it has drained the unfortunate victim of its blood.

The bite of an aramatus is almost impossible to escape. Even in death, the creature's jaws remain locked upon its prey, requiring rescuers to use a knife or other sharp implement to extricate the unfortunate victim. The removal of an aramatus's fanged jaws can be a grisly process in and of itself; only a skilled healer or hunter will be able to accomplish this without causing the victim an additional 1–3 points of damage. Like that of the alatus, the bite of an aramatus may cause a disease known as blood-fever.

Thystram relates an unusual story regarding these creatures, in his journal, as follows:

Upon learning that the city-state's sewage system was malfunctioning, the Wizard King ordered the matter investigated at once. A team of subterranean engineers went below ground to carry out the Wizard King's orders, and discovered the source of the problem: an alatus of great antiquity, measuring over eighty feet in length, had somehow gotten stuck in one of the secondary conduits, blocking the normal flow of sewage. Extricating the monstrosity proved to be quite a challenge—its armor proved quite impervious to standard weaponry, necessitating the use of controlled quantities of universal solvent to dissolve the hulking creature.

Aramatus prey upon a variety of small to medium-sized creatures, including humanoids. They are in turn preyed upon by skalanx, giant river kra, and aquatic vaspis.

Size: 20+ ft. long, 200+ lbs.

Attributes:

INT-8 PER+2 WIL+4 CHA-11

STR+5* DEX-2 CON+2 SPD+2

*bite is STR+8

Level: 6–12

Attacks/Damage: Bite: d8 (+d6 per round blood drain), Constriction: d6 per round (+1–2 points damage from spines and barbs)

Special Abilities: Tenacious bite is practically impossible to escape (roll vs. STR at -8), may cause blood-fever (roll vs. CON to avoid contracting this disease)

Armor: Armored plates, 4 points

Hit Points: 18, +2 per level

Habitat: Swamps, sewers, jungles



ARBORIN

The arborin are a race of sentient, tree-dwelling plant creatures native to the Aberrant Forest. They are tall and narrow of build, and their wiry frames are covered with rough, barklike skin. When immobile, arborin are able to blend into their surroundings so that their gnarled forms are practically indistinguishable from the limbs of the trees in which they dwell.

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

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

Of the arborin, Thystram wrote:

While on a brief sojourn in the Aberrant Forest I had the misfortune to encounter a band of arborin as we passed beneath a canopy of spyder dendrons. The hostile indigenes fell on us unawares, dropping down from the uppermost branches and taking us by surprise. In a trice they had clubbed or bound most of the members of our party, with the exception of myself and a Nagra shaman named Boto, who managed to erect a wall of flames that successfully repulsed the arborin. These creatures fear fire above all things, as they themselves are quite flammable.



Size: 6'6"–7', 160–180 lbs.

Attributes:

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

Level: 1+

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

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

Armor: Fibrous bark, 2 points

Hit Points: 14, +1 per level

Habitat: Aberrant Forest

AXE-HEAD

The axe-head is a rare species of sextuped found only in isolated sectors of the Wilderlands of Zaran. The naturalist Thystram described these creatures as a mutated variety of megalodont, a sensible enough evaluation given the physical similarities between the two species. The axe-head can be distinguished from its relative by its unusual cranial armor, which has evolved into the shape of a double-bladed axe, hence the creature's colorful appellation.

Axe-heads are herbivores, using their edged cranial protrusions to dig up roots and tubers, which together comprise much of their diet. They travel in small herds of up to ten individuals, generally avoiding civilized areas. The presence of a herd of axe-heads is easily discerned by the deep furrows that these creatures leave in their wake as they forage for food. These furrows can sometimes take on unusual, even decorative patterns, and are often quite elaborate in design.

Though normally calm, axe-heads can become very dangerous if provoked or startled. This is especially true of bull males, which, like megalodonts, evince a surly disposition. If aroused to anger, an axe-head will attack either by ramming or by raising up on its six rear legs and slashing with its bladelike cranium.

Thystram warned of the perils of encountering a male axe-head in a short monograph entitled "Herdbeasts of the Wilderlands Region." Said the naturalist: "The bull male can be especially dangerous if encountered in the presence of one or more females of the same species. In such instances, the male may suddenly become quite irate and attack without seeming provocation. It is my opinion that the males adopt this behavior either in an effort to impress the females, or perhaps because they desire privacy when mating."

Size: 10–14 ft. at the shoulder, 4–5 tons

Attributes:

INT-8 PER+2 WIL+5 CHA-10
STR+9 DEX-6 CON+7 SPD-4

Level: 2–4

Attacks/Damage: Ram: d20 + STR, Slash: d12 +STR, or Trample: 2d20

Special Abilities: Cranial armor protects head from damage when ramming.

Armor: Head, 3 points; Body, 1 point

Hit Points: 30, +3 per level

Habitat: Wilderlands of Zaran



BOG DEVIL

Bog devils are amphibious humanoids indigenous to the dense swamplands of Mog and certain sectors of the Dark Coast. Despite their colorful appellation, these creatures are not truly related to the race of devils, and have none of the abilities associated with denizens of the lower planes. In all likelihood, the species is a mutated variety of Imrian or perhaps some other form of amphibious humanoid.

Bog devils stand close to seven feet in height, and have glistening, yellow-green hide. They are sometimes mistaken for aqua demons by drunken sailors and marsh hunters, a mistake that can be avoided by noting that bog devils are slender in build and have long tails used for swimming. A trailing "beard" of algae or swamp grass is also characteristic of the species, and is responsible for references to these creatures as "old men of the swamps."

Bog devils are marsh-dwellers who live in underwater caves and grottos. They are loners, mating once a year during the spring and then going their separate ways. These creatures are excellent swimmers and can survive out of water for extended periods of time. They are the enemies of swamp lurkers, with whom they compete for food. Their favored prey include young Mogroth, water raknid and marsh strider eggs, and humanoids. Adult Mogroth often attack these creatures on sight to protect their young.

According to his notes, Thystram believed that bog devils were sentient and could use language:

Bog devils speak a variation of the Talislan tongue, but seldom converse with other intelligent species. I learned this firsthand when, mistaking such a creature for our guide, Senga, I asked a bog devil how far it was to the next village. The creature responded by attempting to skewer me with its spear, only narrowly failing to achieve the desired result. Only the arrival of the real Senga and his companions prevented what might well have been a fatal error.

Bog devils are cunning creatures, skilled at setting traps and ambushes. When hunting, they use crudely made spears, nets, and snares to catch prey, which they drag back to their watery lairs.

Size: 6'6"-7', 160-200 lbs.

Attributes:

INT+1 PER+4 WIL 0 CHA-7
STR+3 DEX+2 CON+3 SPD+3*

*+6 in water

Level: 1-12

Attacks/Damage: Bite: d4, Claws: d4, or as per weapon employed

Special Abilities: Superior swimmers, abilities of stealth, snares, stalking, and tracking (roll vs. level+DEX)

Armor: Scaly hide, 1 point

Hit Points: 14, +2 per level

Habitat: Swamps, marshlands, underwater caverns



CATDRAC

Catdracs are a sorcerous hybrid of feline and reptile created long ago by the sorcerers of the Forgotten Age. Their lithe bodies are covered in tough, scaly hide, affording protection from the serpents and other small reptiles that are the catdrac's favored prey.

In the wild, catdracs travel in prides of six or more individuals led by a dominant male. The females do most of the hunting, while the males are employed primarily to protect the pride from attack by such predatory beasts as exomorphs, omnivrax, and malathropes. Catdracs possess keen senses and are almost impossible to take by surprise.

Highly intelligent animals, catdracs are prized as pets, guard beasts, and hunting beasts. If captured and trained while still very young, catdracs make loyal and steadfast companions. Thrall warriors stationed in the eastern Borderlands are especially fond of these creatures, using them to help detect Sub-Men scouts, spies, and potential sneak attacks.

Size: 2–4 ft. long, 20–80 lbs.

Attributes:

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

Level: 1–6

Attacks/Damage: Bite: d4, Claws: 1–3

Special Abilities: Night vision, detect other lifeforms (roll vs. level+PER within a range of 100 ft. per level)

Armor: Scaly hide, 2 points

Hit Points: 3, +1 per level

Habitat: Jungles, plains



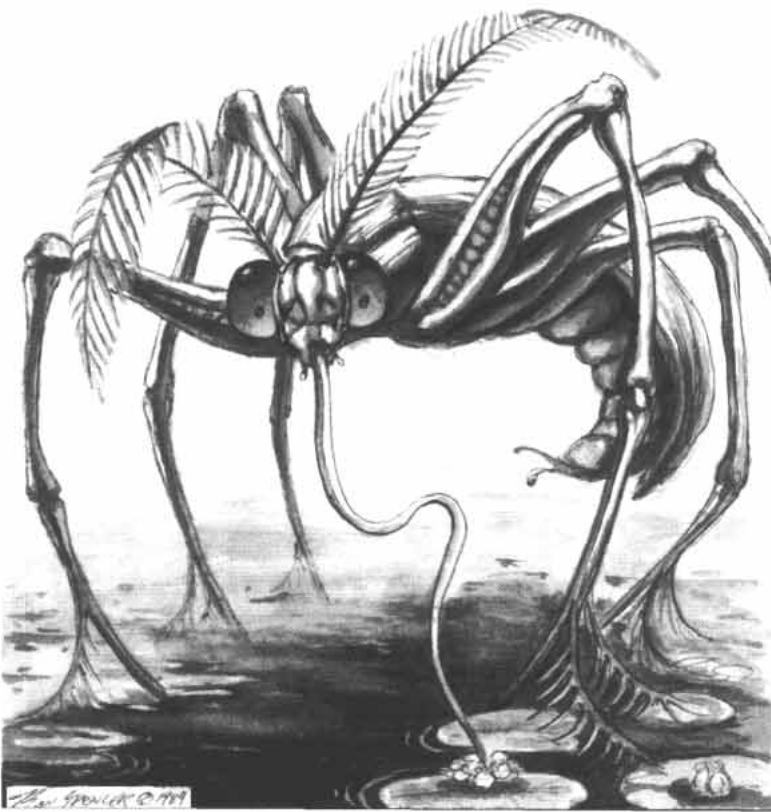
CIBANT

Cibants are a species of tall, sticklike insects native to the Aberrant Forest. Their narrow, segmented bodies are supported by three pairs of six-foot, stiltlike legs. Other distinguishing features include twin feathery antennae, a pair of large, compound eyes, and an extensible tongue used to suck nectar from flowering plants. Their feet are equipped with membranous webbing that enables cibants to walk upon the surface of lakes and ponds, much in the manner of giant water bugs.

Normally placid by nature, cibants spend most of their time grazing on the nectar of wild blossoms and polyp plants. The Verdir tribes attempt to use cibants as steeds, though with mixed results. Cibants are stubborn and obstinate, and must often be goaded or cajoled into performing even the simplest tasks. Worse yet, it is considered most unwise to disturb a sleeping cibant; when awakened abruptly, these creatures swell to twice their normal size, turn bright red, and attack anything within range, thrashing with their legs and long, sinuous tongues.

Thystram was afforded an opportunity to study the cibant while on an expedition to the Aberrant Forest, during which he made the following observations:

The creatures generally travel in small herds of twenty or thirty individuals, wandering the fields and meadows in search of polyp plants. They are alert and high-strung, and dash off at the slightest disturbance, moving with surprising speed and agility. The Verdir have learned to capture wild cibants by the simple expedient of affixing polyp plants to their bodies, standing in a field, and remaining perfectly motionless. When the creatures approach to feed, the Verdir slip nooses about their necks, and so the deed is done.



Size: 7 ft. long, 6 ft. at shoulder, 160+ lbs.

Attributes:

INT-14 PER+6 WIL+8 CHA-10
STR+1 DEX+2 CON-1 SPD+5*

*+4 over water

Level: 1-3

Attacks/Damage: Normally none (see Special Abilities)

Special Abilities: Walk on water, expand in size and attack if angered (d12 damage per round to anything within reach, lasting for d6 rounds)

Armor: None

Hit Points: 8, +1 per level

Habitat: Aberrant Forest

DEADWOOD

Deadwood is a variety of gnarled, twisted tree found in such desolate regions as Khazad, the Shadow Realm, and parts of the Wilderlands of Zaran. It produces no leaves or fruit and appears to require neither water nor sunlight; deadwood trees have even been found in underground regions.

The Ariane, who are able to commune with all things in nature, claim that these organisms are alien to the material plane of Primus and have roots that originate from the lower planes. They believe that some deadwood trees are able to exert a sinister influence over living creatures, while others may serve as spies in the service of certain lower planar entities. Whatever the case, it is known that weapons made of deadwood can be used to kill the antielemental entities known as plant grues.

Thystram's own observations tend to support the Ariane's beliefs. Upon returning from an expedition to the desolate land of Khazad, the naturalist recounted the following tale:

Few forms of plant life are able to survive in this bleak and forlorn land, a condition that may be attributed to several factors: the unfavorable climate, which is cold and dank; the lack of sunlight; and the entities known as deadwood trees, which are found here in great numbers. The latter appear to kill other plants by attacking the root system from below and dragging the unfortunate victim beneath the ground—to what destination, no one knows. The Sarista gypsy folk will not sleep within one hundred yards of a deadwood tree, fearing that the same fate might befall them.

Size: 13 ft. tall

Attributes: Unknown

Level: 1–7

Attacks/Damage: None known

Special Abilities: Generally, none; some may possess the ability to influence living creatures.

Armor: Bark, 3 points

Hit Points: 10, +1 per level

Habitat: Khazad, continent of Altarus, ancient ruins



DEPREDATOR



Depredators are monstrous, one-eyed avians who are believed to hail from another dimension, or perhaps another world; no one seems to know for certain. Their powerful forms are encased in an exoskeleton of dark purple chitin that confers virtual immunity to claw and fang. Their long, serpentine tails terminate in a knot of spikes resembling a mace, and they are equipped with sharp fangs and curved horns. The depredator's metabolism allows it to regenerate at an astounding rate.

Depredators are strong flyers who prefer to prey on other avian species such as batranc, dractyl, and even terradractyl. It is likely that they contributed to the disappearance of the azoryl, a creature that became extinct sometime around the year 610 of the New Age.

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

Thystram described the depredator as "an entity of extraplanetary origin, capable of traversing the vast space that lies between worlds as a mudray navigates the Sascasm River. They hail from one

of the seven moons, and come to the world of Archaeus to feed, and to mate." Scholars have since expressed reservations about Thystram's claims, citing a lack of substantive evidence. It is true that, on occasion, the naturalist was prone to outrageous theories. Yet even some of his most outlandish claims have been proven to contain more than a grain of truth.

Size: 8+ ft., 700+ lbs.

Attributes:

INT-2 PER+2 WIL+3 CHA-5
STR+7 DEX+2 CON+7 SPD+6*

*airborne; +1 on land

Level: 1-12

Attacks/Damage: Bite: d8, Claws: d12 + STR, Tail: 2d8

Special Abilities: Regenerate 2 hit points per round

Armor: Armored exoskeleton, 5 points

Hit Points: 18, +2 per level

Habitat: Skies above Talislanta

DRAGON

Famed in legend and lore, the dragons of Talislanta are an ancient race of reptile that is now on the verge of extinction. Several species, most notably the multiheaded kaliya and the crested dragon, have already disappeared from the continent. Others, such as the ponderous land dragon, may soon be hunted to extinction by the Araq and other predatory creatures.

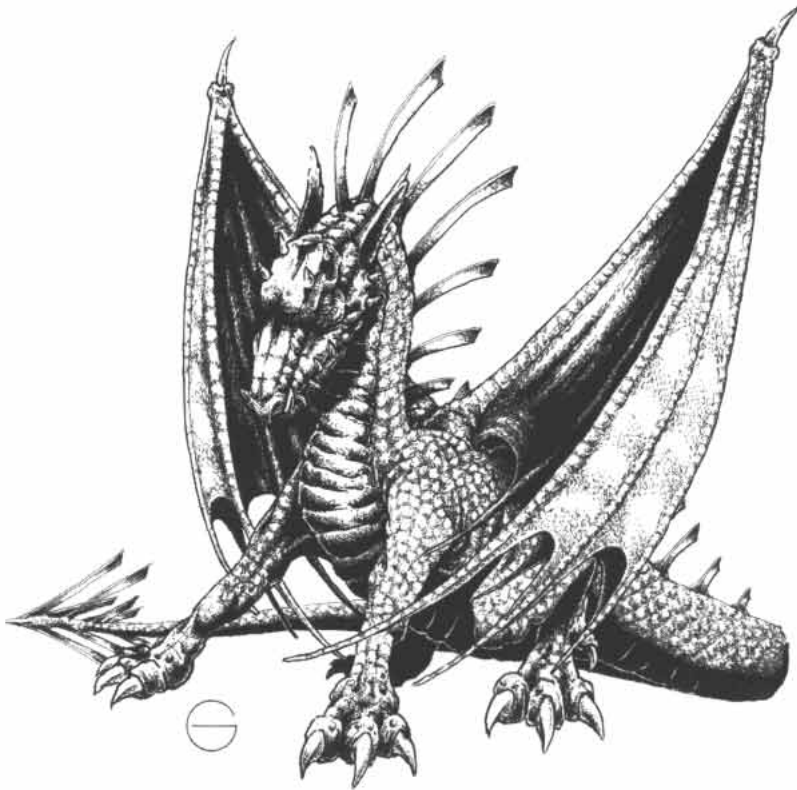
Talisantan naturalists divide dragons into two types: the great dragons, which are now quite rare, and the lesser dragons, which together comprise the smaller, more common, and generally less imposing sub-species. All begin life as larval wyrms, which look like legless newts covered with segmented, exoskeletal carapaces. They hatch from eggs, deposited and abandoned in subterranean tunnels and caverns by the fecund females of the species.

The wyrms emerge from their leathery egg casings in a foul mood, their only thought to obtain food. If they are captured and cared for at this stage, it is sometimes possible to tame and train the vicious little beasts. Accordingly, great dragon wyrms can bring prices in excess of two thousand gold lumens apiece, or about half this for eggs.

The following text describes the various species and sub-species of Talisantan dragons.



DRACONID



Draconids, also known as fire lizards, are a species of lesser dragon 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 nickname "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 among practitioners of the arcane arts, who

employ these tiny reptilians much as hunters do certain types of tracking beasts. The unexceptional range of this ability, however, can sometimes limit the draconid's effectiveness at this particular task.

Andolmir, described by some as Thystram's mentor, noted another limitation on this ability while using a trained draconid to hunt for ancient artifacts in the forests of Werewood:

The tiny beast exhibits a keen sensitivity for enchanted auras, and has led me to many unusual finds. However, I can carry not so much as a magical luck charm on my person while employing the creature in this manner, lest it instantly entangle itself in my garments in search of the attractive bauble. Thus, I am forced to go about without magical protection whenever I use my pet draconid in this manner.

Size: 8–12 in., 1–3 lbs.

Attributes:

INT-3 PER+5 WIL+2 CHA-9

STR-8 DEX+6 CON-3 SPD+3

Level: 1–2

Attacks/Damage: Bite: 1–2 points (plus searing pain: roll vs. WIL or be incapacitated for 1–4 rounds)

Special Abilities: Flight, detect magical emanations (range: 20 ft.)

A armor: Scaly hide, 2 points

Hit Points: 2 per level

Habitat: Volcanic Hills, wastelands, ruins

DRACTYL

Dractyl are a species of lesser dragon found in the hills and mountains surrounding the bleak realm of Harak. Large and ungainly, these creatures have gray-green, scaly hide and membranous wings. Their beaks are lined with rows of pointed teeth and their hands and feet are clawed. The rheumy, yellow-eyed stare of these avians is somewhat unnerving, a fact from which dractyl seem to derive a certain perverse pleasure.

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

Dractyl are trained as steeds by the fierce Harakin, who use them for airborne and overland transport. They are only fair 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 reptiles are capable of delivering a nasty bite and can use their front and rear claws to some effect when the need arises.

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

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



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

Attributes:

INT-5 PER 0 WIL 0 CHA-14
STR+2 DEX 0 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: Hide, 1 point

Hit Points: 10, +2 per level

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

DRAGON, ICE



Ice dragons are an anomalous species of lesser dragon that inhabits the frigid northlands of Narandu, L'Haan, and Xanadas. The noted naturalist Thystram stunned his contemporaries by stating emphatically that both ice dragons and ice giants were created by random elemental magics unleashed during The Great Disaster. Discounted at the time as sheer lunacy, Thystram's claim has since gained adherents among naturalists of the New Age.

Like ice giants, ice dragons are composed entirely of magically animate ice except for their hearts, which are blue diamond. They subsist on wild beasts and humanoids, which they freeze solid prior to consumption; they particularly enjoy ice giants, and will pursue such pre-frozen prey whenever it is available. The ice dragon's frigid breath is cold enough to freeze living creatures in suspended animation, or to render organic materials and metals brittle enough to shatter at the slightest touch.

Ice dragons begin life as crystalline eggs, which the female usually lays beneath the surface of a frozen sea or lake. The larval dragon, or wyrmm,

emerges from the egg fully formed. Not until later are the hatchlings able to use their wings to fly or employ their frigid breath as a weapon.

Thystram noted that ice dragon eggs were of such color and clarity that they were easily mistaken for blue diamonds. He added: "Mistakes of this sort can lead to tragic consequences when the spurious 'gem' hatches, yielding a voracious ice dragon spawn. So it is that shipments of blue diamonds are carefully inspected in the land of L'Haan, in order to avoid unpleasant accidents."

Ice dragons are susceptible to damage only by fire, magic, and enchanted weapons. They have no natural enemies in their domains except ice giants and Men.

Size: 25–35 ft. long, 4–5 tons

Attributes:

INT-2 PER+4 WIL+7 CHA-9
STR+8 DEX-4 CON+7 SPD-3

Level: 4–16

Attacks/Damage: Breath: d4 cold damage per level (range: 10 ft. per level; may be used up to four times per day), Bite: d12, Claws: 2d8 (total of two attacks per round)

Special Abilities: Emanate cold in a 10-ft. radius (-2 penalty on opponents' combat rolls when within range of this effect), fire does double damage, immunity to poisons and cold, flight

Armor: Icy hide, 4 points

Hit Points: 20, +5 per level

Habitat: Narandu, L'Haan, Xanadas, Harak (rare)

DRAGON, LAND

Among the last of the great dragons, land dragons are massive, bulky creatures that 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.

The 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 eagerly lash out at enemy troops, riders, and beasts. They are impervious to fire and most missile weapons.

Land dragons are notoriously omnivorous and will eat almost anything they can catch. Land lizards, ogriphants, and strider hatchlings are particularly favored by these huge beasts, with 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.

Thystram first observed that the land dragon played a vital role in keeping the raknid population in check. Since then the numbers of these ponderous creatures have declined precipitously, due primarily to the depredations of Araq dragon hunters, who set cruel traps designed to mutilate land dragons. As a result, raknids have begun to proliferate in the Volcanic Hills and surrounding regions.

Size: 40-50+ ft. long, 6-10 tons

Attributes:

INT-9 PER 0 WIL+2 CHA-14

STR+12 DEX-4 CON+8 SPD-3

Level: 6-12

Attacks/Damage: Bite: d12, Trample: d20, Tail: 2d12, Battering Attack: 2d20

Special Abilities: Impervious to heat and flame

Armor: Body plates, 6 points; underside covered by thick hide, 2 points

Hit Points: 30, +5 per level

Habitat: Wilderlands, Volcanic Hills, western Quan Empire



DRAGON, SEA



The most ancient of all the great dragons, the sea dragons of Talislanta are gigantic, serpentine creatures that 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 humanoid-sized creature whole, are lined with ten-inch fangs.

Sea dragons are the bane of ocean-going vessels. 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. *The Mariners' Opus*, an informative compendium endorsed by the seafaring Sunra of the Quan Empire, cites the following traits as characteristic of the sea dragon species:

- An aversion to shallow waters and a converse predilection for deep sea beds and oceans.
- An immunity to the poisonous barbs of giant sea scorpions and other venomous aquatic species, as well as animal and vegetable toxins.
- An attraction to disturbances in the water, which they can sense from miles away.

Sea dragons are not terribly particular with regard to their eating habits, exhibiting an equal fondness for rainbow kra, giant sea scorpions, aquatic serpents, and Men. 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; Sunra dragon-hunters repeatedly claim to have found ancient metal artifacts, weapons, and implements in the stomachs of slain sea dragons. Stories of this sort may be responsible for the accounts of sea dragons keeping stores of sunken treasure, a belief that is without basis in fact.

Thystram had the opportunity to examine the carcass of an exceptionally ancient sea dragon that had washed up on the shores of western Phaedra, now Zandu. In a report to the Wizard King, he stated:

The creature is vast in size, measuring over two hundred and forty feet from the tip of its snout to the end of its tail. The fanged jaws, when pried open with winches, measured over thirty feet in height and twenty-three feet in diameter. Torch in hand, I entered the gaping maw and proceeded along the esophagus until at last I arrived at the creature's stomach, a cavernous chamber that reeked of digestive acids and decomposing organic materials. At the entrance to the upper intestine I found a Phaedran sailing vessel, virtually intact save for a portion of the mast and rigging, which had evidently been torn away. The ship had apparently been swallowed whole and had become lodged here in the entrance to the intestine, causing blockage. The cause of the sea dragon's demise thus determined, I turned back and exited the creature as I had entered, deeming the other available means of egress both impractical and highly undesirable.

Size: 50–60 ft., 6–10 tons

Attributes:

INT+1 PER 0 WIL+9 CHA 0
STR+9 DEX 0 CON+6 SPD 0

Level: 8–16

Attacks/Damage: Bite: d20, Constrict: d12+STR per round

Special Abilities: Swallow humanoid-sized prey whole (50% chance with a maximum damage result on any biting attack), converse in ancient tongue, immunity to poisons

Armor: Scales, 3 points

Hit Points: 26, +4 per level

Habitat: Seas and oceans

DUADIR

Duadir are a mutated species of lesser dragon native to the Wastes of Kharakhan. These two-headed, bipedal creatures are known for their ferocity and should be avoided at all costs. Their skin is a bright crimson in color, 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 an equus 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. These creatures are trained as steeds by the Araq, a race of reptilian humanoids native to the Kharakhan Wastes. The Araq accomplish this feat by the cruel treatment of duadir hatchlings, a procedure taking some two years to complete.

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

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.

According to Thystram, the duadir's two brains each control one half of its body; the left brain controls the left side, and the right brain the right. If one of the two brains is damaged, the creature becomes completely disoriented and the corresponding body parts seem to move at random, no longer subject to the duadir's control. Thystram, having observed a duadir damaged in such a fashion, described the sight as "highly unusual, and even bizarre. The creature attempted to attack, hopping towards me on its left leg. Suddenly, the right leg began to run in the opposite direction, so that the duadir fell to the ground and flopped about for several moments until our bearers killed the creature with crossbow bolts."

Size: 10–11 ft. tall, 600–900+ lbs.

Attributes:

INT-7 PER+4 WIL 0 CHA-12
STR+4 DEX+2 CON 0 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: Thick hide, 1 point

Hit Points: 16, +2 per level

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



DRYAD BUSH



This slender, graceful variety of flowering shrub is found primarily in Astar of the Seven Kingdoms. The Muses of Astar claim that late at night, dryad bushes undergo an uncanny metamorphosis, becoming beautiful green forest nymphs. According to the Muses, the transformation lasts only until dawn, after which the nymphs return to plant form.

Few Talislantan scholars place much credence in the Muses' claims, despite the fact that the esteemed botanomancer Viridian once professed to have been married to a forest nymph, whom he saw only between the hours of sunset and sunrise.

The noted naturalist Thystram once had a dream that he was seduced by a forest nymph while traveling in the Aberrant Forest:

The creature was a vision of pristine beauty, with hair and skin as green as new grass. She danced in front of me, twirling light as a leaf, and we frolicked for a time until I became exhausted and fell into a deep slumber. I awoke enfolded within the branches of a dryad bush—unharmd, though somewhat taken aback, as can be imagined given the unusual circumstances of the previous evening.

Size: 5–6 ft. tall in bush form

Attributes:

INT+1* PER+2* WIL+3 CHA+7*

STR-2* DEX+2* CON+2 SPD+1*

*in nymph form; otherwise, not applicable

Level: 1+

Attacks/Damage: None known, though attacks may be possible in nymph form

Special Abilities: Metamorphose from plant to nymph form, possible secondary magic skills (natural magic)

Armor: Bark, 3 points

Hit Points: 6, +2 per level

Habitat: Astar of the Seven Kingdoms, the continent of Celadon, other woodlands

ECHINOMORPH

Echinomorphs are large, spiny-skinned predators native to temperate coastal regions, reefs, riverbeds, lagoons, and tropical isles. They are also found in the Sinking Land, where these star-shaped organisms pose a grave danger to the intelligent mollusks known as snipes.

Echinomorphs are radial life forms, with their five appendages branching forth from a central axis. Their bodies are completely encased in heavy, armored skin studded with sharp spines and burrs. The undersides of the limbs and tail are lined with rows of small barbs and suckers, which are used to hold fast to coral reefs, rocks, or the echinomorph's prey. It is not uncommon for adult specimens to gradually become covered with barnacles, algae, and clinging plants.

Echinomorphs are incapable of swift movement. They feed mainly upon giant mollusks, water raknid drones, and other slow-moving creatures, using their ability to change color to match their surroundings to help them attack victims by surprise. Using such methods, echinomorphs are sometimes able to capture creatures much faster than themselves, including skalanx, sea demons, rainbow kra, and even Men.

Echinomorphs use their great strength to crush prey slowly in their grasp, relying upon their natural defenses to protect themselves from suffering damage. Once an echinomorph has gotten hold of a creature, there is practically no way for the victim to break free.

Though rare, there have been accounts of echinomorphs attacking small watergoing vessels. These aquatic monsters sometimes attach themselves to the hulls of large sailing ships, a situation that can be difficult to remedy. Thystram described the procedure required to remove an unwanted echinomorph from a ship's hull as follows:

First, bring the affected vessel up on dry land, and raise it in the air by the use of a block and tackle. Second, start a fire using an abundant supply of wood and kindling. Then, using a pair of long-handled tongs, take several hot coals and apply them to the creature's underside, employing a prybar to insert the coals between the echinomorph's limbs and the hull. With luck, the creature will release its grip and fall to the ground before any serious damage is done to the ship.

The echinomorph's tough, exoskeletal skin is valued by the sea nomads of Oceanus, who use this material in the making of armor, among other things. The price of an echinomorph hide in good condition typically ranges from four to six hundred gold lumens, or the equivalent in barter goods.

Size: 7–8 ft. span, 600–800+ lbs.

Attributes:

INT-6 PER+4 WIL+6 CHA-11
STR+9 DEX-6 CON+8 SPD-10

Level: 1–8

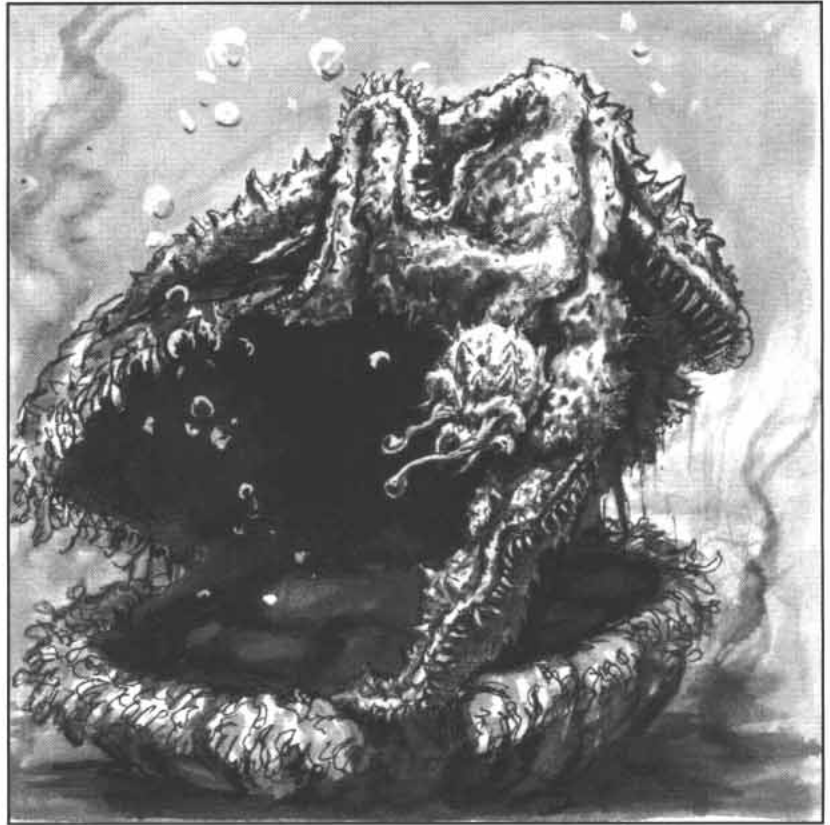
Attacks/Damage: Crushing grasp: 2d8 per round (plus d4 incidental damage from spiny carapace)

Special Abilities: Able to alter their coloration to match their surroundings (roll vs. PER at -6 to detect), powerful grasp almost impossible to escape (roll vs. STR at -9)

Armor: Spiny exoskeleton, 4 points

Hit Points: 15, +4 per level

Habitat: Coastal regions, seas, oceans, rivers, the Sinking Land



EMPEROR PLANT



The emperor plant is a species of succulent found in temperate woodland regions and semitropical jungles. This plant is named for its ability to control other forms of vegetation, which it does by sending forth rootlike tendrils through the soil. These tendrils attach themselves to the victim's root system, eventually winding their way throughout the entire organism and bringing it under the direct control of the emperor plant.

Plants and trees that have fallen under the control of an emperor plant exhibit sinister, often violent behavior: choking cultivated plants, undermining structures such as huts and stone walls, forming living barriers of thorns and brambles, and so forth. They may even attack other life forms, including humanoids and domesticated animals, by merging their tendrils with the central nervous systems of their victims. If the emperor plant is not discovered and destroyed, it may gain control of every living thing within its sphere of influence, using its servants to obtain nourishment and spread its seed to other areas.

Emperor plants are a menace to cultivated regions, such as Vardune of the Seven Kingdoms, where these organisms are destroyed on sight. If attacked, the plant will defend itself by seeking to entangle assailants with its tendrils, which can emerge from below the soil with surprising speed. Once it has succeeded in capturing an individual in this manner,

the plant will seek to establish control by sending its tendrils into the victim by the most expedient means, typically through the ears or mouth.

Emperor plants fear fire above all things except plant grues, which are its mortal enemies. If a tendril is subjected to flame, it will withdraw from the victim, shrieking in pain. Once an emperor plant has been destroyed, its control is usurped. It should be noted that these parasitic organisms are also known to prey upon other emperor plants of lesser power, establishing a virtual hierarchy that may extend throughout a wide area.

Thystram described an encounter with an emperor plant that occurred while he was traveling in the Aberrant Forest:

Exhausted from our journey, we made camp for the evening in a grove of old gray deodars, and fell almost at once into a restful sleep. We awoke the following morning only to find ourselves entangled in a net of roots and vines, which coiled about our arms and legs like serpents. Fortunately, my assistant Ordo carried a wand of pyromancy upon his person, and was able to use it to extricate us from what might well have been a most distressing situation.

Size: 10–30 ft. tall, 200–600+ lbs.

Attributes:

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

*as pertains to attacks; plant is otherwise not mobile

Level: 1–10

Attacks/Damage: Tendrils: entangle on any successful “hit,” or invade host (effective only vs. immobile or captured organisms)

Special Abilities: Control other lifeforms through tendrils

Armor: None

Hit Points: 10, +2 per level

Habitat: Aberrant Forest, temperate forests and semitropical jungles

EQUUS

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. Equis are quite intelligent and have their own language, called Equan. Some few are even able to speak the languages of humanoids, though a natural tendency toward secrecy forbids most equis from boasting of this ability. They are prized as steeds throughout the continent and seldom sell for less than four hundred gold lumens apiece. In the wild, equis travel in herds of up to about sixty individuals.

There are four sub-species of equis, each with its own distinct attributes. The graymane is the most common type of equis and is found in many regions across Talislanta. Its dusty gray hide and mane lack luster, but it possesses good speed, endurance, and surprising strength. Though deemed unexceptional by breeders and beasthandlers, graymanes make sturdy and reliable mounts and are favored by those who must travel long distances.

Silvermanes are the swiftest of all equis, though they lack 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 color 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.

Darkmanes are large, surly beasts with coal-black manes and hides and sharp hooves and fangs. Aggressive and spiteful creatures, darkmanes will often attack other equis 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 graymanes, 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 hides and manes.

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

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

Size: 5+ ft. at the shoulder, 400–600 lbs.

Attributes:

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

*+8 for silvermanes

Level: 1–4

Attacks/Damage: Kick: d12, Bite: 1–4 (darkmane only)

Special Abilities: Converse in Equan (some few equis are known to speak other languages), immune to cold (snowmane only)

Armor: Thick hide, 1 point

Hit Points: 16, +3 per level

Habitat: Plains, wilderlands, snowfields (snowmanes only), hills (graymanes), forests (silvermanes), wastelands (darkmanes)



EXOMORPH



Exomorphs are fierce quadrupedal predators that measure up to nine feet in length and have lizardlike skin, a heavily muscled torso, and great, gnashing fangs. The primary attribute of the exomorph is its uncanny ability to alter the coloration of its thick, scaly hide so as to perfectly blend in with its surroundings. This ability is such that these creatures can assume nearly any color or combination of colors imaginable, with variations in hue achieved in a second or two at most.

When their camouflage ability is combined with an ability to stand perfectly still for hours on end, exomorphs are nearly impossible to detect in the wild. 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 that is not going in their favor. In such instances they may use their chameleonlike abilities to elude pursuers. A starving exomorph, however, will return to attack again unless it has been 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 an exomorph is slain, its hide becomes pale and colorless, practically worthless to all but the most desperate or gullible buyers.

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

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

Size: 7–9 ft. long, 400–600 lbs.

Attributes:

INT-7 PER+4 WIL 0 CHA-11
STR+5 DEX+3 CON 0 SPD+4

Level: 2–8+

Attacks/Damage: Bite: d8, Claws: d12

Special Abilities: Alter color of hide at will (roll vs. PER at -5 to detect), stealth, tracking (by scent; ability is at level+PER)

Armor: Scaly hide, 1 point

Hit Points: 20, +3 per level

Habitat: Forests, wilderlands, jungles

FILCH

The filch is a bipedal scavenger indigenous to certain woodland and wilderness regions. These creatures resemble misshapen humanoids, with lank black fur and large eyes capable of seeing clearly in darkness. They are quite elusive, subsisting on food stolen from the lairs and warrens of other creatures, including humanoids. Filches pose a particular nuisance to crag spiders, using their ability to move silently and invisibility in shadow to rob captured prey from the webs of these giant arachnids.

Skulking in the darkness, filches do their utmost to avoid detection. If detected, they prefer to run rather than fight, but they can be dangerous if cornered. The filch's retractable claws are honed to a razor edge and capable of slicing through tough hide or leather armor with surprising ease.

Filches are averse to returning stolen prey, which they regard as their rightful property. The creatures are fairly intelligent and possess a crude language of sorts. Despised by other species, filches regard themselves as a misunderstood race.

A longtime traveler, Thystram was all too aware of the habits and proclivities of the filch. To protect possessions, he advised taking the following precautions:

First and foremost, secure all valuables in stout chests. Locks should be protected by the application of appropriate seals or wards, and items that could be carried away bolted or otherwise tied down. If possible, a pet drac trained to sniff out filches should also be obtained, as an additional precaution. Order the sentries to shoot skulkers on sight, and try to get a good night's rest.

Size: 5 ft. tall, 80–100 lbs.

Attributes:

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

Level: 1–4

Attacks/Damage: Claws: d8+2

Special Abilities: Retractable claws, move silently (level+DEX), practically invisible in shadow or darkness (roll vs. PER at -6 to detect)

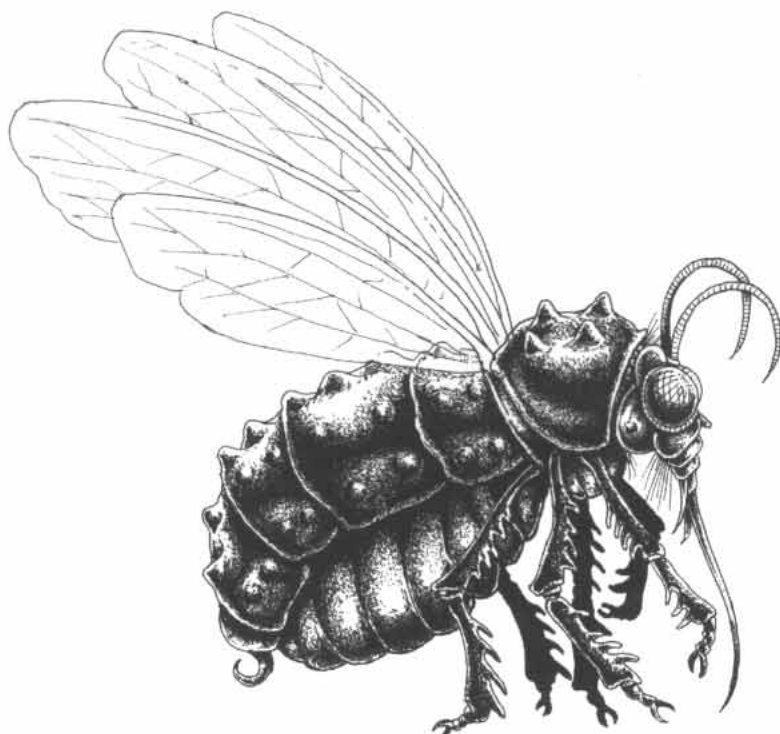
Armor: None

Hit Points: 6, +1 per level

Habitat: Woodlands and wilderness regions



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, needlelike 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 that can cause madness.

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

While traveling throughout the southern swamplands, Thystram experienced considerable difficulties with flits, which he detailed in his journals. One entry in particular is quite illuminating:

We are beset by swarms of insects, who harass us by day and by night; stinging, biting, scratching, and crawling about in such places as are most discomforting. The worst and most persistent of all these pests are flits, which hover about us like corpse flies over a bloated carcass. Ordo and I took to wearing nets over our heads, though even this did not completely deter the wretched vermin. Smoldering torches, dipped in a mixture of pitch and foul-smelling mungberry leaves, seemed to keep the flits at bay, at least for a time. However, the stench was such that we were nearly "kept at bay" ourselves.

Size: 2 in. long, 1-4 oz.

Attributes:

INT-15 PER+2 WIL-9 CHA-15

STR-19 DEX+10 CON-15 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: None

Hit Points: 1

Habitat: Swamps, jungles

FROSTWERE

Frostweres are a species of werebeast native to the cold northern reaches of Talislanta. Like their relatives, they resemble large, furred humanoids with slashing claws and long fangs. The frostwere's hide is white, however, enabling it to blend into its snowy surroundings.

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

The relatively reclusive nature of these predators helps explain the air of mystery that hangs over the species. For many years frostweres were confused with the race of frost demons, whom they resemble at a distance. Scholars and naturalists have only recently realized the error of their ways, and as a result, there is growing demand for reliable information about the habits of the frostwere.

Half a millennium ago, the naturalist Thystram made a detailed study of the frostwere's mating habits and migration patterns. Unfortunately, this information was lost following the onset of the Cult Wars, when many valuable books were burned by the Aamanian Orthodoxists. A copy of Thystram's lost monograph, if such an item still exists, could bring as much as twelve thousand gold lumens at the Lyceum Arcanum.

Size: 6'6"-7', 290-400+ lbs.

Attributes:

INT-5 PER+3 WIL+6 CHA-9

STR+5 DEX+2 CON+9 SPD+2

Level: 1-12

Attacks/Damage: Bite: d8, Claws: d10+STR

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

Armor: Shaggy hide, 1 point

Hit Points: 20, +3 per level

Habitat: Narandu, L'Haan, Xanadas



GEOPHAGE

The geophage is a species of giant quadruped that is indigenous to deep subterranean caverns, pits, and dead volcanos. Though quite rare in the New Age, these creatures may still be found throughout the continent of Talislanta and are believed to travel vast distances in search of their favored food, raw metal ores.

Geophages may travel for miles, following veins of ore as they wend their way through the substrata. They are well equipped for this task, with a rock-hard exoskeleton, powerful grinding jaws, and claws capable of cutting through the hardest stone. Born without optical organs, geophages navigate by their keen sense of smell.

Although peaceful by nature, these massive creatures nonetheless pose problems for other subterranean races, particularly the Gnomekin of the Seven Kingdoms. The rough-hewn tunnels made by geophages sometimes undermine Gnomekin settlements and have occasionally caused sections of the Underground Highway to collapse. Gnomekin wardens regularly patrol the underground tunnel complexes that lie below their settlements,

using a mixture of stenchroot and other noxious plant ingredients to drive away wandering geophages, who are sensitive to strong odors and will generally avoid areas that have been treated in this fashion.

The Vajra of the Quan Empire have devised another solution for dealing with these creatures. They use a distillation of tantalus vine and other herbal ingredients to charm geophages, then train them for use in underground excavation. In return for their efforts, the geophages are fed inexpensive slag and other metal byproducts, which they find quite palatable.

Thystram's studies of the geophage led him to the conclusion that these creatures may have been responsible for the creation of the complex network of tunnels known as the Underground Highway. Said the naturalist:

In ancient times, large numbers of geophages may well have existed beneath the surface of the Talislantan continent. Traveling in small family groups, these creatures bored their way through solid stone, following veins of minerals. Over the course of many millennia, the creatures might have created this vast network of tunnels, which crisscrosses the continent for untold thousands of miles.

Size: 20–30 ft., 4–6 tons

Attributes:

INT-7 PER+5* WIL-2 CHA-7

STR+12 DEX-7 CON+9 SPD-5

*as pertains to sense of smell only; otherwise, -5

Level: 1–3

Attacks/Damage: Claws: d20

Special Abilities: Claws can cut through stone or nonmagical metals without penalty, navigate by scent

Armor: Stony exoskeleton, 8 points

Hit Points: 20, +5 per level

Habitat: Underground regions across the continent

HALF-MAN

Half-Men are the byproducts of sorcerous crossbreeding and hybridization, procedures employed extensively by the Quaranians and other unscrupulous peoples during the time before The Great Disaster. Such procedures are now banned throughout much of the continent, although it is believed that experiments of this sort continue in Rajanistan, the Shadow Realm, and possibly Nefaratus.

Half-Men generally average from six to seven feet in height and are basically humanoid in form. All, however, have some unusual physical trait that sets them apart from normal Men. Such characteristics can include shaggy hide on the lower legs or arms, claws, fangs, reptilian hide on the face, arms, or legs, a mane of bristles, bestial facial features, a tail, cloven hooves, webbed hands or feet, or other beastlike characteristics.

Most Half-Men still extant on the continent are the descendants of creatures produced as a result of unsuccessful attempts to create new life forms. As such, the aberrant physical characteristics possessed by Half-Men rarely afford any but the most meager benefits, most being more closely akin to deformities.

The only known tribe of Half-Men is the Mondre Khan, whose warlike clans inhabit the mountains of the eastern Quan Empire. Like others of their kind, they are regarded as animals by other Talislandans and are often the victims of prejudice. Accordingly, many live outside the law, operating as thieves and bandits or joining forces with tribes of Sub-Men such as the Za.

Thystram did not travel extensively in the Eastern Lands due to the activities of the fierce Mazdak tribes, which were still common throughout the region during the naturalist's era. However, he claimed to have examined a Mondre Khan refugee who had been captured by Phaedran explorers during an expedition to the Wilderlands of Zaran:

The creature appears to be an amalgam of Mazdak and werebeast, or the eastern version thereof. Its claws are long and inordinately sharp, and appear well adapted both to climbing rough surfaces and slashing enemies. Despite appearances, the Man-thing is obviously quite intelligent, though it is exceedingly fierce. Ordo offered it a crust of bread and nearly lost his hand in the process.

Size: 6–7 ft., 180–260+ lbs.

Attributes: Vary according to type; half of all attributes have negative (-1–4) ratings, half have positive (+1–4) ratings

Level: 1+

Attacks/Damage: As per weapon employed; those with claws or fangs do d6 damage for either attack form

Special Abilities: Vary according to type; possibilities include night vision, waterbreathing, rock-climbing, etc.

Armor: None

Hit Points: 12, +2 per level

Habitat: Wilderness regions, wastelands, some civilized lands (rare)



Art by [signature] © 1993

HEKLER

A native of forests and wilderness regions, the hekler is a pestiferous variety of bird. These creatures can be identified by their spiky plumes and by the awful, shrill cry they produce when they are hungry. Heklers derive their name from their annoying habit of following after groups of travelers, scrounging for handouts and leftovers. They are extremely persistent and will pursue their victims for miles, squawking incessantly. Worse yet, the hekler's call is known to attract predatory beasts and is audible at distances of up to two miles.

If given a substantial quantity of food, heklers will become silent for a time, allowing their harried victims a chance to escape. If not, their screeching and cawing can continue unabated for days on end. Morvan, a contemporary and rival of the naturalist Thystram, once attempted to chronicle the migratory patterns of these avians. Unfortunately, Morvan's efforts yielded little of substance; he and his party were hounded unmercifully by flocks of heklers, who followed them wherever they went. Finally, exhausted and spattered with droppings, they were forced to return to Phaedra in disgrace.

Heklers travel in mated pairs, stopping to mate and bear young only in the late fall. The creatures are believed related to the nag-bird, a species of similar habits that was hunted to extinction, much to the relief of travelers throughout the continent.



Size: 4–8 in. long, 2–10 oz.

Attributes:

INT-6 PER+4 WIL+4 CHA-11
STR-8 DEX+4 CON-1 SPD+7

Level: 1

Attacks/Damage: None

Special Abilities: Raucous cry audible for up to 2 miles

Armor: None

Hit Points: 1–2

Habitat: Woodlands, Plains of Golarin (rare)

HORAG

The horag is a legendary creature believed to stalk the swamplands of Jhangara during the time of the Septenarial Concordance, a peculiar event during which, once every seven months, all seven of Talislanta's moons align in the sky for fourteen days. During this time, no Jhangaran would dare venture into the swamps after sunset, fearing that then the horag will come forth to stalk the swamps until the coming of dawn. The Jhangarans claim that the horag is so powerful that its mere gaze paralyzes its victims.

Despite the tales told by the Jhangarans, the existence of the horag remains unproven. Some claim it is nothing more than a folktale, intended to frighten children at night. Certain occultists take a different view, believing that the horag may be a creature from another reality, entering Talislanta through a hole in the dimensional fabric when conditions warrant.

Thystram culled this account from the journals of his mentor Andolmir, who claimed to have spotted a creature he believed was the horag while on an expedition to the coastal jungles of Jhangara:

The seven moons aligned in the night sky, marking the time of the Septenarial Concordance. As the moons lit up the sky, silence fell over the jungle. Not a creature moved; not a single noise was heard. A massive shadow fell over the jungle, and I looked up to behold a monstrous shape that threatened to blot out the night sky. The creature's gaze caused me to freeze in my tracks; though I wanted more than anything to flee, I could not move an inch. Mercifully, I fainted, and when I awoke it was gone. This shadow I believe must have been the horag.

Size: over 20 ft. tall, weight unknown

Attributes:

INT+10 PER+10 WIL+18 CHA+17
STR+18 DEX-5 CON+18 SPD-1

Level: 50+

Attacks/Damage: Strangle: d20 per round

Special Abilities: Paralyzing gaze (roll vs. WIL at -10 to resist), immune to control or influence, ability to "disappear" at will

Armor: Hide (type unknown), 10 points

Hit Points: 200+

Habitat: Swamplands of Jhangara



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HORNED DEVIL-MAN

Horned devil-men are a race of winged humanoid thought by some to be exiles from a far-distant land, or even another dimension. The renowned naturalist Thystram claimed that these creatures were outcasts banished from the near-mythical land of Empyrian. The wizard Kabros of Phaedra respectfully disagreed, theorizing that horned devil-men were exiles from the far-flung isle of Thanatus. It is possible that both were correct; the most recent research appears to indicate that horned devil-men may well be related to the race of Tarterans, who are descended from a hybrid species known as Tarteran Devils, which in turn was created by the sorcerer Arkon during what is now referred to as the Forgotten Age. The true origins of the race may never be known, as these creatures are pathological liars and cannot be counted on to give reliable information about anything.

Horned devil-men resemble lank-limbed, gray gargoyle-like creatures, with twin hornlike protuberances jutting from the chin and peak of the skull. Their wings are comprised of scaly gray hide stretched over a framework of tough gristle; horned devil-men, in fact, appear to consist of little more than bone, hide, and cartilage. The females are particularly shrill and aggressive, though few would care to characterize the males as passive or quiet.

Representatives of the species are most commonly encountered in the desertlands that lie between the city-states of Danuvia and Hadjistan, though they may be seen throughout much of the Wilderlands of Zaran. Strange and moody by nature, they can often be found sitting atop the ruins



of ancient stone towers and columns, where they may be mistaken for stone statues or ornamentation. Errors of this sort can result in unfortunate consequences, particularly if the horned devil-men are hungry enough to eat Man-flesh or are of a mind to rob travelers of their valuables. If they are feeling charitable, it is possible to engage one in conversation, but most travelers find it more expedient to hurry along their way before the creatures' mood changes.

Size: 6'6"-7', 140-180 lbs.

Attributes:

INT+3 PER+6 WIL-3 CHA-7
STR+2 DEX 0 CON+4 SPD+5*

*airborne; 0 on ground

Level: 1-10

Attacks/Damage: Claws: d6, Bite: d4, or as per weapon employed

Special Abilities: Tracking, detect magic by scent (range: 5 ft., roll vs. level+PER), night vision, flight, possible secondary magic skills (wizardry)

Armor: Scaly skin, 1 point

Hit Points: 10, +1 per level

Habitat: Desertlands, Wilderlands of Zaran (origins unknown)

IKSHADA

Ikshada are grisly parasites similar in appearance to legless centipedes but with an enlarged cranium, a sharp tail-stinger, and terrible, fanged jaws. Their bodies are covered with segmented, exoskeletal plates, and full-grown specimens commonly attain lengths of up to 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 gray ikshada, an aquatic species. It is the habit of all 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 gray ikshada burrow beneath the ocean floor or into 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 since the spawn become hatchlings within two to twelve days after being injected into a host.

The tiny creatures then begin to feed, slowly devouring the host from within. Death may result within four days. A purge or strong antiparasitic will usually rid a victim of ikshada, with early diagnosis and treatment affording the best chance of survival. Thystram recommended that the remedy be applied a second time, after an interval of 10–14 days had passed, in the event that any of the larval spawn had survived the first treatment.

Some claim that by ingesting noxious or even poisonous substances, victims can force the horrid parasites to abandon their bodies. Such remedies, besides their uncertainty, are not without a substantial degree of risk for the patient.

The winged creatures known as depredators find ikshada quite flavorful, as do ironshrikes, who are immune to the ikshada's sting.

Size: 9–12 in. long, 1–3 lbs.

Attributes:

INT-8 PER+1 WIL+3 CHA-15

STR-4 DEX+3 CON+1 SPD+4

Level: 1

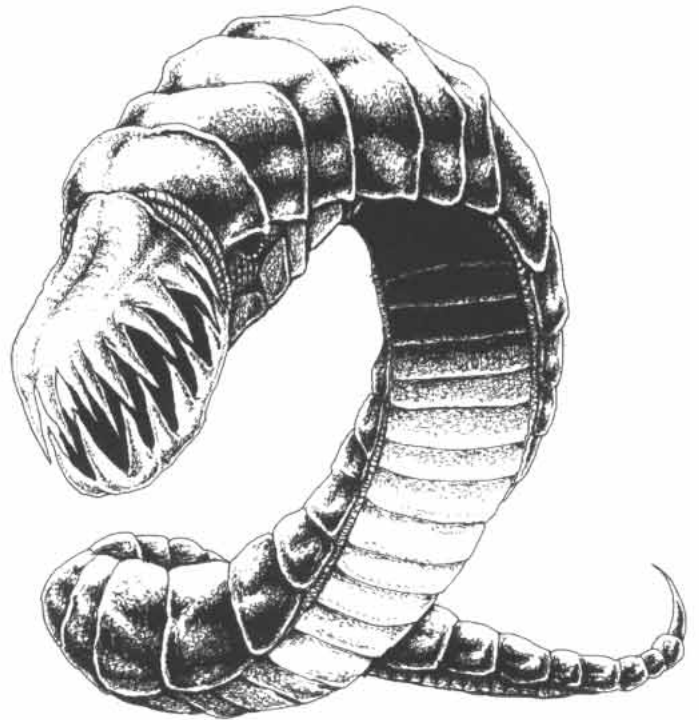
Attacks/Damage: Bite: d4, Sting: 1 pt. plus injection of parasitic larvae (see Special Abilities)

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: Exoskeletal plates, 4 points

Hit Points: 1–2

Habitat: Barge trees (yellow ikshada), tombs, crypts, and underground habitats (black ikshada), oceans and lakes (gray ikshada)



IRON DRAGONFLY

The Iron Dragonfly is a species of giant insectoid that is native to certain tropical jungles and rainforests on the Talislantan continent. The creature is named for its iridescent wings and carapace, both of which contain high concentrations of a substance similar to blue iron. Adult specimens can grow to a length of up to four feet, and attain a wingspan in excess of sixteen feet. The male of the species is deep metallic green in color, and evinces a lustrous sheen. Females tend to be less colorful, ranging from dull blue to grey in hue. They lay their eggs in water, the young emerging from their sacs as viscous, six-inch larvae.

Iron dragonflies feed primarily on serpents, alatus, and the larger varieties of insect pests. They are very aggressive, however, and have been known to attack larger prey, such as humanoids, batranc and some of the slower avian species. Their preferred method of attack is to dive upon prey from above. They then hold the victim in place with their spiny legs while they attempt to crush the victim's head and neck with their powerful mandibles. These creatures augment their diet by sifting bits of iron ore from streams and ponds. This appears to be beneficial to their digestive processes.

Iron dragonflies are among the swiftest and most maneuverable of all airborne creatures. They are able to hover in place, and they can change direction with startling speed. The razor-edged metallic wings of these insectoids can sometimes do accidental damage to the sails and riggings of low-flying windships, or to unwary crew members. The Sawila use the delicate but durable wings of dead dragonflies to make exquisite wind chimes. It is possible to derive as much as two pounds of raw blue iron ore from the body of an adult iron dragonfly, though the process is said to be tedious and time consuming.



Size: Up to 4 feet long, with a wingspan of up to 16 feet.

Attributes:

INT -8 PER +3 WIL 0 CHA -9
STR -2 DEX +9 CON -2 SPD +9

Level: 1

Attacks/Damage: Bite: d6

Special Abilities: Hover, change directions with great speed.

Hit Points: 2-5 points.

Habitat: Tropical forests, jungles and swamps along the southern coasts of Talislanta (extremely rare), islands in the Far Seas (uncommon). The creatures are said to be most common in the Unknown Land of Temesia, where, some say, iron dragonflies measuring up to twelve feet in length can be found.

IRONSHRIKE

A smaller relative of the shrieker, the ironshrike is a metallic-plumed avian native to the Sinking Land. Unlike its larger cousin, the ironshrike feeds primarily on ikshada and is a beneficial rather than destructive creature. They nest in the high branches of barge trees, hunting for ikshada by day and sleeping through the night. The ironshrike's metallic plumage renders it immune to the vicious bite of the ikshada and other small vermin.

Ironshrikes mate for life, and usually produce a brood of two to three young per year. The eggs are a metallic blue in color and very durable; for most young ironshrikes, emerging from the egg is a trying experience that can take as long as twelve hours. Once free of its metallic prison, the hatchling is prepared to endure the rigors of existence in the Sinking Land.

The metallic feathers of the ironshrike are of some use in making blue iron, a metal valued for its lightness and strength. However, the relatively small size of these avians makes it more efficient for metallurgists to hunt the larger shrieker for such purposes.

Thystram was known to keep a trained ironshrike as a pet, and to bring the creature along with him whenever he ventured into any region where ikshada were common. He claimed that the ironshrike was also of use in repelling flits and other noxious vermin, though its metallic claws wreaked havoc with his wardrobe.

Size: 3 ft. long, 80–100 lbs

Attributes:

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

Level: 1–3

Attacks/Damage: Beak: d4

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

Armor: Metallic plumage, 2 points

Hit Points: 3, +1 per level

Habitat: Cerulean Forest (northern Quan Empire), surrounding regions



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 skalanx, water raknids, and even other kra. They are fierce and aggressive predators who sense prey by sound and vibration.

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

The most ancient kra may grow to immense size, rivaling even sea dragons in stature. A smaller, sighted species, known as rainbow kra, is commonly found in open waters. Exceptionally large or ancient rainbow kra are a rarity, with the younger and swifter adults usually ensuring that elder members of the species do not live to enjoy their old age.

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

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

Size: 20–25 ft., 2,000–4,000 lbs.

Attributes:

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

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

Level: 1–12

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

Special Abilities: Swimming, waterbreathing

Aarmor: Thick hide, 1 point

Hit Points: 14, +3 per level

Habitat: Warm seas and oceans, swamplands, undersea grottos

KRA, LAND

Land kra are a species of giant, segmented eel related to the ocean-dwelling kra. Their bodies are covered with heavy armored plates, with the cranium and gnashing jaw parts composed of a chitinous substance harder than stone. A full-grown specimen may exceed forty feet in length and can weigh as much as five tons.

Land kra are burrowers, using their powerful jaws to tear their way through rock, soils, and sand. In desert regions, these creatures can sometimes be spotted by the long "worm-trails" that they leave in their wake. Otherwise, a land kra may inhabit an underground region for decades or even centuries without ever being seen by the inhabitants of the upper realms.

Land kra normally prey upon other subterranean creatures, including satada and Gnomekin. They generally shun geophages, which they regard as inedible. Like the aquatic species, land kra are blind, sensing prey by vibration.

The destructive capabilities of these creatures were noted by Thystram, who had occasion to observe the results of an infestation of land kra while exploring the Wilderlands region:

Crossing the Sad Plains, we came upon the ruins of a great stone tower that leaned at a precarious angle. Our Djaffir guide explained that, long ago, a tribe of nomads had erected the structure with the intention of establishing a settlement. Blocks of stone were laboriously cut and hauled across the plains until at last the tower was completed. Unbeknownst to the nomads, the structure had been built upon a nest of land kra. When the brood hatched, they tunneled their way through the soil, undermining the tower and causing it to collapse.

Size: 20–50 ft. long, 4,000–10,000 lbs.

Attributes:

INT-9 PER+1* WIL 0 CHA 0
STR+7 DEX+1 CON 0 SPD+2

*blind, but with other keen senses

Level: 1–20

Attacks/Damage: Bite/Tail: d8+STR

Special Abilities: Burrowing

Armor: Thick, segmented hide, 3 points

Hit Points: 13, +3 per level

Habitat: Underground regions



KRA, RIVER



These giant creatures, sometimes erroneously referred to as river dragons, are related to the ocean-dwelling kra. They are indigenous to freshwater lakes and rivers and may be found throughout the continent of Talislanta. Like most species of kra, they are sightless, navigating by sound and vibration.

River kra are bottom feeders, subsisting on a diet of aquatic plants and marine life. They are notoriously lazy and slowmoving, usually content to simply drift downriver with the current. As it is the preference of river kra to avoid unnecessary exertion whenever possible, these creatures generally shun larger prey such as skalanx. Should a river kra swallow something it finds distasteful or unpleasant, such as an echinomorph, it will spit it out at once.

River kra do not normally pose a threat to land-dwelling humanoids, but any who enter the water are considered fair game. River kra sometimes become tangled in fishermen's nets and anchor lines, often with disastrous results; a full-grown river kra can easily capsize most small to medium-sized vessels. If attacked, a river kra may ram a ship, though attacks of this sort are considered rare. Mature

individuals are often covered with clinging algae and other plant life, and as such may be mistaken for rotting logs when basking near the surface of the water.

Thystram described a close encounter with a river kra in his instructive pamphlet, "Up the Sascasm River:"

After a long day of poling upriver, we dropped anchor and moored our flat-bottomed skiff to the gnarled roots of a bog-tree. No sooner had we lain down to rest than the skiff broke free of its moorings and began to move downriver at an alarming rate of speed, traveling back in the direction from which we had come. Fortunately our pilot, a Zann fisherman of some years' experience, appraised the situation in an instant. Unsheathing his blade, he cut the mooring lines and our skiff slowed to a halt. He explained that a giant river kra had become tangled in our lines while swimming downriver and had unknowingly pulled us along for the ride. The Zann said that incidents of this sort were not unknown, and that we had been fortunate that the kra had not decided to dive, implying that we and our skiff would have followed.

Size: 20–40 ft. long, 4,000–8,000 pounds

Attributes:

INT-8 PER-1* WIL+6 CHA-12
STR+9 DEX-6 CON+7 SPD-5

*blind, but with other keen senses

Level: 1–8

Attacks/Damage: Bite: d20 (see Special Abilities), Ram: d20 (+1 per level, ships only)

Special Abilities: Swallow smaller prey whole (river kra will only bite larger creatures)

Armor: Armored plates, 2 points

Hit Points: 15, +3 per level

Habitat: Rivers and lakes

LAND CRAB

The land crab is a species of large land crustacean that has been described as either an anomaly or a mutation; in a rare admission of ignorance, the naturalist Thystram confessed to confusion as regarded its origins. Naturalists of the New Age describe the land crab as an "anomalous mutation," thereby covering both possibilities.

These creatures can be identified by their heavy outer shell, which is studded with protective spines and is a glistening black in color. The land crab's large front pincers are a deep scarlet in hue and are used for grasping prey and tearing it to bits. The four rear legs are smaller and are used primarily for burrowing in soil or sand. A triangular head and a tail terminating in an additional set of pincers are other attributes associated with this species.

Land crabs exhibit great longevity; some are thought to live for up to a thousand years. These creatures make their lairs underground, sleeping most of the day and emerging to hunt by night. They are scavengers, normally preying upon the decomposing remains of other organisms. Only when food is scarce will land crabs attack living creatures. They continue to grow throughout their lives and may attain lengths in excess of thirty feet. In desert and wilderness regions, the largest and eldest of these creatures can sometimes pose a hazard to duneships and land arks.

Size: 10–30 ft. long, 3,000–10,000 lbs.

Attributes:

INT-10 PER+2 WIL+6 CHA-10
STR+9 DEX-5 CON+10 SPD-7

Level: 1–20

Attacks/Damage: Claws: d12 (+1 per level)

Special Abilities: Burrowing (2 feet per round)

Armor: Shell, 5 points

Hit Points: 10, +1 per level

Habitat: Desert regions, Wilderlands of Zaran, the Aberrant Forest (rare)



LOPER



Lopers are a peculiar species of bipedal beasts similar in some respects to striders, but with a mane of coarse fur, grasping foreclaws, and strange, almost humanoid facial features. Talislantan scholars are divided over whether the creature is a mutated species of strider or a hybrid of some sort. Adult specimens commonly stand up to eight feet in height and measure over fourteen feet from head to tail.

In the wild, lopers usually travel in herds of up to forty or fifty creatures, including males, females, and sexless broodlings; latent sexual markings and physical characteristics generally do not develop until the broodlings mature at or around their third year. The distinction between male and female lopers is an important one; the male of the species is exceptionally mean-tempered and prone to erratic behavior, while the female is somewhat more docile.

Herds of loper are found from the frigid wastes of Narandu to the southern sectors of the Quan Empire and the Wilderlands of Zaran. They are generally innocuous, feeding primarily on mosses, lichen, roots, and small vermin. Male lopers are territorial and will fight to defend their mates and broodlings if a threat is perceived. Females tend to be less aggressive unless their young are threatened, in which case they can become quite violent.

Orgovian traders value lopers as steeds and burden beasts, primarily because they are very rugged and eat little. Though they can be captured and trained, lopers cannot be tamed or domesticated. The creatures can only be controlled by the use of a prod-hook, a device employed to keep the loper from biting its rider, other animals, or whatever else is in range of its jaws.

Size: 14 ft. long, 8 ft. tall, 400–600 lbs.

Attributes:

INT-8 PER 0 WIL+7 CHA-11

STR+4 DEX+4 CON+3 SPD+5

Level: 3–5

Attacks/Damage: Bite: d4, Hind Claws: d8, Whiplike Tail: d6 (one attack per round)

Special Abilities: Surefooted climbers, leap across 20–30 ft. spans with running start

Armor: Thick hide, 1 point

Hit Points: 18, +2 per level

Habitat: Narandu, Wilderlands of Zaran, Quan Empire

LOPER, TUNDRA

A hardy, belligerent cousin of the plains loper, the tundra loper is a predator indigenous to the frozen northern realms of Narandu and L'Haan. These creatures are distinguishable from the plains loper by the tufts of shaggy white hair that adorn the back of the neck and lower legs. Tundra lopers also have an additional spike on their clawed lower appendages, which enables them to negotiate icy terrain.

Traveling in herds of up to thirty individuals, tundra lopers roam the frigid wastelands feeding on lichen, snow lily, and small creatures. They have been known to attack frostweres, but usually only in self-defense. When food is scarce, such as after a deep snowstorm, tundra lopers may hunt larger prey, including humanoids.

Unlike plains lopers, these creatures do not make suitable steeds. They are far too aggressive and sullen for such purposes and cannot tolerate captivity. In fact, a captured tundra loper will often commit suicide, using its claws to slash its neck.

The Rasmirin claim to know a secret alchemical concoction that, when administered to these creatures, renders them sufficiently docile to be employed as steeds. The benefits of using tundra lopers in such a manner would seem to be offset to some degree by the danger inherent in the application of this mixture, which must be force-fed to the vicious creatures twice each day.

Size: 14 ft. long, 8 ft. tall, 400–600 lbs.

Attributes:

INT-6 PER+2 WIL+6 CHA-11
STR+4 DEX+4 CON+8 SPD+5

Level: 3–5

Attacks/Damage: Bite: d4, Hind Claws: d8, Whiplike Tail: d6 (one attack per round)

Special Abilities: Surefooted climbers even on ice, leap across 20–30 ft. spans with running start

A armor: Shaggy fur, 1 point

Hit Points: 18, +2 per level

Habitat: Snowfields and ice plains of Narandu and L'Haan



MALATHROPE

Malathropes are a species of quadrupedal predator scholars believe were created during the Forgotten Age by the sorcerers of ancient Quaran. The estimable Kabros of Phaendra put forth the claim that these horrific creatures were derived from a hybrid of night demon, omnivrax, and the lightning-swift manx, the latter of which is now believed extinct. According to Kabros, these creatures were used to hunt down and kill individuals who escaped from the fire-pits of Malnangar, which the Quaranians used to commit genocide upon those whom they regarded as inferior beings.

Kabros's theory, while unproven, is perhaps not without merit. Malathropes are possessed of a sinister intellect, and exhibit a marked tendency towards violent and destructive behavior. They sport demonic visages, are coal-black in coloration, and speak in tongues. Furthermore, malathropes prey upon living creatures of all sorts, showing a preference for devouring prey alive. The bite of a malathrope delivers a potent neurotoxin that heightens its victim's response to fear, a condition from which malathropes seem to derive sadistic pleasure. It is possible to extract up to six drams of venom from a dead malathrope; this substance is valued at as much as seventy-five gold lumens per dram in Rajanistan.

Malathropes can be found throughout the continent, though they seem to congregate more frequently in desolate and remote places. They are murderous creatures who kill not only for food, but apparently to satisfy some grisly, carnal urging. Like demons, malathropes require neither sleep nor rest and are always active.



Malathropes are most often encountered alone or in small groups. They are extremely fast and exhibit a maniacal disregard for danger. Malathropes will not hesitate to attack groups of armed individuals or creatures larger than themselves. As the naturalist Thystram noted, "The beasts emit a horrid, hissing laughter even after suffering the most grievous wounds, as if mocking—or perhaps welcoming—their own death."

Size: 6'6"–7' long, up to 3'6" tall at the shoulder, 400+ lbs.

Attributes:

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

Level: 8–16

Attacks/Damage: Bite: d6 (plus poison; roll vs. CON at a penalty of -5 or the victim is too terrified to offer resistance),

Claws: d8 (total of two attacks per round)

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

Armor: Hide, 1 point

Hit Points: 16, +2 per level

Habitat: Wilderness regions

MALAVRAX

The malavrax is a species of abomination that resembles a twisted cross between a malathrope and an omnivrax. Scholars of arcana theorize that the creature is either some Archaen magician's idea of a joke or the result of a deadly experiment in sorcerous hybridization.

Thystram believed that the species originated as a result of an accident occurring in the wild, citing the fact that male omnivrax are notoriously indiscriminate as regards their choice of mates. He said, "This condition also holds true for female malathropes, whose fecundity knows no bounds while they are in heat. In combination, these two factors form the most likely explanation for the malavrax's existence."

In any event, the malavrax is an exceedingly dangerous hybrid, combining certain of the more extreme attributes of its two forebears. Like malathropes, they are night-black in appearance and possess a sinister intellect and poisonous bite. Like omnivrax, they are most indiscriminate with regard to their diet and will eat practically anything.

From a distance, malavrax can sometimes be mistaken for malathropes, though the malformed features and limbs of the former are readily identifiable at closer ranges. Observers have noted that malavrax are quite deranged and tend to exhibit sudden and extreme mood shifts ranging from hysteria to rage and black depression. The noted naturalist Thystram purported to have witnessed a malavrax devour itself in a spasm of pure spite.

Size: 7–8 ft. long, 500–600+ lbs.

Attributes:

INT-5 PER+5 WIL+2 CHA-8

STR+6 DEX+3 CON+2 SPD+6

Level: 1–12

Attacks/Damage: Bite: d8 (plus poison; roll vs. CON at a penalty of -2 or the victim is too terrified to offer resistance), Claws: d8 (total of two attacks per round)

Special Abilities: Night vision, immunity to magical influence or control, detect prey by sound and scent (range: 100+ ft.)

Armor: Scales, 2 points

Hit Points: 25, +2 per level

Habitat: Wilderness regions, ruins



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MANDRAGORE

Denizens of the dark forest of Werewood, mandragores are an intelligent, mobile species of plant life. Rarely exceeding three feet in height, these strange creatures are roughly humanoid in form, with gnarled, rootlike 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 from, much in the manner of compost or fertilizer. As mandragores have no use for coins or other products of civilized peoples, 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 may be dispatched easily enough with metal or stone weapons. Mandragores possess a magical influence over dead wood, however, and can warp or animate nonmagical 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 spellcasters, who have been known to pay as much as five hundred gold lumens for a healthy specimen.



Thystram stated that certain tribes of Chana Witchfolk were known to keep mandragores as familiars, claiming that the organisms were of use in the location of rare herbs and buried corpses, which the Chana use in the creation of jujus. Thystram claimed to have captured and trained a mandragore to help him locate rare plants, only to abandon the experiment when the entity proved hostile to his houseplants.

Size: 2-3 ft. tall, 2-8 lbs.

Attributes:

INT+1 PER+2 WIL 0 CHA-10
STR-4 DEX+3 CON 0 SPD 0

Level: 1-2

Attacks/Damage: Magically sharpened sticks: 1-2 points

Special Abilities: Magical ability to animate or alter dead wood and plant products (maximum: 1 cubic ft. per level), speak languages of plants and trees, night vision

Armor: None

Hit Points: 2, +2 per level

Habitat: Werewood, jungles and forestlands (rare)

MANG

Mang are a form of sentient tree found in the Aberrant Forest, certain parts of Werewood, and other isolated woodlands. There is some question among Talislantan scholars as to whether these entities are sorcerous aberrations or a type of sub-elemental. Mang regard inquiries into the specifics of their ancestry as intrusive, and refuse to elaborate on the subject.

In most respects, mang resemble large, ancient, deciduous trees. Inexpert observers can easily mistake one for a common withergall, an insult of dire proportions to a mang. Close examination will reveal the gnarled facial features characteristic of mangs, and may also earn the observer a nasty bump on the head or worse. Mang do not appreciate being gawked at by strangers and are not averse to displays of physical violence when they feel such actions are warranted.

Though they are able to speak and can move their upper branches at will, mang are stationary creatures who must remain rooted to the soil. They can communicate with other forms of plant life using a limited form of telepathy, and so are able to learn much of what is transpiring in their respective domains. As mang live for centuries, these entities often possess great stores of wisdom, which they may or may not wish to impart upon others. A mang will occasionally agree to provide information in return for a favor, such as relieving it of an infestation of root grubs. They consider themselves authorities on their native domains and sometimes dispense advice without requesting compensation.

Thystram is purported to have had a long, fruitful relationship with a mang that grew in his backyard. The naturalist affixed a medallion that acted as a ward against gnawing insects on one of its lower limbs. In return, the mang taught Thystram the secret language of plants and supplied him with much useful information about the natural world.

Mang despise omnivrax, leaf-eating bugs, and root grubs. Shathane, plant grues, and woodcutters pose the greatest threat to these unique creatures.

Size: Up to 40 ft. in height

Attributes:

INT+7 PER+6 WIL+7 CHA+2
STR+6 DEX-3 CON+5 SPD-5*

*as pertains to attacks; otherwise, immobile

Level: 10-20+

Attacks/Damage: Limb: d6 (+1 per level, if the mang is so inclined), Roots: grasp or trip

Special Abilities: Communicate telepathically with plants and trees (range: 1 mile), immunity to magical influence or control, detect presences (range: 200 ft.)

Armor: Bark, 2 points

Hit Points: 30, +3 per level

Habitat: Aberrant Forest, Werewood, Groves of Serenity (Quan Empire)



John H. Mendenhall

MANRAK

Manrak are a species of winged, humanoid-insect hybrids native to the Wilderlands of Zaran and other neighboring locales. The Talislantan variety averages between six and seven feet in height, their iridescent wings spanning approximately fourteen feet from tip to tip. The manrak's body is encased in a hard, armored exoskeleton, typically bright crimson in color.

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

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

Thystram prescribed the following precautions when traveling in areas frequented by manrak: "Avoid wearing bright colors such as yellow and red, to which these dangerous insectoids are quickly attracted. Similarly, do not leave open jars of jam or honey about, as these too are a temptation. Lastly, and most importantly, never throw rocks or shoot arrows into a manrak nest."



Size: 6–7 ft. long, 240–320 lbs.

Attributes:

INT-6 PER+5 WIL+3 CHA-9
STR+4 DEX+6 CON+4 SPD+6*

*airborne only; +1 on the ground

Level: 1–10

Attacks/Damage: Fangs: d6, Claws: d12 + poison (see Special Abilities)

Special Abilities: Flight, paralytic venom (causes heart failure and death within d4 rounds to those with CON ratings of -1 or lower; otherwise, roll vs. CON or be paralyzed for 5d20 rounds)

Armor: Armored exoskeleton, 4 points

Hit Points: 20, +1 per level

Habitat: Wilderlands of Zaran, the Desert Kingdoms

MEGALODONT

Megalodons are immense, six-legged herbivores that roam the Plains of Golarin in great herds numbering up to three hundred individuals. Standing over fifteen feet high at the shoulder, they can be quite dangerous if provoked or startled. A stampeding herd of megalodons is well capable of destroying almost anything in its path; only the strongest stone fortifications are 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 gamy and can only be made edible with 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 they appear placid and slow, it is a mistake to underestimate the capabilities of these massive beasts. 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 that many an incautious caravan driver or drayman can confirm.

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

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

Size: 12–15 ft. at the shoulder, 4–6 tons

Attributes:

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

Level: 2–5

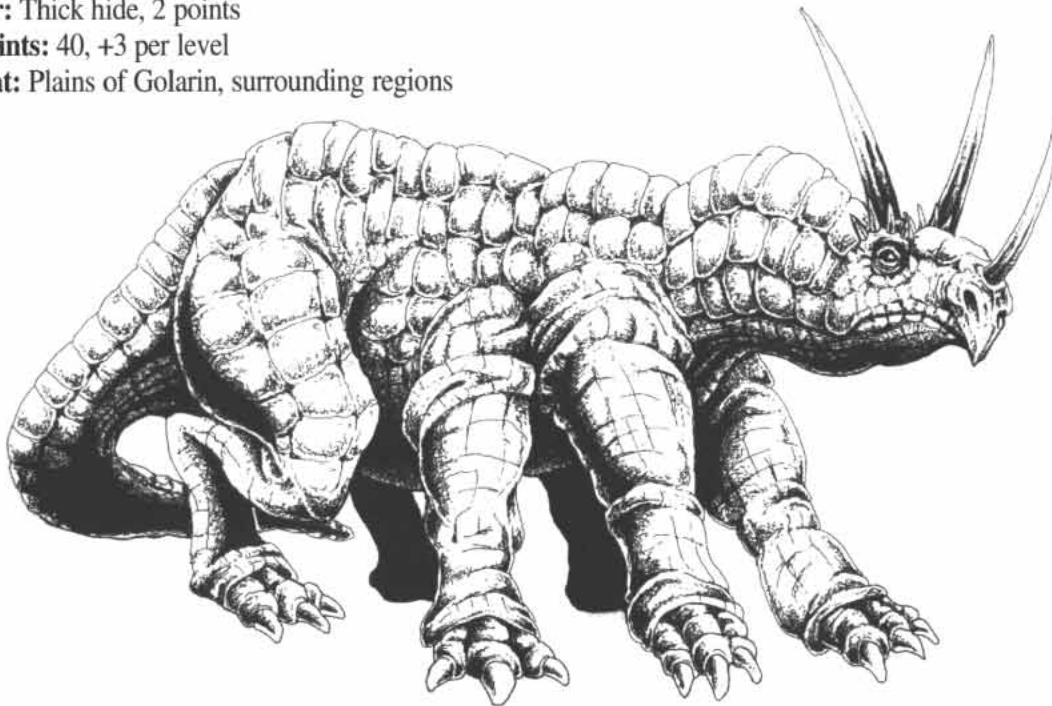
Attacks/Damage: Tail/Kick: d20, Trample: 2d20

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

Armor: Thick hide, 2 points

Hit Points: 40, +3 per level

Habitat: Plains of Golarin, surrounding regions



MIRAJAN



A mirajan is a type of spiritform found only among the arid lands of Djaffa, Carantheum, and Rajanistan. The Djaffir tribes refer to these specters as "phantoms of the desert" and believe they are the spirits of Rajan necromancers come back to torment the living. Others attribute sightings of mirajans to hallucination, heat exhaustion, or the malevolent pranks of sand demons.

Mirajans usually take the form of a humanoid dressed in ethereal robes, their features concealed beneath the folds of their garments. They manifest late at night, usually without warning, brandishing ghostly scimitars or curved daggers. Whirling like a dervish, the mirajan begins the eerie "dance of death," a strange ritual that has the power to enthrall any who do not avert their gaze. After several moments, the mirajan chooses its victim and attacks. If it is successful, the mirajan will disappear into thin air, leaving in its wake the sound of evil laughter. If not, it will depart only to return later that same evening. A mirajan will never attack more than three times in a single night.

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

Mirajans are immune to blows from nonmagical weaponry but can be affected by enchanted weapons and certain types of spells, such as Mystic Bolt and Mystic Shield. It is possible to engage a mirajan in "physical" combat only on the astral or spirit plane. Otherwise, these entities are as insubstantial as an illusion.

Size: 6-7 ft. tall, weightless

Attributes:*

INT+2 PER+3 WIL-3 CHA-3

STR+1 DEX+2 CON-1 SPD+3

*attributes pertain only to the mirajan's spiritform

Level: 1+

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

Special Abilities: Dance of death (roll vs. WIL or be mesmerized and incapable of independent action), manifest or disappear at will, immune to nonmagical attacks, incorporeality, flight

Armor: None

Hit Points: 10, +2 per level

Habitat: Spiritrealms, desertlands

MOGROTH

Mogroth are great, slothlike humanoids native to the swampy regions of Mog. Standing over seven feet tall and weighing as much as six hundred pounds, they are powerful but 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. Like sloths, they are expert tree climbers.

Mogroth live in simple huts constructed in the sturdy branches of the mungberry 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 prefer to avoid any activity that resembles work.

Because Mogroth are slow to reason or act, some think them 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. If angered, Mogroth can be very dangerous. A full-grown adult can easily hoist a humanoid-sized creature in the air with one hand, or toss an offending individual aside like a rag doll.

Size: 7'6"-8'2", 450-650 lbs.

Attributes:

INT-3 PER 0 WIL 0 CHA 0

STR+6 DEX+2 CON+6 SPD-4

Level: 1+

Attacks/Damage: Fist: d6+STR, or as per weapon employed

Special Abilities: Hide protects against biting/stinging insects and parasites, climbing (+5 to all tree-climbing rolls)

Armor: Thick fur, 1 point

Hit Points: 20, +2 per level

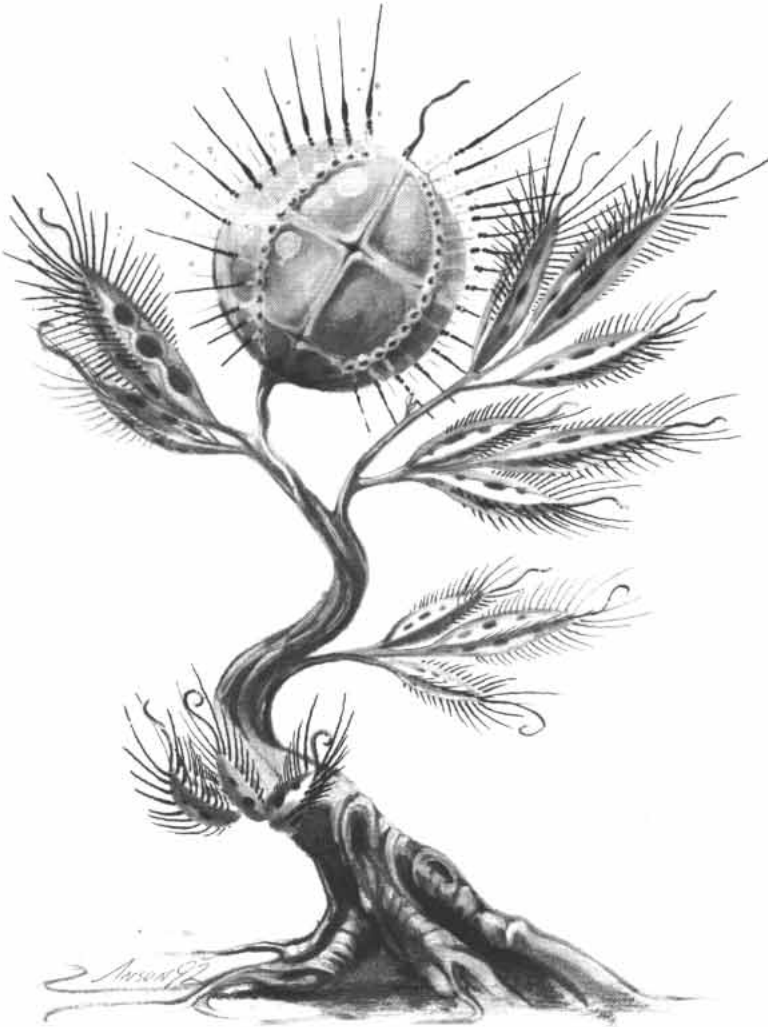
Habitat: Swamplands of Mog, surrounding regions



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. In response to such stimuli, the plant launches a shower of inch-long barbed needles that contain a mild toxin causing a most unpleasant burning, 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 is required before the plant can manufacture a new supply of ammunition.

Ordu, who for a time was employed as an assistant to the naturalist Thystram, is reported to have suffered an encounter with a needleleaf plant while exploring the jungles of the Dark Coast. The event occurred while the faithful manservant was in the process of taking his morning constitutional, which included a private visit to a set of bushes that included a full-grown needleleaf. The consequences of this action need not be specified, except to say as Thystram did that they were "both embarrassing and quite uncomfortable."



Size: 2-8 ft. tall, 4-40 lbs.

Attributes:

INT-19 PER+1 WIL-19 CHA-19

STR-19 DEX+2 CON-10 SPD+2*

*as pertains to attacks; otherwise, immobile

Level: 1

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

Special Abilities: Launch a shower of barbed needles (range: 10 ft.)

Armor: None

Hit Points: 2

Habitat: Jungles, temperate forests, wilderlands (rare)

NEUROVORE

Neurovores, or sappers, are small, bat-winged parasites measuring only an inch or so in length. They are identifiable by their bulging eyes, tentaclelike feelers, and clawed appendages. Rarely encountered except on the Thaecian Island of Dalia, they are also quite dangerous.

Neurovores feed on the faint electrical impulses that course through the brain cells of intelligent creatures. These the neurovore absorbs through its sensitive feeler by directly contacting the victim's cranium.

As neurovores are timid and physically unimposing, they usually prey only on sleeping or unconscious victims. They are most attracted to highly intelligent or psychic individuals whose synaptic activities are more pronounced than those of creatures of lesser intellect. Sindarans, with their dualencephalic processes, are particularly favored by these parasites.

The effects of a neurovore's feeding are often not readily apparent. Their feelers do no physical damage and leave only a faint, circular mark that disappears several hours after the parasite's attack. Victims of a neurovore typically experience some memory loss, which may vary considerably in extent. Actual mental impairment is seldom noticeable except in extreme cases, such as attack by several neurovores or long exposure to a single, famished 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.

Thystram reports that, while he was visiting the isle of Dalia, one of his companions was attacked by a neurovore:

The fellow seemed to outward appearances unharmed, with the exception of a small, reddish welt on his left temple. Yet for several hours he could not recall his name and regarded me as a total stranger. He also exhibited a disturbing lack of control over certain of his bodily functions, much to the dismay of the rest of our group, who were obliged to travel in his presence. For the remainder of our stay on the island we all slept with soup pots over our heads, lest we too experience similar difficulties.

Size: 2 in. long, 1-2 oz.

Attributes:

INT-14 PER+3 WIL-8 CHA-14

STR-10 DEX+6 CON-8 SPD+6

Level: 1-2

Attacks/Damage: Feelers: drain one point of INT per hour of feeding

Special Abilities: Flight, INT drain

Armor: None

Hit Points: 1 per level

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



NIGHTHAWK

Nighthawks are a large species of nocturnal raptor native to Yrmania. The swiftest of Talislantan birds, these ebony 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. The intelligence of these creatures is superior to most wild beasts.

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 humanoid-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, and the nighthawk's knife-edged wings are 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.

On an expedition to Yrmania, Thystram observed that the Jaka often kept trained nighthawks as pets. He was reportedly impressed with the exceptional loyalty exhibited by the creatures, as well as their prowess at hunting. Wrote the naturalist:

Our Jaka guide seldom went hungry, thanks in large part to his black-winged companion. At dusk each day, he bade the creature take flight, after which he would attend to his own concerns. The nighthawk would return without fail within just a few moments, bearing in its claws a plump avir or other fowl, which the Jaka then roasted for his dinner.

Size: 1–2 ft. long, 6–8 ft. wingspan, 2–6 lbs.

Attributes:

INT-6 PER+8 WIL+2 CHA-7

STR-6 DEX+8 CON+1 SPD+8

Level: 1–3

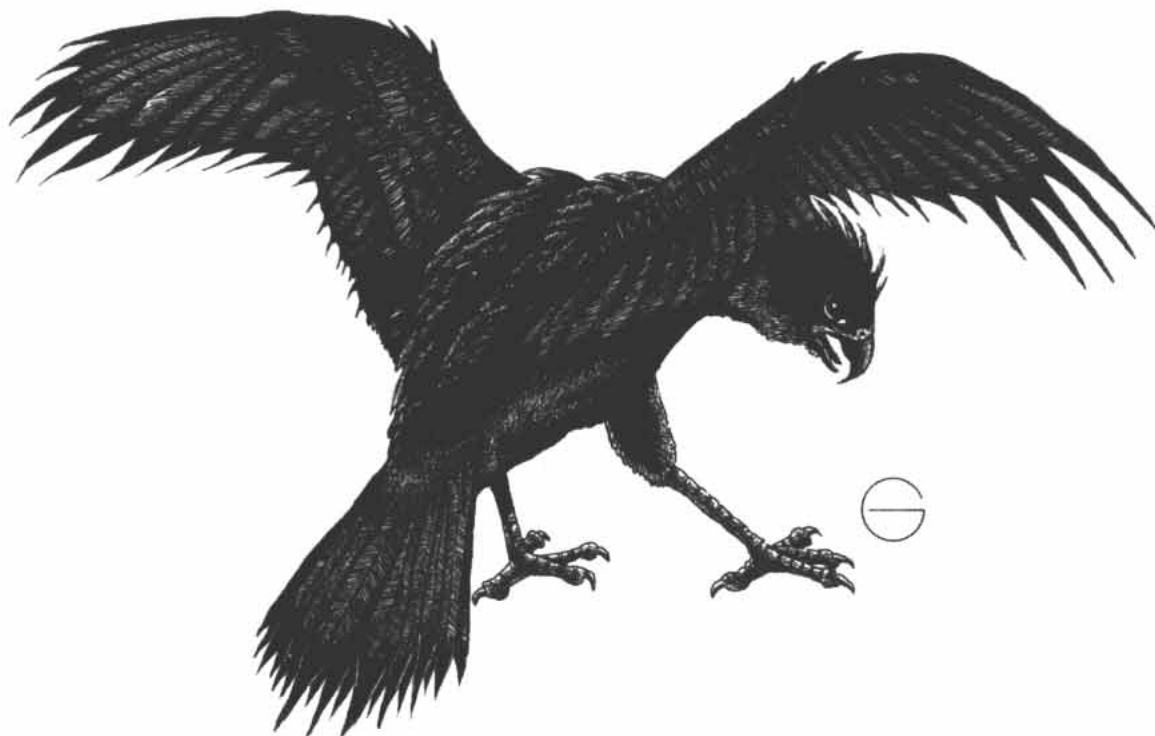
Attacks/Damage: Wings/Beak/Claws: d4

Special Abilities: Night vision, exceptional powers of perception

A armor: Obsidian plumes, 2 points

Hit Points: 4, +1 per level

Habitat: Woods of Yrmania, Werewood, Tamaranth



OCTOMORPH

Octomorphs are intelligent cephalopods that dwell in the depths of certain seas, oceans, and underground lakes. They are a pale white in color and have bulbous eyes, a bloated cranium, and long tentacles. Mature individuals sometimes steal the shells of giant mollusks, using these devices as a form of protective armor.

Octomorphs are an aquatic species of solitary and often sinister habits. They come forth from their hidden lairs only to hunt for food, preying upon creatures smaller and weaker than themselves. They will attack humanoids in the water or sometimes in small vessels, should the opportunity arise. In all cases octomorphs prefer to attack from ambush, using their suckered tentacles to grasp their victims and squeeze them to death. It is possible that these creatures may be capable of weapon use and perhaps even magic; accounts differ on this point. Octomorph lairs have yielded such unusual finds as weapons, tools, and even enchanted items, all presumably scavenged from the watery depths or stolen from humanoid victims.

Thystram spent some weeks in study of the octomorph, after which he was able to formulate a theory as to their origins:

Octomorphs exhibit a marked tendency towards paranoid behavior: hiding in rocky caverns and chasms, secreting stolen items, and living a solitary, reclusive existence. Close study of certain archaic bestiaries and grimoires reveals that these creatures bear an uncanny resemblance to the race of Hydrans, who once ruled the seas and oceans of Archaeus during the Forgotten Age. It is possible that octomorphs may be descended from this ancient species; perhaps they were originally exiles from Hydran society.

Size: 6–8 ft. long, 200–400 lbs.

Attributes:

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

*in water; -10 on land

Level: 1–6

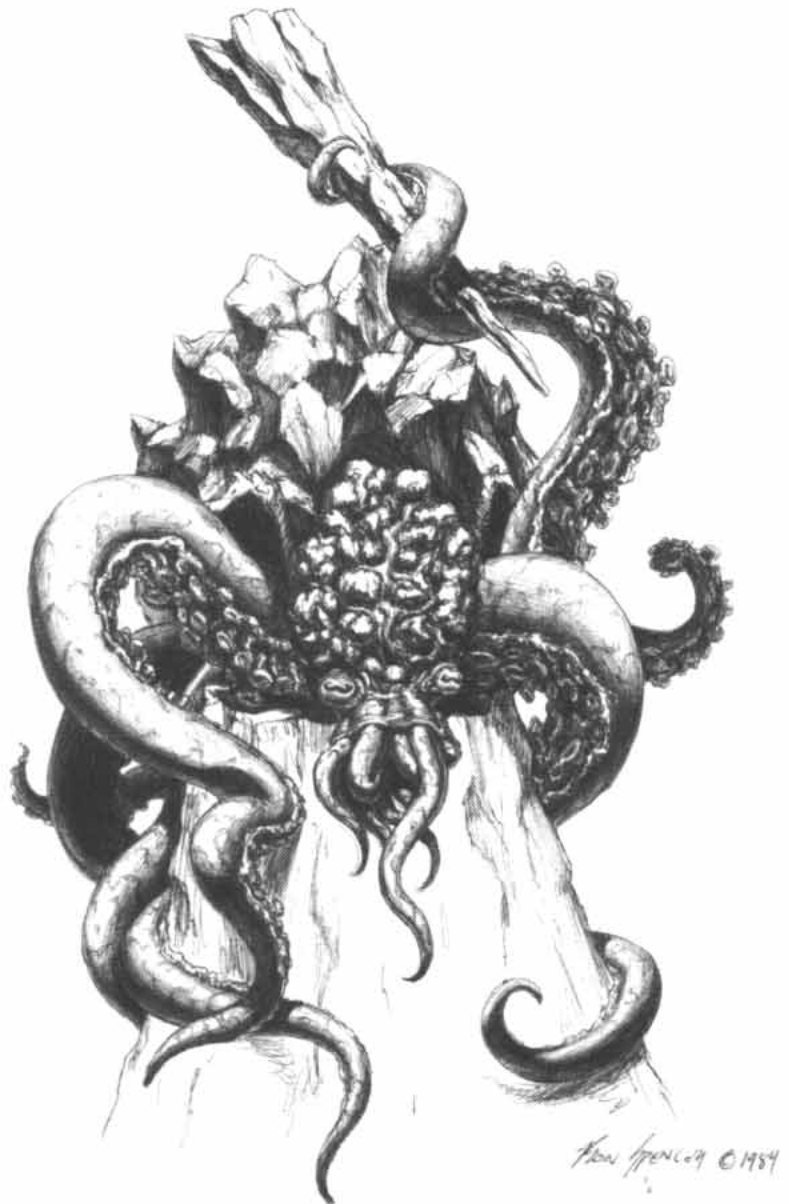
Attacks/Damage: Tentacles: d4 constriction per round (d8 attacks per round)

Special Abilities: Possible secondary magic skills (aquamancy), aquatic, can survive out of water for no more than d10 rounds

Armor: None; some wear shells, 3 points

Hit Points: 6, +3 per level

Habitat: Seas, oceans, underground lakes

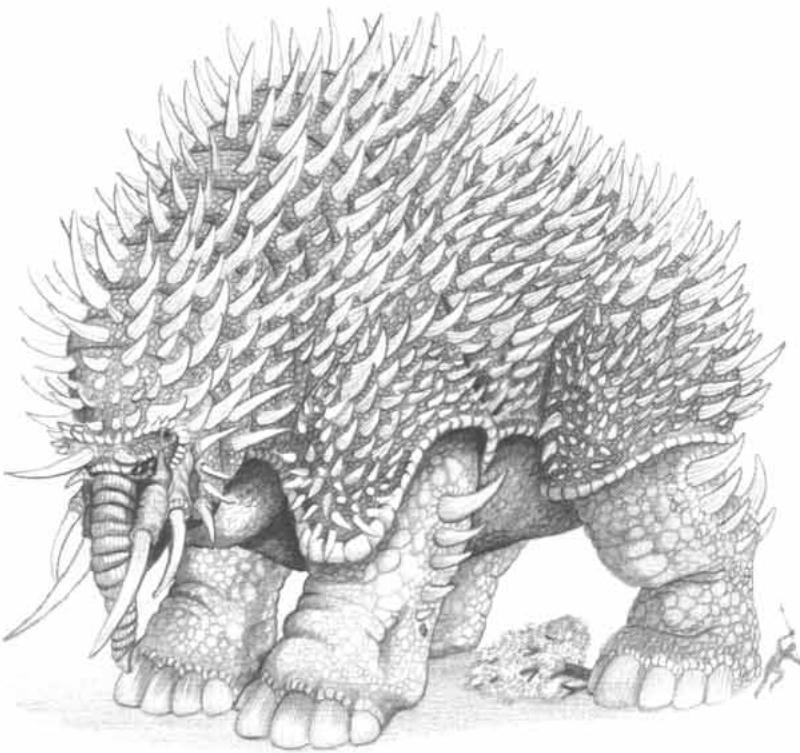


OGRONT

Ogronts are a rare variety of gigantic herbivores native to the Wilderlands of Zaran; some believe them a mutated species of ogripphant, grown to vast proportions. 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 that 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 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 are evidently quite palatable to ogronts.

In their natural plains and savannah habitats, ogronts pose no problem to Men. 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 ivory is generally of low-average quality, however, and is valued at about one half the price of other types of ivory.

Size: 30–40 ft. at the shoulder, 20–30 tons

Attributes:

INT-13 PER-9 WIL+15 CHA-14
STR+14 DEX-10 CON+15 SPD-10

Level: 1–10

Attacks/Damage: Tusks: d20, Trample: 2d20 (attacks usually are accidental)

Special Abilities: Practically impervious to harm

Armor: Dense hide, 10 points

Hit Points: 50, +10 per level

Habitat: Urag, Plains of Golarin, Wilderlands of Zaran

OPTERYX

The opteryx is a large, three-headed, three-eyed avian native to the Kharakhan Wastes in the Wilderlands of Zaran. Once quite common in ancient times, these creatures were believed nearly extinct, a condition few Talisnantans had any great cause to regret. The disappearance of the azoryl has resulted in a recent increase in the opteryx population, however, and sightings are occurring on an increasingly frequent basis.

Physically, opteryx bear some resemblance to giant, winged serpents. Each of an opteryx's three heads is encased in an exoskeletal mask composed of interlocking bone plates, in the center of which is set a single, crystalline orb. These unique ocular organs render opteryx impervious to illusions, a useful attribute when hunting sand demons, their favored prey.

Opteryx hatch from eggs, which the female hides in cliffside caves or high rock ledges. The young are three feet long at birth, wingless, and remarkably ugly. They grow quickly and sprout wings by the end of their first year. When fully grown, an opteryx may measure up to fifteen feet in length with a thirty-foot wingspan.

Opteryx are strong flyers, capable of lifting an average-sized graymane or ontra into the air. They use their hooked "tails" to snare their victims, which may include Araq, Saurans, and—when available—Men. They fold their wings flat to their bodies when on the ground, enabling them to move about in the manner of serpents.

Opteryx lair in high places, usually amidst a pile of rocks and boulders. They make unusual triangular nests using dead branches, rocks, and detritus. The females typically give birth to three offspring every nine years, the largest of which will usually devour its two siblings.

In his journal, Thystram noted that the opteryx's crystalline eyes evinced unusual properties:

The oddly shaped optical organs measured nearly six inches across at the widest point and three inches in height. The surface was smooth and unfaceted, comprised of a hard crystalline substance similar in clarity to fine amberglass. It is my belief that these organs could be ground, polished, and employed as lenses that would allow the wearer to discern the true nature of illusions.

Size: 15 ft. long, 30-ft. wingspan, 800–1,200 lbs.

Attributes:

INT-5 PER+7 WIL+6 CHA-11
STR+9 DEX-2 CON+7 SPD+2*

*airborne; -2 on the ground

Level: 8–14

Attacks/Damage: Bite: d8 (three heads), Claws: d10, Knobbed Tail: d12 (total of three attacks per round)

Special Abilities: Immune to illusions, can carry more than half its own weight while airborne

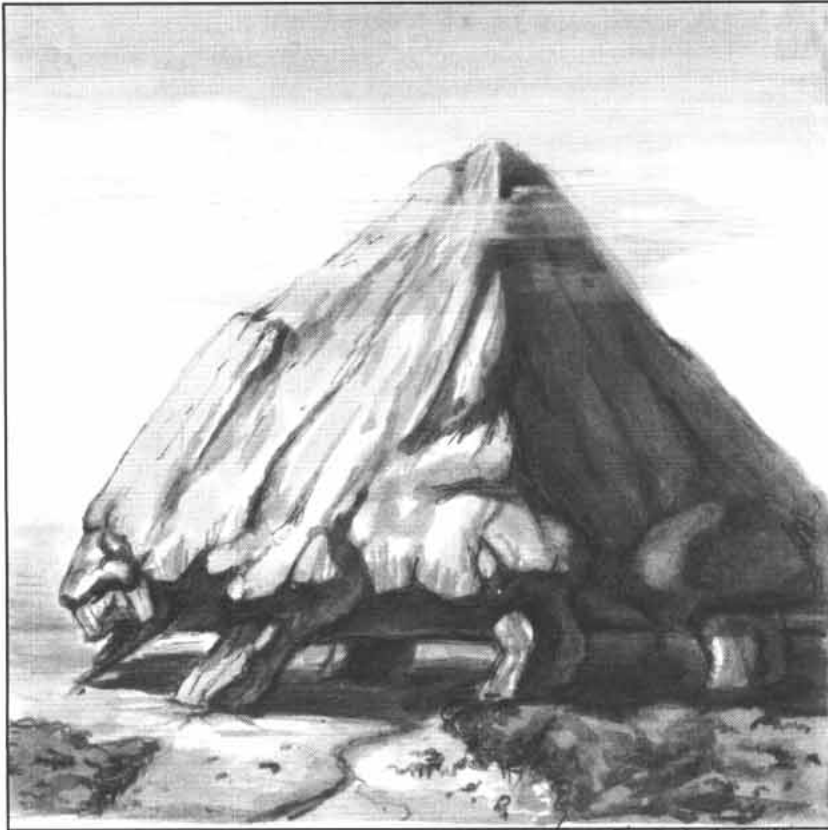
Armor: Heads, 4 points; hide, 1 point

Hit Points: 30, +4 per level

Habitat: Kharakhan Wastes, mountainous and arid regions



ORUK



Known in legend as “the walking mountain,” the oruk is the largest Talislantan land animal, measuring nearly five hundred feet in diameter and standing over two hundred feet in height. During the time before The Great Disaster, the vast expanse now known as the Wilderlands of Zaran was said to have thundered with the sound of these immense creatures, particularly during the oruk’s brief but frenetic mating season. Sadly, these mountainous entities are now virtually extinct, and only a handful are believed to remain upon the continent.

Oruk are very slow-moving, often seeming to remain in the same place for years at a time. They draw nourishment from the soil, dredging up mouthfuls of earth with their shovel-like maws. Over the course of several centuries, an oruk can create a small canyon or chasm by eating its way across the landscape, growing from the size of a small hillock to that of a small mountain.

As they grow older and even larger, oruk gradually begin to slow down until

their tremendous weight becomes too much of a burden for them to bear. Eventually, the oruk stops moving altogether, in death becoming as one with the surrounding topography.

It is not unknown for living or deceased oruk to contain colonies of raknid, manrak, or other creatures. The Wilderlands of Zaran are littered with the lifeless hulks of ancient oruk, many deceased for thousands of years. The Yitek tribes claim that some contain sarcophagi, funerary paraphernalia, and other items accidentally dredged up and swallowed whole by certain of these creatures while feeding. Thystram cites one instance of buried treasure being found in a live oruk’s shell, though this may be a fabrication.

Size: 500 ft. in diameter, 200+ ft. tall, weight impossible to calculate

Attributes:

INT-8 PER-5 WIL+10 CHA-9

STR+17 DEX-19 CON+19 SPD-19

Level: 10+

Attacks/Damage: Crush: 10d20 (usually inadvertent)

Special Abilities: Can withdraw its head and limbs into its cavernous “shell” for protection

Armor: Head, 5 points; rocky shell, 10 points

Hit Points: 100, +10 per level

Habitat: The Wilderlands of Zaran

PSEUDOMORPH

Pseudomorphs are sorcerous aberrations, artificial lifeforms thought to have been created by the wizards of ancient Phantas, who often dabbled in such procedures. Exactly what the early Phantasians were attempting to accomplish by creating these potentially dangerous entities remains unclear, since all records of their experiments were lost—or more likely destroyed—following the inadvertent escape of several prototypes from the laboratory of Cabal Magicus.

Pseudomorphs are comprised of magically animate protoplasm and lack a true bodily form. They are fairly intelligent and are able to alter the shape and form of their substance at will, and to project illusions. In combination, the pseudomorph's natural abilities allow it to mimic the appearance of practically any creature, individual, or inanimate object. These anomalies are unable to mimic or reproduce sounds, however, nor do they possess the talents of true shapechangers; pseudomorphs can only approximate other forms, and must disguise their actual appearance by the use of illusions.

Pseudomorphs attack by engulfing their victims in protoplasm, causing them to suffocate to death. By struggling to break free, the victim usually becomes more and more entangled in the pseudomorph's viscous substance. These creatures feed on the vital fluids of their victims, leaving a withered corpse.

Formerly confined to the isle of Phantas, pseudomorphs may now be encountered almost anywhere on the continent; it is theorized that they came to the mainland via windship, disguised as crewmen, cargo crates, and so forth. They prey upon living creatures of all sorts and are extremely dangerous. Pseudomorphs are harmed only by acids, magic, and enchanted weaponry and cannot be confined except in sealed vaults or airtight containers.

Thystram is reported to have encountered a pseudomorph while exploring the Hadjin tombs. In his monograph "Life Among the Ruins," he provides the following account:

With effort, we were able to remove the heavy stone door that blocked the entrance to the mausoleum tower. Our guide entered first, descending a flight of age-worn stone steps covered by a greenish mold. Much to our surprise, this substance turned out to be a pseudomorph that had taken on the appearance of a common variety of slime mold. By the time I rendered the creature inert with a vial of strong acid, our guide was too far gone to rescue.

Size: Average volume is 125 cubic ft. (5'x5'x5')

Attributes:

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

Level: 1–10

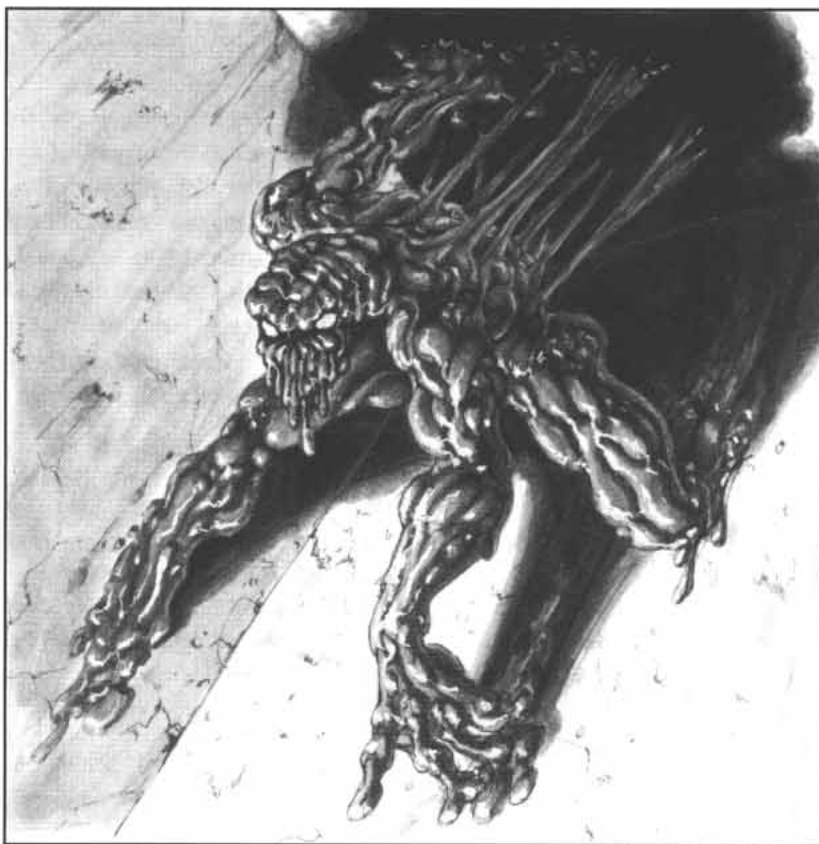
Attacks/Damage: Smother: d8 per round

Special Abilities: Ability to alter bodily form and project illusory images at will; harmed only by acids, magic, and enchanted weaponry

Armor: None

Hit Points: 10, +2 per level

Habitat: Wilderness, wastelands, swamps and marshes



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 with a specific responsibility within the rigid confines of their society.

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 hive-mentality of a raknid colony fosters but a single goal: to preserve and propagate their vile species. All other life forms are considered either enemies or a potential source of nourishment. More precisely, living organisms are enemies until they have been slain, whereupon they become food. Among their greatest foes are the Sauran tribes of the Volcanic Hills, who burn raknid nests whenever possible.

In the last decade, the raknid population has increased substantially. Naturalists attribute this condition to the Kang, who in recent years have driven many of the smaller Sauran tribes out of the Volcanic Hills. Without Saurans to keep their numbers in check, raknid colonies have prospered, extending their territories to neighboring locales.

In a rare show of reckless daring, Thystram once entered a raknid hive that he believed was abandoned:

The interior was composed of a mesh of interconnecting tunnels, the walls of which were rounded and fashioned of a rough, fibrous substance. The main passageways, used primarily by the giant raknid workers, measured over thirty feet across. Narrower corridors, diverging at odd angles, led to those parts of the hive reserved for the drones. In one of the lower levels I discovered a vast chamber in which had been stored the large quantities of food required to feed the hive's occupants. The chamber was practically empty now, save for a few odd-looking sacs suspended from the ceiling by fibrous strands. Upon closer inspection, these sacs proved to contain the desiccated remains of deceased Saurans, a young land lizard, and in one case, a nomad of distinctly humanoid proportions. I left the area soon afterward, having no desire to remain for long in such gruesome surroundings.

The species of raknids is divided into distinct types, as follows:

Raknid Drone

Raknid drones are multi-legged insectoids whose soft bodies are protected by a hard, spiked shell. They 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 creatures, hoping to gain useful information with which to impress their sovereign.

Size: 8–10 ft. long, 500–600+ lbs.

Attributes:

INT+2 PER+2 WIL+5 CHA-10

STR-1 DEX-4 CON+2 SPD-4

Level: 1–10

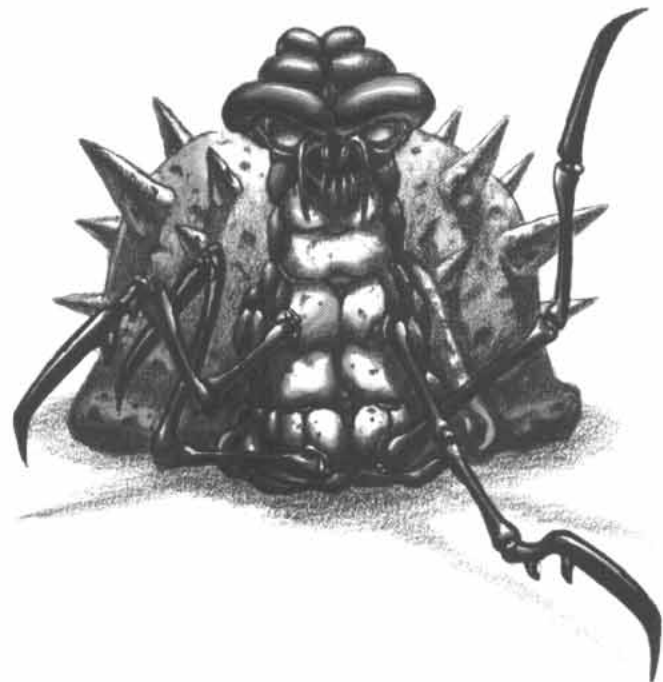
Attacks/Damage: Claws: d6

Special Abilities: Can completely withdraw extremities into armored shell

Armor: Shell, 5 points; body unarmored

Hit Points: 10, +2 per level

Habitat: Volcanic Hills, Wilderlands of Zaran



Raknid Queen

Each raknid colony has a single queen, who is attended by blind male consorts known as drones. These huge, bloated creatures are practically incapable of movement but possess extraordinary psionic powers. They can communicate telepathically with any raknid from their own hive and are able to read the minds of other sentient creatures. In addition, they can use their psychic abilities to gain influence over other intelligent creatures or to launch a psychic assault. Raknid queens are practically helpless alone and must be constantly attended by workers and drones.

Size: 20–40 ft. long, 1,500–3,500 lbs.

Attributes:

INT+10 PER+10 WIL+10 CHA+10

STR-6 DEX-18 CON 0 SPD-17

Level: 20+

Attacks/Damage: Psychic Assault: d20 +1 per level (cause pain or stun; range: 10 ft. per level)

Special Abilities: Detect presences (range: 1,000 ft.), immunity to magical influence or control, control hive colony by psychic emanations (range: 100 ft. per level)

Armor: None

Hit Points: 20, +2 per level

Habitat: Volcanic Hills, Wilderlands of Zaran



Raknid Warrior

Warrior raknids are humanoid in form with a heavily armored carapace, hooked talons, and a tail stinger capable of injecting a potent paralytic venom. These creatures are employed in defense of the hive-colony and to gather food for the hive's inhabitants. Like all raknids they share a hive mentality and are subject to the telepathic commands of their queen. Raknid warriors instinctively attack other species to protect their own race.

Size: 6'–6'8", 200–300 lbs.

Attributes:

INT-10* PER 0 WIL 0 CHA-10

STR+4 DEX+2 CON+6 SPD 0

*controlled by psychic emanations from queen

Level: 1–12

Attacks/Damage: Claws: d6, Tail Stinger: d8 + paralysis (duration: d20 rounds)

Special Abilities: Leap up to 20 feet, immunity to magical influence and control

Armor: Chitin, 3 points

Hit Points: 14, +2 per level

Habitat: Volcanic Hills, Wilderlands of Zaran



Raknid Worker

Raknid workers are mindless giants, performing their limited duties through instinct alone. These huge creatures 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. 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.

Size: 16–20+ ft. across, 1–2 tons

Attributes:

INT-10* PER+1 WIL+7 CHA-10

STR+8 DEX-8 CON+8 SPD-8

*controlled by psychic emanations from queen

Level: 1–3

Attacks/Damage: Bite: d12, Entangle intruders in strands of fibrous pulp (range: 20 ft.)

Special Abilities: Extrude fibrous pulp

Armor: Exoskeleton, 5 points

Hit Points: 20, +5 per level

Habitat: Volcanic Hills, Wilderlands of Zaran



Water Raknids

Water raknids are an aquatic species of insectoid related to the race of raknids. Like their land-dwelling relatives, these creatures are ruled by a queen who is served by water raknid drones, warriors, and workers. Their hives are located in the shallows, typically in a hidden lagoon, grotto, or other similarly inaccessible area. Water raknids have both rudimentary gills and lungs and are able to survive in or out of the water. The same cannot be said for water raknid spawn, which do not develop gills until they are two to three days old; like the common raknid, water raknids must begin life on land.

For this reason, drones are employed to convey the queen's eggs to dry land, carrying them in protective sacs. The drones distribute these egg sacs along the shoreline, typically among the dense patches of marshweed that grow just beyond the tidal line. While the eggs are maturing, water raknid warriors patrol the shallows, keeping an eye out for predators. There are so many eggs that even these vigilant creatures cannot hope to guard them all; therefore many are stolen by Jhangaran marsh hunters. Water raknid eggs, also known as scintilla, emit a wan luminescence and are valued at up to one hundred gold lumens apiece in civilized lands. Those that survive head instinctively for their nest and become part of the colony as soon as their gills have developed.



Thystram spent some time among one of the Jhangaran tribes and accompanied his hosts on at least one scintilla hunt:

Mounted on marsh striders, we traversed the coastlands in search of our elusive prey. The Jhangarans told me that it was pointless to hunt by day, and so did little but argue and drink quag until dusk. When the twin suns had set below the horizon, the foul-mouthed indigenes finally got down to business. Muzzling their mounts with lengths of cord, they scoured the mounds of sea grass that grew along the shoreline, riding low in the saddle. Upon detecting a luminous glow, the Jhangaran nearest me jumped down from his mount, waded through the tall grasses, and brought forth what appeared to be a silken sac containing a number of luminous spheres. He cut open the sac, revealing a clutch of six scintilla—an average catch, or so the Jhangaran claimed. After arguing over how the spoils would be divided, we departed the area and continued our hunt elsewhere as a precaution against water raknid warriors, who patrol the coastal marshes in order to deter those who would steal the eggs of their young.

Size and attributes of water raknids are the same as for their land-dwelling kin.

Habitat: Swamplands of Jhangara, Dark Coast, warm seas and oceans

RAVANT

The ravant is a unique humanoid monster created by the process of sorcerous hybridization, a nightmarish entity composed of muscle, metallic extrusions, horn, and bone. Some claim that this creature was created by the Kagan, a sorcerer of reclusive and mysterious habits who makes his home in the depths of the Aberrant Forest. The ravant's gaping maw is lined with triple rows of razor-sharp fangs and its claws are capable of slicing through metal armor with ease. Its armored visage is adorned with spikes and sharp protrusions, and its tail is an eyeless serpent whose bite means death.

The ravant is the personification of the destructive forces of nature; its sole purpose is to destroy. It is virtually indestructible, though due to its heavily armored exoskeleton the monster cannot stay afloat in water and must use its batlike wings to cross over streams and ponds. The ravant is a cunning and relentless hunter, utterly lacking in mercy or compassion. If angered, however, the ravant becomes a mindless killing machine, bent on destruction.

During the time he spent in the Aberrant Forest, Thystram claimed never to have encountered the ravant. As he wrote in his journal:

Our failure to sight the ravant was by no means accidental, for my Verdir guides and I judiciously chose to avoid those territories the monster regarded as its domain. The Verdir consider the creature immortal and possessed of supernatural powers. Having seen a copse of massive deodars the ravant had torn to shreds in a fit of mindless rage, I was inclined to agree with their assessment, and expressed no desire whatever to make the acquaintance of this frightful creature.



Size: 12 ft. tall, 2,000 lbs.

Attributes:

INT-5* PER+5 WIL+10 CHA+10
STR+14 DEX-5 CON+15 SPD+1

*-10 when angered

Level: 40

Attacks/Damage: Bite: d8, Claws d6+STR, Tail: d4 + poison (paralytic venom, fatal within 2-5 rounds unless an antidote is available)

Special Abilities: Virtually indestructible: regenerate (10 points of damage per round), tireless, immune to poisons, immune to all forms of control or influence, magic resistance (+10 on all resistance rolls), limited flight (glide up to 100 ft.).

Armor: Exoskeletal plates, 10 points

Hit Points: 200

Habitat: Wildwood, in the Aberrant Forest

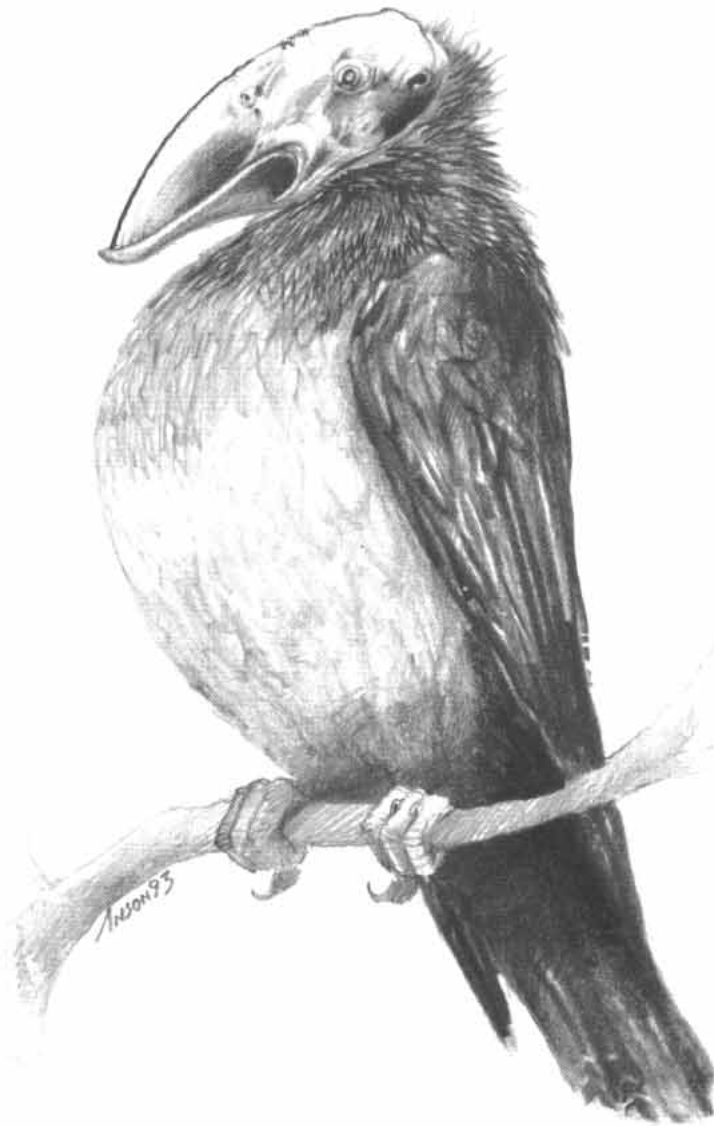
RAVIR

Ravir are a nocturnal species of avir native to the woodlands of western Talislanta, and in particular the dark forests of Werewood. Black as night, these creatures feed on carrion and possess an uncanny ability to speak the Talislan tongue.

Ravir are usually encountered alone or in mated pairs. They sometimes follow travelers for miles, presumably to feed on scraps of food left in their wake, though ravir also seem to derive a perverse pleasure from annoying humanoids. They are particularly fond of spouting prophecies and portents, usually of the most gloomy sort. If attacked or threatened they will fly off, only to return later with more of their morbid predictions.

The naturalist Thystram claimed to have been hounded by a ravir for nine years—possibly a record, though Thystram was averse to bragging about the situation, which caused him no end of grief:

The creature appeared each evening at dusk to perch just outside of my window. Sometimes it would merely stare at me with yellow eyes; other times it would speak, saying 'Beware the dark moon,' or 'Go not into the shadows, for death lurks there,' or similar imprecations. On at least one occasion the creature's warnings proved propitious; against its advice I married a Dhuna witchwoman, who thereafter made such prodigious attempts to cure me of my more pleasurable habits that I was impelled to travel far and wide, ostensibly in the pursuit of naturalism. For this reason alone I spared the creature's life, though time and again I was tempted to do away with it once and for all.



Size: 2 ft. tall, 5-ft. wingspan, 4–6 lbs.

Attributes:

INT-5 PER+ WIL+3 CHA 0

STR-6 DEX+2 CON 0 SPD+4

Level: 1–3

Attacks/Damage: Beak/Claws: d3

Special Abilities: Speech (Talislan)

Armor: None

Hit Points: 3, +1 per level

Habitat: Werewood, forests of western Talislanta

RAYK

These furred scavengers are indigenous to many woodland and jungle regions, but are most commonly found in the coastal regions of the northern Quan Empire. They are hoarders by nature, robbing the nests of other small creatures and occasionally pilfering goods from the humanoid inhabitants of these regions. In the wild, eggs, insects, and larvae make up the greatest portion of their diet.

Rayks have superior manual dexterity and are natural thieves. They possess an uncanny knack for squeezing into tight places, evading detection, untying knots, and even picking locks. They are attracted to shiny objects, particularly coins and gemstones, though a rayk will also collect bits of glistening but worthless brummagem. If captured while in infancy, a rayk can be trained to steal for its master. For this reason, these creatures are valued as pets by professional thieves and other scoundrels and may bring prices in excess of one hundred gold lumens.

In the course of his extensive travels, Thystram encountered many oddities and curiosities. Among these was a Namfar thief who kept a rayk as a pet. According to the naturalist, "The thief had trained the creature to pick pockets and locks, act as a lookout, and even steal coins from beggars. When last we spoke, she was attempting to teach the rayk to read and write so that the creature might have all the requisite skills of a professional litigator."

Size: 1-3 ft., 2-6 lbs.

Attributes:

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

*manual dexterity only; otherwise +6

Level: 1-3

Attacks/Damage: Bite: 1-2 pts., Claws: 1 pt.

Special Abilities: Pick locks, undo knots, move silently (level+DEX)

Armor: None

Hit Points: 2 per level

Habitat: Woodland regions



SAPIENT

Sapient are a species of primates indigenous to jungles and tropical forests. Tree dwellers, they have mottled green and brown fur that enables them to blend into their surroundings. The cranium, hands, and feet are hairless but are protected by pale, leathery hide. These creatures subsist on a diet of fruits, leaves, and insects, occasionally augmented by small reptiles.

Sapient possess a high degree of intelligence and exhibit a primitive culture of sorts. They have a rudimentary language that consists largely of grunts, gestures, and exaggerated facial expressions. These creatures use crude stone and wood tools and build simple communal tree dwellings of woven vines and grasses. Each dwelling serves as home to a sapient clan, which may range in size from ten to as many as forty individuals. The clan chieftain will usually be the most intelligent and often the eldest member of the group. Clan responsibilities are divided equitably among the males and females, with neither sex evincing dominant behavior.

Sapient are inquisitive and quick learners. Clans that have been exposed to people from civilized regions have been known to adopt certain mannerisms and characteristics of these folk, often within hours of their first contact. Thystram claimed to have studied clans of sapient who had learned how to use missile weapons, barter, and metal implements from traders who had passed through their territories. According to the naturalist, some of these sapient also adopted certain of the less noble attributes of their "civilized" role models, including cruelty, thievery, greed, and even violence. Said Thystram: "The sapient are, by and large, peaceful by nature and content with their existence. Unfortunately, it is doubtful that they will remain so for long, given the continuing intrusion of Men into their territories."



Size: 3-4 ft. tall, 50-80 lbs.

Attributes:

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

Level: 1-6

Attacks/Damage: As per weapon employed

Special Abilities: Learn by observation (roll vs. INT+level; if successful, the sapient gains a rudimentary knowledge of the new behavior or skill)

Armor: Fur, 1 point

Hit Points: 5, +1 per level

Habitat: Jungles and tropical forests

SATADA

Satada are a race of reptilian predators found in hot, arid regions from Kasmir and Sindar of the Seven Kingdoms to the Red Desert and the Graylands of the Quan Empire. The great range of these intelligent creatures is attributed to the widely held belief that groups of satada regularly traverse the length and breadth of the continent, following an extensive maze of subterranean tunnels known as the Underground Highway.

An ancient and malicious race, satada are believed to be the progenitors of the Saurans. The renowned naturalist Thystram claimed to have traced the origins of the species as far back as the Time Before Time, though this may be an exaggeration. They are bipedal creatures with distinctly reptilian characteristics, including a cold-blooded metabolism, scaly hide, and a forked tongue that serves as a type of sensory apparatus. A full-grown satada may stand in excess of seven feet tall, with a tail of approximately equal length.

Satada are intelligent and converse in an ancient variation of the Sauran tongue. They fashion iron implements and weapons of fair quality, including the capture-bow, a heavy and unwieldy weapon resembling an oversized crossbow. The weapon fires a barbed, iron-tipped bolt similar to a harpoon; a rotating spindle wound with a hundred feet of stout whiplcord allows the wielder to "reel in" the unfortunate victim. In close combat, a satada will use its heavy tail to protect against assaults from the rear.

Satada feed on both warm- and cold-blooded creatures, including humanoids. Despite the claims of certain scholars, they recognize no other creatures as kin and bear an ancient hatred for all other intelligent lifeforms.

Size: 7'-7'6", 300+ lbs.

Attributes:

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

Level: 2-12

Attacks/Damage: Bite: d4, Claws: d4+STR, Tail: d6 (may use tail to simultaneously defend from rear assault), or as per weapon employed

Special Abilities: Capable of speech, cold does double damage

Armor: Scaly hide, 1 point

Hit Points: 16, +2 per level

Habitat: Subterranean domains, hot and arid regions throughout the continent



SCAVENGER SLIME



Scavenger slimes are a variety of large, single-celled creatures native to certain swamps, deep woodlands, and subterranean regions. They prefer moist, dank climes and so are most common in the Sinking Land, Mog, and the Mushroom Forest of Werewood.

Scavenger slimes may grow up to ten feet in diameter and about eight feet in height. They resemble pale, oozing bags of viscous fluid and are not a sight recommended to those who have weak stomachs. Visible within the organism is its cytoplasm and nucleus; the tentaclelike appendages attached to its surface are flagella, which enable the creature to move about.

Scavenger slimes feed on carrion and organic wastes, which they ingest by surrounding and enveloping these substances within their bodily forms. Once consumed in this manner, the substance is dissolved by the scavenger's corrosive internal fluids. The nutrients and degradable organic materials are thereby extracted, leaving only bones and any inorganic materials the creature may have inadvertently consumed. These the scavenger

eventually discards along with other waste products; the entire process takes a day or two to complete. Scavenger slimes occasionally contain the remains of deceased humanoids and their possessions. The areas that they inhabit are often littered with these materials.

The scavenger slime's corrosive bodily fluids are valued by alchemists, who use these substances in the making of potent organic solvents. It is difficult to obtain more than a few drams of this fluid from a dead scavenger, as the creature's substance quickly disperses after death and can only be contained in amberglass vials. A single dram may bring up to ten gold lumens.

Thystram observed the reproductive processes of these organisms, which he classified as similar to the process of mitosis, or cell division. According to the naturalist:

A single slime may reproduce any number of times, and rapid increases in a local population are not uncommon. In confined areas, such circumstances can lead to a shortage of available food, at which point the scavenger slimes may resort to cannibalism, a repulsive sight I would not care to view again.

Size: 8 ft. tall, up to 10 ft. in diameter, 500+ lbs.

Attributes:

INT-10 PER 0 WIL 0 CHA-18
STR 0 DEX-5* CON 0 SPD+2

*when attacking; otherwise, -20

Level: 1-4

Attacks/Damage: Whiplike Flagella: d4 +1 per level, Acidic Internal Fluids: d6 per round

Special Abilities: Bodily fluids dissolve all types of organic materials, unaffected by poisons, acids, or illusions

Armor: None

Hit Points: 10, +3 per level

Habitat: The Sinking Land, Mog, the Mushroom Forest, dank underground regions

SCYTAL

The scythe, also known as the harvester, is a species of large insectoid indigenous to such temperate woodlands and jungles as Vardune of the Seven Kingdoms, the Dark Coast, and the Cerulean Forest of the Quan Empire, among others. Scythes feed upon the sweet juices of plants and shrubs, using their bladelike foreclaws to slash through swards of vegetation. They then drink the sap of these plants, using an extensible tongue that resembles a long, flexible tube.

Scythes usually travel in mated pairs, with the male going ahead to clear a path through the undergrowth for its mate. Female scythes follow a short distance behind, carrying clutches of four to six broodlings attached to their backs. Larval scythes feed on their mother's blood until their third month, after which their foreclaws become sharp enough that they can harvest for themselves.

Scythes are voracious eaters who can cause extensive damage to crops. They do not normally bother humanoids, but are skittish and high-strung by nature and so are easily panicked. If threatened or approached in a careless manner, a scythe will rear back on its hind legs, slashing with its long claws. Scythes will fight to the death to protect their mates and offspring.

At the behest of the Phaedran dynasty, Thystram was once called upon to assist in the eradication of a veritable plague of scythes that had wreaked havoc upon the local crops. His logbook indicates that he tried alchemical powders, liquid toxins, fences of wire mesh, trenches, and platoons of whisps armed with miniature bows and arrows. Better results were obtained when Thystram imported a hundred vasp eggs and sowed them in the fields. Although the scythe population was finally brought under control, the farmers were then forced to abandon their homes when the vasp turned upon them and their livestock.

Size: 5–6 ft. long, 4 ft. tall at the shoulder, 70–90 lbs.

Attributes:

INT-6 PER+3 WIL-2 CHA-8
STR-3 DEX+4 CON-1 SPD+1

Level: 1–4

Attacks/Damage: Claws: d6 +1 per level

Special Abilities: None

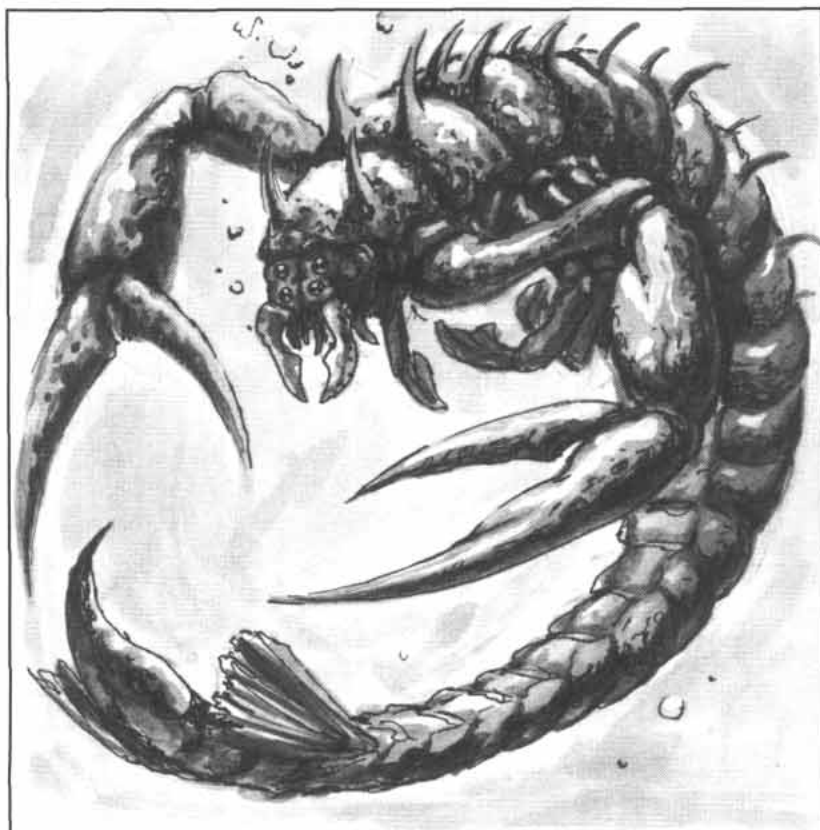
Armor: Chitinous shell, 1 point

Hit Points: 6, +1 per level

Habitat: Temperate woodlands and jungles



SEA SCORPION



The sea scorpion is a giant species of aquatic insectoid similar in overall appearance to the creatures known as skalanx. It is a widely held opinion among Talislantan sailors that there are few creatures more dangerous or unpredictable than these fearsome monsters, which are found throughout the southern reaches of the Azure Ocean and the Far Seas.

Sea scorpions commonly attain lengths in excess of forty feet and may grow to even twice this size. Their segmented carapaces are covered with rows of interlocking scales and spines, which together afford protection equivalent to plate mail. The sea scorpion's pincers can crush wooden masts and timbers with ease and its long stinger can penetrate even the thickest wooden hulls. If these creatures have a weakness, it is that their vision is extremely poor; the multiple eyes of the sea scorpion are apparently incapable of perceiving great detail.

Sea scorpions normally prey on large aquatic creatures such as sea dragons and ocean kra. It is possible that they attack sailing vessels only by mistake, believing them living

creatures. Errors of this sort do not stop sea scorpions from feeding on a ship's crew after the vessel has been torn apart, however. These monsters tend to avoid zaratan, possibly due to the heavy natural armor of those aquatic herbivores. The giant skeletal jaws of sea scorpions grace the walls of many a portside tavern, most found after being washed up on the shore after a storm rather than as a result of the tavern-owner's heroics, regardless of claims to the contrary. A trophy of this sort may command up to a thousand gold lumens or more.

Thystram spent several years studying the life cycle of the sea scorpion and published his results in a short monograph entitled "The Sea Scorpion in Fact and Fable." In it, the naturalist stated:

The female lays a clutch of thirty to forty translucent eggs, each measuring over a foot in diameter, which she then affixes to her back by means of a gluey secretion. Upon hatching, the young broodlings continue to cling to their mother's back for seven weeks, until such time as they attain a length of seven or eight feet and are fully developed. At the end of the seventh week the entire brood turns upon its mother, stinging her to death and feeding upon her carcass. The young sea scorpions, having proven themselves capable of fending for themselves in the wild, then go forth to wreak havoc on other species.

Size: 40+ ft. long, 4-6 tons

Attributes:

INT-10 PER-4 WIL 0 CHA 0
STR+9 DEX-6 CON+8 SPD+2

Level: 10-16

Attacks/Damage: Pincers: 2d12, Mandibles: d12, Sting: d20 (total of two attacks per round)

Special Abilities: None

Armor: Exoskeleton, 5 points

Hit Points: 40, +4 per level

Habitat: Seas and oceans

SHATHANE

Shathane are a sub-species of werebeast native to the deep rain forests and woodlands of the continent. Since the gradual resurgence of the Man-like races following The Great Disaster, these giant creatures have retreated farther and farther from the encroaching forces of Talislantan civilization.

Standing up to twelve feet in height, shathane are powerfully built and awesome to behold. Their bodies are covered with a thick coat of fur, usually jade green in color, with a long mane of golden fur framing the shathane's furrowed brown features. A set of gleaming white fangs protrudes from the creature's undershot jaw, beneath which a pair of tusks jut forth from a massive chin. The eyes are white and devoid of pupils.

Despite their imposing presence, shathane are relatively passive creatures. They subsist on leaves, bark, and fat root grubs, the latter obtained by uprooting a tree after it has been stripped of its leaves and bark. Although shathane can be quite destructive, they rarely pose a threat to other living creatures. There are several exceptions to this statement, however. First, it is unwise to interrupt a shathane while it is eating. Second, one should never make loud noises or threatening motions while a shathane is about. Third, and most important: never approach a grove of trees in which a shathane has hidden its young. Rash actions of this sort can only lead to grave consequences.

If provoked, shathane attack by attempting to crush individuals or creatures in their massive arms. Failing this, a shathane may simply take a swipe at the offender with a massive hand.

Thystram was the first to propose a link between the shathane and the werebeast, theorizing that the species originated in the deep forests of what is now Werewood and then migrated eastward across the continent. He credited the shathane's relatively placid temperament to its diet, as well as a lack of natural enemies within its environment.

Size: 10–12 ft. tall, 800–1,000+ lbs.

Attributes:

INT-5 PER+1 WIL+5 CHA-9
STR+9 DEX-4 CON+7 SPD-2

Level: 10–18

Attacks/Damage: Grasp: d10+STR per round, Hand Swipe: d6+STR

Special Abilities: Can uproot even very large trees

Armor: Fur, 1 point

Hit Points: 40, +4 per level

Habitat: Rain forests, deep woods, wilderness regions



SHRIEKER



Shriekers are fierce, avian predators that haunt the forests of the northern Quan Empire. They have sharp metallic feathers, typically a glistening silvery gray in color, and a pointed, three-foot 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, the creatures 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.

The metallic feathers of the shrieker 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 blue iron from shriekers, this unusual species of avian might well be on the verge of extinction. A smaller relative of the shrieker, the ironshrike, is a native of the Sinking Land.

Thystram is known to have raised a pair of shriekers, which he acquired at considerable cost from a band of Djaffir traders. He kept them in a special aviary constructed near

his workroom and tried various means of inducing them to mate. In this he was unsuccessful, for the two seemed inclined to do little more than eat and sleep. Finally, in desperation, the naturalist substituted a quantity of aphrodisiac elixir for the fresh water that he normally provided. On the next day he looked into the aviary and discovered a clutch of four metallic blue eggs, each three inches across and shaped like a dodecahedron.

Size: 6–7 ft. long, 14-ft. wingspan, 160–200 lbs.

Attributes:

INT-4 PER+1 WIL 0 CHA-9
STR-4 DEX 0 CON 0 SPD+4*

*+8 while diving

Level: 1–3

Attacks/Damage: Beak: d12 if diving, d6 otherwise

Special Abilities: Diving attack, loud call can be heard up to two miles away

Armor: Metallic feathers, 3 points

Hit Points: 6, +2 per level

Habitat: Cerulean Forest of the northern Quan Empire, surrounding regions

SKALANX

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

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

Skalanx make their lairs in underwater caves, grottos, and the hulls of small sunken vessels; giant lake and river kra, enemies of the skalanx, usually prevent them from inhabiting more commodious places. Though they are solitary creatures, great numbers of skalanx can sometimes be found living in close proximity and competing for food, though a group will sometimes work in concert to attack larger creatures such as the aforementioned kra. They normally prey on other aquatic creatures, such as nar-eels, silverays, and giant water bugs, though skalanx will typically attack anything that enters their domains.

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

Size: 12–14 ft. long, 600–800 lbs.

Attributes:

INT-5 PER+2 WIL+5 CHA-11

STR+6 DEX+4 CON+5 SPD+4

Level: 6–12

Attacks/Damage: Pincers: 2d8, Sting: d10, Mandibles: d6 (total of two attacks per round)

Special Abilities: Move silently in water, see in total darkness

Armor: Chitinous plates, 4 points

Hit Points: 18, +3 per level

Habitat: Lakes, rivers, swamplands



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, ducklike beak, a pear-shaped torso, and spindly legs. Two absurd cox-combs of multicolored feathers protrude at right angles from either side of the creature's head. The smokk 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; this uncanny attribute has led some naturalists to suspect that the species may have been created through sorcerous hybridization as a means of enhancing the income of some opportunistic magician. The smokk's talent seems to be of little benefit to the bird itself, unless one credits it with an inordinate 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 surprising 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 gold lumens, assuming one is willing to sell it. The creatures are quirky and unpredictable in nature, however, and are known for their nosy, lazy, and gluttonous behavior.

The naturalist Thystram owned a pet smokk that he acquired from a Jaka hunter. At about the same time, he purchased a gold keyring from a Phaedran jeweler. Thereafter, whenever he lost his keys he would dispatch his pet smokk to find them, thereby saving himself a considerable amount of time and aggravation.



Size: 2-3 ft. long, 10-40+ lbs.

Attributes:

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

Level: 1

Attacks/Damage: None

Special Abilities: Locate precious stones and metals (range: 100+ ft.)

Armor: None

Hit Points: 2

Habitat: Urag

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. With their 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 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 sometimes tunnel beneath creatures who mean them harm, creating cave-ins and pitfalls.

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

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

Size: 3–4 ft. in diameter, 100–200 lbs.

Attributes:

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

*in mud or water; -6 elsewhere

Level: 1–8

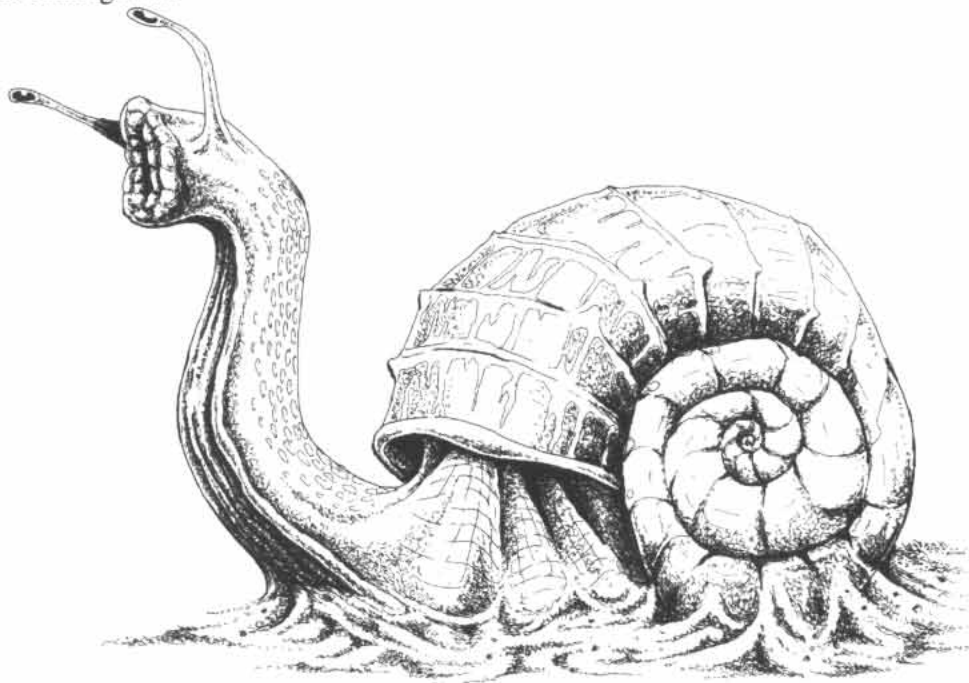
Attacks/Damage: None

Special Abilities: Multilingual, shells are resistant to magic (+4 bonus on resistance rolls)

Armor: Shell, 5 points; eye-mouth stalk is unarmored

Hit Points: 8, +1 per level

Habitat: The Sinking Land



STRIDER



Size: 7–8 ft. tall, 750–850+ lbs.

Attributes:

INT-7 PER+2 WIL 0 CHA-10

STR+6 DEX 0 CON 0 SPD+6

Level: 1–4

Attacks/Damage: Bite: d4, Talons: d8, Tail: d4

Special Abilities: Claws can easily pierce leather armor

Armor: Scaly hide, 1 point

Hit Points: 16, +2 per level

Habitat: Graylands of the Quan Empire, Volcanic Hills, Wilderlands of Zaran

Striders are large, bipedal 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 crimson-skinned Kang of the Quan Empire have long employed striders as war steeds, a task to which these fierce beasts are well suited.

The natural defenses and weaponry of these creatures are quite impressive. Their scaly hide is as tough as leather armor, with 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.

In the wild, striders are most often found in mated pairs, with 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 Men. Unless raised from infancy, these beasts are impossible to train.

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STRIDER, MARSH

A somewhat smaller relative of the common strider, the marsh strider is native to the swamplands of southwestern Talislanta. These creatures have scaly green skin, enabling them to hide in the tall grasses. Like all striders, they have sharp fangs and claws that they use to good effect when bringing down prey.

Marsh striders subsist on a diet of crustaceans, newts, and other small creatures that live along the shoreline. They crave scintilla, the luminous eggs of the water raknid, and find humanoids palatable when easier prey is not available. These bipedal creatures make their nests in small gullies and depressions, lining their lairs with brambles and twigs. Young hatchlings emerge from the egg hungry and mean-spirited; though barely a foot tall, the pestiferous creatures will bite anything within reach, and are therefore quickly kicked out of the nest by their mothers.

Marsh striders may be trained for use as steeds, but must be kept muzzled at all times due to their irritable nature. This is especially true if these creatures are being used to hunt scintilla, which they will attempt to devour if not adequately restrained.

Thystram, who rode a marsh strider while hunting scintilla with a tribe of Jhangarans, described the experience as follows:

The creatures are ill tempered in the extreme and must be muzzled with a stout cord; if not, they will bite off the fingers of their riders. Their weird gait—a combination of striding, leaping, and bounding—is most unsettling on the nerves, to say nothing of the effects on one's posterior. To expedite matters, the Jhangarans beat their mounts with sticks and fists, using these obnoxious creatures as steeds for the sole reason that most can afford nothing better.

Size: 7'–7'6" tall, 600–750+ lbs.

Attributes:

INT-6 PER+2 WIL+3 CHA-10

STR+4 DEX+4 CON+2 SPD+7

Level: 1–4

Attacks/Damage: Bite: d4, Talons: d8, Tail: d4

Special Abilities: Claws can easily pierce leather armor, webbed talons allow swift movement in swampy terrain

Armor: Scaly hide, 1 point

Hit Points: 14, +2 per level

Habitat: Jhangara, the Dark Coast, and Mog



SUBTERRANOID

Subterranoïds are massive bipeds whose powerful forms are clad in heavy exoskeletal armor. A pair of tusklike spikes protrude from their jaws, lending them a fearsome aspect. In combat, they wield strange-looking swords and shields made of an unbreakable black metal; despite numerous attempts, Talislantan metallurgists have as yet been unable to identify this substance.

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

Bands of ten to forty subterranoïds sometimes tunnel up from the depths to prey on the settlements of such peoples as the Gnomekin and Darklings. They are sometimes accompanied on their forays by the near-mindless creatures known as subterranoïd drones, who are used to batter down fortifications and barriers.

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



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

Size: 6–7 ft. tall, 300–400+ lbs.

Attributes:

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

Level: 1–10

Attacks/Damage: Tusks: d6, or as per weapon employed

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

Armor: Exoskeletal plates, 4 points

Hit Points: 15, + 2 per level

Habitat: Underground areas

SUBTERRANOID

DRONE

Subterranoïd drones are giant bipeds of unknown origin; modern naturalists know as little about them as about their masters the subterranoïds. In appearance, drones resemble their more intelligent counterparts, though they are much larger and more heavily armored. They are practically mindless, obeying the commands of their masters without question.

Drones sometimes accompany a band of subterranoïds on raids into the upper realms. In such cases they will be employed as tunnelers and as living battering rams. With their heavily armored exoskeletons they are well equipped for such work, though they must be constantly monitored or they will wander off to graze on lichens and fungi, which they favor. Drones encountered without a subterranoïd often seem lost or disoriented and may appear docile. If attacked, they will respond with savage fury, lashing out with their powerful, armored claws.

Like subterranoïds, drones are virtually immune to heat or fire and see well in darkness. Their eyes are particularly sensitive and cannot bear exposure to strong light. It is not known how drones are related to subterranoïds, though appearances suggest a close connection of some sort.

Size: 8–9 ft. tall, 500–700+ lbs.

Attributes:

INT-9 PER-1 WIL+6 CHA-10
STR+7 DEX-5 CON+7 SPD-5

Level: 1–3

Attacks/Damage: Bash: d12+STR, Claws: d8

Special Abilities: Tunnel through rock (1 ft. per round)

Armor: Exoskeletal plates, 5 points

Hit Points: 18, +2 per level

Habitat: Underground areas



SWAMP LURKER



Swamp lurkers are solitary creatures that dwell in bogs, marshes, and swamplands. Long mistaken for a sub-species of demons, these creatures are now considered a mutated species of octomorph. They are quite grotesque, with bloated bodies, curved fangs, and three pairs of snaking tentacles protruding from their torsos. Their leathery hide is deathly pale in color, their eyes dark and narrowed under beetled brows.

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

lurkers move swiftly in water or mud. They are surprisingly strong and the grasp of their suckered tentacles is nearly impossible to escape.

Size: 6'8"-7'6", 300-500+ lbs.

Attributes:

INT-7 PER+3 WIL+4 CHA-14
STR+6 DEX+3 CON+3 SPD+3*

*in water; -3 on land

Level: 6-16

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

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

Armor: Scaly hide, 1 point

Hit Points: 30, +3 per level (tentacles can withstand up to 5 points of damage each)

Habitat: Swamps and marshes

TANGLEWOOD

A giant, 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 will typically be held in this manner until the onset of winter, when the tanglewood tree sheds its leaves and anything 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 it may simply enjoy inflicting harm on other life forms.

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:

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 that actively seek egress through a keyhole, hinge, or other small aperture. Wood is similarly ineffective, since the plant's tendrils are 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 seedpods into the air within hours of their appearance. More importantly, the seedpod explodes from the internal pressure generated upon germination, sending its four-inch spines hurtling through the air like deadly missiles. The force of the seedpod'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.

Size: 25–50+ ft. tall, weight impossible to calculate

Attributes:

INT-18 PER 0 WIL-10 CHA-19
STR+3 DEX-5 CON 0 SPD-1*

*as pertains to attacks; otherwise, negligible

Level: 3–4

Attacks/Damage: Tendrils: entangle victims (make opposed roll, STR vs. STR, to escape), Pod Explosion: d12

Special Abilities: Entangle creatures in animate tendrils

Armor: Bark, 3 points

Hit Points: 25, +3 per level; each tendril can take 2 points of damage per level

Habitat: Temperate forests and woodlands

TERRADRACYL



Terradractyls are large, winged reptiles native to the eastern Wilderlands and Volcanic Hills regions as well as parts of central Talislanta and the southern jungles. The species is considered a mutated variety of the common dractyl and was only discovered in the year 612 of the New Age. The Green Aeriad naturalist Eee-ya-Ki, who was credited with this discovery, described the terradractyl as follows:

... an anomaly, the origins of which cannot easily be discerned. On the one hand, it is possible that the creatures are mutations, caused by the lingering aftereffects of The Great Disaster. Yet the migratory patterns of the dractyl are normally limited to the land of Harak and adjacent territories, while the terradractyl's range extends across the entire continent. The implication, at least in my view, is that the terradractyl is not a mutation but a hybrid, one that was created outside of Harak and released—inadvertently or otherwise—into the environment. If the latter theory is correct, then the question must be asked: who created this species, and for what purpose?

These creatures resemble dractyl to some extent, but are larger and have odd hammer-headed visages, powerful limbs, and a long, spiked tail. The terradractyl is also a stronger flyer and is more agile on land than its smaller counterpart.

Since its appearance the terradractyl has had a profound impact upon its environment, both in the skies above Talislanta and on the ground. It is likely that these creatures drove the azoryl, once among the most dominant of airborne predators, to extinction. The same fate may well have befallen the crested dragon, whose eggs proved irresistible to these omnivores. Talislantan naturalists have surmised that neither of these vanished species could match the terradractyl's combination of savagery, speed in the air, and maneuverability on the ground.

Terradractyls are threatened by few creatures. Their only natural enemies are depredators, though swarms of batranc are sometimes able to drive off these fierce predators. The terradractyl's only real weakness is its eyesight, which is hampered to some degree by the unusual positioning of its eyes.

Terradractyls will eat almost anything, including other avian species, herds of land lizards, wild equus, and humanoids. When fresh prey is scarce, they simply feed on vegetable matter, carrion, and refuse. Terradractyls hunt alone and are seldom seen in numbers. Little is known of their mating habits; to date, no one has discovered a terradractyl nest or seen a young terradractyl. The Lyceum Arcanum has expressed concern about the rapid expansion of this dangerous species, offering a reward of 10,000 gold lumens for a live terradractyl hatchling or egg.

Size: 10 ft. long, 30-ft. wingspan, 500–700 lbs.

Attributes:

INT-7 PER+3 WIL+6 CHA-10
STR+6 DEX+2 CON+4 SPD+8*

*airborne; +3 on the ground

Level: 5–15

Attacks/Damage: Beak: d8, Talons: d8

Special Abilities: Flight, glide for unlimited periods without requiring rest

Armor: Leathery scales, 2 points

Hit Points: 20, +4 per level

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

TUNDRA BEAST

The tundra beast is a species of two-headed 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 scales and fur of a tundra beast, gray and white in color, afford protection from the coldest weather and make them difficult to spot against snowy or shadowy backdrops. Thystram classified the species as a mutation, an appraisal that is widely accepted by naturalists of the New Age. In fact, there is evidence to suggest that the process of mutation continues even to the present day.

Tundra beasts generally hunt in packs numbering from four to twelve individuals. They are quite aggressive; even large creatures such as the woolly ogriphant are 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.

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 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, frostweres and ice dragons. The main sources of food for tundra beasts are snowmanes, young ogriphants, and careless or overly bold adventurers.

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

Attributes:

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

Level: 2-4

Attacks/Damage: Bite: d8 (two attacks per round)

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

Armor: Scales and fur, 2 points

Hit Points: 6, +3 per level

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



URTHRAX



Urthrax are an insidious species of vermin found throughout the continent of Talislanta, from the desolate wastelands of Khazad to the Jungles of Chana and beyond. They are exceptionally prolific, reproducing at an astounding rate; the naturalist Thystram estimated that a single female may give birth to as many as two thousand spawn in its lifetime, an average of about six years. He described the Phaedran sewage system as "literally crawling with these creatures, which breed filth and disease."

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

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

Urthrax are common to the sewers of most large Talislantan cities, particularly Aamahd and Zanth, which continue to use the ancient sewer system formerly employed by the old Phaedran dynasty. It is said that the lower levels of this archaic system crawl with untold thousands of these foul creatures, with approximately twenty urthrax for every man, woman, and child living in the two cities.

Size: 3-4 ft. long, 1'6" tall at the shoulder, 25-50+ lbs.

Attributes:

INT-9 PER+5 WIL+3 CHA-14

STR-4 DEX-7 CON+10 SPD+7

Level: 1

Attacks/Damage: Bite: d6, Claws: d4 (one attack per round)

Special Abilities: Emanate vile odor (roll vs. CON or be incapacitated due to nausea; range is 10 ft.), immune to toxins and poisons, 10% chance of contracting disease from bite

Armor: Scaly hide, 3 points

Hit Points: 3

Habitat: Swamps, sewers, wastelands, jungles

VASP

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

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

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

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

Thystram described the vasp as follows:

The creatures are instinctive rather than intelligent, yet with highly refined capabilities. The vasp's skills as a hunter are unsurpassed in the insect kingdom; it is relentless and exhibits no trace of compassion or mercy. In times when prey is plentiful, it stores food in its lair. When food is scarce, it will feed on those of its own kind, even its own young.

Size: 9–10 ft. tall, 500–600 lbs.

Attributes:

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

Level: 8–16

Attacks/Damage: Pincers: 2d6, Sting: d6 (+d4 venom damage per round for 10 rounds), Mandibles: d8

Special Abilities: Leap up to 40 ft., sting can penetrate metal armor, night vision, spin silky webbing

Armor: Metallic scales, 4 points

Hit Points: 16, +3 per level

Habitat: Volcanic Hills, Wilderlands of Zaran, desert regions



VASP, AQUATIC



A larger relative of the land-dwelling species of the same name, the aquatic vasp is a giant, predatory insectoid that haunts coastal regions and deep swamps. These creatures are known to reach a height of twelve feet and can weigh upwards of 700 pounds. Their segmented bodies are covered with metallic blue scales, and they have a fringe of bright crimson gills protruding from either side of the head. They also possess large, webbed foreclaws.

Like their landborne relatives, aquatic vasp are nocturnal creatures. They emerge from their watery lairs to prowl the shallows, hunting for water raknids, fanged eels, and other aquatic prey. If provided with the opportunity, they will also take humanoid victims. Aquatic vasp leave fine lines of webbing in their wake, demarcating their territories. When another creature touches the sensitive weblines, the vasp is alerted to its presence and leaps to the attack.

The aquatic vasp's sting is equally as deadly as that of its smaller counterpart and has the same caustic effect upon its victims, dissolving their internal organs. Once the victim has been subdued, the vasp will drag it below the water where it can feed upon its prey undisturbed.

Aquatic vasp are terrifying creatures with few natural enemies. They compete for prey with giant river kra and skalanx, however, and sometimes engage in fierce battles with these savage predators.

Though not as swift or agile as land vasp, these creatures are powerful swimmers, capable of dragging off even a large river kra.

Thystram reports that the Jhangaran marsh hunters are known to put great stretches of coastland to the torch whenever an aquatic vasp has been sighted in the area. So great is their fear of these creatures that the hunters are willing to lose thousands of lumens worth of costly scintilla in order to eradicate a single aquatic vasp.

Size: 11–12 ft. tall, 600–800 lbs.

Attributes:

INT-12 PER+3 WIL+7 CHA-10

STR+8 DEX+4 CON+6 SPD+3

Level: 8–16

Attacks/Damage: Pincers: 2d8, Sting: d6 (+d4 venom damage per round for 10 rounds), Mandibles: d10

Special Abilities: Aquatic, sting can penetrate metal armor, night vision, spin silky webbing

Armor: Metallic scales, 4 points

Hit Points: 20, +3 per level

Habitat: Coasts of Jhangara and Faradun, swamplands of Mog, the Dark Coast, Crescent Isles

VERDIR

The Verdir are a race of sentient plant creatures who dwell in the Aberrant Forest. They are tall and somewhat gangly in appearance, particularly the Verdir females, and have skin the color and texture of new grass. An elongated cranium decorated with a mane of yellow-green leaves is typical of members of this unusual species. The Verdir live in fanciful settlements constructed of living plants, supported atop the spreading leaves of a giant lotus. These floating settlements are located among the many small lakes that dot the region.

The Verdir are a benevolent folk and hospitable to outsiders. They have their own culture and customs and make useful tools and implements from woven vines, leaves, gourds, and roots. The Verdir recognize the Kagan as their creator and make symbolic offerings to him in order to curry his favor in the afterlife. They have domesticated a species of giant insectoid known as cibants, which they employ as steeds and beasts of burden. It is the custom of these folk to daub themselves with brightly colored pollens and partake in various intoxicating plant-mixtures, both important preparations for their traditional fertility and nature rituals.

Most popular is the substance known as dreamcap, a powerful hallucinogen derived from a type of local fungi that the Verdir regard as sacred. To obtain quantities of this fungi, Verdir hunters regularly venture into the Wild Wood despite the danger posed by the terrifying ravant, which is native to this area.

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

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



Size: 6'6"–7' tall, 150–175 lbs.

Attributes:

INT 0 PER+2 WIL 0 CHA 0

STR 0 DEX+2 CON-1 SPD 0

Level: 1+

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

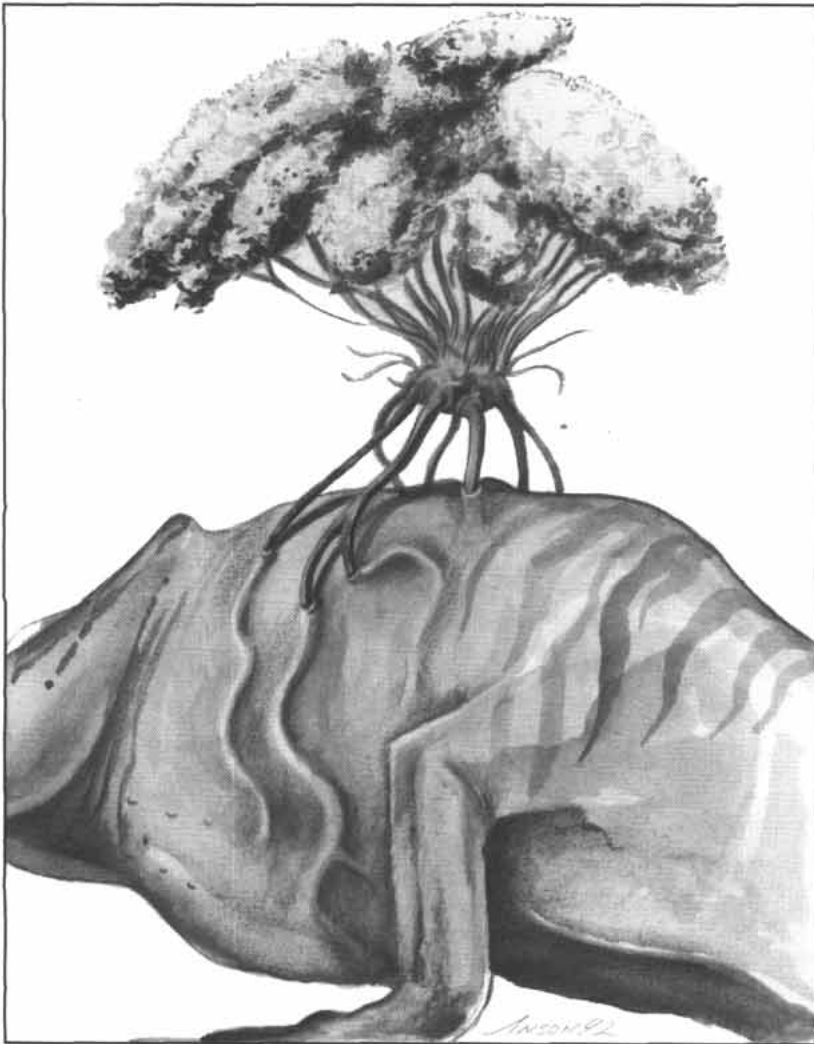
Special Abilities: Commune with plants, natural camouflage (-8 to detect in woodlands)

Armor: None

Hit Points: 12, +1 per level

Habitat: The Aberrant Forest

VIOLET CREEPER



grown plant may travel up to two miles in a given night, hunting for suitable prey upon which to feed. Thus, even if one carries out a thorough search of the area before making camp, this is by no means a foolproof method of warding against these ambulatory parasites.

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 shrub uproots itself at night and creeps about, searching for warm-blooded prey. When it comes upon a sleeping or helpless creature, the creeper sends forth a dozen or more wormlike shoots that exude an anesthetizing fluid. The plant then roots itself in the hapless victim and feeds on its vital fluids, leaving the area just before the light of day. If attacked before it has finished feeding, a violet creeper will shamle away.

Unlike most forms of plant life, violet creepers have a fair degree of intelligence and are capable to some extent of reason. They fear fire and will flee if threatened with torches or magical flame. If one approaches during daylight, it is supposedly possible to gently uproot young violet creepers and take them into captivity, though one should exercise caution with regard to the transplanting and maintenance of these shrubs, especially during the evening hours.

The naturalist Thystram appraised the violet creeper as follows:

The organism shows a definite tendency towards vampirism and can be difficult to deter. A full-

Size: 6-7 ft. tall, 100-250 lbs.

Attributes:

INT-3 PER 0 WIL-9 CHA-17
STR-1 DEX 0 CON-1 SPD-1

Level: 1-3

Attacks/Damage: Blood Drain: d4 per minute

Special Abilities: Shoots exude anesthetizing fluid (attack cannot be felt), limited mobility

Armor: Bark, 1 point

Hit Points: 2, +2 per level

Habitat: Temperate forests, junglelands, marshlands

VOLTT

The volt is a denizen of lakes, rivers, and swamps and is found across the continent of Talislanta. It resembles a segmented, metallic-scaled serpent in some respects, but is identifiable by its curved fangs, deep-set eyes, and the twin knoblike protuberances that stand forth from its armored cranium.

Voltts lair under rocks or in the hulls of sunken ships, keeping to the shadows in order to avoid detection. They mate for life, with the female guarding her broodlings while the male goes forth to hunt at night. These creatures typically prey upon smaller aquatic species such as mudrays, but are known to attack even such dangerous predators as skalans when hungry. Voltts are well equipped to take on either foe, possessing the ability to emit a powerful charge of electrical energy that is capable of stunning prey in or out of the water. Once a victim has been incapacitated, the volt latches onto it with its long fangs and drags it off to some secluded place to devour.

Voltts are sometimes preyed upon by aqua demons, but otherwise have no known enemies except for Men. Zandir fishermen find the flesh of this creature succulent and delicious, and hunt them at night with lanterns and glass spears, which are employed in order to avoid electrocution. Voltts are attracted to lights, which seem to fascinate them, so they can be easily lured in this fashion.

Thystram described an uncomfortably close encounter with a volt in one of his journals: "I was bathing in a pond when something brushed against my leg. I looked down and saw a sinuous creature swimming just below the surface of the water. The creature glared back at me; I froze, and it passed between my legs, then continued on its way."

Size: 6–10 ft. long, 500–1,000 lbs.

Attributes:

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

Level: 1–4

Attacks/Damage: Bite: d8, or Electricity: d6 per level (see Special Abilities)

Special Abilities: Emit powerful electrical charge once per day per level (range: 5 ft. per level). Only half damage is actual; creatures reduced to zero hit points are stunned for d20 rounds (plus one round per point of damage below zero)

Armor: Metallic scales, 3 points

Hit Points: 6, +3 per level

Habitat: Rivers, lakes, swamps



WEIRDLING



Weirdlings, or wish-gnomes, are diminutive humanoids that inhabit the dreary forestlands of Werewood and, less commonly, the Wilderlands of Zaran. Some believe these strange creatures are related to the race of gnorls, though such theories have never been proven. They are quite odd looking, with shriveled features, 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 hoard 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 the lairs of ferocious predators such as malathropes 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 it one of its wishes or give up its treasure, as the captor demands. As these creatures are miserly by nature, parting with either of these commodities causes weirdlings the greatest dismay, except in one instance. The thirteenth and final wish a weirdling may grant is always cursed and will bring about the opposite of what is requested.

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

Thystram spent the latter part of his long life searching for a weirdling's lair, but without success. Towards the end, he became convinced that the creatures were nothing more than the stuff of legend and myths. Yet some say that, as he lay on his deathbed, a visitor arrived wearing a dark, hooded cloak. Thystram's nurse described the visitor as "uncommonly short, with a strange air about him." The visitor stayed only long enough to whisper something in Thystram's ear, to which the old naturalist muttered something in a weak voice. The next morning Thystram was gone, and was neither seen nor heard from again.

Size: 2–3 ft. tall, 25–80+ lbs.

Attributes:

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

Level: 1–6

Attacks/Damage: Bite: 1 point, or as per weapon employed

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

Armor: None

Hit Points: 10–20

Habitat: Forests of Werewood, surrounding regions (rare)

WINGED VIPER

Winged vipers are bat-winged serpents that can be found in certain jungles and tropical forests. They are a striated green and yellow in coloration, enabling them to hide amid the leafy branches of trees. These serpentine predators normally prey on small birds and lizards but will attack even the largest creatures if hungry or disturbed.

Like the majority of Talislantan serpents, the winged viper is covered with rows of tough, overlapping scales that 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 decorative sort of leatherlike armor. Winged vipers may grow to lengths in excess of ten feet.

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 humanoid-sized creatures, is nonetheless quite unpleasant. A nocturnal species that feeds primarily on bats is also known to exist.

Size: 2–12 ft. long, 4–18 ft. wingspan, 2–24+ lbs.

Attributes:

INT-9	PER+3	WIL 0	CHA-11
STR-2	DEX+1	CON 0	SPD+5

Level: 1–4

Attacks/Damage: Bite: d4 +1 pt. venom per level

Special Abilities: Flight, natural camouflage (-2 to PER rolls to spot in trees)

Armor: Scaly skin, 1 point

Hit Points: 2, +1 per level

Habitat: Tropical jungles, rainforests, swamps, and marshes



YAKSHA



Deemed the fiercest of Talislantan creatures, yaksha are a sub-species of werebeast. These giant, fur-covered humanoids inhabit various hills and mountain ranges across much of the continent of Talislanta. Yaksha are fearsome to behold, with 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 hold 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 amazing strength and fury.

The Ur clans of Urag favor the use of mummified yaksha paws, claws extended and affixed to wooden shafts, as war clubs. Ownership of such a grisly weapon 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.

Thystram first classified the yaksha as a sub-species of werebeast adapted to a mountainous existence. He believed that the harsh conditions of the creature's existence were a contributing factor toward the yaksha's propensity for violence. Naturalists of the New Age are somewhat less enchanted with the sociological explanation for the yaksha's behavior, which they consider overly simplistic.

Size: 7–8 ft. tall, 700–800 lbs.

Attributes:

INT-8 PER+1 WIL+ CHA-10
STR+7 DEX-3 CON+4 SPD+1

Level: 6–16

Attacks/Damage: Claws: d10+STR, Bite: d6

Special Abilities: Immunity to spells of control or influence, strong climbers (level+DEX)

Armor: Fur, 1 point

Hit Points: 25, +3 per level

Habitat: Hills, mountains

YRMAN

In the legends of the Wildmen of Yrmania, Yrman is a great stone god who sleeps far beneath the earth. According to the Wildmen, the jagged peaks of the Sardonyx Mountains are actually Yrman's teeth. Most civilized Talislantans consider these legends absurd and attribute them to the Wildmen's ritual use of certain narcotic mushrooms.

The noted naturalist Thystram was less inclined to dismiss these stories as mere fabrications, however. Citing numerous ancient accounts of the presence of giant earth elementals in Talislanta, Thystram stated that it was not beyond the realm of possibility that an entity such as Yrman might exist. He suggested that the following statistics would not be an unreasonable guess at the actual powers of such a creature, though he was never able to prove its existence or confirm its attributes.

Size: Vast; if the Sardonyx Mountains are truly Yrman's teeth, then he could conceivably be nearly as large as the continent of Talislanta.

Attributes:

INT+10 PER 0 WIL+19 CHA+16
STR+18 DEX-19 CON+18 SPD-19

Level: 100+

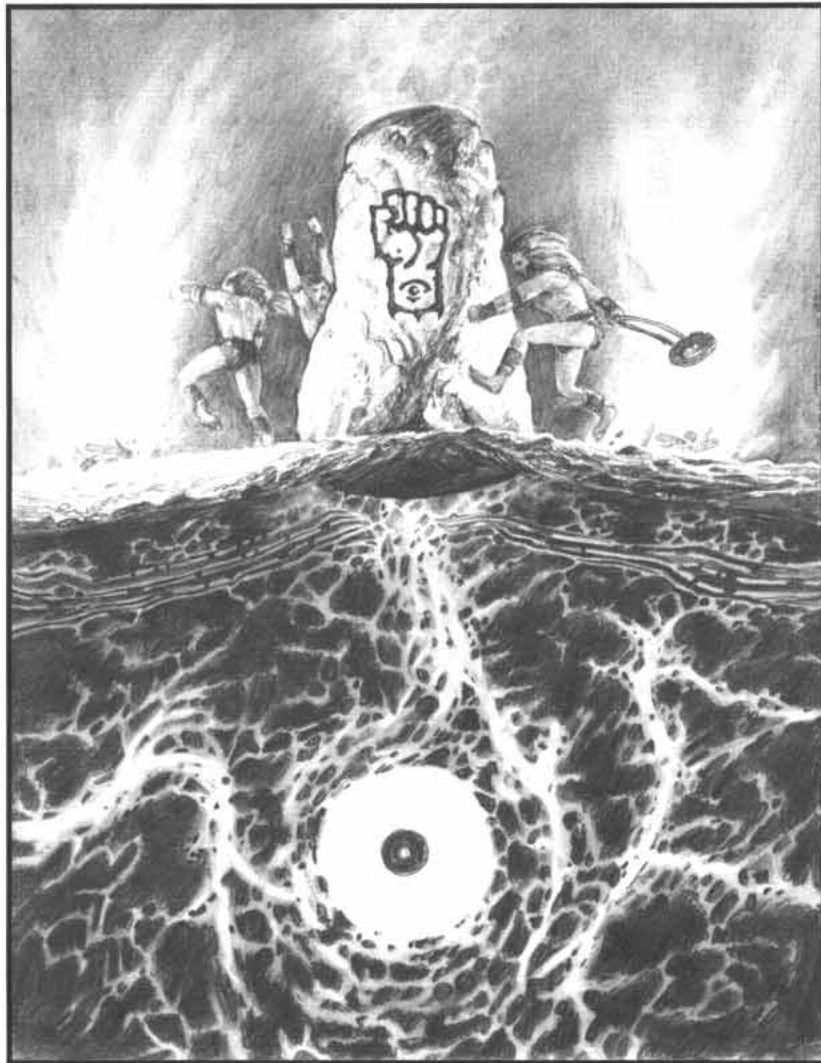
Attacks/Damage: Energy Attack: d20 +1 pt. per level, by touch

Special Abilities: Possible primary magic skills (geomancy)

Armor: Stony exterior, 10 points

Hit Points: 10,000+

Habitat: Talislanta



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 the zaratan, which they employ for a variety of useful purposes including transportation, construction, and food gathering. The somewhat 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 Men. The presence of even a few zaratan is usually sufficient to discourage the depredations of rainbow kra and sea scorpions, 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.



Size: 20–30 ft. long, 4,000–10,000 lbs.

Attributes:

INT-7 PER 0 WIL 0 CHA-10

STR+12 DEX-2 CON+7 SPD+2

Level: 4–16+

Attacks/Damage: Bite: d10, Claws: d12+STR, Ram: 2d12

Special Abilities: Unaffected by extremes of temperature, pressures of ocean depths, or storms

Armor: Armored plates, 5 points

Hit Points: 30, +3 per level

Habitat: Seas and oceans

• EXTRADIMENSIONAL BESTIARY •

The following section contains a listing of creatures and beings that, while occasionally encountered in Talislanta, originate from other planes of existence.

ENTITIES FROM THE ELEMENTAL PLANE

ELEMENTAL AVATAR

Elemental avatars are manifestations of the godlike beings known as true elementals. On their home plane, these entities cannot be distinguished from their celestial bodies, which resemble fiery suns, gaseous clouds, water worlds, and fertile planets. Like their masters, they are part of the infinite ecosystem that is the Green World.

Elemental avatars are responsible for enforcing the immutable laws of nature that govern the myriad worlds of the material plane. They maintain order among the ranks of sub-elementals, regulate the changing of seasons, and serve as protectors of the material worlds' ecological systems. Individuals who cause harm to the natural environment may arouse the anger of an elemental avatar, which always results in dire consequences.

In his book *The Green World*, Viridian makes the following reference to these entities:

Elemental avatars, having been worshiped as gods by the early Archaens, continue to regard themselves as such even to the present day. Accordingly, travelers to the Green World are advised to show the proper respect when encountering beings of this sort, or expect to face the most unpleasant consequences.

All elemental avatars possess the following characteristics and abilities:

- Cast any spell related to their elements at 50th level.
- Create an area of elemental force that replicates the environment of their home plane, up to 1,000 feet in diameter per level of the elemental.
- May be summoned to the material plane by magic. If summoned, elemental avatars will usually take the form of hundred-foot humanoids composed of ambient elemental energy.
- Return to their home plane at will unless constrained by magic.
- Immune to all forms of attack except magical weapons, opposing elemental forces, and negative energy.

Size: Practically limitless on home plane; 100 ft. tall if summoned to the material plane

Attributes:

INT+15 PER+15 WIL+15 CHA+15
STR+15 DEX+15 CON+15 SPD+15

Level: 50+

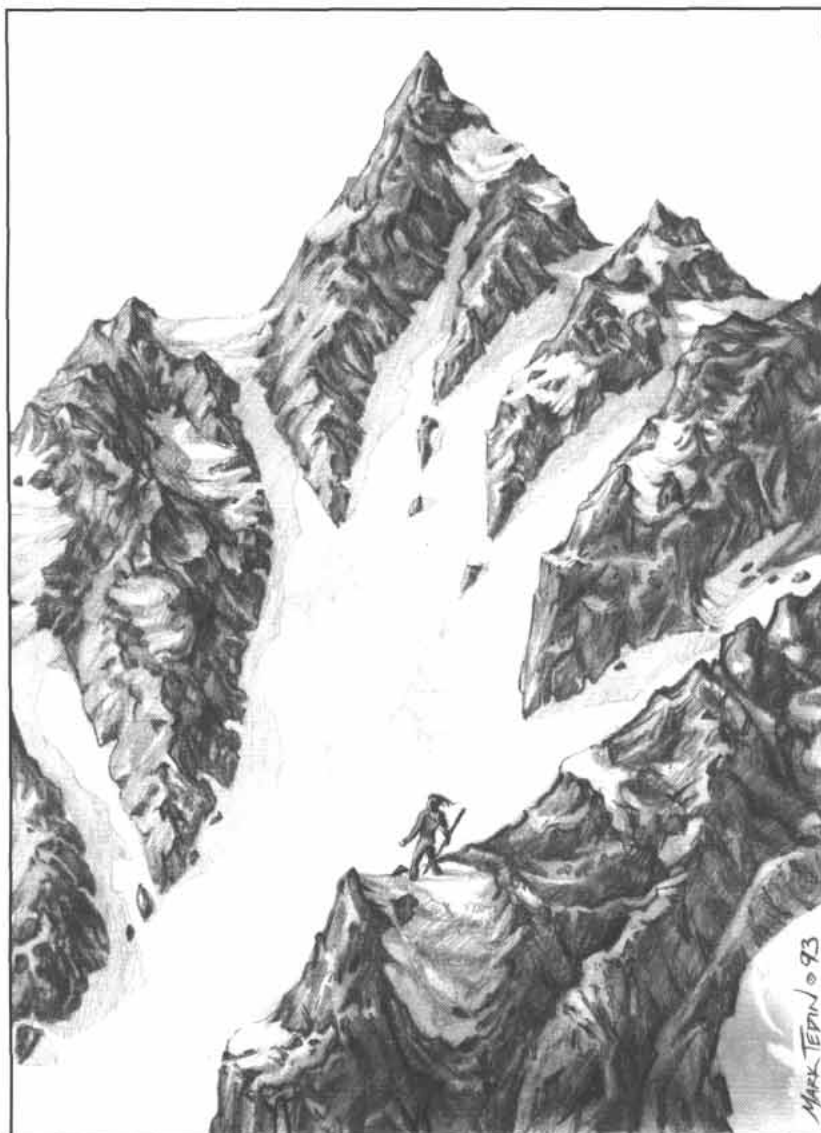
Attacks/Damage: Energy Attack: d20 +1 point per level, by touch

Special Abilities: Primary magic, primary combat, abilities listed above

Armor: None

Hit Points: 500





Greater Elemental

Greater elementals are servants of the powerful beings known as elemental avatars. On their home plane, these entities are practically indistinguishable from their surroundings; greater earth elementals resemble mountains, greater water elementals occupy rivers and oceans, greater air elementals appear as banks of clouds, and greater fire elementals occupy the hearts of volcanos, subterranean rivers of magma, and lakes of living fire.

Greater elementals comprise the very stuff of which the myriad worlds of the material plane are made. Working alone or in groups, they form mountains, chains of islands, lakes, rivers, streams, deserts, forests, plains, mesas, and tundra. They are assisted in their duties by the lesser elementals, and to some extent by the minor elementals.

Viridian claimed to have had a longstanding relationship with a greater elemental named Narod whose form was that of a green mountain. The two were reputed to have engaged in discussions that lasted for as long as three months and covered such topics as erosion, the mineral content of various types of soil, and the creation of sedimentary rock.

All greater elementals possess the following characteristics and abilities:

- Cast any spell related to their elements at up to 25th level.
- Create an area of elemental force that rep-

licates the environment of their home plane, up to 100 feet in diameter per level of the elemental.

- May be summoned to the material plane by magic. If summoned, greater elementals may take the form of twenty-foot humanoids composed of ambient elemental energy or may appear in their natural forms.
- The ability to return to their home plane at will unless constrained by magic.
- Immune to all forms of attack except magical weapons, opposing elemental forces, and negative energy.

Size: Vast on home plane; 20 ft. tall if summoned to the material plane

Attributes:

INT+10 PER+10 WIL+10 CHA+10

STR+10 DEX+10 CON+10 SPD+10

Level: 11-25

Attacks/Damage: Energy Attack: d10 +1 point per level, by touch

Special Abilities: Primary magic, secondary combat, abilities listed above

Armor: None

Hit Points: 4 per level

Minor Elemental

Minor elementals are the least powerful and most common of all the races of elementals. On their home plane, these creatures blend into their natural surroundings and are almost impossible to detect. Yet every blossom, blade of grass, pebble, or other bit of natural matter is a minor elemental in disguise. They are as numerous as grains of sand or the countless dewdrops that speckle every forest of every world on the material plane.

Minor elementals also inhabit the material plane, though they are normally invisible to the naked eye. If summoned by magic or by one who knows how to commune with the natural world, they will appear as tiny imps or sprites one or two inches in height. These elementals usually take on the coloration of the natural form they choose to inhabit, but otherwise look much the same. All are composed of ambient elemental energy and possess talents related to their natural forms.

The green magician Viridian was known to keep the company of numerous minor elementals who could be seen frolicking in his enchanted gardens, sliding down the banisters of his topiary palace, and playing hide-and-seek among his flowerbeds.

All minor elementals possess the following characteristics and abilities:

- Cast a bolt or aura of the elemental force from which they are composed, at a level equivalent to their own level of ability.
- Create an area that consists of elemental force, up to 1 foot in diameter per level of the elemental.
- May be summoned to the material plane by magic. If summoned, minor elementals take the form of tiny, implike creatures 1–2 inches in height.
- Immune to all forms of attack except magical weapons, opposing elemental forces, and negative energy.

Size: 1 inch per level in height

Attributes:

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

Level: 1–2

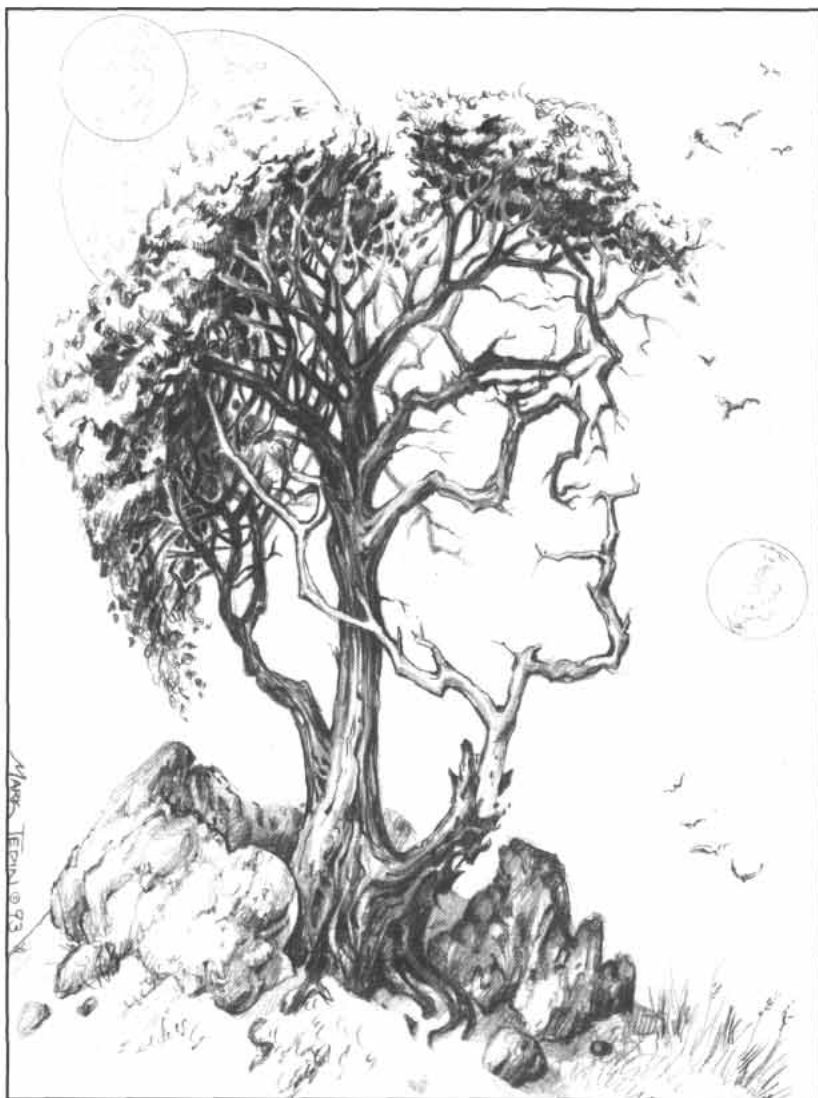
Attacks/Damage: Energy Attack: 1 point per level, by touch

Special Abilities: Rudimentary magic, rudimentary combat, plus abilities stated above

Armor: None

Hit Points: 1 per level





Sub-Elemental

Sub-elementals are lesser entities that originate from the elemental plane. On their home plane, these elemental beings blend into their surroundings, adopting the forms of trees, boulders, pools of mud, clouds of mist or dust, sand dunes, wisps of smoke, or other aspects of nature. Close examination will reveal that these seemingly innocuous substances are alive and capable of movement and speech.

Lesser elementals begin life as minor elementals, growing in size and power with the passage of time. Those that are able to survive and prosper for many thousands of years may eventually attain the stature of greater elementals. Servants of the elemental avatars, they help to invest the myriad worlds of the material world with the creative force of nature.

Viridian's fabulous topiary palace, located on the continent of Celadon, was said to have been built by a pair of plant sub-elementals who completed the construction in less than a day. In return for their assistance, the magician allowed them to reside in his enchanted garden, where they were treated as honored guests, their every need attended to by a team of specially trained gardeners.

All sub-elementals possess the following characteristics and abilities:

- Cast a barrier, bolt, or aura that consists of the elemental force from which they are

composed, at a level equivalent to their own level of ability.

- Create an area that consists of the elemental force from which they are composed, up to 10 feet in diameter per level.
- May be summoned to the material plane by magic. If summoned, sub-elementals may take the form of a ten-foot humanoid composed of ambient elemental energy, or may appear in its natural form.
- Immune to all forms of attack except magical weapons, opposing elemental forces, and negative energy.

Size: 1 foot in height per level up to 10 ft. tall, in humanoid form; volume is 1 cubic ft. per level

Attributes:

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

Level: 1-16

Attacks/Damage: Energy Attack: d4 +1 per level, by touch

Special Abilities: Secondary magic, secondary combat, plus abilities stated above

Armor: None

Hit Points: 2 per level

ENTITIES FROM THE DREAM DIMENSION

Figment

Figments are minor ethereal entities. On their home plane they are quite difficult to detect, for their forms are composed of the stuff of dreams. Figments are used to provide animation and a sense of reality to dreams. They may appear in any number of guises: as individuals, creatures, portions of a dreamscape, furnishings, utensils, and so on. In most cases they will appear quite real, though a figment may sometimes give itself away by talking or moving about as seemingly inanimate objects are sometimes known to do in dreams.

If summoned to the material plane, figments will appear as ethereal imps of strange or bizarre semblance. They require no sacrifice to summon and will serve without complaint. Figments can be employed as spies and lookouts, for they are virtually impossible to detect except by the use of magic. A figment may also serve as a familiar, posing as an imaginary friend, a crystal ball, or some kind of tool.

The astromancer Laslovian was said to have kept a figment as a familiar. The entity served as his chronicler and personal secretary and accompanied him wherever he went, typically in the form of a quill pen, a guise Laslovian found both practical and drolly amusing.

All figments possess the following characteristics and abilities in common:

- Cast any type of illusion at a level equal to their own level of ability.
- Assume ethereal, material, or invisible form at will.
- Create an area of illusory terrain up to 1 foot in diameter per level.
- May be summoned to the material plane by magic.
- Immune to all forms of attack except magical weapons, spells that affect illusions, and negative energy.

Size: 1 inch tall per level, weightless

Attributes:

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

Level: 1-2

Attacks/Damage: Energy Attack: 1 point per level, by touch

Special Abilities: Rudimentary magic, rudimentary combat, abilities stated above

Armor: None

Hit Points: 1 per level



Onir

The onir are greater entities that hail from the Dream Dimension. On their home plane, these phantasmal beings serve as guardians of the myriad gateways that lead into the Dreamrealms, keeping intruders from entering their domains. They generally appear as ten-foot ethereal humanoids with bodies clad in glistening suits of enchanted armor and features hidden behind helmets of elaborate design.

In their capacity as guardians, the onir help maintain the integrity of the Dreamrealms, keeping them safe for sleepers who travel here from the material plane. To this end they wield enchanted greatswords capable of sundering the very substance of dreams. These weapons, called dreamblades, cause twice the usual damage to entities that originate from the Nightmare realms, but they can only be employed by one of the onir or by someone trained by an onir.

The astromancer Laslovian recalled several encounters with onir:

On more than one occasion while exploring the Dreamrealms, I chanced to encounter an onir. I often found these loyal sentinels standing guard before certain of the countless gates and portals that exist throughout these regions. Some of these the dreamer is free to pass through, while others are forbidden. Those who attempt to open a gate of the latter sort can expect to arouse the attention of the onir assigned to that post, typically with severe consequences.



All onir possess the following characteristics and abilities:

- Cast any type of illusion or virtual illusion at 25th level.
- Assume ethereal, material, or invisible form at will.
- Create an area of illusory terrain up to 20 feet in diameter per level.
- May be summoned to the material plane by magic.
- Immune to all forms of attack except magical weapons, spells that affect illusions, and negative energy.

Size: 10 ft. tall, weightless

Attributes:

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

Level: 11–25

Attacks/Damage: Energy Attack: d4 +1 per level, by touch; Dreamblade: d12 (double damage vs. entities from the Nightmare realms).

Special Abilities: Secondary magic (illusion), secondary combat, abilities stated above

Armor: None

Hit Points: 20, +2 per level

Sandman

Sandmen are lesser entities that appear as shriveled, gnomelike creatures attired in hooded robes. On their home plane sandmen serve as messengers, delivering dreams to sleepers who reside upon the myriad material planes of existence. They are somewhat ill-tempered by nature and always seem to be grumbling and complaining about something.

Sandmen carry on their persons small sacks of the magical substance known as dreamdust, a silvery powder they concoct from the very essence of the Dreamrealms. This substance brings about the onset of dreams and is also useful in repelling such noxious entities as nightstalkers, fantasms, and other denizens of the Nightmare Dimension. A single dram of dreamdust will suffice to drive off one entity of this sort; two drams will incapacitate such a creature, allowing it to be captured if desired.

Only sandmen know the secret of making dreamdust. While they steadfastly refuse to reveal the formula for making this substance, they can sometimes be convinced to part with a dram or two if bribed with moonstones, which they hoard much as misers do gold. A fine moonstone of at least ten carats is considered the minimum price for a dram of dreamdust.

Laslovian often bartered with sandmen, which he described as shrewd traders. According to the astromancer, most operated alone in the manner of wandering peddlers. On rare occasions, Laslovian claimed to have encountered a large caravan of sandman merchants bearing goods of many types from across the Dreamrealms. Whether the astromancer actually met such a caravan or whether he saw it in a dream is irrelevant, for in the Dreamrealms there are an infinite number of realities and each is as real and valid as any other.

Size: 3 ft. tall, weightless

Attributes:

INT+5 PER+5 WIL+5 CHA-5

STR-5 DEX+5 CON+5 SPD+5

Level: 3-10

Attacks/Damage: Energy Attack: d4, Dreamdust: drives off or stuns extradimensional entities, causes mortals to sleep; duration is up to 8 hours

Special Abilities: Secondary magic (wizardry), concoct dreamdust

Armor: None

Hit Points: 2 per level





Vision

Visions are avatars of the divine entity known as Dreamweaver, ruler of the Dream Dimension. On their home plane, visions typically appear as thin, diaphanous humanoids, unreal and insubstantial to the touch. Elsewhere they are invisible, though visions may appear in dreams and are able to make themselves visible as desired.

Each vision is the ruler of one of the infinite Dreamrealms interspersed throughout the Dream Dimension. In their role as avatars of Dreamweaver, these entities are given the power to create other realities according to the expectations and desires of those who inhabit the material plane. Some of the Dreamrealms are small and relatively insignificant. Others, such as those governed by the most powerful visions, are immeasurably vast.

The Phantasian astromancer Laslovian included a discussion of visions in his book *The Compendium of Dreams*:

Each of the Dreamrealms is governed by a vision that creates this domain according to its own designs. Some are prone to sentimentality and conjure up semblances of past realities, replete with dream images of the most notable individuals of the day. Others are enamored of things yet to come and construct realms that may reflect any number of possible futures. The more practical sorts concentrate on the present, though they are not averse to revising or altering things as they see fit.

All visions possess the following characteristics and abilities:

- Cast any type of illusion or virtual illusion at 50th level.

- Assume ethereal, material, or invisible form at will.
- Create an area of illusory terrain up to 1,000 feet in diameter per level.
- May be summoned to the material plane by magic.
- Return to their home plane at will unless constrained by magic.
- Immune to all forms of attack except magical weapons, spells that affect illusions, and negative energy.

Size: 20 ft. tall, weightless

Attributes:

INT+15 PER+15 WIL+15 CHA+15

STR+15* DEX+15 CON+15 SPD+15

*in material form

Level: 50

Attacks/Damage: Energy Attack: d20 +1 per level, by touch

Special Abilities: Primary magic (illusion), primary combat, abilities listed above

Armor: None

Hit Points: 500

ENTITIES FROM THE NIGHTMARE DIMENSION

Apparition

Apparitions are avatars of Noman, the ruler of the Nightmare Dimension. On their home plane these entities serve as rulers of the lesser Nightmare realms. They may take on any form they find suitable to their purpose, which is to strike terror in the hearts of dreamers on the material plane. When summoned to the material plane, apparitions generally appear as frightful humanoids, their bodies composed of roiling black vapors. They know all that transpires within the confines of their home plane and may be asked to reveal a portion of their knowledge; if the summoner does not show fear, the apparition will usually grant this request. Regardless of the service, the apparition will always demand that the summoner pay in kind by returning the favor in some way.

Throughout his travels in the Dreamrealms, Laslovian had cause to encounter many strange and frightful entities. According to the astromancer, none was more fearsome than the apparition that accosted him as he passed through an enchanted portal from the Dreamrealm of Ojhid into an adjacent realm:

The entity appeared as figure attired in flowing black robes. It asked, 'Do you fear me?', to which I replied that I did not. In response, the dark figure flung wide its robes, revealing a horrific image of myself as I might have appeared if dead and buried for many months: eyes sunken, flesh crawling with maggots, portions of the skull exposed. I fled back to Ojhid in terror, hearing behind me the sounds of mocking laughter.

All apparitions possess the following characteristics and abilities:

- Cast any type of illusion or hallucination at 50th level.
- Assume ethereal, material, or invisible form at will.
- Create an area of hallucinatory terrain up to 1,000 feet in diameter per level.
- May be summoned to the material plane by magic.
- Return to their home plane at will unless constrained by magic.
- Immune to all forms of attack except magical weapons, spells that affect illusions, and negative energy.

Size: 20 ft. tall, weightless

Attributes:

INT+15 PER+15 WIL+15 CHA+15

STR+15* DEX+15 CON+15 SPD+15

*in material form

Level: 50

Attacks/Damage: Energy Attack: d20 +1 per level, by touch

Special Abilities: Primary magic (wizardry), primary combat, abilities listed above

Armor: None

Hit Points: 500





Barbed Horror

Barbed horrors are a form of psychic parasite. These hideous creatures range in size from one to three feet in height and resemble malformed, bloated homunculi. They are covered from head to tail with rows of barbed spines and have clawed appendages. A rasping tongue and black, beady eyes are other features characteristic of these minor entities, which possess the ability to manifest in astral, corporeal, or invisible form.

Barbed horrors are the very embodiment of fear, given tangible form through the use of black magic. They are grown in vats using an obscure process known only to denizens of the Nightmare Dimension. When fully formed, these creatures are dispersed into the outer regions of the Nightmare Dimension to prey upon the astral forms of unwary dreamers. Once a barbed horror has spotted a likely victim, it will attempt to latch onto the dreamer's aura, holding fast with its claws and barbed spines. If successful, the creature afflicts its victim with a phobia, feeding off the fear that it generates and growing larger with each passing hour.

Barbed horrors are normally invisible on the material plane and cannot be detected except by those capable of seeing auras. Once discovered, these psychic parasites can usually be removed by the use of certain spells of mysticism,

such as Mystic Bolt. A horror that has grown strong by feeding on a victim for many years can be difficult to remove and may require the application of even more potent remedies.

In his memoirs, Laslovian recalled that an associate of his, the dream merchant Trisla, had once suffered from such a condition. The astromancer recorded the procedure by which he effected a cure:

First, prepare a mixture of six parts balm root oil, one part powdered iron, one part dried neurovore's brain, and two parts amberglow. Mix together, stirring well, then administer to the victim by mouth, using force only if necessary. Next, place the patient in a water-filled vat with a pair of volts and stand back. After ten minutes remove the patient; insulated gloves should be worn as a precaution against electrical shock. When the patient has recovered, he or she should be practically as good as new.

Size: 1–3 ft. tall, weightless

Attributes:

INT+5PER+5WIL-5CHA-5

STR-5*DEX+5CON+5SPD+5

*in material form

Level: 3–10

Attacks/Damage: Claws/Spikes: d4 plus venom (causes fear until removed)

Special Abilities: Parasitic bite, appearance causes fear (roll vs. WIL or victim is paralyzed with fear for 1–4 rounds), assume ethereal, material, or invisible form at will

Armor: None in ethereal form; spiny hide, 2 points in material form

Hit Points: 3, +2 per level

Bat Manta

Bat manta are lesser entities. These terrible winged creatures resemble giant black manta rays with horned protuberances and whiplike tails. They radiate powerful psychic energies, which they are capable of emanating like bolts of electrical current. These energies can be used to stun or to instill astral, ethereal, or material beings with a sense of nameless dread. In fact, nightmares involving falling are often the result of a bat manta gliding past the dreamer's astral form and disrupting his or her psychic aura.

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

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

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



Size: 20+ ft. wingspan, 400+ lbs. (in material form)

Attributes:

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

*in material form

Level: 3-10

Attacks/Damage: Electrical Discharge: d12 (range: 100 ft.) or Cause Fear: roll vs. WIL to resist, Tail/Wings: d10

Special Abilities: Flight, detect invisible or astral presences (range: 100 ft. per level), night vision, immunity to psychic probing or mental influence

Armor: None in ethereal form; hide, 2 points in material form

Hit Points: 2 per level

Fiend

Fiends are lesser entities. They are roughly humanoid in size and form, with horned visages and batlike wings. Black as midnight, these creatures are almost impossible to detect in darkness. They possess the uncanny ability to use shadows as gateways from one plane to another, a talent that enables them to travel from the Nightmare Dimension into the material plane or any of the lower planes.

On their home plane, these insidious entities serve as Noman's spies and informers, slipping unseen from one dimension to another by means of interplanar rifts and magical gates. They often lurk just beyond the perceptions of sleepers on the material plane, observing what occurs in their dreams and reporting back to their master. A fiend will sometimes emerge from hiding to frighten a dreamer, though instances of this sort are considered rare.

On the material plane, fiends are able to take on corporeal form, but only for a limited time. In this form they possess surprising speed and strength and can be quite deadly.

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



Size: 7 ft. tall, weightless

Attributes:

INT+3 PER+5 WIL-5 CHA-5

STR+5* DEX+3 CON+5 SPD+5

*in material form

Level: 3-10

Attacks/Damage: Claws: d8 +1 per level

Special Abilities: Secondary combat, stealth, interplanar travel through shadows, waylay, -5 to detect in darkness

Armor: None

Hit Points: 2 per level

Nightstalker

Nightstalkers are greater entities. They are fearsome creatures, tall and gaunt with shaggy black hide, membranous pseudo-wings, and long, bony fingers terminating in curved talons. Ropy strands of matted fur hang from their arms, head, and legs, and blue wisps of smoke issue forth from their nostrils. Three glowing eyes situated in the center of the forehead and a leering maw filled with rows of pointed fangs are other features characteristic of these entities.

On their home plane, nightstalkers serve as hunters and assassins sent forth into other planes to wreak havoc upon sleepers and astral travelers. These terrifying entities 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 they cannot obtain nourishment. 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, either 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.

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

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

Size: 10 ft. tall, weightless

Attributes:

INT+5 PER+5 WIL+5 CHA+5

STR+5 DEX+5 CON+5 SPD+5

Level: 11–25

Attacks/Damage: Claws: d10+STR

Special Abilities: 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: In material form, 1 point

Hit Points: 4 per level



ENTITIES FROM THE ASTRAL PLANE



Disembodied Spirit

These ethereal entities, also known as spiritforms, are the spirits of deceased creatures and beings that for one reason or another have become lost or stranded en route to their next incarnations. Countless numbers of these disembodied entities have been consigned to wander the gray sphere of the astral plane or, in some cases, the material planes. Some, having met a particularly violent or unjust end, simply refuse to move on to their next lives. Others were the victims of miscast spells, abortive attempts at astral travel, or any of a variety of unfortunate circumstances.

Entities of this sort are useful to magicians, for they may provide information of events that have transpired in the astral or material planes, or may consent to be bound by a pact to serve as a magician's familiar spirit. In the latter case, a disembodied spirit may willingly elect to take up residence in an inanimate object and serve as a spy, a sentinel, or an advisor, answering up to three questions per day. The disembodied spirits of ancient magicians are especially coveted for their knowledge of spells and arcane formulae, while other types of spirits are better suited for less intellectual tasks.

Content simply to experience again some form of corporeality, most disembodied spirits will eagerly agree to a pact of servitude. The magician is advised to exercise discretion in such dealings, however, for a fair percentage of disembodied spirits are either deranged, vengeful, or otherwise possessed of malicious motives.

The Archaen sorcerer Koraq is purported to have been haunted by the disembodied spirit of one of his enemies, who took up residence in an his dressing room mirror and refused to leave. Each day the spiritform chastised him, criticizing his manner of dress and tormenting him with a long and detailed list of his deficiencies. The entity gave him no surcease until the sorcerer finally took the offensive mirror and dropped it down the Bottomless Pit of Narandu, after which Koraq never again allowed the presence of a mirror in his household.

Size: 5–7 ft. tall, weightless

Attributes: As per former life (physical attributes do not apply, except as pertains to SPD and DEX, both of which are rated at +2)

Level: 1–16

Attacks/Damage: Energy Attack: 1 point per level

Special Abilities: Inhabit inanimate objects, flight, pass through solid substances at will, harmed only by silver, magic, or other extradimensional entities

Armor: None; incorporeal

Hit Points: 6, +1 per level

Erx

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

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

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

The astromancer Laslovian described a near-fatal encounter with an erx in his log-book:

I was headed home in my windship when the vessel suddenly began to lose altitude.

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

Size: 1-4 ft. long, 2-8 lbs.

Attributes:

INT-5 PER+10 WIL+8 CHA-9
STR-3 DEX+3 CON+10 SPD+5*

*tail stinger strikes at +10 SPD

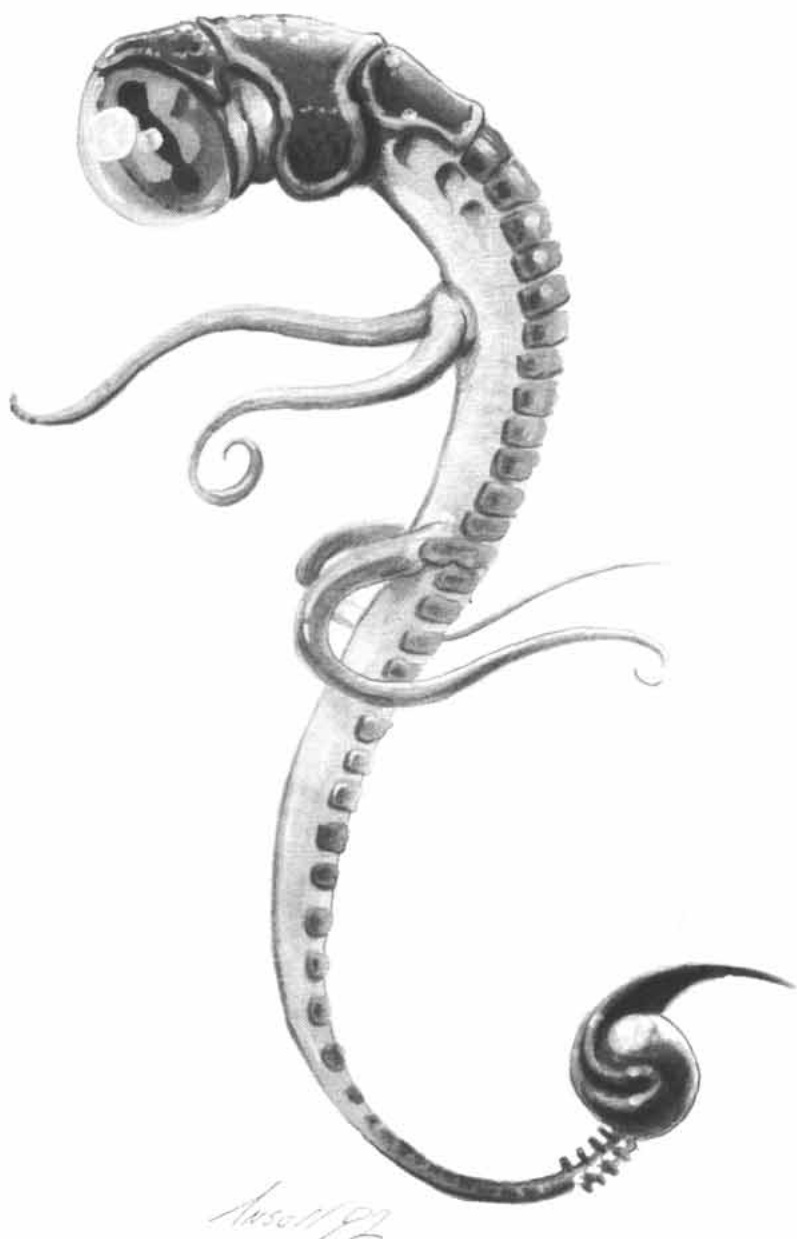
Level: 1-8

Attacks/Damage: Normally, none. If provoked, Stinger: 1 point + venom (causes extreme pain for d20 rounds)

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

Armor: Exoskeletal plates, 10 points; underside is unarmored

Hit Points: 2 per level





Paramane

Paramanes are lesser spirit entities originating from the silver sphere, a dimension located among the upper reaches of the astral plane. These beings resemble humanoids in appearance but stand up to ten feet in height and have glistening silver skin that radiates a soft incandescence. Their manner of dress is simple and consists of a long flowing robe, silver bracers, a cloak, and sandals.

Paramanes normally inhabit the silver sphere, where they await acceptance into the higher planes, a reward they seek to attain by the performance of worthy deeds. On many of the material planes these entities are revered as guardian angels, a function a number of paramanes willingly perform as part of their duties. These benevolent entities will eagerly agree to lend assistance to any mortal beings provided they are interested in serving some higher purpose in life. A paramane who serves faithfully in this regard may earn his or her wings and aspire to the stature of a true guardian, thereby gaining increased power, status, and responsibilities.

In his *Prophecies*, the archimage Solimorrion relates the following tale:

Many years ago, when I was but a youth, I resolved to make a pilgrimage to the higher planes in order to seek enlightenment. The voyage was long and hard, and many times I was tempted to abandon the quest. Along the way I met another traveler, a woman with hair like spun silver, who claimed that she too was seeking enlightenment. And so we went together until we came to a great iron gate, before which stood a giant devil bound hand and foot with chains of solid brass. As we drew near the monster called out to us, "Know that I am the guardian of this gate, and that whoever first approaches will be slain."

Hearing these words, I became afraid, but the woman

approached the horned giant and said, "Kill me if you must, only allow my companion to pass." The devil agreed and, throwing open the gate, motioned for me to pass. I replied that I would not leave the woman, at which she turned to me and smiled. "Do not fear for me," she said, "for I am the paramane sent to protect you and help you on your quest." So it was that I passed through the gate and gained enlightenment in the virtues of sacrifice and devotion.

Size: 7–10 ft. tall, weightless

Attributes:

INT+10 PER+10 WIL+10 CHA+10

STR+10 DEX+10 CON+10 SPD+10

Level: 6–10

Attacks/Damage: Energy Attack: d10, or as per spell or weapon employed

Special Abilities: Secondary magic, secondary combat, knowledge of arts and sciences, detect invisible, astral, or ethereal entities, immunity to nonmagical weapons and attack forms, teleport or dimension travel twice per day

Armor: None

Hit Points: 12, +2 per level

Phasm

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

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

Phasms commonly prey upon disembodied spirits, pseudo-demons, and other lesser creatures, but will attack astral travelers, fiends, nightstalkers, and demonic entities when maddened by hunger. Their talons are capable of tearing astral and ethereal creatures to pieces, which they then devour in order to acquire sustenance.

On the gray sphere of the astral plane, there is no more fearsome creature than the phasm. Even such powerful entities as reincarnators fear these astral vampires, whose only known enemies are nether demons.

An experienced extradimensional traveler, Laslovian knew all too well about the dangers posed by these predatory spiritforms, against which he recommended the following precautions:

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

Size: 7–10 ft. tall

Attributes:

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

Level: 4–12+

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

Special Abilities: Flight, detect astral, ethereal, or invisible entities, immunity to illusions, pass through solid substances at will, harmed only by silver, magic, or other extradimensional entities

Armor: None; incorporeal

Hit Points: 6, +2 per level





Pseudo-Demon

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

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

Pseudo-demons have a knack for spotting interplanar rifts and magical gates, and are therefore not unknown on the material plane, where they sometimes haunt abandoned buildings or ancient ruins. Weak and sniveling creatures, they sometimes effect the mannerisms of demons in order to scare lesser entities. Less than expert observers have been known

to mistake pseudo-demons for fiends, though the two have little in common save for a preference for dark places.

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

Size: 5–7 ft. tall

Attributes:

INT-3 PER+6 WIL-7 CHA-8

STR-1 DEX+2 CON-1 SPD-1*

*airborne; 0 on the ground

Level: 1–6

Attacks/Damage: Claws: d6+STR

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

Armor: Leathery hide, 1 point

Hit Points: 6, +2 per level

ENTITIES FROM THE POSITIVE ENERGY PLANE

Archon

Archons are the avatars of the godlike entities that inhabit the positive energy plane. They are angelic in appearance, typically manifesting as ten-foot humanoids attired in flowing robes, their bodies composed of pure, white light. Their manner is generally benevolent, though the wrath of these powerful entities is fearful to behold.

Archons possess the ability to travel between planes at will and can be found throughout the countless dimensions of the Omniverse. On their home plane, these beneficent entities serve as advisors and observers, helping administer the creative force of the Omniverse. They are sometimes known to visit the material plane, either at the behest of their masters or in response to the prayers of mortal priests and priestesses devoted to their patron.

Archons are despised and feared by demons of all sorts, who cannot bear the pure light of their presence. The same holds true for the races of devils, save for the diabolical shaitan, who bear considerable resentment towards the archons, among whom they once dwelled prior to their banishment from the higher planes of existence. Though it is vehemently denied by the diabolist cults, Talislantan theologians speculate that acts of benevolence occasionally attributed to the shaitan reflect an innate desire to once again regain the favor of the archons and their masters.

In Solimorrior's *Prophecies*, the legendary archimage described the appearance of an archon:

At Khodan Pass an army of Quaranian surrogates fell upon a caravan of Numenian pilgrims returning from their devotions in the mountains. They attacked in a driving rain, the black-clad warriors bearing down on the unarmed acolytes with their terrible warbeasts, gnashing their fangs, and howling with unbridled bloodlust. The holy man Sabius, who had led the pilgrims into the mountains, raised his eyes to the heavens and called out in a resounding voice: "Porphyus, avatar of the great Ikon, hear my words! Our enemies surround us on all sides, and innocent men, women, and children will soon perish. I implore you to come to our aid." The Quaranian surrogates, hearing these words, mocked Sabius and his disciples. But no sooner had the holy man spoken than the storm clouds parted and a blinding light appeared in the sky. The surrogates, taking this for an evil omen, threw down their arms and fled in terror. Later, Sabius described what had transpired as a miracle, though it was only the twin suns breaking through the clouds that had banished the darkness.



Size: 10 ft. tall, weightless

Attributes:

INT+15 PER+15 WIL+15 CHA+15

STR+15 DEX+15 CON+15 SPD+15

Level: 50+

Attacks/Damage: Touch: d20 energy damage, or as per spell or weapon employed

Special Abilities: Primary magic, primary combat, immunity to nonmagical attacks, teleport or dimension travel at will, emanate blinding light (20 ft. radius) at will

Armor: None

Hit Points: 500+



Benign Spirit

Benign spirits are minor entities. These benevolent spiritforms may manifest as asexual cherubs, totem animals, nymphs, implings, tutelary spirits, or household spirits according to the patron deities they are bound to serve. Regardless of their outward appearance, benign spirits emanate great wisdom and appear to radiate an otherworldly light from which creatures of darkness instinctively withdraw.

On their home plane, benign spirits are employed as servants and messengers of the gods, avatars, and guardians. They are sometimes sent to the material plane to deliver an omen or prophecy to the faithful servants of their patron deities, to give guidance and instruction to mortal beings, or to help protect a household or region from evil influences. Benign spirits may also be summoned to serve as familiars or totem animals for spellcasters, a task they will gladly accept provided the summoner is worthy of such a boon. They cannot be forced or enticed to serve practitioners of black magic, regardless of the methods employed.

The archimage Solimorrion was said to have attracted a number of benign spirits who hovered about him as he worked. Some sharpened the quill pens he used to illuminate his manuscripts, some turned the pages, and others chided him about his spelling or corrected grammatical errors as required.

Size: Varies according to type; most are under 4 ft. tall

Attributes:*

INT+2 PER+2 WIL+3 CHA+1

STR 0 DEX+2 CON+2 SPD+3

*may vary according to type

Level: 1-5

Attacks/Damage: Energy Attack: d4 +1 per level

Special Abilities: Rudimentary combat, rudimentary magic, immune to nonmagical attacks; additional abilities may be present according to bodily form

Armor: Usually none, but may vary according to type

Hit Points: 2 per level

Guardian

Guardians are greater spirit entities that hail from the golden sphere of the positive energy plane. These powerful winged beings resemble golden-skinned giants over twenty feet in height. Each is attired in enchanted armor, helm, and shield and carries an enchanted blade at its side. Despite their imposing presence, their features are calm and placid and their eyes radiate an inner peace.

On their home plane guardians serve as sentinels, protecting the higher planes from access by unauthorized entities. They are employed to stand watch at the gates of heaven and to keep safe the eternal records and their keepers, the Illumini. On rare occasions a guardian may be sent to the material plane, either to enact vengeance upon the enemies of its patron deity or to protect those who revere such entities. They are the scourge of devils and demons alike, who cannot bear the presence of a guardian.

According to the *Book of Solimorrion*, two guardians stood watch over the Temple of Ikon, one by night and one by day. When the great city of Numenia was destroyed by an earthquake, the temple was buried beneath an avalanche of stone and has never been found even to the present day. Yet some claim that the two guardians still remain at their posts and will continue to do so until the end of time.

Size: 20 ft. tall, weightless

Attributes:

INT+10 PER+10 WIL+10 CHA+10
STR+10 DEX+10 CON+10 SPD+10*
+15 airborne

Level: 11–25

Attacks/Damage: Enchanted Sword: d20+STR

Special Abilities: Primary combat, secondary magic (invocation), teleport or dimensional travel twice per day, immune to nonmagical attacks, spells of influence, and illusions

Armor: +10 enchanted armor, +10 shield

Hit Points: 4 per level



ENTITIES FROM THE UNDERWORLD



Ghast

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

The presence of ghasts on the material plane is attributed to the legendary black magician Mordante, who deliberately or inadvertently opened a magical gate into the nether realms, allowing hordes of these creatures to gain access to the continent of Talislanta. Some believe that these entities are the spiritforms of deranged humanoids who may be too insane to realize that they have passed from the world of the living.

On the material plane, ghasts often haunt ancient graveyards, tombs, and battlegrounds, sites perhaps most reminiscent of their vile home plane. They prey upon living creatures of all sorts, including banes, werebeasts, and Men. Though frail and unhealthy-looking, ghasts possess fearsome strength and cannot be harmed except by magical means. Their feeding habits are grisly by any standards; typically, ghasts use their long, razor-sharp claws to decapitate victims, after which they feast upon the slain creature's internal organs.

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

Size: 7'6"-8' tall, 160-200 lbs.

Attributes:

INT+5 PER+8 WIL+8 CHA-9
STR+7 DEX-5 CON+10 SPD+2

Level: 11-25

Attacks/Damage: Claws: d8+STR

Special Abilities: Primary combat, secondary magic (necromancy), night vision, detect invisible or astral presences (range: 100 ft. per level), harmed only by silver or magical weapons and spells

Armor: None

Hit Points: 1 per level

Necromanes

Necromanes are the avatars of Death, master of the Underworld. These dark entities may stand up to twenty feet in height and are both awesome and frightening to behold. They dress in hooded robes and cloaks, typically stark white in color, and wield great scythes decorated with skulls and other necromantic emblems. Their forms appear to be composed of solid blackness, and their visages lack any discernible features save for the narrow eyes, which emit an otherworldly glow.

On many of the material planes necromanes are referred to as angels of Death—an overly dramatic term, yet indicative of the essential purpose of these soulless entities. It is their duty to escort the souls of the newly deceased to the Underworld, from whence they will eventually be directed to their next incarnations. The presence of a necromane on the material plane almost always means that someone has died and is ready to move on to the next world. They can sometimes be seen overlooking the scene of a great battle or other event of cataclysmic proportions. These entities typically perform their duty without rancor, while at the same time remaining oblivious to bribes, threats, or pleas for mercy.

On their home plane necromanes are known to serve as guardians of the Underworld, patrolling the outlying regions for intruders. Any who are foolish enough to enter these domains without permission are captured and brought before Death for summary judgment, usually with grim results. Others patrol the lower levels of the astral plane looking for spiritforms that may have eluded judgment due to oversight or other unusual circumstances. Necromanes assigned to such duties are always on the alert for reincarnators, the spiritforms of Quaranian necromancers who are protected from Death so long as they can avoid the retribution of their nemeses the Xambrians. Reincarnators who have been slain by a Xambrian are fair game for necromanes, who bear a longstanding grudge against these malevolent entities.

Despite their frightful appearance, necromanes are not evil any more than Death itself is evil. All serve a function in the endless cycle of birth, death, and renewal that is the mystery of existence.

A story is told of the magician LaMune, a contemporary of the mad wizard Rodinn who was said to be obsessed by fears of his own mortality. In an attempt to cheat Death, he used his enchantments to alter his outward semblance, changing the color of his skin and hair, his facial features, his height, weight, physique, costume, place of residence, habits, acquaintances, mannerisms, and quirks. Yet despite his considerable efforts, as he lay down to sleep one night he observed a black-robed necromane standing in the shadows of his bedchamber. Aghast, LaMune withdrew into a corner of the room and groaned, "How is it possible that you have found me, after I have gone to such lengths to disguise myself?" The necromane replied, "I know you by the color of your soul, LaMune, which is exactly like no other." So saying, the necromane led LaMune away beyond the mortal veil.

Size: 10–20 ft. tall, weightless

Attributes:

INT+15 PER+15 WIL+15 CHA+15

STR+15 DEX+15 CON+15 SPD+15

Level: 50

Attacks/Damage: Energy Attack: d20, Scythe: d20+STR, or as per spell or weapon employed

Special Abilities: Primary magic, primary combat, detect invisible, astral, or ethereal presences (range: 1,000 ft. per level), immunity to harm from nonmagical weapons and attack forms, immunity to spells of influence or illusion, teleport or dimension travel at will, emanate darkness in a 100-ft. radius at will

Armor: None

Hit Points: 500





Necrophage

Necrophages are lesser entities that hail from the darkest depths of the Underworld. These creatures are nauseating to behold, with preternaturally gaunt bodies, deathly white skin, cadaverish features, yellowish fangs, and cold, dark eyes. They dress in rags stolen from the bodies of corpses, wear necklaces of teeth and bones, and speak in harsh, rasping whispers. Despite their emaciated and unhealthy appearance, necrophages possess fearsome strength.

Necrophages are not true spiritforms but a species of corporeal scavengers that prowls the dark regions between the spirit and material planes, searching for sustenance. They have been known to slip into the material plane by means of magical gates and rifts, drawn by the scent of death. Here, they haunt crypts and burial grounds, feeding upon the bones and remains of the dead.

Though found in great numbers only in the mysterious land of Khazad, necrophages 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. Necrophages can detect the scent of bones and corpses at distances of up to two miles, and they are always hungry.

Nocturnal by nature, necrophages huddle in underground caves and crypts by day. Since they never sleep, their gnashing and mumbling may sometimes provide warning of their presence to those who venture too near their haunts. Certain nec-

romancers 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.

It is a known 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 never sufficient to 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 are invested with unnatural sentience and said to have numerous uses.

The naturalist Thystram described an encounter with these creatures in his journal:

After three days in the Wilderlands, we finally located the ancient ossuary described to us by the Yitek. The tomb robbers had indicated that this place held the skeletal remains of numerous creatures, many of which had been extinct for thousands of years. Eager to explore this valuable archaeological find, I had my assistants clear away the rubble and pry open the door to the vault. To my great dismay, I found the place infested by necrophages, who cursed and hissed at us as they gnawed upon the bones of those long-departed creatures. I had the vault resealed at once, leaving the miserable scavengers to their grisly feast.

Size: 6'4"-7' tall, 120-180+ lbs.

Attributes:

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

Level: 1-6

Attacks/Damage: Bite: d6, Claws: d8+STR (roll vs. CON or contract corpse rot)

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

Armor: None

Hit Points: 10, +2 per level

Habitat: Khazad, ruins, crypts, deserted battlegrounds, graveyards

Shadowcat

These shadowy creatures are believed to be the spectral forms of an extinct species of felines once native to the Talislantan continent. They are similar to shadowights in most respects, but are purported to have nine lives. If slain on the material plane, a shadowcat may return again and again until such time as all of its lives have been spent. In corporeal form, they resemble great black cats with peculiar, glowing eyes.

Shadowcats are able to attain a degree of corporeality by draining the substance of living creatures of similar form, such as exomorphs and malathropes. These stolen qualities last but a few hours before fading. Victims who have been drained of all their physical substance become shadowforms.

While in spectral form, shadowcats cannot be harmed by weapons of any sort. They are dismayed by strong light and can be dispersed by magical or divine light. Once a shadowcat has gained a measure of corporeality from a living being, it can be slain by silver or magical weapons.

These creatures are not evil per se and do not usually bother humanoids. Even so, superstitious Talislantans have long regarded shadowcats as harbingers of ill fortune.

Thystram penned this brief entry about the shadowcat in his journal:

An associate of mine, Trilda, claimed to have kept a large shadowcat in her basement for a time. According to her, the creature proved an effective deterrent to all sorts of vermin and to her uncle Neblos, who had previously been in the habit of sneaking into the wine cellar by night and having a tippie or two.

Size: 2–5 ft. long, generally weightless

Attributes:

INT-4 PER+5 WIL 0 CHA 0

STR+1* DEX+6* CON-1* SPD+5*

*physical attributes pertain to corporeal form

Level: 1–5

Attacks/Damage: Touch: 1 point per level (drains substance; see Special Abilities)

Special Abilities: Immune to weapons while in spectral form, ability to steal the substance of similar creatures by touch (stolen corporeality lasts 1 hour per level of the victim), dismayed by strong light, dispersed by magical radiance, nine lives

Armor: None

Hit Points: 2, +1 per level, per life





Shadowmane

Shadowmanes are spectral steeds, minor entities similar in power to shadowcats. These shadowy beasts are believed to be the spirits of equus that have been slain on the material plane. They bear some resemblance to darkmanes but have eerily glowing eyes.

Incorporeal creatures, shadowmanes can only be ridden by other spectral entities. They often serve as steeds for a shadowwight or shadow wizard and are rarely encountered alone. Shadowmanes are able to rob live equus of their substance, thereby attaining a degree of corporeality. These stolen qualities last but a few hours before fading. Equus who have been drained of all their physical substance become shadowmanes.

While in spectral form, shadowmanes cannot be harmed by weapons of any sort. They are dismayed by strong light and can be dispersed by magical or divine light. Once a shadowmane has gained a measure of corporeality from a living being, it can be slain by silver or magical weapons.

In chapter 6,733 of Hotan's *History of the World*, the historian states that the Quaranian necromancer Khazas was reputed to have kept a team of shadowmanes stabled within the precincts of his estate. According to this account, Khazas was in the habit of harnessing his spectral steeds to an enchanted carriage and riding throughout the countryside by night, terrorizing the local peasants. Some believe that Khazas continued this practice even after his death and may still be seen riding across the Wilderlands on moonless nights.

Size: 5+ ft. at the shoulder, 400–600 lbs.

Attributes:

INT-3 PER+3 WIL 0 CHA 0
STR+3* DEX+3 CON+9* SPD+7

*in corporeal form

Level: 1–4

Attacks/Damage: Touch: d4 +1 per level (drains substance; see Special Abilities)

Special Abilities: Immune to weapons while in spectral form, ability to steal the substance of similar creatures by touch (stolen corporeality lasts 1 hour per level of the victim), dismayed by strong light, dispersed by magical radiance

Armor: None

Hit Points: 16, +4 per level

Shadow Wizard

Shadow wizards, also known as archspecters or the Malum, are the spiritforms of deceased magicians from various dimensions, worlds, and eras. These greater spectral entities originate from the Underworld, not the Nightmare Dimension as was once believed. Like shadowwights, they resemble distorted humanoid shadows with eerily glowing eyes. Unlike their weaker cousins, shadow wizards are able to change from substantial to insubstantial form at will. Although they are susceptible to magical light, nonmagical forms of illumination have little effect on these powerful specters.

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 located among the various dimensions adjacent to the Underworld. Some shadow wizards are merchants known to trade in soulstones, the spirit essences of living creatures imprisoned in enchanted crystals.

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

While researching his *Guide to the Lower Planes*, Kabros claimed to have encountered other cabals of shadow wizards, one of which he described in a blue folio decorated with gold and silver symbols. Most of this manuscript was lost long ago, though a portion survives to the present day. One fragment reads:

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



Size: 6'6"–7'6" tall, weightless

Attributes:

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

*in corporeal form

Level: 11–25+

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

Special Abilities: Primary magic (necromancy or wizardry), secondary combat, immune to damage by weapons when in incorporeal form, steal the substance of similar creatures by touch (stolen corporeality lasts 1 hour per level of the victim), dismayed by strong light, dispersed by magical radiance, change from corporeal to incorporeal form at will (change takes 1 round), detect invisible, ethereal, or astral presences by sight

Armor: None

Hit Points: 4 per level

ENTITIES FROM THE PLANE OF OBLIVION

Devils

The race of devils originates from the lower plane of Oblivion. Though sometimes mistaken for demons, these creatures have little in common with them. Demons are forces of mindless destruction and exist solely to turn order into chaos. Conversely, devils possess a sinister intellect and do not seek to destroy the existing order, but rather to subvert it to their own plans and desires.

The most powerful type of devils are the shaitan, entities approaching the status of demigods. According to legend, the shaitan once dwelled among the higher planes but were cast out by the gods for their scheming and pernicious ways. Consigned to the lower plane of Oblivion, the shaitan were imprisoned in enchanted cities made of brass. They continue to dwell there to the present day, though their minds are free to travel the Omniverse as they desire.

The following is a list of abilities and characteristics common to the race of devils:

- Speak in tongues. Even the lowliest of devils possess this talent, enabling them to comprehend and converse in any language.
- Immune to harm except by magical weapons, spells, creatures, and artifacts, or weapons made of brass.
- May be imprisoned within brass enclosures of any sort, including lamps, bottles, and chests.

Travel between dimensions. This talent is much more pronounced among the greater sorts of devils and may in fact be absent in the weakest members of the species. The shaitan possess this ability only with regard to their mental processes.

- May be summoned to any other plane by magic. This is true of all devils except shaitan, who may respond to a summons by sending one of their diabolical avatars.

- Will feel discomfort when in the presence of holy symbols. The degree of discomfort varies according to the power of the devil, with weaker types most susceptible. Even the most powerful shaitan possess this weakness. This may be attributed to the fear with which devils regard the gods, who long ago cast them down from the heavens.



Archdevil

Archdevils are the diabolical avatars of the shaitan. In their natural forms they may stand up to twenty feet in height and have coal black skin, long black hair done up in a topknot or braids, and eyes that burn with a subtle fire. In fact, archdevils resemble smaller versions of the shaitan, who created them from their own blood and in their own image. These sinister entities are also able to adopt the forms of other humanoid beings or creatures according to their needs or desires.

Archdevils dwell in bleak stone castles located amid the upper realms of the plane of Oblivion. In emulation of the shaitan they observe a formal hierarchy of their own, and bear such titles as prince, princess, minister, and knight. While all archdevils are bound to serve the shaitan who created them, they do so primarily out of fear; disobedience can bring with it the pain of banishment or the sting of sudden retribution. Accordingly, archdevils profess undying loyalty to their masters, though in fact they crave power, wealth, and position and are thoroughly unscrupulous and untrustworthy in all their dealings.

Archdevils sometimes appear on the material plane, either through the auspices of the Spell of Summoning or as per their own designs. In the latter case they usually adopt the form of mortal beings so as to move among such peoples without their knowledge. When not preoccupied with more pressing concerns, archdevils sometimes enjoy corrupting the morals of lesser beings, whom they generally regard as akin to insects.

An example of the treachery of devils is evident in the tale of the magician Shalinas, whose desire for arcane knowledge knew no bounds. Realizing that a normal lifetime would be insufficient time to master the full scope of the arcane arts, she made a pact with an archdevil, promising her soul if only it would prevent her from aging. The pact was sealed and the archdevil kept its end of the bargain, after a fashion. For the diabolical entity cast a spell upon Shalinas that caused her to grow younger each day instead of older. As time passed she reverted to her young womanhood, then childhood, then infancy. Finally there remained nothing whatsoever of her except her soul, which the archdevil then claimed.

Size: up to 20 ft. tall, weightless

Attributes:

INT+15 PER+15 WIL+15 CHA+15
STR+15 DEX+15 CON+15 SPD+15

Level: 26–50

Attacks/Damage: Energy Attack: d20 +1 per level (range: 5 ft. per level), or as per weapon or spell employed

Special Abilities: Primary magic, secondary magic, immune to nonmagical attacks, ability to assume humanoid form at will, ability to teleport or dimension travel at will

Armor: None

Hit Points: 4 per level





Enim

The enim are a race of greater devils. These powerful creatures stand up to fifteen feet in height and have skin the color and texture of burnished copper, curved horns, and fearsome, tusklike fangs. Most wield huge stone clubs in battle and adorn themselves with silver bracers and grisly necklaces made from the skulls of their victims. Like all of their kind, enim despise demons of all sorts.

On the lower plane of Oblivion, the enim are employed as servants of the shaitan or of a powerful archdevil. As suits the whims of their masters, some are occasionally sent to the material plane, where they are known to dwell in underground caves. For this reason they are sometimes referred to by Talislantan scholars and diabolists as earth-bound devils.

Enim enjoy cruel sport, particularly stone-throwing, the object of which is to crush living creatures with boulders at long range. They also have a fondness for wine, which they guzzle by the gallon with little apparent effect. Their main vice is gambling, however, for enim are unable to resist any wager 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. It should be noted that enim possess some talent for spellcasting and are not averse to cheating, which should come as no great surprise, given that they are devils.

While exploring the Wilderlands region, Thystram experienced a harrowing encounter with a pair of enim who captured him and brought him to their cave. Here, they forced him to dice with them for the privilege of his continued existence. Faced with no other recourse, Thystram agreed to take part in the game. The enim gave him a pair of oversized dice made from the skulls of a pair of Ferrans, but kept another pair for their own use. Subjecting his dice to close inspection, Thystram found that they had been tampered with, as he had expected. The enim made their casts, using their own dice, then challenged Thystram to beat their rolls or die. The naturalist took the loaded dice in his hands, blew on them for luck, then gave them a mighty toss. Animated by the spell Thystram had quietly cast upon them, the dice rolled out of the cave and onwards across the plains. Baffled, the two enim chased after the rolling skulls in order to see the result, during which time Thystram managed to escape.

Size: 12–15 ft. tall, 800–1,200+ lbs.

Attributes:

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

Level: 11–25

Attacks/Damage: Fist: d8+STR, or as per weapon employed

Special Abilities: Primary combat, secondary magic (wizardry), night vision, immune to most nonmagical attacks, harmed by brass weapons (double damage), detect astral, ethereal, or invisible presences (range: 100 ft.)

Armor: Hide, 2 points

Hit Points: 4 per level

Guardian Devil

Guardian devils are greater entities. These imposing creatures stand up to ten feet tall and have metallic blue skin and a powerful physique. Like all devils they are horned, with a bald pate, narrow eyes, and a protruding jaw.

On their dismal home plane guardian devils act as servants of the mighty shaitan and their avatars the archdevils. They are often employed to guard stores of treasure, gateways, and places of burial. These blue-skinned giants are notable for tireless service; once given an assignment, a guardian devil will never abandon its post until relieved of duty by a superior. During the Forgotten Age, sorcerers sometimes employed summoned guardian devils in the capacity of sentinels and bodyguards. This practice was especially popular among the ancient Thane of Khazad, who were known to consort with certain denizens of the lower planes.

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

While traveling with the Yitek tribes in the Red Desert, Thystram heard this tale about a guardian devil, which he inscribed in his journal:

It is said that many years ago a young tomb-robber by the name of Resmin broke into the crypt of an ancient necromancer, hoping to find therein a great treasure. Entering within he came face to face with a giant guardian devil, who bade him sit and talk. Resmin did as he was instructed, for he feared that to do otherwise would mean his life. The two began to talk, and soon became engaged in an animated discussion about tombs, a subject regarding which both possessed a certain degree of expertise. Their conversation continued for two days and nights, at which point the guardian devil stated that he was so impressed with Resmin's knowledge and good manners that he had decided to allow the thief to go free. Resmin acknowledged the compliment and soon departed the tomb, though not before the guardian devil had removed one of his fingers, which the giant wished to retain as a memento of their time together.

Size: 8–10 ft. tall, 600+ lbs.

Attributes:

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

Level: 11–25

Attacks/Damage: Claws: d10+STR

Special Abilities: Primary combat, secondary magic (wizardry), immune to nonmagical attacks, night vision, detect invisible, astral, or ethereal presences (range: 100 ft.)

Armor: Leathery skin, 2 points

Hit Points: 4 per level



Harbinger Imp

Harbinger imps are a species of minor devils. These ugly, bat-winged creatures measure about a foot in height and have long, forked tails that can be used for grasping, hanging from beams and rafters, and so on. Their skin coloration ranges from blue-gray to flat black, with silver-gray scales along the underside of the tail.

On their home plane, harbinger imps are often employed by the shaitan and their underlings as messengers, a task at which these creatures excel. Swift flyers, harbingers are able to slip through even the smallest holes or tears in the dimensional fabric, enabling them to travel vast distances in a relatively short time. Their sense of direction is virtually infallible; a harbinger is able to find its way back to its home plane from any locale throughout the Omniverse.

As they are weak creatures, harbinger imps who must travel to distant dimensions are often preyed upon by more powerful entities. Bat manta hound them mercilessly, chasing them from one dimension to another. Shadow wizards covet them for use in various occult formulae, boiling the imps in cauldrons in order to reduce them to their basic components. Demons of most sorts are also fond of harbingers, which they consider good eating.

During the many months that he spent exploring the lower planes, Kabros was required to use harbinger imps in order to maintain a correspondence with his friends and associates on the material plane. The harbingers proved quite reliable, though they lacked knowledge of proper etiquette and were occasionally wont to appear at the most inconvenient times and places. In fact, the conjurer Tirolio did not speak to Kabros for a month after a harbinger inadvertently appeared in his commode.



Size: 1 ft. tall, weightless

Attributes:

INT+3 PER+6 WIL-2 CHA-5

STR-6 DEX+5 CON+2 SPD+7

Level: 1-2

Attacks/Damage: Claws: 1-2 points

Special Abilities: Rudimentary combat, rudimentary magic (wizardry), flight, detect small rifts in the dimensional fabric (roll vs. PER), night vision, speak, write, and decipher languages (roll vs. INT to determine if a given language is known by the imp), grasping tail

Armor: Scaly hide, 1 point

Hit Points: 2 per level

Sardonicus

Sardonicus, or bottle imps, are a lesser species of devil. These creatures resemble malformed, fetal humanoids approximately four to six inches in height. An oversized cranium, wizened facial features, leathery batwings 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.

On their home plane, sardonicus serve as advisors, underlings, and lackeys to the shaitan. They may also be found on many of the material planes, to which sardonicus occasionally gain access by slipping through interplanar rifts and magical gates. Sardonicus are among the most useful of summoned creatures and are favored as familiars by the magicians of many different lands. They are physically weak and can easily be induced to serve a magician in lieu of being transported to the *Demonrealms* or some other unfriendly locale of the summoner's choice. Their malign intelligence and uncanny powers of prescience make them invaluable as occult advisors but may also pose a hazard to their masters; like all devils, sardonicus are trusted only at one's peril.

In ancient times, sardonicus were much in vogue among sorcerers, who valued them as curiosities. Imprisoned in amberglass spheres or bottles, the imps were employed as private advisors or as liaisons to the shaitan or their representatives. 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. 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 spellcasters who will pay as much as twelve hundred gold lumens for a dark-hued imp or about half this for the lighter red-skinned variety.

As they are poor flyers, sardonicus are fairly easy to capture with 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 it to answer questions with minimal delay. Less easily controlled is the sardonicus's superior intellect and its inherently dark and malignant nature.

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 will be at liberty either to break free of its magical prison or to activate an ancient, 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 by releasing the sardonicus will the former master be freed from the imp's control.

Size: 4–6 in. tall, 1–2 lbs.

Attributes:

INT+6 PER 0 WIL+3 CHA-8

STR-6 DEX+2 CON+1 SPD+2

Level: 3–10+, absolutely no higher than 16

Attacks/Damage: Sting: 1 pt. +d8 venom

Special Abilities: Secondary magic, flight (poor), innate powers of divination, ESP (range: 100 ft.), sense presences (range: 1,000 ft.)

Armor: Tough skin, 1 point

Hit Points: 4–12





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Servitor Imp

Servitor imps are minor devils that stand up to three feet in height and are distinguished by their leathery green hides and long, snakelike tails. Other characteristics of the species include a pair of curved horns, exceptionally malleable skin and facial features, and gleaming black claws and fangs.

On their home plane, servitor imps occupy an unenviable position at the bottom of the hierarchy of devils. No job is considered too demeaning for these unfortunate creatures, who appear to exist solely for the convenience and even the sport of their superiors. At best, servitors may be employed as scullery workers, menial labor, and low-class servants. More likely, larger devils will employ them in the manner of living tools, using a servitor as a plunger to unstop a clogged sewage line, as a brush to clean soot out of a smokestack, as a polishing, scraping, or scouring implement, and so forth.

At worst, servitors may be used for the amusement of their superiors. A popular pastime of off-duty guardian devils is to take hold of an imp's ankles and wrists and pull, the object being to see how far the creature will stretch; six to eight feet is about the maximum. Shaitan sometimes amuse themselves by taking a servitor's head in one hand and squeezing it, just to see the funny faces that it makes.

Though it is likely that they would have it otherwise, servitors are well adapted to their dismal

existence. Their leathery hide is almost completely impervious to cuts or abrasions and their extreme flexibility and diabolical constitution enables them to withstand practically unlimited abuse without sustaining permanent damage. It is of some small consolation to these creatures that their superiors are usually too preoccupied with more pressing concerns to bother with them.

As part of his research on the lower planes, the wizard Kabros had the opportunity to observe a game of squash, a favorite pastime of certain clans of greater devils:

The game is played by two teams of three individuals, each armed with a large stone club. When all have taken their places, a servitor imp is introduced onto the field of play, signalling the beginning of the game. The participants then attempt to squash the imp with their clubs, while the unfortunate creature scampers madly about trying to avoid the inevitable. The first team to flatten the imp so that its head is on the same level as its ankles is the winner.

Size: 2–3 ft. tall, 20–30 lbs.

Attributes:

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

Level: 1–2

Attacks/Damage: Claws: d4

Special Abilities: Rudimentary combat, rudimentary magic (wizardry), extreme flexibility and durability, night vision, speak in tongues

Armor: Malleable hide, 8 points

Hit Points: 5, +5 per level

Shaitan

The shaitan are a race of diabolical beings sometimes referred to as Talislantan devils. They are gigantic in stature, often exceeding forty or even fifty 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 loincloths or chiton, sandals, earrings, and other baubles round out the wardrobe of a typical shaitan.

The shaitan observe a formal hierarchy of devils, at the head of which is Diabolus, the most powerful of all the shaitan. Despite their purported allegiance to their master, there is considerable treachery and double-dealing among the ranks of these diabolical entities, who are motivated by greed, lust, and ambition. Though shaitan cannot escape the brass citadels in which they are confined, their minds are free to roam the Omniverse as they please.

Diabolus assigns each shaitan its own domain, over which it reigns through force of will and through the auspices of its minions and servants. Depending on its position in the hierarchy, a shaitan's domain may be relatively insignificant in scope, such as a country or region on one of the known planes of existence, or quite large, such as an entire world, universe, or dimension. Intrusion upon another shaitan's domain is expressly forbidden and may incur the wrath of Diabolus.

Legend has it that the shaitan once dwelled amidst the heavens, but were cast out and imprisoned within enchanted cities of brass. As they were once denizens of the higher planes, shaitan possess abilities far in excess of even the most powerful mortals. Their eyes, which seem to burn with a subtle fire, can see into a being's soul and read its fondest desires. They know all spells, are fluent in all languages, and can conjure forth vast riches at the snap of a finger. Although they are bound to their home plane, shaitan can travel to any dimension at will in their ethereal forms, which are composed of pure thought.

Shaitan have few weaknesses, though they are made uncomfortable by the presence of holy symbols. They are susceptible to harm only by magical means but can be imprisoned within enchanted vessels made of brass.

The archimage Solimorrion was said to have kept a powerful shaitan named Valos imprisoned in a brass bottle, which he had then sealed with his personal sigil. The bottle resided in a vault in the lower levels of the Temple of Ikon until the fall of Numenia, after which time it was believed either lost or stolen. The item has never been recovered.

Size: 40–50 ft. tall in astral form

Attributes:

INT+10 PER+10 WIL+10 CHA+10

STR+10 DEX+10 CON+10 SPD+10

Level: 51–100

Attacks/Damage: Fist: d10+STR, or as per weapon or spell employed

Special Abilities: Primary magic, primary combat, harmed only by magical means, conjure up to 10,000 gold lumens worth of coins or valuables per level, teleport or dimension travel at will (ethereal form only), summon or banish other devils (maximum: one per level per day), “read” souls, made uncomfortable by holy symbols

Armor: None

Hit Points: 500, +10 per level above 50



ENTITIES FROM THE DEMONREALMS

Demons

Demons are creatures of extradimensional origin hailing from the depths of the negative energy plane. Normally alien to the Talislantan milieu, these horrid entities sometimes find their way into the material plane by means of gates or holes in the dimensional fabric. Following The Great Disaster, the continent of Talislanta suffered an infestation of demonic entities, a condition that persists to the present age.

In recent years, many previously held misconceptions about demons have been clarified by Talislantan scholars. It is now known that the types of demons most often found in Talislanta are deviant, chaotic entities best described as anti-elementals. These creatures seem to manifest by a process similar to spontaneous generation. Once they have entered the material plane, they are able to adopt physical forms suitable to their new environs, drawing upon whatever form of elemental force is near at hand and perverting it to their own destructive purposes.

The legendary tome *The Pandaemonicus* stated that there were but nine species of demons in existence. Thystram considered such information woefully outdated and cited as evidence a little-known passage written by the renowned sorcerer and theoretician Korag:

The assumption that there are but nine species or varieties of demons must be regarded as specious at best. Exploration of even a handful of the myriad worlds that lie scattered like grains of sand across the material planes reveals that there are as many forms of demons as there are elements, forces, or even such abstract commodities as emotions.

Accepting the veracity of Korag's claim, Thystram proposed a new theory regarding the nature of demons: "Demons may manifest in any form or substance imaginable, the sole limitation being the type of materials available in the vicinity of the demonic manifestation."

Thus, Talislantan demons are unique to Talislanta, for they are composed of elemental substances from the world of Archaeus. By extension, demons that manifest on other planes may take on different forms based on the elemental substances available in such places.

Abilities and limitations common to all forms of demons include:

- Speak in tongues. Demons may evince this talent to a greater or lesser degree based upon their level of ability.
- Pass from one dimension to another. Upon arrival, the demon manifests in the form of some element or substance, possibly at random, though this is not known for certain.
- Immunity to harm except by magical weapons, spells, or creatures of a magical nature. Opposing elemental forces, such as fire vs. water, can harm demons composed of anti-elemental energy.
- Detect presences at ranges of up to one hundred feet per level.



Aqua Demon

Aqua demons, or sea demons, are lesser entities whose bodies are composed of elemental water given solidity by the negative elemental forces that are the life force of Talislantan demons. In appearance, these creatures resemble translucent, green-hued monsters roughly humanoid in form. Their hands and feet are webbed, allowing swift movement through the water. Mature specimens stand over seven feet tall and have spiny gills, glistening scales, and clawed appendages.

The curse of oceangoing vessels, aqua demons are sometimes known to infest tropical isles, coral reefs, and sunken ruins. In the past, these demons have often been confused with sightings of bog devils, Imrian slavers, and even Sunra dragon hunters. As such, tales of sea demons riding sea dragons, employing jagged blades and spears in battle, and living in organized colonies should be regarded as erroneous.

While aqua demons sometimes congregate in masses, they are extremely chaotic in nature, having nothing more in common than the urge to cause destruction. They never employ weapons in combat, preferring instead to tear living prey to bits with their claws and fangs while drinking the vital fluids of their victims.

Aqua demons are practically invisible in water. They possess the ability to alter their form to animate liquid and to create whirlpools and dangerous undercurrents. These demons may also be encountered in freshwater rivers, lakes, and swamps, hence the common belief in swamp demons.

Aqua demons are uncomfortable out of the water and are pained by heat and fire. They are susceptible to spells of pyromancy, which cause twice the usual damage to these creatures.

Thystram once described an encounter with aqua demons that occurred on his sea voyage to the Thaecian Isles:

As we rounded Peridia, one of the crewmen came up from below decks, shouting that the ship had sprung a leak. The ship's carpenter and I responded to the call and set about attempting to effect repairs. Yet no matter what we did, the leak continued to increase in size and severity. A moment later I realized that this was no common leak, but an aqua demon attempting to force its way through a crack in the hull. I applied a burst from my wand of fire and sent the creature scuttling away into the briny deep.

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

Attributes:

INT+2 PER+2 WIL+6 CHA-9
STR+7 DEX+1 CON+10 SPD+4*

*in water only; -4 on land

Level: 3-10

Attacks/Damage: Claws: d8+STR (two attacks per round)

Special Abilities: Secondary combat, secondary magic (aquamancy, with most spells cast in reversed form), almost invisible in water (-8 PER to detect), adopt liquid form, create whirlpools and undercurrents (range: 10-ft. radius per level)

Armor: Elemental water, 2 points

Hit Points: 3 per level





Earth Demon

Earth demons are lesser entities. These squat, six-limbed creatures have flat features and bulky torsos and are composed of animate earth and stone. Few exceed six feet in height, though they may equal or exceed this measurement in girth. 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 that 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 and excrete gemstones, which they cannot digest. These demons possess an aversion to water and strong winds, which make them weak and uncomfortable respectively. They are susceptible to spells of aeromancy, which cause twice the usual damage to these creatures.

As an amateur spelunker, Thystram had occasion to despise these entities, which he claimed were "foul-smelling and cantankerous in the extreme." Referring to the end result of the earth demon's peculiar digestive processes, the naturalist wrote: "The earth demon may well be the only entity whose waste product is of greater worth than itself."

Size: 6'-6'2" tall, 1,000+ lbs.

Attributes:

INT-1 PER-2 WIL+5 CHA-13
STR+8 DEX-5 CON+10 SPD-2

Level: 3-10

Attacks/Damage: Fist: d12+STR (up to three attacks per round)

Special Abilities: Secondary combat, secondary magic (geomancy, with most spells cast in reverse), pass through earth and stone at will

Armor: Stony exterior, 6 points

Hit Points: 3 per level

Frost Demon

Long confused with the race of frostweres, frost demons are lesser entities that originate from the Demonrealms. Their misshapen bodies are composed of solid ice and covered with jagged spines of frost, which from a distance can resemble shaggy hide. These demons are found only in frigid northern realms and are believed quite rare. They are attracted by the body heat of warmblooded creatures, which they can sense at distances of up to one mile. In addition to their hooked talons and great fangs, frost demons are able to dismay their enemies by exhaling a blast of freezing vapor, an attack form that can be employed at will.

Frost demons possess an aversion to heat and flame, both of which cause them pain. They are susceptible to spells of pyromancy, which cause twice the usual damage to entities of this sort.

While in Narandu, Thystram and his party were attacked by a frost demon with disastrous results:

The demon rose up from the frozen tundra where it had crouched in hiding, completely unseen. With a frightful roar it exhaled a blast of frigid vapor that froze poor Trenchmoor as solid as a block of ice. We destroyed the demon with fire and axes, but it was too late to save our companion. We reluctantly buried Trenchmoor's rigid corpse beneath the snow and continued on our way.



Size: 7'-8+ ft. tall, 500+ lbs.

Attributes:

INT+1 PER+4* WIL+5 CHA-9

STR+6 DEX-2 CON+10 SPD+3**

*heat sensitivity only; otherwise, -2

**flying speed only; otherwise, -1

Level: 3-10

Attacks/Damage: Bite: d8, Claws: d8+STR, Freezing Breath: d20

Special Abilities: Secondary combat, secondary magic (ice- oriented spells of aquamancy, with most spells cast in reverse), detect warmblooded creatures (range: 100 ft. per level), flight

Armor: Icy hide, 3 points

Hit Points: 3 per level



Nether Demon

Nether demons are greater demonic entities that hail from the middle levels of the Demonrealms. In appearance, these entities resemble hideous, winged humanoids with leprosy-like gray-green hide, multiple horns, and clawed appendages. Their bodies radiate a tangible aura of negative energy in a ten-foot radius, and trails of black smoke issue forth from their nostrils. A crest of spines runs from the center of the forehead down the back and along the tail.

On their home plane they may be found dwelling in pools of acid, molten metal, and other noxious substances. They are both aggressive and unpredictable, vacillating between smoldering rage and fits of mindless violence. Such attributes make them well suited to serve the Demonlords, whose purpose is to foment chaos and destruction.

Nether demons represent the forces of entropy and decay. They are attracted to regions that have been fouled by pollutants and other toxic materials, from which they derive sustenance. These entities are able to assimilate all forms of positive matter, converting these materials into negative energy. It is this aura of negative radiation that makes nether demons so dangerous and destructive.

In his *Guide to the Lower Planes*, Kabros describes the following encounter with nether demons:

Entering the lowest levels of the Demonrealms, I came upon a number of hideous creatures whose bodily forms seemed to boil and seethe with a palpable negative force. Upon catching sight of me they crawled forth from the seas of burning phosphorous, ammonia, and acid in which they had been bathing, dripping white-hot slime. I fled the area at once lest I become contaminated by the wretched entities.

Size: 10 ft. tall, 1,000+ lbs.

Attributes:

INT+1 PER+10 WIL+10 CHA-12
STR+10 DEX+5 CON+10 SPD+2

Level: 11-25

Attacks/Damage: Claws: d8+STR, Negative Radiation: 1 point per round (range: 10-foot radius; prolonged exposure results in a 10% chance of mutations)

Special Abilities: Primary combat, secondary magic (natural magic, with all spells cast in reverse form), flight

Armor: Scaly hide, 2 points

Hit Points: 4 per level

Night Demon

Night demons are lesser entities that hail from the darkest depths of the Demonrealms. These four-armed, winged humanoids are composed of magical darkness given substance and form by negative elemental forces. Nocturnal by need and choice, night demons come forth after sundown to spread terror among living creatures, killing in seemingly indiscriminate fashion. The innate fear of the dark that is felt by many Talislantan peoples may be attributed to these creatures.

Though night demons are frightful creatures, they are the weakest of Talislantan demons. Accordingly, most carry weapons such as polearms, spears, and swords that are typically made of brass, a metal shunned by their mortal enemies, the race of devils. The Midnight Realms of northern Talislanta are said to be infested with these creatures, who thrive in the absence of light.

Night demons possess an aversion to daylight, which weakens them. Magical light causes them extreme pain and can be used to kill a night demon.

Kabros, who traversed the dark domains frequented by these entities while researching his *Guide to the Lower Planes*, was forced to adopt certain measures in order to protect himself and his ship:

I had hoped that a brace of lanterns affixed to the bow would prove a deterrent to these bat-winged creatures. However, the lanterns merely served to advertise our presence and attracted swarms of night demons as a candle draws moths. A half dozen spells of Radiance, cast at the highest possible intensity, proved far more effective in the long run, though I was loath to expend so much of my magic for this purpose.

Size: 6'-6'8" tall, 180-260+ lbs.

Attributes:

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

*both airborne and on the ground

Level: 3-10

Attacks/Damage: Claws: d4+STR, or as per weapons employed (up to two attacks per round)

Special Abilities: Secondary combat, secondary magic (necromancy) flight, invisible in darkness (cannot be detected except by magic or night vision), weakened by daylight (-2 to all die rolls)

Armor: Hide, 1 point

Hit Points: 3 per level



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Plant Demon

Plant demons, also known as plant grues, woodgrues, or old men of the forest, are lesser entities that originate from the Demonrealms. In appearance these creatures resemble twisted humanoids, their bodies composed of dead, decaying wood. Wispy tangles of roots sprout from their gnarled visages, and their limbs are twisted and pale like old driftwood. Their fingernails are long and yellow with age and their eyes are like dark knotholes.

Plant demons feed upon the life energies of plants, trees, and other living things. Passing through gates or holes in the dimensional fabric, these insidious creatures are sometimes able to gain access to the material plane, drawn to the life force that emanates from woodland regions. Once on the material plane, a plant demon will establish its lair, typically in the bole of a large tree.

Once it has established itself, the demon will begin to absorb elemental energies from the lifeforms that inhabit its surroundings, with damaging effect. All forms of vegetation within the plant demon's sphere of influence will gradually become warped, mutated, or withered; living creatures will begin to fall sick, developing strange ailments or aging at an unnaturally rapid rate. Meanwhile, the demon grows in power as it absorbs the life energies of its victims.

Plant demons possess the ability to employ spells of natural magic cast in their reversed, de-

structive form. They are able to warp living or dead wood and to create barriers of mutated or tangled vegetation. These creatures can also regenerate damage caused by unenchanted weapons; even if cut to pieces, a plant demon can rejoin its severed parts, becoming whole again in just a short time. The creatures are vulnerable to fire, however, which they fear greatly.

Plant demons are known to cause considerable damage to forests, pastures, and farmlands. They are a particular source of concern in Vardune of the Seven Kingdoms, which derives much of its income from the sale of fruits, vegetables, and other crops. The Green Men of the Dark Coast fear these sinister entities above all things, as do the sentient tree-creatures known as mangs. The gnorls of Werewood claim to know how to make a potion that is capable of reversing the effects of the plant demon's aging ability, a condition for which there is no other known cure.

Thystram was known to keep a small plant demon in his garden, tethered to an enchanted leash. Under the strict supervision of a pair of Green Men gardeners, the demon was trained to kill weeds, a task at which it excelled.

Size: 4–5 ft. tall, 70–90 lbs.

Attributes:

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

Level: 3–10

Attacks/Damage: Touch: drains 2 points per level (roll vs. CON to resist and take only half damage), or as per spell employed.

Special Abilities: Secondary magic (natural magic, with most spells cast in reverse), regenerate damage from unenchanted weapons (2 points per level per round), sense living things (range: 100 ft. per level), susceptible to fire (causes double damage)

A armor: Bark, 2 points

Hit Points: 3 per level

Pyro Demon

Pyro demons are lesser entities. These fierce, red-skinned creatures are composed of solid flame and are sometimes mistaken for devils by inexperienced observers. They average seven feet in height and have curved horns, claws, and fangs, with a tail terminating in a sharp, arrowlike sting.

Pyro demons are highly volatile in nature and are prone to violent, 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. They are only rarely encountered on the material plane, where they sometimes dwell within the hearts of active volcanos.

Pyro demons possess an extreme aversion to water, which can be fatal to them, and to cold, which causes them great discomfort. They are susceptible to spells of aquamancy, which cause twice the usual damage to creatures of this sort.

While on a trip to the Volcanic Hills, Thystram observed a pair of pyro demons in their natural environment:

The creatures dove into a river of molten lava and began paddling about, showing not the least sign of discomfort; if anything, they appeared to enjoy their sport, at least to the extent that any demon is capable of enjoying anything. After trying to splash me with fiery magma, the two swam downriver and went over the Firefalls, disappearing from view.



Size: 6'10"–7'2" tall, 260–300+ lbs.

Attributes:

INT+1 PER+1 WIL+7 CHA-10
STR+6 DEX+2 CON+9 SPD+3

Level: 3–10

Attacks/Damage: Claws: d8+STR each, Tail: d6, Fiery Breath: d12

Special Abilities: Secondary combat, secondary magic (pyromancy, with all spells cast in their most destructive form), ignite combustibles by touch, breathe fire or smoke at will

Aarmor: Scaly hide, 1 point

Hit Points: 3 per level

Quasi-Demon

Quasi-demons are minor demonic entities. On their home plane, these hideously malformed imps reside at the very bottom of the food chain and are preyed upon by larger and stronger demons of all sorts. They are very weak and possess only the most limited abilities, their spiny hide conferring little protection from the hostile denizens of the Demonrealms.

Such is not the case on the material plane, to which quasi-demons can sometimes gain access via gates or tears in the dimensional fabric. In such instances a quasi-demon may appear seemingly out of nowhere, as if by a process similar to spontaneous generation. Once they have entered the material plane, these creatures are able to adopt physical forms suitable to their new environs by devouring whatever substance is near at hand, thereby causing their bodies to be transmuted to whatever material they ingest: glass, different types of metals, wood, fabric, liquids, gases, and even enchanted items.

Quasi-demons who have been transmuted in this manner can become quite destructive, growing in size as they continue to feed. They may change form any number of times depending upon the type of substances that they ingest. Even worse, quasi-demons that are subjected to magic may gain the ability to absorb magic in the manner of an erx. The single effective deterrent against these implike demons is silver, the only known substance quasi-demons cannot assimilate. Fortunately, the appearance of quasi-demons on the material plane is a rare occurrence.

The Archaen sorcerer Arkon once suffered an infestation of quasi-demons that wreaked havoc on his home. For some time, he tolerated their presence; when the vermin got into the cabinet in which he kept his supplies of intoxicants, however, this



proved too much for the sorcerer to bear. In a fit of pique he repaired to his workroom, where he created a pair of hybrid diaboloids to get rid of the pestiferous entities, a solution Arkon considered the lesser of two evils and which led to the creation of the race of Tarteran devils.

Size: 1-4 in. tall on home plane; on material plane, quasi-demons grow in direct proportion to the amount of substance consumed

Attributes:

INT-7 PER+5 WIL-3 CHA-15
STR-10 DEX+5 CON+5 SPD+5

Level: 1-2

Attacks/Damage: Bite/Claws: 1 point

Special Abilities: Rudimentary combat, rudimentary magic (field according to basic type, with most spells cast in reversed form)

Armor: Spiny hide, 2 points in natural form; in transmuted form, varies according to type

Hit Points: 1 per level

Sand Demon

Sand demons are lesser entities. These sinister creatures are composed of solidified sand, are tall and gaunt in appearance, and have wrinkled brown skin and frightful, horned visages. The curved fangs of a sand demon are extremely sharp and can penetrate thick hide or leather armor with ease.

Sand demons dwell in deserts and other arid regions, hiding in sand dunes and dry wells. Vampiric by nature, sand demons are able to create mirages, thereby luring prey within reach of their grasping claws. Their usual method of attack is to lie submerged beneath the desert sands, leaving only their hollow horns, which enable them to breathe, exposed above ground. When their chosen victims approach, they grab hold of the unfortunate creatures and drag them below the surface.

Like their relatives the earth demons, sand demons possess an aversion to wind and water, both of which cause them discomfort. They are most susceptible to damage from spells of aeromancy, which cause twice the usual damage to creatures of this sort.

The following account is excerpted from Tamerlin's *The Chronicles of Talislanta* and details an encounter he experienced while attempting to cross the Red Desert:



The rogue magician Crystabal had volunteered to lead the expedition; accepting his offer was the first of many mistakes we would make on this journey. In short time we were hopelessly lost, a sudden sandstorm and Crystabal's overestimation of his abilities having contributed in equal part to this predicament. Our supply of water was diminishing at an alarming rate when up ahead we spotted an oasis surrounded by swaying date palms. With newfound vigor we made for the shaded desert haven. Crystabal, eager to vindicate himself, took the lead. He knelt to drink at what seemed to be a cool spring and suddenly found himself in the grasp of two hideous, horned humanoids—sand demons, as we could now plainly see. Fortunately, the rogue magician's swordplay was more skillful than his talents as a guide, and with help from others in the group the monsters were dispatched. The illusory oasis faded from sight at the same time, however, causing our party the greatest dismay. We all felt lucky to be alive, and unanimously agreed to the termination of our incompetent guide's employment.

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

Attributes:

INT+3 PER+3 WIL+7 CHA-11
STR+6 DEX+2 CON+10 SPD+1

Level: 3-10

Attacks/Damage: Claws: d8+STR, Bite: d6 +d4 blood drain per round

Special Abilities: Secondary combat, secondary magic (sand- oriented spells of geomancy, with most spells cast in reversed form), create mirages at will (range: 10-ft. radius per level)

Armor: Sandy exterior, 1 point

Hit Points: 16, +3 per level



Storm Demon

Storm demons are lesser entities. These winged creatures are composed of animate black lightning and swirling vapors given solidity by negative elemental energies. They are vaguely humanoid in form, but appear to shimmer and pulse with dark, magical energies. Wisps of black vapor emanate from their mouths and nostrils and play about their grotesque visages. In the past, these demonic entities have been confused with sightings of the cyclopean creatures known as depredators, though scholars of the current age know better than to make such errors.

Storm demons radiate negative electrical energy and are able to hurl thunderbolts at ranges of up to one hundred feet. Their very touch is sufficient to electrocute lesser creatures, and metal armor naturally affords no protection from this form of attack. Groups of storm demons acting in concert are purported to be able to create tempests sufficient in intensity to capsize even the largest sea vessels.

Storm demons are powerless to affect structures of earth or stone and are susceptible to damage from spells of geomancy, which cause twice the usual damage to creatures of this sort.

Thystram once claimed to have employed an enchanted lightning rod to attract storm demons so that he might study the entities at his leisure. The device functioned even better than

he could have anticipated; a score of storm demons arrived on the scene and Thystram was forced to flee for his life. Even after the demons had departed, his home and possessions retained a powerful static charge for several days, during which time the naturalist was forced to go about in insulated boots, gloves, and headgear.

Size: 7'6"–8' tall, 20+ ft. wingspan, 600–700 lbs.

Attributes:

INT+1 PER+2 WIL+7 CHA-9
STR+7 DEX+1 CON+10 SPD+7*

*in air; -3 on ground

Level: 3–10

Attacks/Damage: Thunderbolt: d4 per level (range: 10 ft. per level), Touch: 2 points electrical damage per level (no protection from metal armor)

Special Abilities: Secondary combat, secondary magic (aeromancy, with most spells cast in reverse) flight, hurl thunderbolts (1 per level per day)

Armor: None

Hit Points: 16, +3 per level

Void Demon

Void demons are the terrible spawn of the Demonlords, whom they serve as avatars of destruction and entropy. In appearance, these powerful entities resemble nothing so much as holes in space, roughly humanoid in form with great batlike wings and glowing eyes. Their bodies are composed of negative energy, which crackles and burns on contact with positive matter of any sort.

The touch of a void demon causes all substances that originate on the material planes to disintegrate; the process is confined to a limited area of effect, but is nonetheless quite destructive. For this reason, it is impossible to contain a void demon within any type of solid structure. Some believe that void demons derive sustenance through the dissolution of matter, though the theory has yet to be confirmed.

Void demons appear to exist in defiance of all known laws of nature and magic. As their bodily forms consist entirely of negative energy, it would seem a logical assumption that such entities would be incapable of manifesting on any of the material planes. Yet, by some unknown means, these creatures are able to do just that.

During his travels among the lower planes, Kabros was once chased by a void demon that followed him relentlessly for a week and a day. Finally, in desperation, he tried to lose the frightful entity by jumping into the entrance of a wyrmmhole. For the most part, the tactic worked as intended; Kabros was thrust outward along the length of the wyrmmhole and so was able to evade the void demon. Unfortunately, the wizard was expelled from the wyrmmhole into an unknown, surrealistic dimension. It took him seven weeks to find his way back to the material plane, during which time, by some fluke of the space-time continuum, he had aged seven years.

Size: 10–20 ft. tall, weight unknown

Attributes:

INT+10 PER+15 WIL+10 CHA-10

STR+15 DEX+5 CON+15 SPD+10

Level: 30–50

Attacks/Damage: Disintegration Touch: d10 +1 per level

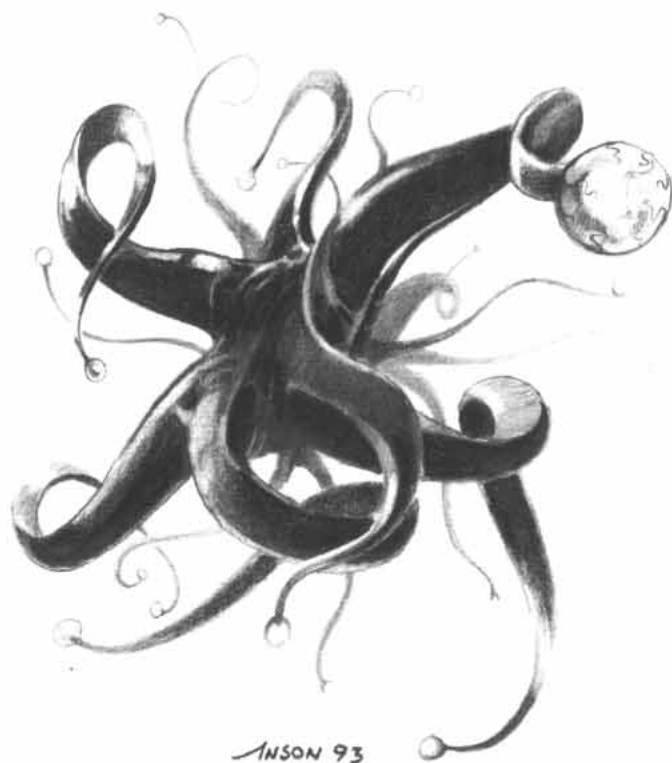
Special Abilities: Primary combat, primary magic (natural magic, with all spells cast in reverse form), speak in tongues, dimension travel at will, immunity to poisons and nonmagical weapons, flight

Armor: None

Hit Points: 10 per level



ENTITIES FROM THE VOID



Void Monster

Void monsters are the only entities known to inhabit the negative-energy dimension known as the Void. On their home plane, these creatures generally lack shape or substance, as there is no matter in the Void. Elsewhere, they are capable of congealing into masses of dark, writhing tentacles, each terminating in a pulsing yellow orb that is ostensibly an ocular organ.

Void monsters can sometimes gain access to the material plane by opening a hole in the dimensional fabric or as a result of a miscast Spell of Summoning. In the latter case, the summoner is advised to return the creature to its home plane at once or suffer consequences of the most dire sort; the very touch of a void monster is capable of causing extensive disintegration damage to all normal matter.

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 colliding with the positive matter of the material plane. 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. For this reason, weapons do normal damage to a void monster, though nonmagical items may themselves disintegrate as a result of such use.

Scholars believe that void monsters possess only rudimentary intelligence, limiting their effectiveness in combat situations. They are also quite slow and seem able to navigate only with great difficulty in the unfamiliar surroundings of the material plane. Even so, they are fearsome antagonists, and those who make even the slightest miscalculation in combat with these creatures may suffer the most grievous sort of misfortune.

The sorcerer Arkon was known far and wide as a heavy user of rare and exotic intoxicants, which he consumed at all times of the day and night. His indulgence in these substances sometimes led him to the brink of disaster. Such was the case after the sorcerer accidentally miscast a Spell of Summoning, causing a void monster to appear in his workroom. Before Arkon could rectify the situation, the entity had disintegrated a third of his dwelling and burned a hole over fifty feet deep in his property.

Size: 9–10 ft. tall, weight unknown and possibly inapplicable

Attributes:

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

Level: 4–16+

Attacks/Damage: Touch: d8 disintegration damage (1–6 attacks per round)

Special Abilities: Open holes in the dimensional fabric, cause damage to nonmagical weapons (1 point per hit point of damage the weapon causes), suffer damage from contact with material plane (1 hit point per round)

Armor: None

Hit Points: 20, +2 per level

ENCOUNTERS

ENCOUNTER TYPES

Not every encounter has to be a case of see the monster, kill the monster. The world of Talislanta is filled with such a variety of different creatures that your imagination is the only limit on the sorts of encounters your players can experience. Here are some of the most common types of encounters in the *Talislanta* game:

Traces

This category of encounter includes tracks, skeletal remains, or other evidence such as claw marks on trees, spoor, or signs of a struggle. Such evidence indicates that a creature or creatures passed through the area in question. Individuals with the skill Tracking are able to identify most types of traces and provide an accurate estimate of their age and the conditions under which they were produced. You can use this type of encounter to mislead players, to create suspense by foreshadowing the appearance of a dangerous predator, or simply to give the players the idea that they are not alone in the region.

Sightings

The creature or creatures in question are spotted from a distance, typically between 100–600 feet. Sightings should occur far enough away that the observers can choose whether or not they will attempt to initiate contact with the encountered creature. Creatures spotted in their natural habitat will usually be doing what comes naturally for members of their species: foraging for food, sleeping, hunting, scavenging carcasses, hovering overhead, and so forth. Less common events and situations such as interspecies rivalries, courtship rituals, disorientation, injury, illness, or entrapment may also be witnessed. You can use this type of encounter to add some local color, to attempt to direct players towards or away from a particular destination, or like a trace encounter.

Close Encounters

Most encounters of this sort occur at distances of less than one hundred feet, requiring the players to take some sort of action, such as fighting, fleeing, hiding, or attempting to communicate. You should not overdo this type of encounter, and you'll soon find that things get more interesting if you vary the nature of these encounters. For example, not all predators will attack in the same manner. Large, powerful beasts may charge at short range, while less imposing creatures might prefer to attack from ambush or while victims are asleep. Avians may dive down from the skies, subterranean creatures could burrow upwards from below, and creatures capable of camouflage, such as the exomorph, might seem to appear from out of nowhere. All close encounters need not result in combat. Intelligent creatures should be given motives based on their species, emotional or physical state, and the conditions under which they are encountered. Some will be surprised, frightened, suspicious, or confused. Others may plan to rob, intimidate, negotiate, ask directions, frighten away, or mislead. A rare few may even ignore the characters, regarding them as beneath their notice. Unless stated otherwise, wild beasts rarely fight to the death. In fact, unless cornered or faced with no other recourse, most will abandon a fight that is going badly and reluctantly go off in search of easier prey.



Encounter Lists

The following is a listing of which creatures, animals, and insects are likely to be encountered in various areas on the continent of Talislanta and surrounding environs. You can consult this list to help you devise planned or “random” encounters for adventures. Note that these are not comprehensive lists; since many creatures appear in a wide variety of places, some creatures not on these lists may still be found in these areas. All creatures on these lists are described in either this book or the third edition *Talislanta Guidebook*.

AAMAN:	Angorn	CRESCENT ISLES:	Caravan Bug
Angorn	Aramatus	Alatus	Durge
Avir	Avir	Aqua Demon	Erd
Batranc	Batranc	Aramatus	Graymane (“Eques”)
Caravan Bug	Crystal Moth	Avir	Land Lizard
Drac	Drac	Draconid	Mangonel Lizard
Durge	Giant Mollusk	Echinomorph	Morde
Erd	Marsh Strider	Giant Mollusk	Opteryx
Exomorph	Mudray	Giant Waterbug	Rajan Scorpion
Morde	Omnivrax	Gray Ikshada	Ravenger
Mudray	Ravenger	Rainbow Kra	Sand Demon
Omnivrax	Skank	Ravenger	
Ogriphant		Sea Scorpion	FARADUN:
Ravenger	CARANTHEUM:	Tardisite	Alatus
Root Grub	Ahtra	Urthrax	Aqua Demon
Shathane	Batranc		Aramatus
Skank	Caravan Bug	DARK COAST:	Avir
Urthrax	Durge	Alatus	Batranc
	Land Dragon	Amber Wasp	Bog Devil
ARIM:	Land Lizard	Aqua Demon	Caravan Bug
Avir	Manrak	Aramatus	Disembodied Spirit
Batranc	Morde	Avir	Durge
Caravan Bug	Opteryx	Batranc	Erd
Drac	Rajan Scorpion	Behemoth	Ghast
Durge	Ravenger	Bog Devil	Malathrope
Erd	Sand Demon	Caravan Bug	Morde
Exomorph	Satada	Chang	Necrophage
Graymane (“Eques”)		Chasm Viper	Opteryx
Malathrope	CHANA:	Iron Dragonfly	Phasm
Morde	Aqua Demon	Malathrope	Pseudo-Demon
Mudray	Aramatus	Morde	Rajan Scorpion
Nocturnal Strangler	Bog Devil	Mudray	Ravenger
Omnivrax	Caravan Bug	Plant Demon	Sea Scorpion
Ravenger	Death’s-Head Viper	Pseudomorph	Shadow Wizard
River Kra	Giant Water-Bug	Ravenger	Shadowight
Shaitan	Gray Ikshada	Satada	Shaitan
Skank	Juju	Sea Scorpion	
Sniper Bug	Morde	Shathane	GAO DIN:
Tundra Beast	Ravenger	Skalanx	Alatus
Woolly Ogriphant	Sea Scorpion	Urthrax	Aqua Demon
Yaksha	Skalanx	Zaratan	Aramatus
	Urthrax		Avir
BATRE:		DJAFFA: Ahtra	Batranc
Alatus		Batranc	Drac

Gray Ikshada	River Kra	NARANDU:	Land Lizard
Morde	Urthrax	Crystal Moth	Malathrope
Nar-Eel	Water Raknid	Frost Demon	Mangonel Lizard
Quaal		Frostwere	Megalodont
Ravenger	KHAZAD:	Ice Dragon	Morde
	Bane	Loper	Ogriphant
HARAK:	Batranc	Morde	Ogront
Batranc	Caravan Bug	Night Demon	Ravenger
Caravan Bug	Ghast	Sea Dragon	
Dractyl	Horned Devil-Man	Tundra Beast	QUAN EMPIRE:
Frostwere	Morde	Woolly Ogriphant	Alatus
Ice Dragon	Necrophage		Aramatus
Morde	Night Demon	NEFARATUS:	Avir
Ravenger	Opteryx	Enim	Batranc
Tundra Beast	Ravenger	Morde	Behemoth
	Sea Dragon	Ravenger	Caravan Bug
IMRIA:	Shadow Wizard		Cave Bat
Alatus	Shadowight	OCEANUS:	Chang
Aqua Demon	Shaitan	Angorn	Chig
Aramatus	Tundra Beast	Aqua Demon	Crag Spider
Avir	Urthrax	Avir	Death's Head Viper
Batranc	Yaksha	Giant Mollusk	Dractyl
Bog Devil		Nar-Eel	Durge
Crag Spider	L'HAAN:	Rainbow Kra	Echinomorph
Crystal Moth	Crystal Moth	Ravenger	Erd
Earth Demon	Dractyl	Sea Dragon	Exomorph
Exomorph	Erd	Zaratan	Feather Dractyl
Feather Dractyl	Frost Demon		Frost Demon
Giant Waterbug	Frostwere	PHANTAS:	Giant Waterbug
Kra	Ice Dragon	Abomination	Gray Ikshada
Morde	Snowmane ("Equs")	Angorn	Ibik
Pyro Demon	Tundra Beast	Avir	Lake Kra
Ravenger	Woolly Ogriphant	Feather Dractyl	Land Dragon
Winged Viper		Giant Mollusk	Land Kra
	MOG:	L'latha	Loper
JHANGARA:	Alatus	Morde	Malathrope
Alatus	Amber Wasp	Nar-Eel	Mandragore
Aramatus	Aramatus	Pseudomorph	Mang
Avir	Avir	Rainbow Kra	Manrak
Batranc	Batranc	Ravenger	Megalodont
Bog Devil	Bog Devil		Moonfish
Caravan Bug	Caravan Bug	PLAINS OF	Morde
Crystal Moth	Cave Bat	GOLARIN:	Nar-Eel
Durge	Chang	Avir	Ogriphant
Feather Dractyl	Feather Dractyl	Batranc	Omnivrax
Giant Waterbug	Gold Beetle	Behemoth	Rainbow Kra
Horag	Ibik	Caravan Bug	Ravenger
Ibik	Morde	Darkmane ("Equs")	Satada
Marsh Strider	Ravenger	Durge	Sea Dragon
Morde		Erd	Sea Scorpion
Ravenger		Graymane ("Equs")	Shathane

Shrieker
Skalanx
Strider
Tarkus
Water Raknid
Winged Viper
Yaksha

RAJANISTAN:

Batranc
Caravan Bug
Duadir
Durge
Earth Demon
Land Dragon
Land Lizard
Morde
Opteryx
Rajan Scorpion
Ravenger
Sand Demon
Satada
Vasp
Yaksha

SEVEN KINGDOMS:

Avir
Alatus
Batranc
Behemoth
Bog Devil
Caravan Bug
Chasm Viper
Crystal Moth
Durge
Erd
Exomorph
Feather Dractyl
Giant Waterbug
Graymane ("Equis")
Iron Dragonfly
Land Kra
Land Lizard
Malathrope
Mandragore
Mangonel Lizard
Morde
Omnivrax
Opteryx
Plant Demon
River Kra

Rock Urchin
Root Grub
Satada
Shathane
Skalanx
Tazian Fly
Vasp
Waterwhisp
Werebeast
Woodwhisp

SHADOW REALM:

Abomination
Bat Manta
Fantasm
Fiend
Morde
Sardonicus
Shadow Wizard
Shadowight
Void Monster

SILVANUS:

Angorn
Aramatus
Batranc
Bane
Caravan Bug
Durge
Erd
Exomorph
Ghast
Harbinger Imp
Iron Dragonfly
Malathrope
Muskront
Necrophage
Ogriphant
Ravenger
River Kra
Sea Dragon
Sniper Bug
Werebeast
Woodwhisp

SINKING LAND:

Avir
Aramatus
Batranc
Echinomorph
Ibik

Ikshada
Ironshrike
Morde
Mud Walker
Necrophage
Neuromorph
Scavenger Slime
Shadowight
Snipe

TAMARANTH:

Avir
Batranc
Behemoth
Caravan Bug
Exomorph
Malathrope
Ravenger
Shathane
Silvermane

THAECIAN ISLES:

Aqua Demon
Aramatus
Avir
Batranc
Drac
Feather Dractyl
Monolith
Nar-Eel
Neurovore
Ravenger
Sea Dragon
Sea Scorpion
Storm Demon
Water Raknid
Winged Viper

URAG:

Abomination
Aramatus
Batranc
Behemoth
Caravan Bug
Durge
Erd
Land Kra
Malathrope
Morde
Ogront
Opteryx

Pseudomorph
Ravenger
Satada
Scavenger Slime
Silvermane
Smokk
Tundra Beast
Urthrax
Woolly Ogriphant
Yaksha

VOLCANIC HILLS:

Batranc
Caravan Bug
Drac
Draconid
Duadir
Earth Demon
Land Dragon
Manra
Morde
Opteryx
Pyro Demon
Raknid
Ravenger
Strider
Tarkus
Vasp
Vorl

WEREWOOD:

Avir
Angorn
Bane
Batranc
Bog Devil
Caravan Bug
Chang
Endomorph
Exomorph
Fiend
Ghast
Malathrope
Mandragore
Mang
Morde
Necrophage
Neuromorph
Ogriphant
Pseudomorph
Ravenger

River Kra
Scavenger Slime
Sea Dragon
Shathane
Skalanx
Sniper Bug
Tundra Beast
Werebeast
Yaksha

WILDERLANDS OF ZARAN:

Ahtra
Avir
Batranc
Behemoth
Caravan Bug
Cave Bat
Chasm Viper
Crag Spider
Crystal Moth
Draconid
Duadir
Durge
Earth Demon
Endomorph
Enim
Erd
Fantasm
Graymane ("Equs")
Horned Devil-Man
Land Dragon
Land Lizard
Loper
Malathrope
Mang
Mangonel Lizard
Manrak
Morde
Neuromorph
Nightstalker
Ogront
Omnivrax
Opteryx
Oruk
Pyro Demon
Rajan Scorpion
Raknid
Ravenger
Rock Urchin
Sand Demon

Satada
Scavenger Slime
Strider
Tarkus
Vasp

XANADAS:

Dractyl
Erd
Frost Demon
Frostwere
Ice Dragon
Vorl

YRMANIA:

Avir
Batranc
Behemoth
Chasm Viper
Caravan Bug
Darkmane ("Equs")
Erd
Frostwere
Ice Dragon
Loper
Malathrope
Morde
Muskront
Night Demon
Nighthawk
Nocturnal Strangler
Omnivrax
Opteryx
Ravenger
Satada
Sea Dragon
Sniper Bug
Snowmane ("Equs")
Tundra Beast
Werebeast
Yaksha
Yrman

ZANDU:

Avir
Angorn
Batranc
Bog Devil
Caravan Bug
Chang
Chig

Durge
Drac
Erd
Exomorph
Malathrope
Morde
Mudray
River Kra
Root Grub
Sea Scorpion
Skalanx
Sniper Bug
Urthrax





News and Gossip from WotC

Rantings and Other Gibberish by Lisa Stevens



Hello, and welcome to this newsletter. *Whispers from the Wizard's Tower* is your information source on what's happening at Wizards of the Coast.

This will be the place to find out about new products, alliances, licenses, acquisitions and distribution agreements. It will also tell you what is on schedule and what has been pushed back. Price changes, out of print or out of stock notification, and anything else pertinent to helping you sell our products will be passed along here.

Why? Well, there's been a lot happening at Wizards of the Coast lately, and I have found that the newsletter format is the most productive way to relay this information. I'm hoping that each of you will take a look through this newsletter and familiarize yourself with the changes that are going to affect the way you and Wizards of the Coast do business together.

This newsletter exists to help me better communicate with all of you. If you have any questions or comments about *Whispers* or would like to see something specific covered in future issues, don't hesitate to call me, drop me a line, FAX me, or e-mail me.

Here's to a profitable 1993!

Lisa Stevens

WotC vs. Palladium Lawsuit Settled

—Official Press Release—

"The lawsuit between Kevin Siembieda, Palladium Books, Inc. and Wizards of the Coast, Inc. has been settled. All three of them want to put the suit behind them, and hope that their fans will do the same. In the spirit of industry harmony, Wizards requests that there be no boycotts or other action against Palladium. Thanks to all who have shown concern and support to both sides."

GURPS™ Goes to Talislanta

Steve Jackson Games and Wizards of the Coast, Inc. have agreed to a license that will allow WotC to produce an official **GURPS** supplement based on the **Talislanta** universe. More details on this forthcoming product will be available in the next issue of *Whispers*.

GURPS GENERIC
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WotC and GMA join forces

As of April 1993, Wizards of the Coast and GMA, makers of the *Interstellar Elite Combat* RPG, have joined forces. GMA will continue to act as a development house for the **Interstellar Elite** (ISE) game line, with Wizards of the Coast now handling all the editing, production, sales, distribution, and marketing of the books.

Peter Adkison, President of WotC, had this to say when asked about the motive behind the alliance: "When we were first approached about the possible alliance with GMA, I was very enthusiastic. Picking up the **Interstellar Elite** line gives us another product line that already has a market presence. Now we can expand it and introduce the products to a broader audience than they now have, much like we did with the old Bard Games line. Dave Miller has done an admirable job with **Interstellar Elite**, but he was looking for a company which could market it, leaving him to concentrate on the design of new ISE games and supplements. We have high hopes for this alliance and feel that there are many good things in store for science fiction fans in the next year or so."

David Miller, President of GMA, felt that this alliance with Wizards of the Coast "would allow GMA to design and develop a science fiction game that WotC doesn't have the time for. Also, WotC is all set up to produce GMA products on a much larger scale. All in all, it's a win-win situation." When asked why he chose WotC for this alliance, Mr. Miller responded that he has been impressed by WotC's "commitment to creating their products with such high quality."

Effective immediately, Wizards of the Coast has taken over the distribution of the products available in the ISE line. *Interstellar Elite Combat* (WOC1001, \$29.95) and *Interstellar Elite Arctic Combat* (WOC1011, \$12.95) are both available for order now. *Interstellar Elite Combat* is the core rulebook for the ISE line. There are only a limited number of copies remaining. Next year, Wizards of the Coast plans to publish a second edition of the *ISE Combat* rules. *Interstellar Elite Arctic Combat*, a supplement for the *ISE Combat* rules, details adding arctic combat settings to the ones described in the core rules.

In late autumn this year, Wizards of the Coast will be coming out with a new miniatures rules system set in the ISE world. *Alien Invasion* (WOC1100) will be a boxed rules set with miniatures from RAFFM. In addition to the figures provided in the boxed set, RAFFM plans to have a full line of miniatures supporting the ISE world available by GenCon this August.

I would like to encourage each of you to pick up the ISE line. Wizards of the Coast plans to support this line fully. I will announce more details of upcoming ISE products in future issues of *Whispers*, in addition to keeping you up to date on the RAFFM line of miniatures.

Envoy

A System-Independent Format for Gaming Supplements

Wizards of the Coast is about to release a product called *Envoy*, is a format for roleplaying supplements. It includes a list of system-independent attributes, skills, and classes. Characters and creatures published in the *Envoy* format will be readily convertible to nearly every gaming system on the market.

Envoy highlights:

- **Public domain.** *Envoy* will be usable at no cost by any gaming company in the world.
- **Simple.** We didn't waste time with the obscure stuff. *Envoy* covers only the basics—attributes, skills, classes, and some top-level combat statistics—making *Envoy* easy to learn and easy to write for.
- **Versatile.** *Envoy* can be used equally effectively in converting to class-based systems, skill-based systems, and hybrids.
- **Multi-genre.** The *Envoy* system can be used with any known genre of gaming, including fantasy, science fiction, cyber, and horror.
- **Accessible.** Material that is published in the *Envoy* format will be accessible by the entire gaming market, not just those who play a specific game system.
- **Safe.** You never have to refer to any other company's trademarks or copyrighted material, except for the *Envoy* system itself—and we're giving people permission to do that within certain easy-to-meet limitations.
- **Authorized integration notes.** Wizards of the Coast has already received preliminary permission to publish integration notes for the game systems of the following publishers: FASA, White Wolf Publishing, Mayfair Games, Steve Jackson Games, Flying Buffalo, Atlas Games, Blacksburg Tactical Research Center, and West End Games, with more to come.

If you would like more information, please contact Peter Adkison at Wizards of the Coast, PO Box 707, Renton, WA 98057-0707. Ph: (206) 624-0933. Fax: (206) 878-3219.

T H E PRIMAL ORDER

Enters the Computer Age

Tantalus, Inc. and the Multi-Player Games Network, Inc. (MPG-NET) have been granted a license to make a multi-player, online computer game based on *The Primal Order*. MPG-NET is now connected to CompuServe and offers a wide array of online computer games to the computer gaming public. No release date has been scheduled. For further information, please contact Multi-Player Games Network, Inc. at:

PO Box 367
Pawling, NY 12564
1-800-245-0317



MPG-NET™

Magic is coming...

This summer Wizards of the Coast, in cooperation with its sibling company Garfield Games, will be releasing a product that will establish a new niche in the gaming market. The first release, *Magic: The Gathering™*, will be shipped in August. *Magic: The Gathering* is a card game with a twist that is sure to make it one of the hottest-selling games of the summer. Stay tuned to the next issue of *Whispers* for a full-blown revelation of this revolutionary game.

INTERSTELLAR ELITE

Coming this summer, RAFM Company Inc. will be producing a full line of official *Interstellar Elite* miniatures, specifically designed for our upcoming *Alien Invasion* miniatures rules. For more information, please contact RAFM at:

20 Parkhill Road East
Cambridge, Ontario
CANADA N1R 1P2
(519) 623-4832



RAFM



Graphic Novels

Sky Comics has officially licensed the rights to produce a series of graphic novels based on the *Talisanta* game world. One of the first chronicles the trials and tribulations of the wizard hunter Rune. Drawn by veteran *Talisanta* artist Ron Spencer and authored by *Talisanta* creator Stephan Michael Sechi, it promises to be gripping both lyrically and visually. For further details, contact Sky Comics at:

264 Main St.
Florence, KY 41042
(606) 282-0096
FAX (606) 282-9412



Miniatures

For those of you who are not yet aware, there is a full range of *Talisanta* miniatures available from Lance & Laser Miniatures. They currently produce over 20 different miniatures, from the Aamanian Warrior Priest to the Thrall Warrior. These miniatures have met critical acclaim in *Dragon* and are a real bargain for the price. You can contact Lance & Laser Miniatures at:

2413 North High Street
Columbus, OH 43202
(614) 291-3703
Contact: Erik Morrice

I encourage you to pick up this line of *Talisanta* miniatures so that your customers have access to the full line of official *Talisanta* products.

Lance

& Laser MODELS, INC.



NewsFlash

DeckMaster™ games are designed to appeal to a wide range of player types, from casual weekend players to serious tournament competitors. The rules are simple and the purchase price is low. The game cards are marketed in limited series, suitable for both playing and collecting. *Magic: The Gathering™*, our first release, is a 300-card limited series. Additional series are tentatively scheduled for release every four to six months. Some of the cards in each series will be common, others uncommon, and some even rare. The cards are printed in Belgium by Carta Mundi, the largest card manufacturer in the world. They have produced cards for most of the major game publishers, from Trivial Pursuit to Uno, so the card quality will be very high. The art for *Magic: The Gathering™* was provided by over two dozen artists from across the country. Every starter deck or booster pack will have a randomly distributed selection of cards from the 300 cards available, making each deck unique.

DeckMaster games, such as *Magic: The Gathering™*, are played with decks of cards that include both a description of the game environment (like the board of a table game) and the means for playing the game (like the cards in a poker hand). Unlike traditional 52-card games, **DeckMaster** games set no maximum limit on the number of available cards, and they can be played with only a fraction of the available cards. Therefore, two opposing players will most likely have different cards in their respective decks.

DeckMaster cards are not only games to play, but also worlds to explore. No single player has a complete picture of the world, as all of the components of the world—its lands, creatures, and personalities—are put on cards sold randomly to players worldwide. In time, a group of players will become familiar with the environment of their gaming circle, and gain insight into the structure of the world as a whole. This world is dynamic; periodically, a new card series depicting more of the world is distributed, providing new areas to explore.

We have made special efforts to ensure that the cards also conform to prevailing collectability standards. For example, the cards are cut to the standard trading card size, and each card will be uniquely named so that players can tell if they are missing cards in the series. Each print run will be an entirely new series so that there will only be a limited number of any given type of card, and the artwork and production values of the cards are of uniform high quality. We use trading-card style packaging for the cards themselves, and for the display boxes in which they are sold. Finally, the price point is competitive.

An example card for *Magic: The Gathering*, the **DeckMaster** fantasy game, is shown in the ad on the last page. The key elements are the artwork and the text describing how the card is used. Colors and themes for the artwork are closely tied to the card function, though a given artist may produce art for a variety of different card types. The text concisely describes the card's function in a complete, self-explanatory manner, without the need for sourcebooks or other supplementary materials aside from the basic rules included with each deck. This is required, because no single player will know all of the cards; even experienced players will encounter cards with new and unexpected properties when playing against unfamiliar opponents. A colored, alphanumeric code provides information on card strength, type, and playing requirements. Details on the cards, such as the background pattern and color, will also be linked with the card function and type. Collectors may group cards based on a variety of factors, including artist, subject, card type, and card series.

Magic: The Gathering is only the first in a series of **DeckMaster** games, each designed to explore new dimensions of this high-potential game type. We are considering **DeckMaster** games for other popular genres, such as cyber and science fiction, in addition to ones based on popular game systems, such as *Vampire: The Masquerade™*.

Starter Decks

Product #: WOC6000

Release Date: August 1993

Price: \$7.95/deck

Product Format: 60 full-color cards packaged with the game rules in a full-color tuckbox, cellowrapped.

Booster Packs

Product #: WOC6500

Release Date: August 1993

Price: \$2.45/pack

Product Format: 15 full-color cards packaged in 4-color flowpacks.

\$15.00

Thystram's Collectanea

With its abundance of strange and often dangerous flora and fauna, Talislanta provides ample material for a naturalist's life work. Thystram's Collectanea, the life work of Talislanta's greatest naturalist, finally collects detailed descriptions of most life forms native to the continent of Talislanta and surrounding planes into one organized book.

Supplemented by the research of various historical figures and modern scholars, all entries have been revised and updated to reflect recent discoveries. With its accurate illustrations and helpful encounter lists, Thystram's Collectanea will prove a valuable resource to any who would travel the lands of Talislanta.



WIZARDS
of the
COAST



1-880992-07-8 \$15.00

PO Box 707 Renton, WA. 98057-0707 (206) 624-0933