

TALISLANTA



THE SAVAGE LAND

Acknowledgements

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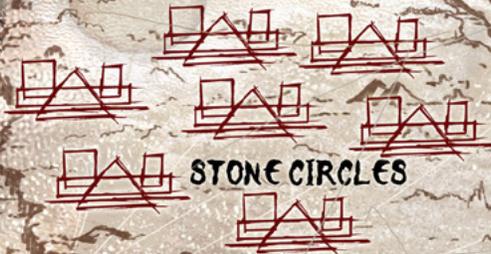
IRONWOOD

UMARAN WILDS

RIVER OF THE DEAD

THE POISONED LANDS

THE DARKLANDS



STONE CIRCLES

THE FORGOTTEN TOMBS



THE LOST SEA



THE DEAD FOREST

NORTHERN HILLS



DRAKKENSPIRE

BLOOD CANYON

PLAIN ARMAG



AMBUSH LAKE

BLACKMOON VALLEY

THE WILDE



BOGLIN WOODS

THE BOGLANDS

THE JUNGLELANDS

- Danger
- Tomb, Old Battleground
- Predators
- Water Nearby
- Ancient Magics, Artifacts
- The Gyre
- Humanoid Tribes
- Wild Tribes
- Traders
- Trail, Old Road
- Undead
- Food
- Ancient Ruins or Other Construction



DEFILE

BARRIER MOUNTAINS

TEMPLE OF SOLOMORRION

THE FALLEN RUINS

THE CHASMLANDS
PLAINS OF COLLOSUS

THE FIRE FALLS

THE LAST CASTLE

THE WASTELANDS

TERMINUS

QUAGLANDS

OLD SORCERERS ROAD

RIVER OF FIRE

SLAG FIELDS

SAND TERRITORIES

EASTERN HILLS

THE VOLCANIC HILLS

THE EMPTY LAND

RUINS OF FOUR NATIONS

THE FIRE PEAKS

S OF EDDON

RUINS OF KHARAKHAN

THE BURNING SEA

GOLEM RIDGE

THE GREAT RIFT

OMEN

ERLANDS

IDOLUM

STONE EFFIGIES

ONYX VALLEY

THE BLACK DESERT

IRRIDIAN WASTES

OBSIDIAN TOWER

SAVANALANDS

THE AMBER HILLS

LABYRINTH

RIVER OF DARKNESS

TALISLANTA
THE SAVAGE LAND

MALEDICTUS

THE BARROW FIELDS

CHAPTER ZERO: INTRODUCTION

WHAT IS TALISLANTA?

It is a dark age, a time of war and strife. The Last Kingdoms have fallen, and the old cities lie in ruins. The Sorcerer-Kings are gone, slain by their own creations or fled to other realms. With them went all knowledge of magic, leaving only primitive rituals, superstition, and a constant struggle for survival in a harsh and unforgiving land.

TALISLANTA is a fantasy role playing game and game-setting that was first published in 1986. Over the course of the past 30 years, there have been five editions of the game. You can download free PDFs of every **TALISLANTA** book ever published at www.talislanta.com.

The original Talislanta RPG was inspired by the fantasy novels of Jack Vance, and by other sources such as H.P. Lovecraft's **THE DREAMLANDS OF UNKNOWN KADATH**, Michael Moorcock's Elric novels, and **THE TRAVELS OF MARCO POLO**.

Unlike most RPGs from the 1980s, the Talislanta milieu was not based on traditional Western mythology. It didn't have the usual Tolkien-esque trappings of games like D&D; in fact, ads for the game proudly proclaimed, "No Elves".

The original **TALISLANTA** RPG was set in a strange world of twin suns and seven moons that seemed to be practically overflowing with unusual peoples, places, and creatures. The time was the New Age, a Renaissance-like period that started some thousand or more years after an event known as The Great Disaster, which marked the fall of the once-great Archaen Age.



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Talislanta ad circa 1987.

The New Age featured a resurgence in magic, re-discovery of the advanced arts of Sorcery, and the expansion of numerous nations, city states, and cultures. For the first time in over a millennium, Talislantans marveled at such Archaen-Age wonders as windships, dream merchants, and spell casters capable of miraculous illusions and effects.

Talislanta was still a dangerous place during this the New Age, especially in the wilderness regions that lay beyond the walled cities. But for many who lived in the New Age, there was also a sense of hope, and of greater things to come.

INTRODUCING THE SAVAGE LAND

TALISLANTA: THE SAVAGE LAND is a prequel to the original **TALISLANTA** setting. It takes place just a short time after the Great Disaster, which the inhabitants of this era refer to as the Fall.

TALISLANTA: THE SAVAGE LAND is a game of survival in a hostile world ravaged by centuries of sorcerous warfare and a terrible disaster. This period is like a nightmarish version of the Dark Ages. There are no nations, no laws, and no civilization.

Instead, tribes of warriors, nomads, slavers, and refugees struggle to survive in a hostile wasteland torn by incessant warfare and a chaotic magical maelstrom known as the Gyre.

The inhabitants of this age are mostly illiterate and ruled by superstition. Maps are nearly non-existent and much of the world is now unknown. All knowledge of spell-casting has been lost. Though tribal shamans still practice a handful of primitive rituals, their abilities pale beside those of the old Archaen sorcerers, whose potent magical artifacts can still be found among the ruins of past civilizations.

The current rulers of the Savage Land are tribes of warriors, hunters, nomadic traders, and the remnants of peoples displaced by the Fall. They fight, forge alliances, barter or steal. Some seek to recover what was lost and one day build a new civilization. Others want only to pillage, enslave, and destroy.

That is the way of things in **TALISLANTA, THE SAVAGE LAND**.

GETTING STARTED: HOW TO PLAY THE GAME

TALISLANTA: THE SAVAGE LAND (TSL for short) is a roleplaying game (RPG) that features a simple and flexible game system that allows player characters (PCs) to operate as individuals, as members of a tribe, or even as leaders of their own tribes.

The rules used in the game make it easy to handle single-player and large-group actions, or any combination of the two. Regardless of how you choose to play the game, the **D6** system is flexible enough to allow a wide range of playing styles.

Before starting any type of **TSL D6** campaign, the GM and players should talk about which style of play they would like to try. This decision doesn't have to be permanent: a small-scale, conventional RPG campaign can always evolve into a large-scale, epic campaign, or vice versa, if the GM and players decide that's what they'd like to do.

Conventional RPG Style

A conventional, or traditional, Role-Playing Game (RPG) is an interactive story centering around the adventures of a band of characters controlled by the players, and the focus is on a very personal level. If you prefer a more conventional RPG approach, you can create a character from the Savage Land, fight monsters, and explore the countless ruins and battlefields of the Savage Land for powerful artifacts. Use your wits to form alliances with other tribes and individuals, or operate as a mercenary and work for the highest bidder, changing alliances as it suits you.

If you choose this style of play, you can ignore the rules about tribes, mass actions, and mass combat. All you'll need is an understanding of the basic rules.

Epic RPG Style

The epic RPG style tackles the story from a big-picture scale, where the players are the leaders of a tribe and focus on the survival and prosperity of the tribe as a whole—perhaps even massing them into an empire over years of toil and war. In a campaign such as this, players may have many roles—perhaps even playing subsequent generations of their original characters. If you prefer a more epic style of play you create both an individual character for each

player and you design a tribe with your gaming group. Your tribe can choose to remain neutral and operate as nomadic traders or tomb raiders. You can follow the path of war, and seek to conquer and control vast territories. Or you can build a stronghold, create a place of safety for your people, and maybe even try to rebuild some semblance of civilization.

If you choose the Epic style of play, you'll need to understand the basic rules of play plus the rules for tribes, mass actions, and mass combat.

Retro-Style Gaming & the Encounter Tables

An appreciation of classic RPGs, and the excitement of exploring a new world, both influenced the design and creation of TSL D6. This is reflected in the game's retro-style encounter tables (see Chapter Five), each of which is keyed to a major region of the Talislanta continent.

TSL D6's encounter tables make it easy for a Gamemaster (GM) to create adventures that immerses players in the cultures, creatures, and lore of the Savage Lands. The encounter tables contain a wealth of adventure seeds that can be played as short episodes or spun-off into larger and more elaborate storylines. The encounters are scalable, allowing the GM to easily adapt the information to any sized group of player-characters and NPCs. Optionally, GMs can ignore the encounter tables altogether, or simply use them as a source of ideas for their own, planned encounters.

In short, there is no single "official" way to play TSL D6. Instead, the game is meant to be adapted by GMs and players to fit the playing style and interests of their particular group. Use the game system as a general guide, and let the players explore the Savage Land any way they like. Feel free to add your own house rules or customize any of the rules in this book, in any way you like.



CHAPTER ONE: THE GAME SYSTEM

This edition of **TALISLANTA: THE SAVAGE LAND** uses the **D6** system for the resolution of important actions like combat, negotiation, magic, and finding resources to survive the brutal landscape of the Talislantan continent. The system is based on rolling six-sided dice (the most common type of dice in gaming), and adding them together to obtain a total that is compared to a Target Number (TN) set by the Gamemaster (GM). If the total of the die roll is higher than the target number, the action succeeds. With this game system all you need is paper, something to write with, and dice plundered from dusty board games sitting on your shelf, such as **RISK** or **Monopoly**. The rest is just imagination and a handful of friends. Snacks are optional, but encouraged.

While this rulebook covers everything you'll need to play the game, you may find that certain rules and skills commonly found in other RPGs are "missing" from **TSL D6**. This is intentional, as the game system has been designed to give the GM and players more input into the narrative flow of the game, while at the same time cutting down on extraneous rules and die rolls.

At the heart and soul of **TALISLANTA** is the interaction between the players and the Game Master (GM). It is the GM's job to help simulate in the game those things that make real life so unpredictable: a stroke of good fortune, a freak accident, the strange occurrences that defy all odds or lay waste to the most carefully-made plans.

It's important for players to allow their GM to embellish action results without interfering

during the course of the game. And it's just as important for the Game Master to seek the input of the players, especially as pertains to a key element of the game: Intent.

INTENT

Intent is a player's description of what his or her Character hopes to accomplish by a specific action. Before rolling the dice for an action, for any reason, the players should let the GM know what the character intends to accomplish by the attempted action. This helps the GM determine the Target Number (TN) based on the difficulty for the attempted action, as well as its actual outcome. The degree of difficulty can vary greatly based on the intent of an action (see page 11).

For example, the intent of an attack might be to injure the target, but it could also be to disarm, trip, or capture it. If the player informs the Gamemaster beforehand of the character's intentions, the GM will be better prepared to interpret the result of the die rolls and apply them. Failure to give a detailed intent of an action will likely produce a result that is undesirable to the player. Therefore, the GM is encouraged to make clear a player's intent if it is not clearly given.

TIME IN THE GAME

Except in combat and similarly critical situations, it is usually not necessary for the GM to keep such strict track of time. For example, a day's ride can be covered by the GM in a single

sentence, if nothing special is planned for that day. The GM should feel free to take a flexible approach about time in the game and use detailed, round-by-round descriptions of the action only as needed.

In an epic campaign, a round could be any amount of time depending on the situation. In a battle, the GM could define a round as 1 minute for a minor skirmish or 1 hour for a clash of legions. However, if the tribe is racing to repair a dam during a rain storm some rounds could be 10 minutes for bracing the dam with timbers, but suddenly, when a small breach appears, the rounds could be 30 seconds to patch the breach before it widens and takes down the entire structure. The GM is encouraged to manipulate the time frame, and the rules overall, to make the mechanics of the game fit the story.

ACTION RESOLUTION

In **TALISLANTA D6**, all actions are resolved by rolling the relevant number of dice and adding them together. The character's attributes, skills, or effects (such as the damage rating of a weapon) determine the number of dice. This number is described with numbers such as 1D, 2D, 2D+1, 2D+2, 3D, 3D+1 and so on.

If a character has an attribute, such as Strength, that is 2D, that character rolls two six-sided dice and adds them together to generate a total roll. If the value indicated is 2D+2, the player simply uses the same procedure and adds 2 to the roll of the dice.

The only die modifiers are +1 and +2; when adding dice, if a modifier would be +3, then simply add whole die (for example: 2D+2 + 3D+1 = 6D, not 5D+3); if it would be +4, then add a whole die +1 (2D+2 + 2D+2 = 5D+1, not 4D+4).

The WILD Die

To simulate the unpredictable nature of dramatic actions, die rolls also use the WILD die.

Every attribute, skill and damage die roll typically has one WILD die. If a player is only rolling 1D, that die is WILD. For example, if a character has a Melee skill of 5D, the player rolls 4 standard dice and 1 WILD die.

If the WILD die comes up a "6," the player immediately gains an additional WILD die to roll and adds it to the total. This can continue as long as the WILD dice keeps coming up "6," allowing for low skills to produce large totals and adding excitement to the game.

It's easiest if the WILD die is a different color or size from the bulk of the dice being rolled. However, if your dice are all physically the same, the WILD die can be rolled separately for simplicity.

Success or Failure

Once the total is generated, it is compared to the Target Number (TN), determined by the GM or the roll of the opponent. The difference between the TN and the roll establishes success or failure, as well as the severity of either. If the total of the roll is higher or lower than 10 from the TN the success or failure is considered critical. A critical success is worthy of praise in the stories told around the campfire later, a critical failure may result in playful mockery later—if it is survived. Critical success and failure typically result in a small change of fortune, or maybe a bonus or penalty, to actions committed later. If the effect is not specifically laid out by the rules, the GM can rule on the outcome.

Note: a roll of all 1's on the dice always results in a Failure, even if the total would still be more than the TN.

ACTION TABLE

DIE ROLL	RESULT
10 or more below the TN	Critical Failure: the player not only fails the action, but suffers a mishap. For an attack action, this may include dropping a weapon or striking an ally in the line of fire. This could result in a perilous situation in difficult terrain, such as a cliff.
1-9 below the TN, or all 1s on die roll	Failure: the action doesn't succeed.
0-9 above the TN	Success: the action succeeds, with little fanfare, and the results are applied.
10 or more above the TN	Critical Success: the action succeeds spectacularly. This may result in impressing witnesses or gaining a small advantage. In combat, the character gains an additional +1D WILD damage die for each 10 points rolled over the TN.

Target Numbers

Target Numbers are based on the GM's interpretation of the difficulty of the situation. The TN is set in steps of 5 for each difficulty level or by the roll of the opponent if opposed—typically during combat or a contest. Unopposed TN are as follows:

DIFFICULTY	TN	EXAMPLES
Easy	5	Carrying a light load for a mile. Climbing a tree with many branches.
Moderate	10	Convince a friendly NPC to give assistance. Sing competently.
Hard	15	Climb a wobbly ladder in a siege. Decipher ancient pictographs.
Very Hard	20	Pick a complicated lock. Deliver a performance worthy of an encore.
Challenging	25	Run for 20 miles straight. Climb a brick wall in the rain without gear.
Heroic	30	Lift a 1000 Lb. bolder. Leap a 30-ft. chasm. Halt a riot with persuasion.

Note, the GM is free to set the TN differently than the previous table indicates. These are only guidelines, and the situation presented in the game may require a change in interpretation of the rules.

COMBAT

The TN in individual combat is equal to the opponent's skill with the weapon he is wielding or the action he is performing. If the opponent chooses not to, or is unable to, defend themselves, the TN is 5 plus modifiers. Modifiers may include range, the target's size, cover, darkness, and so on. There is a list of combat and skill modifiers on page 15. A detailed description of the combat rules comes later in this chapter.

Bonus & Penalty Dice

TSL D6 is a system designed to be malleable to the needs of the GM and the players. As such the GM is encouraged to reward clever thinking and good role playing, granting extra dice to certain Actions. Typically, the bonus assigned should be from +1D to +2D, but could go as high as +3D if the plan has multiple advantages. These bonuses could come from a player giving a detailed description of their preparations, using clever banter in a conversation, collecting useful supplies (beyond the basic requirements of the Action), and so on. There are also factors which may impose a penalty in dice, such as a particularly terrible plan or a lack of basic tools, but the GM should hint at the flaws in the plan before imposing the penalty. **TSL D6** has many specific criteria for bonus and penalty dice, mostly in regard to combat, listed in the combat section.

LUCK; THE GOOD AND THE BAD

Each character has a pool of Luck dice, which refreshes every game session, that can be used to modify die rolls. A character's archetype determines the starting number of Luck dice. The more powerful a species, the less Luck it begins with.

Luck can be used either before or after the dice are rolled, and they act exactly like WILD dice, so if a Luck die comes up a "6" an additional WILD die is rolled and added to the total. A maximum of 2 Luck dice can be added to any roll but, as with WILD die, there is no limit to the number additional WILD die added because of "6's" rolled.

Once a character's pool of Luck dice is expended, there is no way to refill the pool until the next adventure or game session. They are literally "out of Luck".

Minor NPCs (non-player characters), such as henchmen or most monsters, don't have Luck dice. Major NPC's, those with names and backstories, typically have the number of Luck available as a starting member of their species. If a major NPC is a singular villain of great importance, designated by the GM as one which should be able to take on several players at once, that NPC should be assigned 1-2 additional Luck, per player, in the game. Thus, if the NPC is challenging 4 players, it should have 4-8 more Luck than indicated by its archetype.

If a player and a major NPC are making opposed rolls they may add Luck dice after learning of their opponent's total roll, but only once.

A player's Luck can be increased using Experience Points, just like attributes and skills.

Multiple Actions

Characters can attempt more than one action at a time, even in a single round, but this incurs a special penalty called the Multi-Action Penalty. Each additional action, attempted in the same round, reduces the available dice of all actions by 1D. Therefore, a character who attempts to do three actions in one round takes a penalty of -2D to all three rolls in that round. This is common in combats when a character must engage multiple opponents or achieve a goal in addition to fighting. If the Multi-Action penalty reduces a character's roll to oD, that action automatically fails unless Luck dice are added to that roll. Should the player decide to use Luck dice, they must be added to each roll individually.

EXAMPLE: Ben's character, Satha-Hor, has been ambushed by three assassins and desires to fight his way out quickly. Sizing up his opponents, Ben rashly attacks all three in the same round. Satha-Hor has a 6D+2 skill with his trusty axe, so he rolls 4D+2 against each enemy. The assassins

have a skill of 5D with their curved swords and they decide only to attack once, so they each roll 5D. Ben, sensing that the odds are not good, notes that he will probably have to spend Luck on any of the rolls he fails. Hopefully, he won't fail all three opposed tests!

Contests

When two individuals, or sides, are engaged in a non-combat activity that pits them against one another they are in a contest. A contest is a resolution of anything: a competition between storytellers, a drinking game, determining the winner of a sporting event, and so on. When a contest occurs, the GM determines what attribute or skill to use and what constitutes a conclusion to the contest. For instance, if the contest is a wrestling match the GM may designate the winner after a single opposed roll using the two character's Unarmed Combat skill. However, if the contest is between two orators in front of a crowd, the contest may go on for three rolls (each representing a period of debate or storytelling) and the GM may

score the contest over the three rolls—perhaps assigning a bonus if the player engages in good role-playing or planning.

EXAMPLE: *Asha's character, Cha-Ko-Zu, is in a tug-of-war with an NPC treasure hunter over a chest discovered in an ancient ruin. The GM decides it is a straight contest of Strength. Each time one of the characters wins an opposed test they pull the chest, and their opponent, further away from their starting point. The contest is over, the GM stipulates, when one of them drags their opponent to the exit on their side of the room or one of them has a Critical Success. Cha-Ko-Zu has a Strength of 3D, as does the treasure hunter. For several rounds, they go back and forth, the contest dramatically swaying from one side to the other, until Asha decides enough is enough and she adds some Luck to a Successful roll—turning it into Critical Success. The grasp of the treasure hunter is broken, he stumbles to the ground, and Cha-Ko-Zu escapes with the loot.*

The Rule of Thumb

The following sections cover combat, mass actions, and other aspects of the rules system in more detail and provide many options for doing things. However, it is not the goal of TSL D6 to have the GM and players flipping through rule books to find the particular rule for the thing that they are doing.

When in doubt, remember that the game typically applies bonus and penalty dice to the character based on things directly effecting the character themselves, while adjustments to the Target Number are based on criteria that effect the focus of the action and the environment. So just look at the situation, see things like injuries, lack of equipment, and good planning and adjust the dice the player is rolling. Set a target number based on things like range, weather, darkness, and other things that are outside of the player character's control. Then just roll. Maybe you forget a modifier or two, but most of the time it's not important. Just go for it. Run the game, move the story along, and get the

QUICKER AND DIRTIER

As an optional rule, the GM can forgo some rolling and use a default value of 5 per 2D in the skill or attribute, rounded down. For instance, if a player wants to throw a rock through an open window and the GM sets a TN of 10 (moderate difficulty) and the player's character has 5D in Throwing, the player could announce they are going to default to a 10 and automatically succeed in the Action. This can cut down on unnecessary die rolls and speed up game play, especially when the Action is not dramatic. Luck dice can't be added to a defaulted roll.

If the Action is intense, such as in a combat or rescue scenario, the GM may require a roll even if the character has ample skill or attribute dice to default to a success.

Defaulting a roll can never result in a Critical Success. If a player wants an outstanding result, they must gamble with the die roll and potentially spend Luck dice.

If the GM desires to speed up, or simplify, combats or other lengthy scenes in the game they can choose to assign default values to minor NPC's, such as thugs or minor creatures, for combat rolls. In essence, the Target Number is the default value of the NPC's skill or attribute plus 5. Therefore, a monster with a 6D in Escape or Unarmed Combat (normally a default value of 15) would have a TN 20 to be hit by an attack. While this is a little less exciting than throwing down dice repeatedly, brimming with anticipation to find out if the dice have delivered glory or defeat, it can be useful for small engagements and minor events that may bog down an adventure. This method can save time to be used later in an adventure for climactic endings with major villains.

players into character and having fun. The rules are your guide, not your master.

RULES FOR COMBAT

Combat Rounds & Turns

Time in combat is measured in rounds. A round is roughly six to ten seconds long: enough time for combatants to move up to the maximum allowable distance based on their (or a mount's) Speed rating, or draw weapons, exchange attacks, or engage in other simple Actions. During a combat round, each character is given a chance to act. A single character's action within a round is called a turn, as in "it's Severus' turn to attack." Once all characters involved in the combat have taken their turn, the round is over.

Procedure For Combat

To simulate combat in the game, use the following procedure each round:

1. ROLL FOR INITIATIVE

All characters, PC and NPC alike, roll their DEX attribute to determine their turn order for the round. Turns are taken in descending order, from highest to lowest roll. However, a character may choose to wait and take their turn later in the round. This is called holding your turn. A turn can be held until the end of the round, but is lost if not taken. In a mass combat or battle, characters use their Perception attribute for initiative.

EXAMPLE: Bob, Cindy, Sharon and Rick are all playing Imazi hunters. Bob's character, Oo-Ka-Za, has a DEX of 4D, The other characters all have a DEX of 3D. Bob rolls 19. The other players roll as well, resulting in the following order: Bob (17), Sharon (16), their Ra opponents (Ellen, the GM, rolls once for their Initiative to simplify the action) (15), Rick (12) and Cindy (4).

2. STATE INTENT

On the character's initiative, they must state all the actions they plan to take; this includes movement, attacking, retreating, hiding, etc.

EXAMPLE: Bob says that Oo-Ka-Za wants to attack the leader of the Ra paladins, hoping to strike him down and dismay the remaining paladins.

3. DETERMINE TARGET NUMBERS AND BONUS/PENALTIES

The GM assesses the difficulty of each action or rolls the opposed skill of an opponent, addressing all bonuses and penalties such as Multi-Action penalties, wound penalties, and tactical advantages.

EXAMPLE: Ellen decides that the Ra leader won't dodge the attack, betting that Oo-Ka-Za misses. The range is medium, and the paladin is charging, hoping to spear Oo-Ka-Za, so the TN is 20 (5 +10 for range, +5 for moving defender).

4. ROLL THE DICE!

The player rolls their appropriate attribute or skill, with modifiers, and compares it to the TN. If they fall short, or desire a Critical Success, they can add up to 2 Luck die at this time.

EXAMPLE: Bob rolls his dice, getting 2, 3, 4, 5, 5, and 6 on the WILD die! He rolls another WILD die, getting a 5. His total is 30, 10 more than the TN of 20. This is a Critical Hit!

5. THE GM JUDGES THE RESULT

The fallout of failed rolls is described, typically just indicating the character missed an attack, while damage is rolled if an attack is successful. For other actions, the GM decides if the intent of the action is achieved and how that effects the situation. It is important to emphasize the result in this phase; "You jump through the flames and escape the falling building!" "Your foe, struck through the leg, crashes to the ground and surrenders!" "Having misjudged the terrain you fall backwards, landing with a thud

COMBAT MODIFIERS

CIRCUMSTANCE	MODIFIER
One-quarter Cover	+5 TN.
Half Cover	+10 TN.
Three-quarters Cover	+15 TN.
Full Cover	Can't be hit. If the defender pops out during the round, his cover is considered three-quarters.
Attacker Flanking (not Ambushing)	+1D to hit; +2D if directly behind the Defender.
Low Light	+5 TN (Night Vision cancels this).
Full Darkness	+10 TN (Night Vision reduces the penalty +5 TN) if the attacker knows where to fire—if not the target would be +20 TN if the attack is made in the correct direction.
Morale, Intimidated/Fear	-1D to -2D, depending on severity such as Critical Success on an intimidation check.
Attacker Moving	Multi-Action penalty, except as part of a charge.
Target Moving	+5 TN if more than base Speed.
Preparation	+1D to +2D, includes taking one, or more, rounds to aim or dig-in.
Point Blank Range	+0, 1-2 Hexes (1-5 yards).
Short Range	+5 TN, 3-5 Hexes (6-15 yards).
Medium Range	+10 TN, 6 Hexes (18 yards) to one-half the effective range of the weapon.
Long Range	+20 TN, over half the effective range of the weapon.
Extreme Range	+30 TN, over the effective range of the weapon, but no more than double.
Defender Size	See Scale (page 16).
Tactical Advantage, Attacker	+1D to +2D, such as attacking from higher ground or having the defender surrounded, may stack with other tactical advantages—GM Option.
Two-Handed Weapon used One- Handed	+5 TN, causes Fatigue (see STR MIN, Page 22).
Unusual Situation, Attacker	-1D to -2D, such as hanging from a moving conveyance or balancing on a treacherous surface, may stack with other unusual situations—GM option.
Light Wound (one Wound taken)	-1D.
Heavily Wounded (two or more Wounds taken)	-2D.
Incapacitated (0 Wounds, or less, remaining)	Can't take actions.

Note, some modifiers, such as Cover, may only apply to ranged attacks.

on the ground below the ledge and are injured badly...”

EXAMPLE: *Because this is combat, the result of a Critical Success is an additional +1 WILD die for damage (see page 11).*

6. NEXT PLAYER'S TURN

Once a player's turn is complete (all damage or other effects resolved), it is the turn of the next player in initiative order.

EXAMPLE: *Once Bob's turn is complete (we'll stay with him in the damage section below), it's Sharon's turn, starting with her statement of intent.*

Combat Damage

The amount of damage an attack does is determined by rolling the dice according to the Damage rating of the weapon. Most weapons are based on the character's Strength attribute. A typical sword is listed as STR+1D+2, therefore if a character has a 3D+1 STR they roll 5D for damage. (see Chapter 7, Equipment). Other weapons, like a crossbow, aren't affected by the character's STR and are just rolled with the dice indicated.

The TN to do damage is normally 5, and success results in 1 Wound Level. Critical Success grants an extra Wound Level per 10 rolled over 5. So, a roll of 26 would be 3 Wound Levels of damage. Characters can take 1 Wound per 1D in the Strength attribute they possess before they fall unconscious or die. Note that minor characters, such as bandits, often flee or surrender after taking only one or two wounds.

EXAMPLE: *Bob rolls the dice to determine how badly he has injured the Ra leader. A thrown Gwanga does STR+1D+1. Oo-Ka-Za's STR is 3D+1, for a total of 4D+2, but Bob gets an additional WILD die for his Critical Hit. He rolls, getting 2, 4, 4, 5 and 5. He decides to spend a Luck die, and gets a 6! He rolls it again, getting another 6! A third roll, and this time it's only 4. His total is 36, inflicting 4 Wounds.*

Scale

When characters are dealing with opponents that are much larger or much smaller than themselves, this is considered a difference in scale. Scale is rated from 0 to 6, with most characters rated at scale 2: humanoids. Scale 0 creatures include most insects and tiny animals, while scale 6 beasts are gigantic monsters of Lovecraftian proportions.

SCALE	CATEGORY	EXAMPLES
0	Tiny	Rodents, Bottle Imp
1	Small	Children, small animals, Fetch
2	Medium	Adult humanoids, Manth, Withen
3	Large	Catdrac, Malathrope, Strider, Tarkus
4	Huge	Behemoth, Megalodont
5	Massive	Kra, Great Land Dragon
6	Gigantic	Colossus, White Wym

When dealing with something of a different scale, check the difference between their scale ratings and apply a modifier to hit and damage based on the table below. The To-hit modifier adds dice to attack or dodge (normally a character can't parry an attack from a larger-scale enemy), while the damage modifier is a flat +/-10 per difference in scale.

EXAMPLE: *Iso-Lar, Ray's archer, has been cornered by a young Kra that is scale 4. As the Kra is 2 scale levels above Iso-Lar it gains +20 to all damage rolls and, if Iso-Lar hits the Kra with his bow, the TN to damage the Kra is 25 instead of the normal 5. On the other hand, the Kra is so large that it is hard to miss, so Iso-Lar has +2D to hit the young Kra, and when he is attacked he gains +2D to Escape the attack. The creature is much too large to parry and a crushing attack may be considered Area of Effect.*

SCALE DIFFERENCE	TO-HIT MODIFIER (SMALLER SCALE)	DAMAGE MODIFIER (LARGER SCALE)
0	N/A	N/A
1	+1D	+10
2	+2D	+20
3	+4D	+40
4	+6D	+60
5	+8D	+80
6	+10D	+100

It is important to note that a much larger (3 scale levels or more) creature's attack can be considered Area of Effect, which would prevent a smaller target from Evading. The character may choose to Dive for Cover, forfeiting their action, but the Escape bonus due to scale difference is not applied in this case. In short, it is best not to pick a fight with something more than 2 scale levels larger than yourself!

Shields

Using a shield gives a defender a +1D bonus to parry an incoming attack and can serve as cover against a ranged attack. Most shields are considered one-quarter (+5 TN) or one-half (+10 TN) cover. The equipment chart specifies Cover protection. A shield either stops all damage (while absorbing some itself), or stops none.

When using a shield and an attack misses, but is not a Critical Failure (a complete miss), it may mean that the shield successfully stopped the damage. Make a damage roll and apply it to the shield. A Failure or Complete Failure result means the attack missed completely. Damage from a Success or Critical Success is applied to the shield (the GM can opt to forgo checking damage to shields for attacks of 3D+2 damage or less, as they are highly unlikely to produce a result and may slow down game play). Shields have a PR, just like armor, which serves to describe how much damage they can take before

being rendered useless. Most shields are PR 2, so if an attack does 3 Wounds or more the durability of the shield is reduced by 1. These unstoppable wounds damage the shield instead and are not transferred to the bearer of the shield.

If a shield is used to defend against attacks of a greater scale, such as a large monster, the entire damage is applied to the durability of the shield. For example, a scale 3 monster strikes at a character with a shield, rolling a normal miss and doing 5 Wounds; the shield's durability is reduced by 3. This effect could apply to siege weapons and powerful traps as well.

A shield typically lasts longer than most armor, but if its durability is reduced to zero it can't be repaired; it's basically scrap wood or metal.

Armor

Protection Rating (PR) describes the protective value of armor. This includes all forms of natural armor, like a thick hide. Armor of any type is rated according to the number of Wounds it can absorb before it is useless. The PR appears in the equipment description like this: 1(2). The first value is the represents the number of wounds the armor stops before the character takes damage. For example, if the target takes 3 Wounds, the first is stopped by the armor and the target takes only two Wounds. The second value represents the durability of the armor, or the number of times it can take damage before it is no longer effective. Using the same example, if this armor penetrated twice, i.e. if it is struck twice for two Wounds or more, it is no longer effective in stopping damage until it is mended. Attacks that don't penetrate the armor, doing 1 Wound, don't reduce the durability of the armor. Natural armor, such as the scales of a giant monster, maybe listed as 1(-); this means that the armor is always protective. However, a character can target an open wound on a creature with a Called Shot (page 18) if it has already taken damage.

Armor is listed with a set of locations, showing what it protects. Most armor protects

the chest and back, but more expensive armor includes the arms and legs. Unless stated in the intent of the attack, the damage sustained is applied to the chest or back, depending on the relative position of the attacker and the target. To bypass armor, an attacker can state that their intent is to strike another location on the target such as a limb or the head. The damage is applied to the called location on a Critical Success. The natural armor of a creature often has weak spots, such as joints or the face, which can be targeted.

To repair armor the character must have time and the proper tools. The TN is 5 plus 5 per durability point that needs to be restored to the armor, using the appropriate Armorer skill, and it takes approximately 1 hour per durability point to complete. A Critical Success reduces the repair time by half, while a Critical Failure renders the item useless.

Special armor types may vary regarding PR and repair. Consult the description of the armor type for specifics. Natural armor doesn't need traditional mending; it is repaired by normal healing and benefits from healing items.

EXAMPLE: *The Ra paladin is wearing paladin armor, with PR 1(3). The armor stops one wound, while 3 get through. The armor is damaged for one durability point.*

Additional Combat Rules

MOVEMENT

Moving is an essential part of combat. Each character has a Speed rating, typically their archetype's base Speed +1 per 1D of Dexterity the character possesses. This number indicates the number of hexes the character can move on a map and still commit a normal action, such as attacking. If the GM is not using a map, the Speed rating can be translated as 2 yards per 1 Speed rating. Therefore, if a character has an archetype with a base Speed of 6 and Dexterity of 3D, their Speed rating is 9 and they can move up to 18 yards in a round and still act.

A character can commit actions before or after they move, but movement over 2 hexes (4 yards) inflicts Multi-Action penalties. Therefore, if a character moves 4 hexes (8 yards) and then makes an attack, that is considered 2 actions and the attack suffers a -1D penalty. It is possible to commit an action in the middle of a character's movement if the GM determines that it is appropriate; for example, a character could move past a spear stuck in the ground and grab it while on the move.

Characters can move faster than their Speed rating by declaring that they are running or sprinting. A character who is running can move up to double their Speed rating in a round, but are restricted to defense and other simple actions. Sprinting allows a character to move up to four times their Speed rating, but the character can't commit an action as they are focusing all their energy on moving at the maximum velocity their bodies can achieve.

Swimming, climbing, crawling, and jumping are considered actions if they cover more than 1 hex (2 yards). A character can move one half their Speed rating if swimming, and one quarter their Speed rating if climbing something like a ladder or rope.

If a character attempts to move away while engaged in melee combat, their opponent can pursue or attack them so long as they have not already had their turn in the round. Essentially, the opponent gets their turn at same time as the character attempting to disengage from the combat.

SPECIAL MANEUVERS & CALLED SHOTS

In lieu of a standard combat attack, an attacker or defender may opt instead to use a special maneuver. These tactics can include anything from attempts to knock out, subdue, disarm, evade, trip, or entangle, to just about any other combat-related maneuver that can be imagined, including called shots. This is a chance for the player to not only be more descriptive and vivid, about the action, but to introduce a variety of situations outside of standard attack and defense.

To use a special maneuver, the character needs to state their intention for the action. The TN is determined normally; but in order for the special maneuver to succeed the character must score a Critical Success. A normal Success has no effect, as the defender managed to avoid the attack. The damage bonus for a Critical Success is not applied unless the attacker has rolled 20 or more over the TN. If the intent was not to cause damage, such as in a disarm or knock-down, no damage is rolled.

Note, in a called shot a target can never take more than one-half of its total wounds if the stated location was a limb or non-critical location. Therefore, a defender can't be killed instantly by taking a shot to the arm or leg unless they have already sustained damage elsewhere. Targeting vital organs or the head doesn't have this restriction. Limbs, including the head, are severed if they take 2 Wounds or more. In addition, a called shot can be used to even the odds against a creature of a larger scale. The attacker can reduce the scale modifier (see Scale, page 26) by 1 level by targeting a weak spot, such as soft tissue.

AREA OF EFFECT ATTACKS

Some attacks can do damage across a wide area, more than 1 hex (2m square). This is called an Area of Effect attack. This could include explosives (though they are rare in Talislanta), traps that hurl dozens of arrows, the club of a giant creature, an avalanche, or the effect of some magics. These attacks are very dangerous. They are difficult to avoid and do more damage.

An attack defined as Area of Effect can't be defended against normally. The defender must Dive for Cover, essentially trying to run or jump to safety. This may be as simple as getting out of the way, or putting an obstacle between the player and the source of damage. Diving for Cover requires an entire round to accomplish and can't be combined with other actions. This is a defensive action, so the player can use their upcoming turn to Dive for Cover: if the player has already had their turn in the round they can choose to use their next turn (in the following

round), to Dive for Cover—in essence, they won't roll for initiative in the following round. If the player is prone or otherwise unable to move effectively they can't Dive for Cover.

The TN to Dive for Cover is 10 if the character needs to move less than their Speed rating to get to safety, 15 if they need to move more than their Speed rating (running), and 20 if they need to sprint. If the terrain is rough, or strewn with obstacles, the TN could be +5 to +10 more.

Since an Area of Effect attack effectively strikes all over the target's body it does additional damage. Instead of needing +10 to do an additional wound, an Area of Affect attack only needs +5. Some of these attacks may suffer a loss of effectiveness the farther out the target is from the center of its effect. An explosion does only half damage, rounded up, if the target is more than half the maximum distance away from the source of the bomb. For example, if a torch is dropped into a volatile fire pot and the GM determines the damage is 4D and the Area of Effect has a 6 hexes (12 yard) radius, then a character caught in the blast who is more than 3 hexes (6 yards) away takes only 2D damage.

Area of Effect is listed in the special abilities of weapons and creatures.

BREAKING A WEAPON

If a character rolls a Critical Failure with a 1 on the WILD die on either an attack or damage roll, their weapon breaks. The GM can overrule this result if the situation doesn't lend itself to this happening. A broken melee weapon reduces damage by 1D. A ranged weapon that breaks on an attack roll ceases to function, but if on the damage roll the missile, such as an arrow, simply shatters harmlessly on impact.

Repairing a weapon requires the proper tools and components, such as a new bow string or a good branch to make into a spear shaft, and possibly a Weaponsmith skill. Forged items, like a sword, can't be repaired, they must be replaced. It is said the Old Archans had ways to mend shattered blades, but that knowledge is lost. Broken blades can often be sold at partial value, typically to blacksmiths who melt them

down for new weapons. Metal is too valuable to be thrown away. If the character continues using the broken weapon, a second break renders the weapon completely useless.

CHARGE

Charging allows a character to make a running action and make a single attack at the end of their movement. The Multi-Action penalty still applies, but the character gains a bonus of +1D to damage if the attack is made with a melee weapon. If a character is riding a mount, or a vehicle, a charge can be done while their mount is sprinting. This is because the character is not focused on intense physical exertion, but instead is guiding their mount to the target. Using a mount with a spear or lance confers a +2D bonus to damage if running and +3D if sprinting—otherwise the bonus is +1D.

If a defender has a polearm such as a spear, or a ranged weapon, they can make an attack against a charging enemy first—even if they lost the initiative. This simulates having the time to prepare and execute the counter-attack while the charger is moving.

DEFENSE

Unless a target is ambushed, the defender can choose how they are going to deal with an incoming attack. The most common methods are to parry using a melee weapon skill, or dodge using the Escape skill. This is an opposed test between the attacker and the defender. Defense is considered an action, so if a character makes a defense action in a round before their turn, the defense is counted as part of a Multi-Action penalty. Respectively, any attacks or actions committed prior to being attacked are counted against the defense as well.

Note that a defensive roll applies to all incoming attacks from a single attacker. Thus, if an attacker chooses to strike their target more than one time, the defender need only make one defense roll. Fighting off multiple attackers requires additional actions.

EXAMPLE: Sara's character, Janu, has rolled an initiative of 17 and the brigand she is fighting has rolled a 13. On Janu's turn, she attacks the brigand with her spear using her 5D+2 Spear skill. The brigand successfully parries with his 5D Sword skill. When it comes to the brigand's turn, he chooses to attack Janu twice. Including his earlier parry, this is three actions total or a -2D penalty, so he rolls 3D twice against Janu. As Janu is only defending against the one brigand, she only counts her previous attack and one defensive parry as actions, for a total of two actions or -1D. Janu rolls 4D+2 once, and the brigand must hope to beat her roll with at least one of this two 3D rolls. This is a gamble, but the brigand is desperate and hopes to land a pair of long-shot strikes.

The Escape skill must be used against ranged attacks such as arrows. The GM first establishes the TN if the target doesn't dodge. As normal this is 5+modifiers, such as range and cover. These modifiers can add up quickly in many situations, which gives the target the option to choose not to dodge (saving them an action) if the TN already seems high. Alternatively, they can choose to roll their skill (including Multi-Action penalties) and, as long as they don't roll a Critical Failure, they can take either their roll or the established TN. Essentially, the defense roll is compared to the attacker's TN and the defender can take the better option. The gamble is that the Critical Failure leaves the target wide open to attack.

The Escape skill is also useful in disengaging from a melee, allowing them to flee. Instead of parrying, the character who is trying to disengage uses their Escape skill as a defense and takes a Multi-Action penalty for moving as well. If the opponent misses, the attempt to retreat works.

GRAPPLING

Grappling is any attempt to grab, restrain, or throw an opponent using strength, leverage, or special grappling weapons. If the attack is successful, the victim is restrained, and may take no further action until he can escape the

hold by making a successful STR roll, or using an Unarmed Combat skill, as an opposed roll to the attacker. If the defender's escape attempt is unsuccessful, the attacker can throw or choke the defender without the need for a second attack roll on the attacker's next turn. The damage is equal to the attacker's STR-ID and most armor doesn't apply.

UNOPPOSED ATTACKS

Attacks against opponents who are helpless or unaware (as in an ambush situation) are called Unopposed Attacks. If the helpless or unaware opponent is in melee range, the TN to attack is normally 5, as the defender can't use a defensive action. If the target is farther away most of the normal modifiers apply, especially cover and range. The attacker also has the advantage of being able to use the preparation (or aiming) bonus in most Unopposed Attacks. The attacker doesn't gain an automatic damage bonus; but the reduced TN makes a Critical Success more likely.

ENCHANTED WEAPONS

Enchanted weapons do additional damage based on their rating, granting a bonus between +1 to +2D. Enchanted weapons created by the ancient Archaens may also have been imbued with one or more magical powers; such as the ability to burst into flame, additional damage against certain types of entities (for instance, +1D to demons, on top of the base damage bonus), the ability to cut through non-enchanted armor without penalty, etc. Enchanted weapons only break when striking other enchanted objects, and they may continue to function even then. The folk of the current era don't know how to enchant weapons with such advanced properties.

ENCHANTED ARMOR

Enchanted armor has an additional effect, on top of its PR: it doesn't lose durability due to hits from non-magical weapons. Essentially, enchanted armor has a rating of PR 1(-) against normal weapons. Enchanted weapons that penetrate armor (listed as Armor Piercing) ignore

EXPEDITING COMBAT

If the GM desires to speed up combat, they can choose to ignore the defense option of the combat round and simply have the combatants roll their skill, opposed, to determine the outcome. Essentially those that lost initiative would counter-attack immediately and skip their turn. This reduces the drama of the guard, turn, parry, dodge, spin and thrust of the combat, but it reduces die rolls and can expedite a minor encounter.

Another method is for the GM to identify certain enemies as "minions." Minions rarely fight to the death and retreat after taking a Wound Level or two. This also happens with creatures who seek to make a meal of a member of the tribe, but find the target character too dangerous to pursue. Therefore, many creatures flee if they are Heavily Wounded. The characters are victorious, but lack a carcass to pose triumphantly on.

this ability and reduce magical armor's durability normally. Armor created by the ancient Archaens may also have been imbued with one or more magical properties, such as the ability to protect the wearer from fire, protection from a specified type of creature (such as +1 PR against a Demon), etc. The folk of the current era don't know how to create enchanted armor with such advanced properties, but they can repair already-existing armor.

If the enchanted armor has the Reduction power it reduces the number of dice rolled by the attacker. Therefore, if a magical breastplate listed Reduction -2, and the bearer was hit with a 5D+1 attack, the actual damage rolled would be 4D+2. The Protection rating of the armor is then applied. Damage can never be lowered below 1D in this manner.

STRENGTH MINIMUM

Weapons and armor typically list a Strength minimum (STR MIN), the STR required to properly use the item. If a character doesn't meet the STR MIN for a weapon, the character suffers a penalty of -1D to hit and to damage with that weapon—to a minimum of 1D to hit and STR+1 damage. If the character doesn't meet the STR MIN for armor, they are -1D to all physical actions attempted while wearing the armor—including attack, defense, and damage. Additionally, if the character wears the armor for a long time, such as a day's march or a short battle, they will be fatigued and require rest. Note that if an item is of a larger scale, such as a giant's club, the character can't wield it effectively at all.

Non-Combat Damage

Characters in the Savage Lands can experience many different perils, not just the blade of a marauder or claw of a beast. Here are some simple rules for dealing with the many ways a character can be injured. Should a character take damage in a way that is not listed here, choose the closest damage type and adjust appropriately.

MISCELLANEOUS DAMAGE RATINGS

BURNING/FIRE: 1D per round if the character is on fire from a normal (non-magical) fire. Add 1D for a liberal coat of accelerant (like oil), and up to 4D for a well-built pyre or perhaps even a forge. However, there will be burns, regardless of how much damage is sustained, which cause a -1D penalty to actions involving the affected limbs. Armor seldom protects against being on fire, but would work against a fire-based attack—initially. If an attack sets the character on fire, the damage would affect them as normal.

CRUSHED: If a large object should collide with a character, such as a bolder or a runaway dray, the GM assigns a damage value of 2D for an object of less than 100 pounds, 4D at up to 200

lbs, 6D up to 400 lbs, 8D up to 800 lbs, and so on. If the character is pinned under the object, they take half the initial damage each round if they are being crushed by something like a creature or mechanism actively pushing down on the object; or per minute if the object is just resting on their body. Armor typically doesn't apply against crushing damage unless it covers the entire body.

DISEASE, BLOOD-FEVER: The character suffers brain damage that causes hallucinations, and eventually crippling dementia. A failed resistance test imposes a -1D penalty on all mental skill tests, such as Barter, Engineering, and Lore, for the first week. The character randomly sees things which are not there, or comes to obviously mistaken conclusions for the duration of the disease, as determined by the GM. This penalty grows by -1D per week until the penalty becomes greater than the character's WIL dice, at which point the character descends into complete madness and becomes unable to commit any rational actions. Effectively, the character is unplayable and the most merciful thing to do would be to end the life of the character—a cure is too late. Cures can be brewed by potion masters, but rarely are such curatives on hand. The ingredients are difficult to store for more than a few weeks. If a cure is obtained the disease reverses itself in 1D+1 days.

DISEASE, CORPSE-ROT: The character loses 1 Wound per day until healed, but doesn't lose consciousness at 0 Wounds—nor do they go to negative Wounds due to the disease. The character can't heal any Wounds taken by any means—magic, skill, or medicine—until the Corpse-Rot is cured. The character doesn't experience pain. A curative potion will end the disease. The character doesn't experience pain, but still incurs the Wound penalties due to the loss of muscle tissue.

DROWNING: A character can hold their breath for 1 round per 1D they have in their Swimming skill. After that they must make a swimming

check after TN 5 times the number of rounds they are still under water. Therefore, if a character has a Swimming skill of 5D, they can hold their breath for five rounds. On the sixth round they must make a Swimming check at TN 5, on the seventh round at TN 10, and so on.

If a check fails, the character starts breathing water into their lungs and the next check is TN 10 times the round. On a Critical Failure the character falls unconscious and must be pulled from the water and healed within a number of rounds equal to their STR dice, or die.

FALLING: A character who falls onto a solid surface, such as the ground or a floor, takes 1D per 10 feet fallen, to a maximum of 12D. Above 130 feet the damage is considered Area of Effect (see page 19) damage and does 1 Wound per 5 above the damage TN (typically 5), instead of every 10. Armor doesn't apply against this damage. If the surface is "soft," like water or tent canvas (held up by poles), the GM can reduce the damage by 2D-4D.

EXPOSURE: This can vary a great deal based on conditions and the species of the character, but the standard procedure is to assess the harshness of the climate at 1D to 3D and set an interval for that damage to occur. The interval is typically per day, but if there is a lack of cover the interval could be set as low as per hour. For example, if a character is trapped on an ice flow with some cover or shelter, the GM could assign 2D damage sustained daily. If the character's meager shelter is destroyed, the GM may decide the damage is taken twice daily; maybe even hourly, if a storm moves in.

THIRST/HUNGER: Unless the character's archetype or species has special resistance to dehydration or lack of food, a character automatically takes 1 Wound Level every other day they are without water, until they reach 0 Wounds and become unable to move in a meaningful manner. At this point, they will die the following day.

DESTINY INTERVENES

If the GM decides that the game is too lethal, they can allow characters to reduce damage taken by spending Luck. Every 2 Luck dice expended reduces damage by 1 Wound Level. This should be capped at no more than 4 Luck spent in this fashion on a single instance of damage. A player must decide if they are reducing damage immediately after it is determined or forfeit the opportunity. Additionally, the GM can allow Luck to be used to delay bleeding damage. This would give other players more time to get to a badly injured character in order to save them from dying.

Lack of food works the same way, but the Wound Level is sustained per week, and after becoming immobile at 0 Wounds, they take an additional Wound per day until dead. If characters are operating with low rations, i.e. half the needed food and water (or less), the interval between wounds is doubled.

INJURY & DEATH

Characters that have sustained 1 Wound are considered Lightly Wounded and are -1D to all actions until healed. At 2 Wounds or more they are Heavily Wounded and suffer a -2D penalty. When the character has sustained the same number of Wounds as their STR dice, essentially having no Wounds left (also called "0 Wounds"), they fall unconscious and will die from bleeding (external or internal) if not treated.

Death occurs when a character takes double the number of Wounds than they have STR dice. Thus, if a character has a STR of 2D, they die after taking 4 Wounds.

HEALING & RECOVERY

Healing occurs at the rate of 1 Wound per week if the character is able to rest and has some basic medical treatment, such as bandages and a salve to prevent infection. If not, the character typically heals at a rate of 1 Wound per two weeks; perhaps longer if they engage in strenuous activity. For basic medical care the character, or a member of the tribe, needs at least +1D in the Healing skill and the equipment to provide the care. While a character is healing, i.e. after their wounds have been bound, the Wound penalty no longer effects mental and social skills like Lore or Barter, but it still effects physical skills like combat and Stealth.

The most critical part of healing is the treatment of wounds taken immediately after the trauma is received. This is called Stabilizing Wounds and it includes stopping blood loss, setting bones, applying disinfectants and healing salves, and so on. The application of first aid must be done as soon as possible, not only to begin the healing process, but to prevent Wounds from becoming worse. Untreated Wounds result in additional damage of 1D (WILD), rolled at an interval based on their current Wound level: if Lightly Wounded the roll is at the end of every day, including the day the Wound was sustained; at Heavily Wounded the character takes the damage every hour; and if incapacitated or below, the damage is every 10 minutes until dead. A character can spend Luck to reduce the damage at 2 Luck per 1 Wound Level sustained from worsening, but this doesn't stabilize the injured character, it just stalls the inevitable.

The TN to stabilize an injured character is 10 at Lightly Wounded, 15 at Heavily Wounded, 20 at Incapacitated, and if the character has reached negative their STR in Wounds (but not below) and a care giver can reach the character less than 10 minutes from the time the damage was sustained, they can attempt a heroic stabilization at a TN of 30. A Critical Success on this check halves the time to heal the first wound, but the healing rate is normal after that. A

Critical Failure results in an additional Wound and the injured character continues to worsen. A failed stabilization check can be re-rolled after the next time period the wounded character would take damage. In the meantime, the character is suffering from their Wounds as if they had just taken them, impacting all their skill checks—not just physical ones.

Healing Potions

Healing potions instantly heal 1 Wound from most forms of damage and stops bleeding damage. A healing potion may revive someone who has died on the previous round due to injuries. In this case, the victim must make a TN 15 STR or WIL check (whichever is higher), or die.

Magical Artifacts

Magical artifacts are entirely up to the GM's whim; some may aid natural recovery, some may immediately restore Wounds, and some may put the patient into a coma while accelerated healing occurs.

MASS ACTIONS

The rules for mass actions can be used whenever a tribe or large number of individuals collectively attempts to perform an action that doesn't involve combat.

Examples would include a tribe salvaging valuable materials from a ruined structure (using the Salvage skill), or working together to move a heavy object (using an attribute in this case, STR).

There are two ways to resolve a mass action: one uses a central character as the primary focus; and the other sets a skill or attribute value, representing the general capabilities of the group, to be used to resolve the mass action.

Central Character

A central character is used most often in small groups, typically less than ten or so. The central

character is the leader or primary driver of the action. In this case the skill or attribute used is that of the central character and the GM determines how much help, if any, the rest of the group gives. Things to consider include: do other members of the group have relevant skills (at least +1D in the skill)? Are the other members physically able to assist in the Action or are they limited by available space? Are tools needed, and are they in sufficient supply? Is the group hampered by fatigue or injuries? The answers to these questions help the GM determine how many people can help the central character. Each qualified helper adds +1 to the central character's skill, up to +3D. In this case, the primary character can use Luck to alter the outcome to the mass action.

EXAMPLE: *Sovoran, Kenji's character, is trying to move a boulder away from a cave opening to free a trapped tribesman. Sovoran is the mightiest character, with a 4D Strength. He has a dozen members of the tribe with him, but the GM determines that only five people can get around the boulder to move it. They don't have many tools, such as picks or ropes, so it must be brute force. Sovoran chooses four of the strongest of his group and has them gather round the boulder to move it. They give him a +1D+1 bonus, as four can help, for a grand total of 5D+1. At a TN of 30 they are in for a great struggle with the massive rock.*

EXAMPLE: *Hannah's character, Wulda the Wild, is hunting an enemy war-band that raided their village. She has an excellent Tracking skill of 6D, but it is dark, the terrain is dry, and the enemy is stealthy. Among her group are 8 members of the tribe who are also skilled in Tracking, having +1D or more in the skill. The GM decides that having more hunters to fan out and search a greater area gives a higher likelihood of finding the trail. Since all 8 hunters can help, Wulda now has a +2D+2 bonus, to her Tracking skill. Her enemies should beware!*

Group Skill Rating

When dealing with large groups where an individual is not the focus of the action, the GM needs to determine the skill rating of the group and adjust the TN to account for the size of the group opposed to the size of the task. This represents the general capabilities of the group or tribe. The Tribe Sheet lists some average ratings the group possesses, such as combat ability, but other qualities may require the GM, and players, to estimate. The estimate should look at the typical attribute of the group or tribe, often based on archetype, and if the skill needed is common in the group. A group or tribe that is renowned as craftsmen are likely to have repair skills, so a GM may assign a group crafting skill of 5D-6D. If another group is known mostly for warfare, they might only have a group crafting skill of 4D.

EXAMPLE: *The Harpak tribe is expecting a huge swarm of devastating Rhasts sometime early the next day. Unchecked, they will destroy the crop and could injure, or even kill, many in the village. It is decided that trenches, for firewalls and moats, must be dug and preparations made. The players point out that the Harpak tribe are great farmers with numerous plows, tools, and strong backs skilled at digging. The people are fairly strong and the GM calculates their effective skill to be 6D: an average 3D Strength, +2D in skill, and +1D for the proper equipment and experience. There is a lot of work to do; three trenches almost 100 yards wide and at least three feet deep need to be dug and filled with water from the nearby well or with oil from the storehouses. With only a day to do the work, the GM decides the TN to finish each trench is 15. Since there are 3 trenches in the plan, the tribe takes a Multi-Action penalty to tackle all three, for 4D on each roll. This not only simulates the short time frame, but also the division of labor required.*

As part of the mass action process, the players and GM should cite the advantages and disadvantages the group has. Much like in a contest (see page 12), this could include magic,

technology, surplus manpower, special skills, a talented leader, an excellent plan, good or bad morale, injuries, and disease, and so on. These advantages and disadvantage are compared, a value is assigned to each (generally 1D to 2D), and a total bonus or penalty is established for the Action after comparing the value of all the advantages and disadvantages.

EXAMPLE: *the gods are with the Harpak tribe (blessing their dice) and they complete all three trenches before the hordes of rampaging insects appear. However, the tribe must remain vigilant and prepare for the actual assault. The GM decides that teamwork is most important, so the tribe's combat value of 4D is used as the base skill. The players think up a few positive points, such as the strength of the three-layered defense, the abundance of the oil stocks, and the return of their Chieftain with a hunting party to lead the effort. The GM thinks and notes that the bulk of the tribe has been digging through the night and is fatigued, but otherwise is not at any other serious disadvantage. Each advantage and disadvantage is assigned as 1D and, with two more advantages than disadvantages, the tribe is effectively 6D against the first wave of destructive Rhasts. The GM decides to roll 2D (not WILD) to see how many waves of rhasts there are to defend against. Each wave is a test to defeat, or turn back, with Critical Successes and Failures producing dramatic changes in the action. The Harpak tribe stands behind the first trench, filled with oil, and they prepare to stand their ground for a long struggle.*

Advantages, Disadvantage, and Scale

Judging what constitutes an advantage or disadvantage in a role-playing game can be subjective, so here is a short list of common advantages and disadvantages that can be assessed in mass actions.

ADVANTAGES	DISADVANTAGES
Superior tools and technology	Bad weather, such as heavy rain or fog
Good positioning, such as high ground	Harsh terrain
Well supplied and provisioned	Having many injured or sick tribe/group members
Strong morale/belief system	Fatigued or malnourished group members
Plenty of strong backs	Lack of knowledge/information
Wise scholars and shamans	Unscrupulous group members, corruption
Excellent planning/strategy	Ill omens, cursed group members, taboo lands

Advantages and disadvantages should typically be assigned a 1D value; perhaps 2D if they are particularly strong. Only on rare occasions should any be assigned a value of 3D, as this represents only the direst circumstance or most powerful capability—things associated with incredible magic and rare natural disasters. If the group is very large, the GM could assign values as low as +1 to an advantage or disadvantage to account for a smaller impact on the event.

Scale can also be a factor in mass actions and mass combat. Though typically this is only important in opposed tests such as warfare and contests. In this instance scale is used to define the size of the tribe, or group, to show numerical superiority and account for it in resolving actions. The numbers of group members are relative, but providing a guideline to establish the scale of a group. Note that large numbers

might not have an effect in a mass action, as applying too many group members to a single problem often results in the excess standing around with nothing to do.

SCALE	CATEGORY	NUMBER OF GROUP MEMBERS
0	Party	Less than 10
1	Band/Platoon	10 to 30
2	Village/ Company	31 to 200
3	Town/Battalion	201 to 1,000
4	City/Legion	1,001 to 10,000
5	Nation/Division	10,001 to 100,000
6	Empire/Army	Over 100,000

Major Characters

Major characters (see page 37) can play a very important role in mass actions, and each one could be considered an advantage, or disadvantage, in the situation. When the tribe or group is attempting a mass action, each player and major NPC should state their contribution to the action. The intent of the contribution could be positive, negative, or even neutral to the outcome. Some major characters may want the action to fail or simply take longer to achieve for personal reasons. Differing contributions to a problem can simulate political turmoil in a tribe.

After all the major characters have declared their intent in contributing to the action—even choosing to abstain from any involvement—the GM must determine if a test is required to make their contribution and how that contribution should be valued. The test is like a normal action, as it is based on what the characters are directly doing. Their action could give a bonus or penalty, or cancel a bonus or penalty. This is one of the most nebulous calls a GM will have to make in the game, as it depends a lot on opinion, so the GM should consult the players and encourage a friendly, but short, debate on the merits of some of the individual actions.

Note that as major characters are individuals acting on a large problem, they can often have an effect as small as +1 on mass actions. However, an entire gaming group, with several players, can often band together to give their tribe several dice in advantages... or scuttle the entire attempt.

EXAMPLE: Bill, Wendy, Ivan, and Rakeesha have characters who are part of the Fire Snake tribe. The tribe has heard that a ruthless warlord is moving their way, burning and pillaging as she goes. The chief, a Major NPC, decides the tribe will prepare fortifications and defend the village. The GM declares that the chief uses his Command skill to coordinate the building of defense. Bill declares that his character rides out to scout the enemy position. The GM asks Bill to roll his Tracking skill against a TN of 10—the enemy numbers are great and they are easy to find. The GM decides that Bill will contribute +1 to the defense on a Success; +2 on a Critical Success. Wendy's character is a Sage and reads the omens to give advice to the Chief. The GM has Wendy roll her Shamanic Lore skill, against a TN of 20 (the gods of the tribe are a cruel lot), but instead of granting a bonus, the contribution will dispel the dark rituals the warlord uses to instill fear in her enemies. This is a -1D penalty to the mass action that Wendy can neutralize on a Success. Ivan's character is a warrior, but he can't see an immediate way to improve the situation, so he decides to join the ranks of the defenders. The GM sees no need for a roll and gives a flat +1 bonus for having a highly skilled combatant in the ranks. Rakeesha's character is a craftsman and she could contribute to building fortifications, getting a bonus the same as Ivan's character, but she decides to be more daring. She proposes building a ballista, a giant crossbow-like weapon, to target enemy siege engines from afar. This seems to be a gamble in the eyes of the GM and the other players, but one that has great potential if it works. The GM sets a high TN, 25, and asks Rakeesha to roll her Siege Weaponsmith skill. A Success will neutralize the enemy's +1D bonus for siege engines, while a Critical Success will garner a bonus of +1D as an advantage to the tribe, since the superior weapon

MASS ACTION MANIA

The most important thing for GMs to remember about using mass actions is to keep it simple. Don't waste time trying to figure out exact numbers or specific stats—use rough estimates to come up with advantages and disadvantages, and keep the flow of your gaming session going.

The strong points of this system are its simplicity and flexibility. It's fast, and it works with tribes of mixed origins, small groups, large groups, or even individual creatures or characters vs. groups. It allows the GM to quickly adapt to changes in the size or make-up of tribes or groups of creatures without the need for complex calculations.

will also work effectively against troops. However, this takes away lumber and workers from the walls and trenches. Therefore, Failure will result in a penalty to the Chief's Leadership check, as he will have less resources to work with, and a Critical Failure will result in a flat out penalty of -1D to the tribe's skill in battle, as the tribe will have a useless piece of junk decorating the village instead of a much-needed tower.

Legendary Characters

Major characters who have achieved a Renown rating (see page 36) greater than 30 are considered legendary characters. The most-renowned heroes, villains, and personae of the Savage Land setting are all considered to be legendary characters. The combination of Charisma, skill (combat or otherwise), and fame that has brought them such Renown gives them an aura of greatness that can cause others to regard them with awe, fear, and/or adulation.

In game terms, the advantage bonus or disadvantage penalty for legendary characters is +1D (even though they are a lone individual), plus an additional +1 per every 10 points or Renown above 30, up to a limit of +3D.

MASS COMBAT

In any situation involving large numbers of combatants, the GM can switch from the standard Action Table to the Mass Combat Action Table. This table gives more specific results when making rolls in battles. Note, the Target Number (TN) is most often the opposed roll of the enemy unit.

THE MASS COMBAT ACTION TABLE

DIE ROLL	RESULT
10 or more below the TN	Critical Failure: the unit fails miserably, takes 2 wounds of damage (20% if actual casualties are counted) and is routed. Major characters, including legendary characters, must test to determine if they are captured or injured
1-9 below the TN	Failure: the unit fails, takes 1 wound of damage (10% casualties), and the leader must make a check to determine if they lose an advantage
Equal to TN	Stalemate: both sides suffer 1 Wound of damage (10% casualties) and are stalled, unable to move their forces or disengage
1-9 above the TN	Partial Success: the enemy suffers 1 wound of damage (10% casualties) and the unit gains an advantage of +1D for the following round of battle
10-19 above the TN	Success: the objective is attained, the enemy suffers 1 wound of damage (10% casualties), and their leader must check to determine if they lose an advantage
20 or more above the TN	Critical Success: the objective is seized gloriously—the enemy suffers 2 wounds of damage (20% if actual casualties are counted) and they are routed. Major characters, including legendary characters, must test or be captured or injured

Mass Combat Advantages & Disadvantages

A unit or a group of soldiers has a set of attributes and skills just like a tribe or character. Just like during actions and combat, these values can be modified in battle with advantages and disadvantages. Some attributes, such as the size of the unit (scale) and skill, are built into the Unit (or Tribe) Sheet. Others are listed here.

SUPERIOR LEADERSHIP: add +1 per 1D of Command skill one commander has over the other. For example, if one chieftain has a Command skill of 6D and the opposing warlord has 4D, the chieftain adds +2 to his unit's combat value.

DEMORALIZED: If a unit's morale is bad, perhaps from previous defeats or lack of confidence in the leader, the unit takes a -1D disadvantage.

MAJOR CHARACTERS: add +1 for any major character, +2 if the major character has 2D more in their combat skill than the combat value of the enemy unit. All Major characters together can't add more than +3D total to any side.

LEGENDARY CHARACTERS: add +1D for each legendary character who is part of the force.

SPECIAL ABILITY: if the majority of your forces possesses a relevant special ability the opponent doesn't also possess, such as an opponent with Night Vision attacking at night. A relevant special ability adds +1D.

SPECIALIZED UNITS: if the enemy has unit types that are lacking in the other force. This could include cavalry, siege engines, archers, sappers, beasts of war and so on. Each unit type adds +1 to +1D each, but the GM should take in account if unit types can cancel each other out. For instance, if one side has cavalry and the other side pikes, they would nullify the advantage.

USING THE MASS COMBAT ACTION TABLE

As mentioned in the section on mass actions, the most important thing for GMs to remember about using the Mass Combat Action Table is to keep it simple. Don't get bogged down in the details—use rough estimates to come up with advantages and disadvantages, and keep the flow of your gaming session going. The GM should feel free to embellish these scenarios as desired to make the storyline interesting for the players.

The Tribe Sheet includes a section where you can keep track of some of the most important stats used in mass combat. These include:

- Average Combat Skill
- Est. Number of Combatants
- Leader's Renown
- Number of Major Characters
- Average HP
- Average SPD
- Number of Legendary Characters

Keeping these basic tribal stats up-to-date make mass combat situations go faster and easier. The GM can save time by creating tribe sheets for a variety of NPC forces, so that these are ready-to-play whenever they're needed.

ARMS & ARMOR: If one side possesses better equipment than the other. This advantage can add between +1 to +2D, depending on how great the technological advantage is and how much of the enemy force has the equipment. If an entire army boasts steel shields verses wooden clubs, that army might get a +1D advantage, but if only one company in that army has those shields the bonus would fall to +1.

TACTICAL ADVANTAGES: add +1D for a tactical advantage such as attacking from above, flank or rear, a surprise/sneak attack, etc. This could account for superior strategy as well.

POORLY SUPPLIED: Sometimes food and water run short, the arrows are few, weapons grow dull, and armor gets damaged. A unit that is not properly provisioned takes a disadvantage of -1D, while if supplies are critically low the penalty is -2D.

Leaders

No matter how many major or legendary characters are involved in any mass combat, there can only be one overall leader on either side. Major characters may represent commanders of units within a larger force, but they don't contribute to the overall leadership score of the entire force. For instance, any tribe that is allied to another force can have its own leader, as can any individual division, such as infantry, cavalry, scouts, skirmishers, etc. If fighting on their own, away from the main force, these groups rely on their own sub-commanders and their Leadership skill. But if fighting together as part of the same force, then all tribes, factions, and divisions rely on the main Leader, and his or her Renown.

The designated leader in a mass combat uses their Command skill to maintain the morale of the unit, rally the unit to prevent a rout, and to combat the strategies of the enemy. A leader with great Renown has a more positive effect on this troops (see Renown, page 36). In a mass combat initiative is determined by opposed Leadership rolls. If an attack fails, a roll using the leader's Command determines whether the force holds together, or panics and routs.

Special Rules For Mass Combat

MIXED INDIVIDUAL & MASS COMBAT SCENARIOS

It's possible to use both individual and mass combat in the same battle scenario. The following are two examples of possible Mixed Combat Scenarios:

- † Opposing leaders or other notable individuals meet amid a battle, the GM can fight those individual battles using the Standard Action Table, while each tribe continues mass combat using the Mass Combat Action Table and rules.
- † A group, or tribe, faces off against a single opponent or target, such as a monster; the GM can opt to handle this situation as a separate mass action scenario, a battle within a battle. The results of such a battle often affects the outcome of the larger conflict. For instance, if a war party breaks off the main host of the tribe to take on a beast of war under the control of the enemy, killing the beast may neutralize an enemy advantage. However, loss of the war party might add a wound to the tribe, can a friendly disadvantage, or force a morale check of the entire tribe.

Attacking a Fortified Position

In game terms, a fortified position is a defensive advantage; i.e., its mainly an advantage against attacks, and not much of an advantage when attacking. To reflect this, a bonus is given to opponents who are protected by a fortified position, but it is *only* added as a modifier against another opponent's attacks—not when the defender is counter-attacking.

Wooden stockades and structures provide a +1D bonus, while stone walls add +2D, and an old Archaen citadel gives a whopping +3D bonus—assuming it is still intact. This advantage only applies if the unit doesn't advance against the enemy and the walls hold. An

PLAYER CHARACTERS, MASS COMBAT & INDIVIDUAL ACTION

As major characters, PCs already have a considerable effect on mass actions and mass combat, as each can provide an advantage. However, if the players want to get more involved, the GM can also give PCs a more direct role by allowing them to take individual actions while their tribe or group is undertaking a mass action or mass combat.

To do so, the players tell their GM that they want to perform an individual action, and state the nature (combat, skill, attribute) and specific intent of that action. For example, one or more of the PCs may want to separate from a tribe to scout an area, snipe at an enemy leader, or chase after a fleeing foe.

Based on the PC's stated intent, the GM decides if the individual action takes place before, after, or concurrent with the mass action. The GM then allows the PCs to play out the action as individuals, having them roll on the Standard Action Table for whatever skills or attributes they employ.

In all cases it's up to the GM to decide whether the PCs' Individual Actions have a positive or negative effect on a mass action, or if they have any effect at all. Following the completion of any individual action(s), the PCs may return at any time and become part of a mass action.

enemy with siege weapons could take time to bombard the defenses and weaken them before making an assault. If such a strategy is employed, and the bombard rolls succeed, reduce the value of this advantage by half (rounded up) should a breach in the fortifications occur.

Small-Scale Actions against a Fortified Position

For small-scale or individual attacks against a fortified position, the GM can use the Standard Action Table instead of the Mass Combat Table. Examples of this sort of attack include a small group of individuals trying to sneak into a fortified position, or using one or two siege engines to concentrate fire against part of a fortification.

EXPERIENCE

Experience Points (XP) are awarded to characters based on their actions and achievements over the course of their game careers. PCs earn Bonus XP for notable accomplishments and for exceptional roleplaying. XP can be used to raise skill levels, increase attribute scores, and even buy new skills. Players should record how much XP their characters have earned on their Character Sheet.

Just as with PCs, tribes also earn and use XP. The player or players who lead a tribe should record how much XP their tribe has earned on their Tribe Sheets. The cost for a tribe to increase skills and attributes is the same as it is for individuals.

The cost for tribes to increase skills and attributes is the same as it is for individuals, however tribes advance more slowly than characters do.

Earning Experience Points

The GM should award XP to the players and, if applicable, to the tribe for each gaming session. The amount of experience typically should be 3-12 XP, depending on the intensity of the

adventure in terms of difficulty, the variety of skills used, and how many problems the players overcame. The XP awarded a tribe should be around half of what the players receive.

A GM should consider the rate at which they desire the characters to advance in their capabilities. If the campaign is planned for a set number of adventures, the amount of XP awarded should reflect how powerful a character is expected to be near the end of the series of scenarios. For example, the GM plans a campaign to last about 10 adventures and a specific villain is created as the antagonist, a legendary character. The abilities of this villain should be considered so the GM can gauge how good the players will have to be to have a reasonable chance to defeat this scoundrel. If the villain is extremely powerful, it would be wise to increase the XP given per adventure to compensate for the power of the enemy and the span of the game. In this case, if the GM feels the players should have around 100 XP by the end of the campaign, the average XP award per adventure should be around 10 XP.

If the PCs are part of a tribe, the tribe also earns XP. If the tribe, or a large segment of it, participated equally in the same activities as the PCs, it earns about half the XP as the characters. If the tribe participated more or less than the PCs, the GM may award the tribe a correspondingly greater or lesser number of XP for that gaming session.

Awarding Bonus XP

In addition to the above, the GM may award 1-3 bonus XP to a player for one of two things: outstanding roleplaying; or individual achievement, such as an act of heroism or finding a solution to a challenging dilemma.

Note that Bonus XP is never awarded to tribes—only to individual Player Characters.

Using Experience Points

When characters have accumulated enough XP, they can use the points to improve skills, raise the level of an attribute, or raise their Luck—as follows:

- ✦ Raising an attribute by +1 costs 10 XP per 1D of the attribute. Example: increasing Dexterity (DEX) from 3D+1 to 3D+2 costs 30 XP (see Chapter 2 for details).
- ✦ Raising a skill by +1 costs 1 XP per 1D of the current skill level, even if the skill is currently equal to the attribute. Example: increasing Melee from 5D to 5D+1 costs 5 XP. A character can only increase a skill by +1D in between adventures (see Chapter 2 for details).
- ✦ Increasing a character's Luck costs 1 XP per the current Luck pool. Example: to increase Luck from 7 to 8 costs 8 XP.
- ✦ Raising a tribe's skill rating is the same as a character's skill value.
- ✦ Buying an ability or advantage for an entire tribe costs 10, 20, or 30 XP. The GM sets the cost based on the power of the ability and the amount of work needed to attain it. The GM must approve all purchases of abilities and advantages. Example: the tribe encountered a group of hunters during the adventure and the players want to add them to the tribe because they have night vision. The GM could allow this, setting the cost at 10 XP because the players had added the hunters and earned their trust. (see Chapters 2 & 3 for details).
- ✦ Raising an attribute score for an entire tribe costs the same as a character (see Chapter 2 for details).

CHAPTER TWO: CHARACTERS & TRIBES

The first part of this chapter covers the steps involved in creating a Player Character. Here you'll find a list of archetypes, each of which is a ready-made combination of a character-type and race. Once you choose your character archetype, you'll find guidelines on how to customize it and make it your own.

Note that the archetypes in this chapter have been organized as Player Character (PC) or Non-Player Character (NPC). If you're new to RPGs, the PC archetypes will probably be easier to play. If you're an experienced gamer, you may prefer to play an NPC archetype—either as a renegade or anti-hero, or something even more complex. In either case, players should discuss these options with their GM.

The last section of this chapter covers the rules for creating a tribe. If your gaming group has decided to play **TSL D6** at the epic level, you'll need to read this section of the chapter, which covers how to create your own tribe. If you've chosen to play **TSL D6** as more of a standard type of RPG, you can skip this section.

CREATING A CHARACTER

The following outline provides a general overview of the procedure for character creation. More specific information can be found in the corresponding sections, as indicated.

Go through the checklist below, recording the information listed for the type of character you want to play on the Character Sheet (you may print or photo-copy this for personal use).

Note: if your GM allows it, you may choose to

create an archetype of your own, or play one of the suggested Non-Player Character archetypes that also appear in this chapter.

CHOOSE A CHARACTER TYPE:

Review the list of archetypes in this chapter, then choose one that you'd like to play. Each character's beginning statistics are presented there in outline form. Record each, as follows:

✦ **ATTRIBUTES:** Each race has an attribute range, defining the minimum and maximum number of dice that can be assigned to each attribute. Rarely will an archetype allow for an attribute to be less than 2D or more than 5D. Divide 18D across Charisma (CHA), Dexterity (DEX), Intelligence (INT), Perception (PER), Strength (STR), and Willpower (WIL). Note that the attribute dice can be broken down into pips: +1 or +2. A character could have a 2D+2 STR. One die can be "broken" into three pips: either a +1 and a +2, or three +1s.

Luck and Base Speed for the archetype is listed here. The character's Speed is this number, +1 per +1D of DEX assigned to the character.

Note: the value listed in parenthesis is the average (NPC) value for the archetype

✦ **SKILLS:** Write down any skills that appear here. The character may have additional, or unassigned, skill dice that can be spread out as the player desires. Each archetype has a total of 10D in skills, including both assigned skills and unassigned dice. No more than 2D

can be added to a single skill; and the player can select skills not already assigned to the character archetype if they don't require a master to learn. Master skills need GM approval to take during character creation. When noting the total skill value, record it as the attribute plus assigned skill dice. Example: A character with a 3D STR adds 2D to Melee Weapon, it is recorded as 5D, not 2D (see Chapter 3 for a complete listing of skills).

- ✦ **RENOWN:** record the character's starting Renown value. Note that if a character has a CHA of 1D+2, or lower, their Renown is reduced by one, even if this would lower Renown below zero. The character gains +1 Renown for every full die above 2D of CHA.
- ✦ **BACKGROUND:** read the information provided in this section and, if you like, write down the most important points on your character sheet.
- ✦ **SPECIES ABILITIES:** Some species may have abilities and natural tools such as claws, underwater breathing, or night vision. Add these to your character sheet and note the details of how these abilities work.
- ✦ **EQUIPMENT/POSSESSIONS:** write down any weapons or other items listed here. If a choice of equipment is indicated, you may choose those now (see Chapter 7 for a complete listing of equipment).

Customized Archetypes

Obviously, the archetypes don't cover all the possible professions a character could have in a tribe. The Imazi are certainly made up of more than just hunters and shamans, but they are most famous for these two archetypes in the Savage Lands. However, if a player desires to play something not expressly spelled out in the archetypes they may do so with GM oversight.

The process is simple:

- ✦ Choose a tribe and start with an existing archetype that reflects the character idea closely. For example, if a player wishes

to create an archetype called "Drakken Artisan," they might choose to use the Drakken Sage as a starting point.

The player and GM can make small adjustments to the attribute range of the archetypes, increasing or decreasing the range by +2. The GM can adjust the character's starting Renown by 1 depending on the character concept. The player can then distribute their 18D of attribute dice as desired, within the new range.

- ✦ Change the assigned skills to fit the new archetype, leaving in place skills like the tribe's native language and those common to the entire tribe including Survival. In the "Drakken Artisan" example, the player changes the Diplomacy, Lore (Choice), and Language (Choice) into additional Labor and artisan skills. The total number of assigned skills and unassigned dice should remain the same.
- ✦ Add any necessary pieces of equipment. The GM should assign the player one to three pieces of new equipment to reflect the occupation of the character. For the Drakken Artisan the player is assigned tools and given an option of another weapon. Basic gear, like clothing and cultural items, should remain the same.
- ✦ Proceed with character creation normally.

Attributes

Attributes are natural abilities, such as Strength, Intelligence, and Dexterity.

Each attribute has a numerical value, referred to as its attribute rating. The attribute rating for a typical humanoid of "average" ability is 2D to 3D. An attribute rating of 3D+1 or greater is above average, while a rating of 1D+2 or lower is below average. The character's species and archetype set the minimum and maximum attributes; it will be a value between 1D and 6D, though 6D is very rare.

Attributes are often used for actions that are mainly based on a character's natural abilities.

SPECIAL EXCEPTIONS

Because all Vandar are identical, it is not possible to customize attribute scores for this archetype. It is possible to raise a Vandar's attributes later, by spending XP, as described below.

It is also not possible to customize attributes for Talosian characters. Furthermore, because Talosians were programmed by their makers to perform only a specific set of functions, they can't learn new master-trained skills and don't have unassigned skill dice during character creation. Talosians can improve skill ratings through experience, like other archetypes, but can't learn master-trained skills that they don't start with.

For example, Strength is used to determine if a character can lift or move a heavy object, while Perception is used to determine if a character can spot a hidden creature or object.

Attributes form the base value for all skills. Each skill has an associated attribute; for instance Melee Weapon is a Dexterity (DEX) skill. If the character's DEX is 3D+2, their Melee Weapon skill starts at 3D+2 and can be increased during character creation, or with XP later.

LIST OF ATTRIBUTES

Intelligence (INT)

The individual's intellect and powers of reason. Intelligence is the deciding factor whenever an individual attempt to deduce the basic meaning of obscure or unfamiliar maps, dialects, or writings, appraise the relative value of goods, or resist spells which affect the intellectual process.

Will (WIL)

The individual's willpower, considering such intangibles as determination, faith, and wisdom. Will is the deciding factor whenever individual attempts to resist magical influence or control, bribery, seduction, coercion, interrogation, torture and so on.

Perception (PER)

The individual's sensory awareness, considering the abilities of sight, hearing, smell, taste, and touch, plus such intangibles as instinct, intuition and psychic talents. Perception is the deciding factor whenever individual attempts to detect unseen presences or ambushes, locate lost or hidden articles, notice important details or changes in surroundings, or utilize any sensory ability.

Charisma (CHA)

The individual's powers of persuasiveness, including such intangibles as leadership and the ability to command the respect of others. Charisma is a contributing factor whenever an individual attempts to persuade, bribe, seduce, negotiate, barter, haggle, and so forth. It is also an important factor in determining an individual's Renown.

Strength (STR)

The individual's physical power and health. Strength is the determining factor whenever individual attempts to hold, restrain by force, push or pull, bend or break, hold a door shut or force it open, etc. It also determines how much damage the character can do in hand-to-hand or melee combat and how much damage they can take.

Dexterity (DEX)

The individual's agility, coordination, and athleticism. Dexterity is the determining factor whenever individual attempts to perform a task requiring manual dexterity, to dodge or evade, catch a thrown object, and so on.

SUPERSTITION

Most inhabitants of the Savage Land are superstitious, especially as regards anything having to do with magic. This is understandable, given the fact that their world was nearly destroyed by the Fall, a cataclysmic event that most believe was caused by the Archaens and their reckless misuse of magic.

Practically anything related to magic, and especially Archaen sorcery, is regarded with superstition by Talislantans of this era. This includes ancient ruins, burial grounds, enchanted artifacts, sorcerous constructs such as battle golems and iron dragons, customs or beliefs considered "taboo", creatures or places that are said to be cursed, and strange or inexplicable phenomena of any sort. This is especially true of the Gyre, a magical maelstrom capable of causing great destruction, which is feared by all denizens of the Savage Land.

At the GM's option, PC or NPC individuals or tribes who encounter any situation where superstition might come into play can be required to roll their INT to determine how they respond. On any successful roll, the individuals are unaffected by superstition, and may take action as

usual. On a result of Failure, the affected individuals are frozen with fear, and refuse to go near whatever it was that caused them to be afraid. Only a strong leader with superior Renown—or the presence of something or someone even more greatly feared—can cause the affected individuals to overcome their fear.

On a result of Critical Failure, the affected individual is so frightened that they immediately flee the area in abject terror. In this case, the superstition becomes so ingrained that the affected individuals never forget it. If faced with a similar situation in the future, they will again flee in fear. Such is the power of superstition in the Savage Lands.

Note that in certain circumstances, superstition may cause affected individuals to react not with fear, but with awe. Individuals who are awe-struck may regard whatever caused this reaction as a miracle, an omen, or a sign from the gods. Whether a situation results in fear or awe is determined by the GM, based on the prevailing circumstances and the beliefs of the affected individuals.

ABILITIES RELATED TO ATTRIBUTES

Movement

As noted on page 18, a character's Speed rating is set by their archetype +1/+1D they have in DEX. This represents the number of squares, or hexes, they can move on a map board. If the GM is not using a map board, this is 2 yards per Speed rating.

Encumbrance

The maximum amount of weight that an average humanoid inhabitant of the Savage Land can carry is one hundred pounds at 2D STR, +25 pounds per each additional +1 Strength rating (+3/+1D) or -25 pounds per each -1 Strength rating (-3/-1D). Thus, a character with a 4D STR can carry 250 pounds and a character with a 1D+1 STR can only carry 50 pounds.

Individuals carrying more than half their maximum encumbrance suffer a penalty of -1D on all DEX die rolls and -1 Speed rating. Individuals carrying an amount of weight that is 90% or more of their maximum encumbrance suffer a penalty of -2D on all DEX rolls and -3 Speed rating.

The Encumbrance for quadrupeds is generally doubled, though some quadrupeds can carry even more than that. Scale is also a factor, creatures greater than scale 2 (humanoid) can carry incredible loads.

Renown

A character's Renown rating is a measure of that individual's fame and/or notoriety in his or her chosen profession; i.e. one may be a renowned warrior, trader, hunter, bandit, and so on. The higher an individual's Renown, the

more well-known, or notorious, the individual.

Initial Renown is determined by your archetype, and modified by:

1. **CHARISMA:** +1/+1D above 2D the character has, or -1 if the Character has less than 2D CHA.
2. **NOTABLE DEEDS:** Renown increases by +1 point for each notable deed and accomplishment achieved by an individual. If the DM judges the deed to be truly exceptional, she may award a Renown bonus of up to +3.
3. **NOTABLE FAILURES:** conversely, notable failures, such as losing a key battle, being forced to surrender to an enemy, being shamed by a rival, etc., can each reduce Renown by -1. If the GM judges the failure to be truly catastrophic, she may impose a Renown penalty of up to -3.

The Character Sheet includes a section where an individual's Renown can be recorded.

Note that while notable deeds of any sort increase Renown, "evil" deeds can alter the nature of what the individual is Renowned for. I.e., instead of being Renowned as a great warrior, one might become Renowned for cruelty, treachery, betraying one's allies, etc. It should also be noted that in the Savage Lands, a notorious reputation is not necessarily a bad thing, especially for those who prefer to lead by fear rather than respect.

MAJOR CHARACTERS

Major characters are the "stars" of the ongoing story that a GM and gaming group create as they take part in a Savage Lands campaign.

Every PC in the gaming group is considered a major character, as is every NPC of note, including allies, enemies, and neutrals.

LEGENDARY CHARACTERS

Any individual or tribe that attains a Renown rating of 30 or more is considered to have attained legendary status, which confers the following benefits:

- ✦ Legendary individuals bestow an advantage of +1D for any mass action in which they are

involved as a Leader, plus an additional +1 bonus per every 10 points of Renown above 30, with a limit of +3D.

- ✦ Legendary individuals or tribes can cause those of lesser Renown to roll their WIL or be overcome with awe while in their presence. At the GM's discretion, individuals or even entire tribes who are awed by a legendary character or tribe may exhibit any of the following reactions: obey the legendary one's commands, seek to win the legendary one's approval through gifts or favors, surrender, and/or pledge their loyalty, or panic and flee in abject terror.

Character Backstory

It is assumed that all characters in TSL D6 have a history that extends backwards in time, before the events that take place in their first gaming session. This pre-game period is called the PC's backstory.

Each player character can have his own backstory, or the players can collaborate on a single backstory for their group. In either case, the players can use the following guidelines with the GM's aid to create a brief overview of what happened to each of them prior to the start of their first gaming session:

PLACE OF ORIGIN

Choose a part of the known world where the PC was born. In most cases, a PC's birth place is the same as the place where her people are known to live. However this need not be the case, as many tribes in the Savage Lands are nomadic in nature, or travel to other locales for various reasons. It's also possible that the PC may not know—or remember—where he was born.

CIRCUMSTANCES OF BIRTH

Choose under what circumstances the PC was born. Examples: born into their tribe; orphaned and raised by others in the PC's tribe; orphaned or abandoned by the PC's own tribe and raised by another tribe; born into slavery or taken in infancy by Golgoth slavers.

MAGIC IN THE SAVAGE LAND

Magic has become something of a lost art in the Savage Land. Just as much knowledge was lost in Europe during the Dark Ages, the secrets of high magic and sorcery were lost after the Fall. While tribal shamans of this era are skilled in the simpler forms of ritual magic, their abilities pale beside those of the legendary sorcerers of the Archaen Age.

Because none of the current inhabitants of the Savage Land are able to cast spells, the TSL D6 game doesn't have an actual magic system or list of spells. But just because that is the case, it doesn't mean that there is no magic in the Savage Lands.

Characters may find magical artifacts of many kinds buried or hidden among the ruined cities of past ages, some with the potential to influence events on an epic scale. Ancient battlefields like the Plains of Armageddon are strewn with the wreckage of war, including many types of enchanted weapons and armor from bygone eras.

An unknown number of magical tomes, scrolls, and tablets survived the Fall. While these are indecipherable to most of the denizens of the Savage Land, there remain some who are still able to decipher magical writings. Is it possible that one of them might someday learn how to cast spells from these written works?

If the Withen exist, might the lost secrets of spell casting be among the vast stores of knowledge that they are said to hoard? And somewhere in the world, could there be one or more Archaens sorcerers who survived the Fall?

The secrets of magic are still out there, waiting to be re-discovered. The possibilities are limited only by the imagination of the players and their GM.

CHILDHOOD

Construct a brief history of the PC's childhood. Examples: grew up in a strong and relatively secure tribe; grew up in the wild, mostly alone; traveled from place to place with another tribe; wandered from place to place with a group of displaced peoples or refugees; lived in a stronghold of some sort; was a slave, subjected to hard labor and abuse.

YOUNG ADULTHOOD

Briefly describe the path that the PC took on the way to choosing her current profession. Examples: taught by the PC's own parents, older sibling or tribal elders; taught by members of an adopted tribe; taught by a single mentor who influenced the PC's current outlook; self-taught, possibly with some gaps in knowledge and training; trained under one of the previously-mentioned circumstances, but the PC's training changed dramatically after some traumatic or life-altering event which caused the PC to decide to become what she is now.

CURRENT ALIGNMENT

Describe the PC's current outlook towards life and the reasons for it. For example, the player may decide that his character is a loyal follower of the beliefs of his own tribe, or of some other adopted tribe or group. Or he may be a skeptic who is unsure of the beliefs he was taught, or a rebel who has cast aside a tribe's belief system and as a result is regarded as an outcast or unbeliever by his people. The character may be an amoral outlaw, thief, or killer; or perhaps an outlaw or thief who adheres to a personal code of ethics (explain).

Possible choices could include, but need not be limited to, the following:

- ✦ **TRUE BELIEVER:** you are a loyal adherent of the beliefs and customs practiced by most others of your race and culture (i.e., your archetype).
- ✦ **UNBELIEVER:** you reject the beliefs and

DEATH AND SUCCESSION IN THE SAVAGE LANDS

The Savage Land is a hostile and unforgiving realm, populated by warlike tribes, blood-thirsty predators, and the ever-present threat of the Gyre. Here, life is often short, and death is a common occurrence—and Player Characters are by no means exempt from this harsh reality.

To prepare for the possible untimely demise of their character, players may want to plan ahead and create a secondary character that can be designated as the main character's successor. The successor can be a brother, sister, son, daughter, or even a close friend. She can be part of the predecessor's tribe, and if the GM allows it, the successor can even be played as another character by the player. Or the GM or player may decide instead that the successor lives elsewhere in the Savage Land, and come up with a minimal back-story for that character, should she ever be needed.

If a player's original character dies, the successor inherits her worldly possessions, including all weapons, armor, wealth, beasts, etc. In addition, the successor

may also inherit something that could be even more valuable: a portion of the deceased character's Renown.

How much of the predecessor's Renown is passed along to a successor is based on several factors. Were the two blood relatives? Did they fight together in battle? Did the two have similar traits or reputations? If the two had much in common, the GM can award the Successor 50% or more of the predecessor's Renown.

The only caveat is that the successor has to prove that she is a worthy heir or forfeit all of the predecessor's Renown. It's up to the GM to decide what it takes for a successor to prove his worth, based on the predecessor's legacy. It could be an individual quest or challenge of some sort, or it might require a great victory or other notable accomplishment.

If the challenge is met, the successor inherits not only possessions, but also a share of her predecessor's glory and Renown. And in the Savage Land, that is as close to immortality as you can get.

customs practiced by most others of your race and culture. As a result, most of your own kind view you as an infidel, an outcast or pariah.

- ✦ **RADICAL:** you fall somewhere between a True Believer and an Unbeliever, accepting some tenets of your people's culture, but not all (cite at least one example of how your beliefs differ). Some may view you as a free-thinker; others may view you as a dangerous non-conformist, or even an infidel or Unbeliever.
- ✦ **AMORAL:** you care nothing for the values and beliefs of others. You do whatever you want, regardless of the consequences.
- ✦ **NEUTRAL/UNALIGNED:** you don't pass judgment on the customs and beliefs of others, and generally choose to remain neutral in disputes between other tribes. You may make an exception as pertains to certain types of behavior or customs (specify).

Note that a character's alignment can change over time; a character who begins as a true believer may become a skeptic, a rebel, or an outlaw—or vice versa.

MOTIVATION

A character can be motivated by many things, or may focus on a primary source of motivation. For instance, a character may be motivated by loyalty to her tribe or group, or the desire to escape the influence or constraints of a former tribe or group. She may be motivated by the desire to attain power, material possessions, magical lore, knowledge of other lands, or mastery of a skill. He may be motivated to protect his family, siblings, companions, or territory. Or he may be motivated by a desire for revenge against some specific individual, tribe, creatures, or set of beliefs.

Note that a character's motivations may also change over time, based on his experiences.

PC ARCHETYPES

The following is a list of Savage Land character archetypes suitable for Player Characters.

DRAKKEN

Last Survivors of a Bygone Age

The Drakken are a race of large, powerful, reptilian humanoids whose ancestors once ruled much of the Talislantan Continent. Adult Drakken can stand ten feet or more in height, and may weigh in excess of half a ton. They have thick hides that make them practically immune to heat and fire, and a dense mantle of horn and bone that protects their head and neck. Their natural weaponry includes razor-sharp fangs, long claws, and a powerful tail.

ANCESTRY AND HISTORY

Once rulers of much of the continent, the Drakken were defeated long ago and driven from the verdant plains by an alliance of the Archaens and the Wild Tribes. The survivors of these conflicts withdrew into the Volcanic Hills, leaving behind a number of massive stone citadels, monolithic ruins, and sacred burial grounds. Remnants of these sprawling sites still dot the landscape of the Savage Land, though all are now in ruins, devastated by the ravages of time, warfare, and the Fall.

CULTURE

Though Drakken may be monstrous in appearance, they are actually highly intelligent. Unlike the majority of Talislantan tribes, they are still literate and have a complex written language consisting of unique runes and symbols. Drakken culture is one of the oldest on the continent. Their ancestors recorded much of their lore and wisdom on tablets of stone or red iron, and on the walls of certain



Drakken structures. These engraved tablets are considered sacred by the Drakken and regarded as valuable beyond measure.

The Drakken once worshipped a great goddess known as Satha. Depictions of this goddess portrayed her as a gigantic dragon that gave birth to the world, and gave the Drakken the gift of fire. Some Drakken abandoned their worship of Satha after their defeat by the Archaens and Wild Tribes. But many still observe the ancient rituals, returning to the old sacred sites to study the writings left behind by their ancestors.

Drakken have incredibly long lifespans compared to other races, and their Elders may live for over three hundred years.

NAMES

Drakken have two-part names. The first name is always Satha, the name of their patron deity. The second name denotes the manner in which the individual is sworn to serve Satha. Examples of common names include Satha-Khan (Warrior of God), Satha-Y'ar (Messenger of God), Satha-Kaliya (Many-Headed Dragon of God), and Satha-Eldar (Sage of God).

TRIBAL GOVERNANCE

Before the Fall, the Drakken were led by a queen who ruled over much of the continent of Talislanta. But in the present era, the last remaining Drakken clans have turned to their elders for leadership. Most of the surviving Drakken now dwell in fortified strongholds located deep in the Volcanic Hills.

Solitary Drakken or small groups of warriors occasionally venture out from these places, returning to their old lands to hunt for food or to search the ruins of their once-great citadels for lost artifacts. Small bands of Drakken may be encountered throughout the Volcanic Hills region, typically riding armored steeds such as megalodonts or young land dragons.

On rare occasions large groups of Drakken, mounted on armored land dragons, may be encountered; an awesome sight, like a vision from a bygone age. These heavily armored bands are like living siege engines, and there is little that can keep a determined war party of Drakken from their goal.

WORLDVIEW

The Drakken still harbor a great hatred for the old Archaens and some of their creations: particularly the Azraq, whom they regard as abominations. Drakken likewise have little love for the descendants of the Wild Tribes, especially the Beastmen and Shaka. If given the opportunity, Drakken always attack the Ra, considering them to be akin to the Ra's much-hated ancestors, the Torquarans.

That said, not all Drakken are overtly aggressive. If treated with respect, Drakken are

DRAKKEN WARRIOR POET

CHA 2D-4D (3D)	DEX 2D-3D (2D)	INT 2D-4D (2D)
Musician +1D		Drakken Symbology +1D Beast Lore or Earth Lore +1D
PER 2D-4D (2D)	STR 5D-6D (5D)	WIL 2D-4D (2D)
Survival (Volcanic Hills) +1D	Melee Weapon +2D Unarmed Combat +1D	Beast Handling +1D
Base SPD: 8	Luck: 4 (0)	Renown: 0
Primary Language: Primal.		
Unassigned Skill Dice: 2D.		
Special: Fire Resistance, Horns and Claws (STR+2), Thick Hide PR1 (1, per location; repairs at healing rate)		
Gear: Red iron war axe (STR+3D), red iron drakken war armor PR 1(4), scale vest and loincloth, thick leather boots, armored steed (megalodont or young land dragon)		

DRAKKEN SAGE

CHA 2D-4D (2D)	DEX 2D-3D (2D)	INT 2D-4D (3D)
Barter +1D Diplomacy +1D	Armorer (Metal) Bladesmith +1D	Choice of Lore +1D Choice of Language +1D Drakken Symbology +1D Basic Engineering +1D Tribal Lore (Drakken) +1D
PER 2D-4D (3D)	STR 4D-5D (4D)	WIL 2D-5D (3D)
Survival (Volcanic Hills) +1D	Melee Weapon +1D	
Base SPD: 7	Luck: 5 (0)	Renown: +2
Primary Language: Primal.		
Unassigned Skill Dice: 0.		
Special: Fire Resistance, Horns and Claws (STR+2), Thick Hide PR1 (1, per location; repairs at healing rate)		
Gear: Red iron long knife (STR+1D), land lizard hide armor PR 1(2) and loincloth, thick leather boots		

sometimes willing to trade or exchange information with other tribes.

IMAZI

Hunters of the Savannahlands

The Imazi are a race of tall, slender humanoids once native to the plains and wilderness regions of central Talislanta. Features associated with these folk include narrow craniums, dark, deep-set eyes, and striped yellow-and-brown markings on their skin. These striations allow them to blend almost invisibly into the grassy plains of the Savannahlands.

Imazi have hair on the crowns of their heads, but not on the sides. Both males and females weave their hair into long braids, typically tied together with strips of hide and pulled back into a single queue.

ANCESTRY AND HISTORY

Imazi legends tell of a time when they roamed the central plains in great numbers, venturing into the southern jungles or the eastern mountains to hunt and gather useful herbs and plants. They say there was once a settlement on the plains, with grass huts too numerous to count, where their people kept vast herds of beasts. After the Fall, the Imazi lost much of their ancestral lands in the great magical firestorms and maelstroms that followed. They fled to the southern Jungles to escape, and have only recently begun to return to what is left of their homeland.

CULTURE

The Imazi are nomadic herders and hunter-gatherers. Their tribes range from the edges of the southwestern Jungles to the Wilderlands and Savannahlands. They raise and tend herds of grazers, which they use for food, hides, and bone. The Imazi build temporary huts of woven branches and grasses for shelter and protection, which blend so well into the surrounding terrain



that they are almost impossible to detect.

Imazi have keen senses and are renowned as superb trackers. It is said that Imazi elders are able to track creatures, or even individuals, by the faint spirit-emanations left in their wake. Imazi are very swift afoot and, with their great stamina, they can run for several days without needing to stop for rest.

Imazi possess the ability to remain completely still for hours at a time. They use this ability, and the natural camouflage afforded by their skin coloration, to hunt all sorts of game and to ambush those who seek to threaten their tribes. Imazi are renowned for the use of a four-bladed throwing knife, called a 'gwanga'. In the hands of a skilled user, this weapon is capable of bringing

IMAZI HUNTER

CHA 2D-3D (2D)	DEX 2D-4D (3D)	INT 2D-3D+2 (2D+2)
	Ranged Weapon +2D Stealth +1D	Healing +1D
PER 2D-4D (3D)	STR 2D+2-4D (3D)	WIL 2D-3D+1 (2D+1)
Hunting +2D Survival (Junglelands) +1D	Melee Weapon +1D	
Base SPD: 8	Luck: 7 (0)	Renown: +0
Primary Language: Primal.		
Unassigned Skill Dice: 2D.		
Special: Spirit Tracking		
Gear: Spirit jar, hide loincloth and cloak, woven fiber wrist bands, bone knife (STR+2), gwanga (STR+1D+2), blowgun (2D, plus poison), vial of poison (contact, 1D+2 damage for 2 rounds, 5 doses).		

IMAZI SHAMAN

CHA 2D-4D (3D)	DEX 2D-3D+2 (2D)	INT 2D+2-4D (3D)
	Ranged weapon or Melee weapon (STR) +1D	Healing +1D Shamanic Lore +1D Tribal Lore (Imazi) +1D
PER 2D-4D (3D)	STR 2D-3D (2D)	WIL 2D-4D (3D)
Hunting +1D Survival (Junglelands) +1D		Create Potions or Create Talisman +1D Commune with Spirits or Commune with Plants +1D
Base SPD: 7	Luck: 6 (2)	Renown: +1
Primary Language: Primal.		
Unassigned Skill Dice: 2D.		
Special: Spirit Tracking.		
Gear: Spirit Jar, hide loincloth and cloak, woven fiber wrist bands, bone knife (STR+2), gwanga (STR+1D+2), blowgun (2D, plus poison), vial of poison (contact, 1D+2 damage for 2 rounds, 5 doses).		

down creatures as large as a behemoth.

The Imazi are ancestor-worshippers who possess a great respect for the spirits of their elders. Their shamans claim to be able to commune with these spirits, from whom they ask advice and guidance. Every Imazi owns an intricately-carved wooden vial, called a “soul

jar”, which is worn on a cord around the neck. They believe that the spirits of their elders reside within the jars and protect them from spiritual harm. Imazi burn the bodies of their revered dead, both to free their souls, and to prevent enemies like the Witchmen from desecrating the corpses or capturing their souls.

NAMES

The Imazi, Drukhs, and Witchmen once shared a common root-language, traces of which are evident in their naming conventions. All use names made up of three morphemes (language units) the most common being: ka, ko, ku, cha, cho, chu, da, do, du, ha, ho, hu, na, no, nu, ta, to, tu, ah, oh, oo, za, zo, zu. Common Imazi names include Ka-Ho-Tu, Na-Ko-Zu, and Cha-Cho-Da.

TRIBAL GOVERNANCE

The Imazi are pragmatic, and choose different leaders for different responsibilities. They venerate the eldest and wisest of their clans, and turn to them for advice on most matters. For spiritual advice, however, Imazi turn to their shamans, who are believed to have a direct connection to their ancestors. When very important decisions need to be made, the clan's elders and shamans convene a council to discuss what should be done.

The young and those who are too infirm to hunt or fight tend the herds and help gather food. These groups have no leaders, but share responsibilities equally. When Imazi hunting parties venture far from their clan's base of operations, they are led by the clan's wisest and most skilled hunter. Imazi war-parties, on the other hand, are always led by the tribe's fiercest and most courageous warrior.

WORLDVIEW

The Imazi occasionally have relations with other tribes, and are usually on good terms with the Shaka, whom they admire as “brave animal spirits”. Imazi have a great fondness for the Narada, whom they believe are benevolent nature spirits. Most Imazi tribes go out of their way to help any Narada tribe in need of

assistance or protection.

Imazi are less trusting of peoples who were created by the old Archaens, whom they have never forgiven for the events leading up to the Fall. These include Vandar, Yann, and all types of Drudges. Imazi don't like Beastmen or their "half-brothers", the Golgoths. They view the Witchmen as sworn enemies, and believe them to be ghouls who feast upon the dead and steal their souls. Imazi attack Witchmen on sight, and sometimes lead war parties into the Junglelands to try to exterminate Witchman clans.

Imazi have an unusual relationship with the individuals known as Warloks. Despite the suspicion with which they regard creations of the old Archaens, Imazi feel a sense of compassion for Warloks, believing that these soulless loners are adrift in the world with no ancestors, and no hope of salvation or guidance. As such, it is not unknown for a tribe of Imazi to take in a Warlok and offer them food and comfort.

KASIR

Nomadic Traders of the Desertlands

The Kasir are a dark-skinned people who average five to six feet tall, typically slender and wiry of build. Skin color ranges from dark brown to onyx, while their hair is white. They often adorn their hands and bodies with elaborate tattoos using a dye that turns the color of alabaster when dry.

Both male and female Kasir dress in loose-fitting robes of rough linen, and fetish-masks that they believe protect them from the evil eye. This traditional costume is accessorized with a variety of protective talismans and charms intended to ward against various threats and ailments. When traveling, the Kasir wear hooded cloaks that can be used to protect themselves and the heads of their mounts from sandstorms.

ANCESTRY AND HISTORY

The Kasir are said to be descended from an ancient race of nomads who traveled to Talislanta



from a distant land, long ago. These early nomads survived wars between the Archaens, Wild Tribes, and Drakken by remaining neutral and never taking sides. The Kasir follow the same policy of neutrality as their ancestors, which has so far enabled them to survive in the hostile environs of the Savage Land.

CULTURE

The Kasir are nomads who travel far and wide across the continent. They are traders, dealing in domesticated beasts, handicrafts, and various items recovered from tombs, ruins, and ancient labyrinths. They are also known to barter information, trading in secrets and lore. Because they travel so widely, the Kasir have

KASIR MERCHANT

CHA 2D-4D (3D)	DEX 2D-3D+2 (2D)	INT 2D+2-4D (3D)
Barter +2D Diplomacy +1D	Ranged Weapon +1D	Appraise Trade Goods or Appraise Slaves +1D Spoken Primal +1D Choice of Tribal Lore +1D
PER 2D-4D (3D)	STR 2D-3D+2 (2D)	WIL 2D-4D (3D)
Survival (Desertlands) +1D		Beast-Drawn Conveyance +1D

Base SPD: 7 **Luck:** 9 (0) **Renown:** +0

Primary Language: Nomad.

Unassigned Skill Dice: 1D.

Special: none

Gear: Loose-fitting cloak, fetish-mask PR 1(1, head only), coarse linen robes, hide boots, iron knife (STR+1D), horn short bow (3D+1)

KASIR TOMB-ROBBER

CHA 2D-3D (2D)	DEX 2D-4D+2 (4D)	INT 2D-4D (3D)
	Escape +1D Sneak Thief +1D	Appraise Trade Goods or Appraise Slaves +1D Basic Engineering +1D Read Old Archaen +1D
PER 2D-4D (3D)	STR 2D-3D+2 (2D)	WIL 2D-4D (2D)
Survival (Desertlands) +1D Archaen Traps +1D	Melee Weapon +1D	

Base SPD: 8 **Luck:** 9 (0) **Renown:** +0

Primary Language: Nomad.

Unassigned Skill Dice: 2D.

Special: none

Gear: Loose-fitting cloak, fetish-mask PR 1(1, head only), coarse linen robes, hide boots, iron knife (STR+1D), ironwood spear (STR+1D+2), scavenging tools

become knowledgeable about many different territories and even distant lands. This knowledge may also extend to the location and reputation of the many ruins and lost cities that dot the continent.

The Kasir are skilled animal-handlers who breed and train three useful domesticated species: desert beasts, burden beasts, and war

KASIR SEER

CHA 2D-4D (2D)	DEX 2D-3D+1 (2D)	INT 2D-4D+2 (3D)
Diplomacy +1D	Armorer (Leather) +1D	Appraise Trade Goods +1D Choice of Language +1D Shamanic Lore +1D
PER 3D-5D (4D)	STR 2D-3D (2D)	WIL 2D-4D (3D)
Survival (Desertlands) +1D	Melee Weapon +1D	Create Potion or Create Primitive Enchantment or Create Talismans and Charms +1D

Base SPD: 6 **Luck:** 7 (2) **Renown:** +1

Primary Language: Nomad.

Unassigned Skill Dice: 2D.

Special: The Sight (WIL) +1D.

Gear: Loose-fitting cloak, fetish-mask PR 1(1, head only), coarse linen robes, hide boots, iron knife (STR+2), horn short bow (3D+1)

beasts. The tribes use these creatures as steeds and to carry their wares from place to place. They also trade all three types of beasts to other tribes in exchange for other useful goods.

The Kasir are among the most superstitious inhabitants of the Savage Land. Their seers create talismans that reputedly confer protection from threats such as ill fortune, plague, sandstorms, and black magic. The most notable of their creations are the traditional fetish-masks that all Kasir wear, starting in early childhood. Made of tooled animal hide and decorated with wards and symbols, these masks are said to protect the wearer from a variety of evil influences, including the “evil eye” and the unwanted attention of evil spirits.

More than a few Kasir clans are known to operate as tomb robbers when the opportunity arises. Protected by their talismans, Kasir tomb robbers are quite fearless, and are known for their ability to overcome traps, magical wards, and other obstacles used by the ancients to guard their burial places. Artifacts and goods recovered in this manner are usually traded to other Kasir tribes, who act as the middlemen in the artifact trade.

NAMES

Kasir nomads typically have two-part common names. Female names start with the prefix “El”, and end in a vowel, as in: El-Ata, El-Mati, El-Sari, El-Sidu, etc. Male names typically start with “Al” and end in a consonant, as in: Al-Harid, Al-Shab, Al-Aren, Al-Ahad, and Al-Faris.

TRIBAL GOVERNANCE

Each Kasir clan is ruled by a seer: an individual who possesses the ability known as the Sight. This ability takes the form of visions, and can purportedly be used to find water, food, people, or even ancient artifacts and relics.

As far as the Kasir are concerned, each of their clans is a nation unto itself, with its own laws and punishments. When two or more clans meet, the elders of each talk with their counterparts to establish the guidelines for their conclave. While ostensibly for the purposes of trade, the exchange of knowledge, and a few days of celebration, such conclaves serve a more important function: the exchange of young Kasir of marrying age.

WORLDVIEW

Kasir clans are generally neutral in their relationships with other tribes. They are not usually aggressive, but if threatened they are more than capable of defending themselves. Kasir tribes often travel in caravans for protection. When they do, they sometimes hire Vandar, Viragos, or other mercenaries for protection.

NARADA

Plant-Folk of the Southlands

The Narada are a primitive race of plant-people who stand up to seven feet tall. They have root-like “hair” and their bodies are covered in a tough, fibrous, green skin, with a woody exoskeleton that grows as they do. Their exoskeletal armor is studded with thorny protrusions on the shoulders, elbows, and knees, with lines of thorns running down the sides of the arms and



legs. If a Narada is angered or threatened, he can rapidly extend these thorns to a length of six to eight inches and use them in self-defense.

ANCESTRY AND HISTORY

Narada did not originate on the Talislantan continent. Their oral histories claim that they came here from a place called Celadon, which they describe as a lush and verdant paradise. Naradan elders say that their ancestors traveled to Talislanta from Celadon long ago, hoping to stop the Archaens from destroying their world. They failed to do so and, when disaster struck, found themselves trapped in the Savage Land.

NARADA GUARDIAN

CHA 2D-3D (2D)	DEX 2D-3D (3D)	INT 2D-4D (2D)
	Artificer (Wood) +1D Stealth +1D	Healing +1D Spoken Primal +1D Plant Lore +2D
PER 2D-4D (2D)	STR 3D-5D (4D)	WIL 3D-4D (3D)
Hunting +1D Survival (Junglelands) +1D	Unarmed Combat +1D	
Base SPD: 4	Luck: 5 (0)	Renown: +0
Primary Language: Elder.		
Unassigned Skill Dice: 1D.		
Special: Commune with Plants, Thorny Growths (natural weapon, STR+1D), Bark-like Skin PR 1(-) natural armor.		
Gear: Vine-woven belt and pouches.		

NARADA SHAMAN

CHA 2D-3D+2 (2D)	DEX 2D-3D (2D)	INT 3D-4D+2 (3D)
	Stealth +1D	Healing +1D Plant Lore +1D Shamanic Lore +1D Spoken Primal +1D
PER 2D-4D (3D)	STR 3D-4D+2 (3D)	WIL 3D-4D+2 (3D)
Survival (Junglelands) +1D	Unarmed Combat +1D	Concoct Potion or Create Primitive Enchantment +1D Curse +1D Remove Curse +1D
Base SPD: 4	Luck: 5 (2)	Renown: +1
Primary Language: Elder.		
Unassigned Skill Dice: None.		
Special: Commune with Plants, Thorny Growths (STR+1D), Bark-like Skin PR 1(-) natural armor.		
Gear: Vine-woven belt and pouches.		

CULTURE

The Narada are intelligent, but practice no craft except as pertains to the tending of plants, planting seeds, and so forth. They don't make tools or weapons, nor do they have use for such items. Narada don't like the look or feel of metal, and attempting to converse with a

Narada while holding an unsheathed blade can lead to misunderstandings and, possibly, unpleasant consequences. They feel much the same about fire.

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

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

Like cacti, Narada are capable of storing water internally for long periods of time, allowing them to survive even in the arid wastelands and deserts of the Savage Land. Their slow-moving tribes often travel far and wide across the known lands, seeking knowledge from other plant species and doing what they can to repair a land ravaged by wars and magical cataclysms.

NAMES

Narada names are derived from the language of plants, which is said to be more ancient than the Elder tongue. Their common names have a mellifluous sound, like Losa, Eloa, Sola, Oso, and Saloa.

TRIBAL GOVERNANCE

Narada tribes are usually small, seldom numbering more than two dozen individuals. The eldest shaman usually serves as leader, though all adult members of the tribe are allowed to

have a say if they choose.

Older and slower-moving Narada sometimes leave their tribe to become solitary wanderers. These elderly Narada travel from place to place, planting seeds in barren regions like the Wastelands, helping the slow process of bringing the land back to life. Eventually, an Elder stops moving altogether, chooses a place to stay, and permanently sets down roots in that spot. Over time these Narada gradually lose their humanoid form, becoming more and more like trees.

WORLDVIEW

The Narada believe that all living things, including plants and animals, have spirits. They feel that all creatures have a right to live in peace. Though they are generally placid by nature, Narada use force to protect themselves, their companions, or allies. Narada are somewhat slow-moving, but are incredibly strong. When angered they can become quite fearsome, even deadly.

The Narada are on good terms with the Imazi and Shaka, and are sometimes receptive to overtures of friendship from others. The exceptions are the Umar, Golgoths, and Thrax, whom the Narada view as despoilers of the land. They don't like Witchmen, whom they believe are possessed by evil spirits, and they regard wood demons and ghaun as natural enemies of the plant kingdom.

REAVERS

Scavengers and Bandits of the Wastelands

Reavers are nomadic scavengers and bandits whose clans range far and wide across the Wastelands, Wilderlands, and even into the Darklands. They average just under six feet in height, lean and wiry, with light gray skin which they decorate with colored pigments. Both sexes wear their jet-black hair long, in multiple braids and dreadlocks interwoven with ornaments of carved bone, wood, and metal.



Reavers dress in a motley collection of hides, furs, and cloth garments augmented with pieces of armor made from scraps of metal and beast-hide. Other items commonly worn or carried include makeshift weapons, sand-goggles, and numerous pouches and packs of various sorts slung on cords of braided hide. Expert riders, all Reavers favor fast steeds such as striders and catdracs, which they decorate with colorful pigments and bits of bone, metal, and claws.

Reavers clans are primarily scavengers, sifting through the wreckage and refuse of past eras, finding bits and pieces of valuable or otherwise-useful materials. They make crude-looking but effective weapons of all sorts, including saw-toothed blades made from scraps of iron,

REAVER SCAVENGER

CHA 2D-3D+2 (2D)	DEX 2D-4D (3D)	INT 2D-4D (3D)
	Armorer (Leather or Metal) or Artificer (Metal, Wood, or Stone) +1D Bladesmith or Common Weaponsmith +1D Escape +1D	Appraise Trade Goods +1D Basic Engineering +1D
PER 2D-4D+2 (2D+2)	STR 2D+2-4D (3D)	WIL 2D-4D (2D+1)
Scavenge +1D Sign Language +2D Survival (All lands) +1D	Melee Weapon +1D	
Base SPD 7	Luck: 7	Renown: +0
Primary Language: Nomad.		
Unassigned Skill Dice: 1D.		
Special: Worldly, Enduring (1 week, only requires half rations any time).		
Gear: Leather vest, pantaloons, and boots, scavenged weapon (any one of average or lower trade value).		

REAVER BANDIT

CHA 1D+2-3D (2D)	DEX 2D-4D (3D)	INT 2D-4D (2D)
	Escape +2D	Appraise Trade Goods +1D Basic Engineering +1D
PER 2D-4D+2 (3D+2)	STR 2D-4D (3D)	WIL 2D-4D (2D+1)
Sign Language +1D Survival (All lands) +1D	Melee Weapon +1D Unarmed Combat or Ranged Weapon (DEX) +1D	
Base SPD: 8	Luck: 7 (0)	Renown: +0
Primary Language: Nomad.		
Unassigned Skill Dice: 2D.		
Special: Worldly, Enduring (1 week, only requires half rations any time).		
Gear: Leather vest, pantaloons, and boots, choice of two scavenged weapons (of Average, or lower, trade value).		

clubs studded with metal spikes or shards of crystal, and one- or two-handed cross-bows made from scavenged wood and metal.

What Reavers can't scavenge, they steal. They use a variety of tactics, from swift hit-and-run attacks to cleverly-planned ambushes

and stealthy, night-time raids. When raiding, Reavers often act like madmen: screaming and howling, and riding recklessly into battle. In actuality, Reavers mainly act this way to confuse and panic their opponents, not kill them. If faced with determined resistance, they usually run away, taking whatever spoils they can carry. However, if cornered or threatened, Reaver clans fight like berserkers to defend themselves.

ANCESTRY AND HISTORY

There are numerous tales about the origins of the Reavers. Some say they are descended from a legendary race of windship pirates known as the Baratus, who hailed from a distant land believed to have been destroyed during the cataclysm. Others whisper that they are Archaen exiles, who were banished from the Sky-cities before the Fall.

The Reavers themselves claim to have no history; to them, the past is gone and no longer relevant. All that matters now is the present, and the ongoing struggle to survive.

CULTURE

Reaver clans are like extended families, with many members related to one another in some way. When different clans meet, they often exchange not only goods, but also daughters and sons of marriageable age. So it is that a Reaver may have relatives in any number of other clans, almost anywhere across the continent.

Reavers don't observe separate roles for males or females. All are considered equal in their eyes. Though they are a tight-knit people, Reavers clans are inclusive, and are known to welcome members from other tribes. Before being allowed to join a clan, outsiders may be required to prove their loyalty by performing some sort of deed, such as sneaking into another tribe's camp and stealing something the clan needs (like food, water, weapons, or mounts).

Rugged and lean, Reavers require very little food and water to survive and adapt well to almost any type of terrain or climate. They waste nothing, and share what they have

among other members of the tribe rather than hoard anything for themselves.

Reavers sometimes trade with other tribes, but almost never trade for strider or catdrac steeds. Instead, they catch these creatures in the wild or steal them from other tribes and train them to serve as mounts. No self-respecting Reaver would ever trade for a steed when they can obtain one “for free”.

TRIBAL GOVERNANCE

Reaver tribes are led by a council of three or more chieftains, each having a particular area of expertise. In matters of raiding or defense, the tribe looks to its bandit-chieftain for leadership. Similarly, the tribe may have a chieftain in charge of scavenging, and others for trade, diplomacy, and so on.

Generally, each chieftain is allowed to make any decision that falls under his area of expertise. But in cases where a majority strongly disagrees with a decision, the tribal council can vote to overrule any of its chieftains.

While they are brave (and even reckless) in battle, they have a reputation of being less than trustworthy allies. Unless employed by a renowned chieftain or close friend, Reaver clans have been known to switch allegiances, sometimes even in the middle of a battle.

NAMES

Reavers have no common names, but instead tend to scavenge names from other cultures. Reavers say that they abandoned their traditional names after the Fall, along with everything else that they lost. Cynics claim that this is just the Reavers’ way of concealing their dark and/or scandalous origins.

WORLDVIEW

Reavers are denigrated by some as thieves, junk-pickers, and mongrels. The Vandal consider them an annoyance, and some folk suspect them of being Archaens and believe they are responsible for the Fall. As such, Reaver clans tend to keep to themselves, avoiding close ties with most other tribes.

Despite this, Reavers are generally on good terms with the Yann, to whom they sometimes trade unusual bits of salvage found among Archaen ruins, such as parts for clockwork-mechanisms, small radian crystals, panes of colored glass, bits of fine wire, and so forth. Reavers have a complex relationship with the Kasir, as both their peoples are known to resort to banditry. It’s not unknown for the two bandit tribes to steal from each other, or compete for the same “pickings”.

Reaver clans generally avoid the Thrax, whom they don’t trust. They despise Golgoth slavers, who are known to set traps and ambushes to capture Reavers and use them as slaves. Whenever the two tribes meet, bloodshed is sure to follow. Whenever Reavers win such a fight, they mount the severed heads of the slain Golgoths on spikes and display them on the nearest hill for all to see.

SHAKA

Elders of the Wild Tribes

The Shaka are a race of hunters found throughout the Savannahlands and parts of the Dead Forest. Their sinewy forms are covered in a dense coat of fur that can vary in color from tan to a deep, lustrous black. Male Shaka are striking creatures, with heavy brows and bright, deep-set eyes. Their powerful jaws are lined with sharp teeth and their hands and feet are clawed. Female Shaka have less-bestial features than the males, and possess a sort of wild, animalistic beauty. Both males and females sport thick manes, worn loose or in masses of braids.

Shaka garb themselves in light, flexible armor, beautifully tooled and crafted from the hides of various types of beasts. They are skilled archers, wielding bows of elaborate design and razor-sharp knives made of flint or obsidian.

Though more civilized in appearance than other Wild Tribes, the Shaka are also creatures of the wild. They have excellent night-vision, a keen sense of smell, and very acute hearing. They



possess retractable claws, and fangs capable of rending flesh and bone. Some still retain their ancestors' ability to communicate in the language understood by many types of wild animals.

ANCESTRY AND HISTORY

The Shaka claim to be the oldest of the beast-tribes. Known for their wisdom and ferocity, their ancestors once ruled the northern woods and western plains of Talislanta. It was the Shaka who united all the Wild Tribes and helped the early Archaens overthrow the reptilian Drakken; and it was the Shaka who led the Wild Tribes against the Archaens after their former allies betrayed them.

The Shaka and their fellow beast-tribes forced the Archaens to make peace and

SHAKA PLAINS HUNTER

CHA 2D-4D (2D)	DEX (Male) 2D-4D (3D)	INT 2D-4D (2D)
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(Female) 2D+2-5D (4D)	Beast Lore +1D
Armorer (Leather) +1D	
Ranged Weapon +1D	
Escape +1D	
Stealth +1D	
Shaka Bowsmith +1D	

PER 3D-5D (3D)	STR (Male) 2D+2-4D+2 (4D)	WIL 2D-4D (2D)
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Hunting +1D	(Female) 2D-3D+2 (3D)
Survival (Wastelands) +1D	Unarmed Combat +1D

Base SPD: 8 **Luck:** 4 (0) **Renown:** +0

Primary Language: Primal.

Unassigned Skill Dice: 1D.

Special: Commune with Animals, Night Vision, Claws and Bite (STR+2), Sense Magical Emanations.

Gear: Leather loincloth, Shaka beast-hide armor PR 1(2), thick leather bracers, Shaka long bow (4D+2) or short bow (3D+2), Shaka obsidian knife (STR+1D)

convinced them to cede the lands below the clouds to the beast-tribes. For a time, the Wild Tribes reigned supreme across the length and breadth of Talislanta. Then came the Sorcerers Wars, and the Fall.

The Shaka tribes of the current era are greatly reduced in number. While most of their kind can now be found in the Savannahlands, a few still eke out a precarious existence in the now-decimated northwestern woodlands known as the Dead Forest.

CULTURE

Shaka are renowned for their hide-working skills. They make tooled-leather goods of excellent quality from the skins of many different beasts, including behemoths, ogront, and tarkus. Shaka-made armor is greatly sought after for its strength, lightness, and fine craftsmanship. The finest pieces are never traded, but are awarded by their makers to those who have proven their courage and skill in the hunt.

Shaka are also highly regarded for their bow-making talents. Their shortbows are made of ironwood and are of excellent quality. Their longbows are made of dragon-bone, and in the hands of an expert are said to have a range of over five hundred yards. Only the strongest individuals can wield such mighty weapons.

Shaka travel alone, in mated pairs, or in small bands—prides—of up to a dozen individuals. Whether traveling in prides or alone, Shaka live nomadically, rarely settling in one place for more than a few days at most. They generally depend on speed and cunning to out-manuever larger enemy tribes, such as the Umar and Golgoths.

Shaka live for the hunt, from which they derive food, hides, and honor. They are expert trackers, and are especially fond of hunting large and dangerous predators such as rath and behemoths. The horns, claws, and hides of their prey are not only used to make useful items; they are also proudly displayed as trophies of the hunt.

Shaka despise magic, which they blame for the destruction of their ancestral homeland, and which they can detect by scent. They won't use enchanted weapons or artifacts, and are uncomfortable in areas that radiate magical emanations. Shaka are among the only humanoids who can detect the coming of the Gyre, some being able to sense its presence at distances of up to several miles.

NAMES

Shaka names usually sound similar to the ancestral name for their people, "Shaka". Common names include Kata, Nakara, Shaku, Mata, Jaka, Jatu, Dakaru, Yatu, and Mako.

TRIBAL GOVERNANCE

Shaka tribes tend to be small in number, rarely exceeding twenty individuals. Their tribes are usually ruled by the wisest and most skilled hunter, who by her deeds has earned the greatest honor. Disputes are rare, as the Shaka are a tight-knit people who value honor and tradition above such petty concerns as personal ambition.

WORLDVIEW

Once rulers of a vast realm that stretched across much of the north western and central regions of the continent, the Shaka of the current age have been greatly reduced in numbers and power. They retain sufficient strength to control the Savannahlands and continue to command the respect of the other Wild Tribes. Even so, their enemies—the Beastmen and Golgoths—encroach upon their territories. The Shaka look across the plains and see a land razed by fire, sword, and magic. Though some believe their time is fast coming to an end, the Shaka are by no means ready to concede their lands to any other tribe, or give way to the forces arrayed against them.

SHAN

Golden-Skinned Warriors From the East

The Shan are a tribe of proud, golden-skinned humanoids who stand between five and a half to six feet. They are well-proportioned, but are slender in comparison to tribes such as the Vandar, Golgoths, and Ra. Shan have lustrous black hair, which both males and females wear very long, in a single braid or queue.

Practitioners of an ancient warrior-tradition, Shan have great respect for the ways of their ancestors. The swords that they carry were all handed down to them by their predecessors; each has a history, and some even have names. Shan dress in ceremonial armor made of iron scales and plates sewn onto a hide backing. These suits of armor are passed down from one generation to the next and are often very old, showing visible signs of wear.

ANCESTRY AND HISTORY

The Shan are a race of neomorphs created before the Fall by a sect of Archans known as the Erythrians. The ancestors of the modern-day Shan were renowned for their absolute loyalty and allegiance to their masters, whom



the Shan regarded as gods. They served as elite warriors, and were always organized into cadres of seven individuals, with each cadre assigned to a single master.

The Erythrians vanished after the Fall. Some say they perished in the cataclysm, while others contend that they fled to distant realms. The few Shan who escaped the cataclysm fled their ravaged homeland, undertaking a long and perilous journey west across the southern reaches of the Volcanic Hills. The survivors made it to the eastern regions of the Wilderlands, where most remain to the present day.

CULTURE

In some ways, the Shan remain rooted in the

SHAN WARRIOR/WANDERER

CHA 2D-4D (2D)	DEX 2D-4D+2 (3D+2)	INT 2D-4D (2D)
Command +1D Diplomacy +1D	Bladesmith +1D	Spoken Primal +1D Tribal Lore (Shan) +1D
PER 2D-4D (2D)	STR 2D-4D+2 (3D+2)	WIL 2D-4D+2 (2D+2)
Survival (Volcanic Hills) +1D	Melee weapon or Unarmed combat or Ranged Weapon (DEX) +2D Melee weapon or Unarmed combat or Ranged Weapon (DEX) +1D (can't stack with 2D pick)	Beast Handling +1D
Base SPD: 8	Luck: 8 (0)	Renown: +0
Primary Language: Spoken Old Archaen.		
Unassigned Skill Dice: None.		
Special: if Wanderer, Vow of Silence—gain Sign Language +2D.		
Gear: Shan ceremonial sword (STR+2D, Enchanted, Armor Piercing against non-magical armor), hide loincloth, head band, necklace, and bracers of hammered black iron, iron knife (STR+1D), Shan ceremonial armor PR 1(3).		

past. The fall of the Archaen Empire has filled them with a deep sense of loss. Many still mourn the passing of what they regard as a great era, and look to the future with uncertainty. Shan revere their ancestors and pray to them for strength and guidance. The concepts of loyalty, honor, and tradition are very important to these people, and form the core of their culture and identity. A proud people, a Shan almost never asks for help.

In the times before the Fall, the loyalty of the Shan was unquestioned. If set a task by their masters, they would see it done or die trying to accomplish it. The Shan of the current era no longer have any masters, but have transferred this sense of honor and obligation to the members of their cadre.

For most Shan, loyalty to the brothers and sisters of their cadre provides them with a sense of purpose. They range across the Wilderlands, surviving by hunting for food or taking such

work as can be found with other tribes. The cadre acts as a unit, and fights to defend its members, even to death. An insult or injury to one is considered an affront to the whole cadre, and is avenged by the entire group.

Should a cadre be reduced to a single member, the last survivor often becomes what the Shan refer to as a Wanderer. These masterless warriors have no loyalties and often travel alone, living like hermetic monks or ascetics; some are even known to take a vow of silence. Abandoning all other interests, wanderers devote the remainder of their lives to perfecting their martial abilities, often going so far as to focus exclusively on a single combat skill, such as the sword, short bow, or unarmed combat. Shan wanderers sometimes work as mercenaries. Most are not motivated by profit, but rather by a chance to fight for a cause that they deem worthy and honorable. Provided they are treated with respect, their loyalty in such cases is unshakable.

NAMES

Shan have three-part names. Their first name is their own, their second name is their mother's, and the third is the name of their father. Common Shan names include: Zan-Shi-Shan, Zo-Chi-Chin, Mi-Haa-Zhan, Kya-Ho-Zin, Kyo-Ta-Tsao, Nao-Te-Tchin, and Tan-Do-Nari.

TRIBAL GOVERNANCE

Shan cadres have no single leader, but operate by group consensus. On occasion, a cadre elects one member to represent the group based on his talents. The most fearless may be chosen to lead the cadre on a dangerous task, and the most diplomatic picked when parlaying, trading, or negotiating with other tribes or cadres.

WORLDVIEW

Abandoned by their former masters, the Shan now regard themselves as masters of their own fate. Thus, unless they choose otherwise, Shan owe allegiance to none but themselves and their cadres. Shan only ally themselves with other tribes or individuals they view as

honorable and just. For this reason, Shan never willingly consent to join forces with tribes such as the Golgoths, Thrax, and Umar.

Influenced by the teachings of their creators, the Shan once looked down on all the beast-races, regarding them as inferiors. But since the Fall, some Shan have come to question this assumption, and have gradually begun to respect beast-tribes such as the Shaka.

Shan are usually on good terms with the Yann, offering them protection in exchange for the Yann's metal-working expertise; of the tribes extant today, only Yann possess the skill to make or repair Shan ceremonial weapons and armor. Shan generally get along well with other neomorphic races like the Vandar and Viragos. They have dealings with the Kasir, who sometimes trade ancient Erythrian blades and artifacts they have retrieved from ancient ruins and tombs across the continent. They are the sworn foes of the Witchmen and Azraq, who were responsible for the deaths of many Shan when they undertook their long voyage west into the Wilderlands.

VANDAR

Warriors Bred For Battle

The Vandar are a race of powerfully-built humanoids who stand over six and a half feet tall and can weigh up to three hundred pounds. Creations of the old Archaens, these hybrid warriors were grown in vats, using a single template. As a result, all Vandar look very much alike: heavily muscled, with strong features, cobalt blue skin, lacking any hair except for a scalp-lock or queue. The only distinguishing feature between individual Vandar are the tattoos that most wear on their faces and arms. Originally, these markings indicated the name of the sorcerer who created each pod (batch) of Vandar. In the present age, Vandar tattoos are mainly used to mark an individual's achievements in battle.

Vandar dress in an ancient type of armor



known as garde, which consists of spiked iron plates strapped to the shoulders, arms, and legs. In battle, they wield two-handed greatswords, using their garde to parry blows and batter opponents.

All Vandal are male—there are no female Vandal. The only species with which the Vandal can procreate with are the Virago, a race of female warriors also created by the Archaens. The offspring of a Vandal and a Virago is either a Virago (female) or a Vandal (male).

ANCESTRY AND HISTORY

Created by the sorcerers of the Four Nations before the Fall, the Vandal were used as surrogate armies and sent off to fight in the War of

VANDAR WARRIOR

CHA 2D	DEX 3D	INT 2D
Command +2D	Armorer (Leather) +1D Common Weaponsmith +1D	
PER 3D	STR 5D	WIL 3D
Siege Weapon +1D Survival (Wilderlands) +1D	Melee Weapon +2D Unarmed Combat +1D	Beast Handling +1D

Base SPD: 7 **Luck:** 6 (0) **Renown:** +0

Primary Language: Primal.

Unassigned Skill Dice: None.

Special: Immunity to Fear, Rapid Healing.

Gear: Hide loincloth, Sandals, Black Iron knife (STR+1D), Vandal Greatsword (STR+2D+2), Vandal Garde PR 1(2) (STR+1D+1)—use Unarmed Combat

Note that all Vandal have the same attribute scores and beginning skills. When creating Vandal Player Characters, neither of these may be customized.

Four Nations. The war resulted in a stalemate, and the destruction of the Four Nations. Most of the Vandal who fought in the war were killed in battle. The rest are believed to have perished, either as a result of the Fall or because the species was unable to procreate and quickly died out.

But such was not the case. Shortly after the Fall, a number of these hybrid warriors were found, preserved in sarcophagus-like vats. When the vats were opened, they were activated and brought to life. It is these “newly born” Vandal who now populate the Savage Lands, along with a growing number of younger offspring. Even so, the Vandal remain the least-numerous of all the humanoid races, and large tribes of Vandal are very rare.

CULTURE

The Vandal were bred for battle, and it really is the only thing that they know. Designed by their creators for use as heavy infantry and heavy cavalry, Vandal possess innate combat skills, but only of a specific sort. While they are skilled in the use of two-handed weapons like greatswords and battle-axes, they have no talent for archery or

missile weapons of any sort, nor are they capable of learning any other types of skills. Though Vandar are adept at riding large mounts like warbeasts and land lizards, they are too big and heavy to ride the smaller, swifter steeds such as striders.

Skill and bravery in combat are the main measures of self-worth among these people, as are loyalty, honor, and obedience to the chain of command. Members of the same tribe often fight amongst themselves for practice, for sport, or to prove their superiority. These wargames, as they are called, are not intended to kill or cause grave injury; instead, they are used to measure the contestants' combat and tactical skills. On the rare occasion when two groups of Vandar meet, they often engage in such sport, just to determine which of the two tribes is more skilled. As with smaller-scale wargames, these contests are not intended to cause fatalities, though they often result in injuries.

Vandar were bred to heal quickly, and even serious wounds regenerate rapidly. The downside to the Vandar's regenerative capabilities is that Vandar tend to "burn out" quickly, most having a lifespan of just thirty years.

According to Vandar legends, the first Vandar "awakened" after the Fall was a great warrior known as Severus. Severus was famous for freeing a large band of slaves and leading them to a legendary place of safety called Sanctum. Ironically, the name "Severus" may well have been the name of the Archaen sorcerer who designed the Vandar prototypes; according to the Thrax who found him in a vat, the word "Severus" was tattooed on his forehead. As the Thrax are hardly experts at reading Old Archaen, some believe that the word tattooed on Severus' forehead may well have been "seven"—this perhaps being the number of the alchemical chamber in which Severus and his other vat-mates were grown.

NAMES

Vandar of the present day now choose their own names, though they tend to prefer names that are similar in style to the name Severus.

For example: Verus, Varos, Oros, Sarus, Vanarus, Savar, etc.

TRIBAL GOVERNANCE

Vandar tribes are led by a chieftain known as a warlord, who must earn his rank by proving to be the best warrior and most skilled tactician in his clan. Serving the warlord are his lieutenants, who act as sub-commanders, conveying the warlord's orders to their subordinates. Promotion in rank can be earned through bravery in battle or by proving one's skill in non-lethal wargames against other members of the clan.

WORLDVIEW

The Vandar respect combat skill, intelligence, and honor. Their clans usually get along well with tribes that have similar views, such as the Shan, Shaka, and Imazi. Vandar will form alliances with such tribes if it suits their strategic interests. Smaller Vandar clans, or even individual Vandar, are often hired or join other tribes to offer them protection. In return for their services, Vandar are typically "paid" in food, weapons, armor, or other goods that Vandar can't make for themselves.

The Vandar have a complex relationship with the Viragos, upon whom they depend for the propagation of their species. Though the two tribes are steadfast allies and have much in common, they are both proud, and each has its own traditions and beliefs. Courtship rituals between the two are often emotionally-charged affairs, occasionally resulting in heated disagreements or even physical combat. In the view of these two warrior-peoples, the latter is not necessarily a bad thing, and may in fact be considered a sign of deep affection.

VIRAGOS

Warrior-Women of the Wilderlands

The Viragos are a race of warrior-women who were bred by the Archaens of the past age. Averaging six feet or more in height, they are lithe and muscular, and have dark, copper-colored skin. Viragos have white hair that they wear in a distinctive style resembling a mohawk, occasionally augmented with tight braids, top-knots, or a long tail extending past the neck and shoulders. Viragos dress in a combination of hide and metal armor, with metal bracers used for parrying weapon strikes.

All members of a Virago tribe are female. Though Viragos who mate with other hybrids may, on very rare occasions, have a male child, such offspring are weak and generally don't survive. The sole exception to this situation occurs when a Virago mates with a Vandar; in such cases, if the child is male, it is Vandar. As such, Viragos favor Vandar mates above all others.

ANCESTRY AND HISTORY

According to their legends, the Viragos were originally created by an Archaen sorceress known as the Enchantress, who had a great distrust of men. It is said that the sorceress bred the Viragos to be her elite bodyguards, to eliminate any need for males in her household.

After the Fall, the Enchantress disappeared, and the surviving Viragos eventually formed their own tribes. Though no longer bound to serve their creator, they continued to follow her beliefs by prohibiting males from joining their clans. Their tribes now range throughout the eastern regions of the Wilderlands and beyond.

CULTURE

Viragos are generally not a superstitious people, nor do they fear magic like many of the other folk that have survived the Fall. Though they have no talent for magic use, most Viragos are capable of deciphering certain types of runes



and symbols—particularly those of a dangerous or threatening nature, which they have learned to identify and avoid.

Viragos may not be as large and powerful as the Vandar, but they are swifter and more agile. Unlike the Vandar, they possess an innate talent for archery and mounted combat, and are also able learn new skills. It is not uncommon for Virago warriors to also have some skill in healing, animal handling, diplomacy, trading, or crafting various types of tools and implements. This wide range of talents makes Viragos self-sufficient, and they need rely on no other tribe for their welfare and survival.

VIRAGO MERCENARY

CHA 1D+2-4D (2D)	DEX 2D-4D+2 (4D)	INT 1D+2-4D (2D)
Barter +1D	Armorer (Leather) +1D / Ranged Weapon +2D / Common Weaponsmith +1D	Language (choose one) +1D
PER 2D-4D (3D)	STR 2D-4D (3D)	WIL 2D-4D (2D)
Survival (Wilderness) +1D	Melee Weapon +1D	Beast Handling +1D
Base SPD: 9	Luck: 9 (0)	Renown: +0
Primary Language: Primal.		
Unassigned Skill Dice: 1D.		
Special: none		
Gear: Hide loincloth and vest, sandals, black iron knife (STR+1D), Virago shortbow (3D+1), ironwood spear (STR+1D+1) or obsidian sword (STR+1D+2)		

NAMES

Viragos have both common name and a secret name. Common names typically begin and end in a vowels as in: Alia, Uala, Oria, Oanu, Ia, Anobia, and Ulora. The nomenclature of their secret names is never discussed among non-Viragos.

TRIBAL GOVERNANCE

Virago society is seen as matriarchal from the outside; but as Viragos are all female, the distinction is moot. Their chieftains are elected by vote and are chosen not just for their prowess in battle, but for their intelligence, experience, and other talents. Virago chieftains are entrusted with the safety and prosperity of the tribe, and if a chieftain doesn't live up to her duties, she may be voted out and replaced.

WORLDVIEW

The Virago tribes enjoy good relations with a number of other peoples, including the Yann, Imazi, and Shaka. Some Virago tribes work as mercenaries, protecting clans of Yann salvagers from potential threats. Viragos are disciplined and reliable, and their services are often in great demand.

Viragos regularly engage in trade with the Kasir, and occasionally also with Reavers. They regard Beastmen and Thrax as vermin, and mark the Golgoths, Umar, and Ra as enemies.

The Viragos have a complex relationship with the Vandar, who depend on the Viragos for the propagation of their tribe. Though the two are long-time allies, courtship rituals between Viragos and Vandar are often emotionally-charged affairs, occasionally resulting in heated disagreements or even physical combat. In the view of these two warrior-peoples, the latter is not necessarily a bad thing, and may in fact be considered a sign of deep affection.

WARLOKS

Soulless Assassins & Hunters of Wizards

Warloks are a mysterious race of humanoids that average around six feet tall and tend to be built along slender proportions. Pale of complexion, Warloks have raven hair which they wear long and tied back in a queue. They have dark, deep-set eyes that give them something of a haunted look, and tattoo occult symbols on their forehead and chin. Their usual mode of dress is a hooded cloak of black linen, with boots, gauntlets, and breeches of beast-hide. A silver-bladed sword and one or more pairs of knives are their weapons of choice.

ANCESTRY AND HISTORY

Warloks are a race of hybrids created during the Sorcerers Wars, in the period before the Fall. They were designed to be assassins, and were specifically bred to hunt and kill rival sorcerers. Designed to be highly resistant to magic, Warloks were also imbued with an innate ability to detect magical emanations, allowing them to track their intended victims. During the Sorcerers Wars, these specialized talents earned Warloks a fearsome reputation among the Archaens.



After the Fall, the surviving Warloks found themselves ill-equipped to deal with the dark age that descended on the land. Some continued what they were created to do, hunting down sorcerers who had survived the Fall and remained in Talislanta, or working as mercenaries. Others wander aimlessly, looking for something to give purpose to their lives.

CULTURE

Warloks are among the few peoples of the present age who are still fluent in the spoken and written versions of Old Archaen. They have no talent for spells or incantations, but are able to read old Archaen writings, and can even identify many types of Archaen artifacts.

WARLOK ASSASIN

CHA 1D-3D (2D)	DEX 2D-4D+2 (3D+1)	INT 2D-4D+1 (2D+1)
	Escape +1D Sneak-Thief +1D Stealth +2D	Appraise Archaen Artifacts +1D Healing +1D Tribal Lore (Warlok) +1D
PER 2D-4D+2 (2D+2)	STR 1D+2-4D (2D+2)	WIL 2D-5D (3D)
Hunting +1D	Melee Weapon +1D	

Base SPD: 9 **Luck:** 6 (0)

Renown: +0

Primary Language: Old Archaen, written and spoken

Unassigned Skill Dice: 1D.

Special: See Magic, Magic Resistance

Gear: Leather vest PR 1(1), breaches, and boots, linen cloak, silver-bladed sword (STR+2D), two black iron knives (STR+1D)

Among the few literate folk of the current epoch, Warloks sometimes hire on as mercenaries with those who make their living by robbing tombs or searching ancient ruins for enchanted artifacts. With their ability to detect magic and their resistance to spells and wards, Warloks are often well-suited to such work. However, lacking a soul, they tend to be a dark and gloomy lot, who many other folks regard as harbingers of misfortune, or cursed.

Though most Warloks use their talents as assassins only for self-defense, some still operate as killers-for-hire. It is whispered that their targets have included shamans, spectres, Ra paladins, and even shadowitches.

NAMES

Their names tend to reflect the dramatic sort of nomenclature once favored by Archaen sorcerers, such as Arkonos, Mordok, Zoratus, Mephistan, Naros-Najan, Baltharius, Azrademus, Mordigan, and Zoranos.

TRIBAL GOVERNANCE

Warloks have no tribes, and tend to be loners. On rare occasions, a male and a female travel together as a pair, and some may even become mates. Even these relationships tend not to last

for long, due to the doom-haunted nature of these folk.

WORLDVIEW

Warloks are alone in the world, with few if any friends or allies. Imazi pity them, and Imazi tribes have been known to offer Warloks food, shelter, help, or protection. Kasir are sometimes willing to take on a Warlok to help them acquire and identify enchanted artifacts, which they then trade to other tribes. The Yann occasionally seek the services of a Warlok to help them decipher particularly rare or complex Archaen writings.

The talents possessed by Warloks can also make them the targets of less-benevolent tribes. The Ra often try to capture Warloks to force them to help find and identify Torquaran artifacts. Golgoths are known to do the same, and are also known to take Warloks and sell them as slaves. Witchmen covet the heads of Warloks, which they shrink and use as primitive black-magical totems.

YANN

Builders and Salvagers

The Yann are a race of sorcerous hybrids created long ago by the ancient Archaens. They are short and stocky, standing only four or five feet tall. Yann are covered head-to-toe in tough, exoskeletal plates that range in color from orange to dark brown. This tough exterior serves both as natural armor and also affords protection from heat. Their claw-like hands are strong and well-suited for heavy work, yet dexterous enough to allow the Yann to repair even the most sophisticated clockwork devices.

Yann wear harnesses made of tough hide, which hold a variety of tools and implements. Very young Yann often ride on their mother's back, gripping her exoskeletal plates with their small but powerful claws.

ANCESTRY AND HISTORY

The Yann were bred by the Archaens for use as



builders and engineers, miners and metallurgists. It was the Yann who built, maintained, and repaired everything from the fabled cloud-cities to the most complex clockwork automatons.

Many Yann perished when the cloud-cities dropped from the sky during the Fall. Some survived, though, and over time formed larger clans of extended families. These clans can still be found in the present era throughout the Wilderlands regions of central Talislanta

CULTURE

Yann have long been renowned as skilled engineers, able to build and repair many types of constructs, conveyances, and mechanisms.

YANN ENGINEER

CHA 1D-4D (2D)	DEX 2D-4D+1 (2D+1)	INT 2D-5D (4D)
Basic Engineering +1D Salvage +1D		
PER 2D-4D+2 (2D+2)	STR 2D-4D+2 (2D+2)	WIL 1D-4D (2D+1)
Survival (Wilderlands) or Survival (Deserts) +1D	Melee Weapon or Unarmed Combat +1D	
Base SPD: 5	Luck: 7	Renown: +0
Primary Language: Spoken Old Archaen		
Unassigned Skill Dice: 6D—note: a starting Yann character must assign these dice between Appraise, Armorer, Artificer, Engineer, Laborer, Traps, and Weaponsmith.		
Special: Fire Resistance, Exoskeletal plates PR 1(-).		
Gear: Loincloth, wide leather belt, iron spear (STR+1D+1) or knife (STR+1D), salvage tools		

Lacking the sophisticated materials and resources of the Archaens, Yann are limited to undertakings far less ambitious than those that they performed in the time before the Fall. The Yann became expert salvagers, adept at working metals and other materials retrieved from the ruined cities and battlefields of the Savage Land.

Yann are sought out by other tribes, who employ them to make and repair weapons, armor, cargo drays, siege engines, and even stone strongholds. Their crews gladly work for other tribes, offering their services in exchange for needed materials, needed services, or radian crystals.

Given their small size, Yann are remarkably strong and very tough. Though they are not aggressive by nature, they are more than capable of defending themselves. In combat Yann wield heavy iron salvage-tools that double as spears and pikes. When aligned in tight formation, these small but rugged humanoids are surprisingly good at defending themselves and their possessions.

NAMES

Common Yann names usually have a single syllable and are spelled with three letters, such as Ome, Yan, Eng, Ahm, Ank, and Yis.

TRIBAL GOVERNANCE

Yann tribes are known as crews. Each crew is made up of one or more extended families, plus others who may have joined up somewhere along the way.

Every Yann crew is led by a crew-chief, who is chosen for her wisdom and engineering expertise. Crew-chiefs approve and oversee all work done by the crew, and also negotiate agreements with other crews or tribes. They are in charge of safe-keeping the crew's tools, materials, and offspring.

WORLDVIEW

No longer controlled by their former masters, the Yann now work for themselves and make their own plans. Smaller and less-established crews tend to travel about, unearthing salvage to use or trade to other tribes. Larger clans sometimes build strongholds, which serve as dwellings, workshops, storage, and nurseries for the crew's young. These places are used as way stations and shelters by smaller crews, and as meeting places where other tribes come to hire Yann for various jobs.

Yann enjoy good relations with many other tribes, including the Viragos, Reavers, Shaka, and Imazi. They are regular trading partners of the Kasir, and regularly supply weapons and armor to the Vandar. In return, Viragos and Vandar tribes often escort Yann crews through hostile territories, or stand guard over their salvage or construction operations.

The Yann don't like the Thrax, whom they suspect of trying to steal their secrets. They fear the Golgoths, who try to capture Yann whenever they can to trade to the Umar or the Ra. Both of these peoples have both been known to offer much in trade for Yann, whom they use as slaves and coerce into working for them as engineers.

NPC ARCHETYPES

The DM may allow some or all of the following archetypes to be used as Player Characters. If so, Players should discuss this option with their DMs, and decide how they'd like to play these characters. If the DM allows it, archetypes of a cruel or "evil" nature may be played as renegades or outcasts, making them more like anti-heroes or neutrals.

AZRAQ

Scourge of the Volcanic Hills

The Azraq are a reptilian race that stands between five and six feet tall. They are lean, with scaly tan hide streaked with stripes of black. A sail-like crest decorates the head, but it can be lowered at night to conserve heat. They have clawed hands and feet, and long fangs capable of delivering a poisonous bite that causes intense and debilitating pain.

ANCESTRY AND HISTORY

It is thought that the Azraq were created by the Archaens of the Four Nations as a hybrid species, meant to serve in the wars against the Drakken and the later wars against the Wild Tribes. Bred to kill, the creatures proved to be extremely aggressive and almost impossible to control. Their clans and raiding bands now dominate large portions of the eastern regions of the continent.

CULTURE

Azraq dress in loincloths and cloaks made from the hides and skins of creatures they have hunted. They frequently decorate their bodies with piercings made of bone or, in rare cases, scraps of metal or obsidian. Azraq take trophies from their kills, hanging the heads or skulls of those they have killed in battle from the sides of their mounts, or from sledges made of hide and bone dragged behind them. To the Azraq, the ultimate trophies are the scales of the rath, the only creature the Azraq consider fiercer than themselves.



The Azraq are hostile to most other lifeforms, and rarely interact with other tribes unless it is to fight or hunt them. They are swift and skilled hunters, preying upon almost everything they come across. Azraq are known to set massive dragon-traps for giant land dragons and sand dragons, from which they derive food, drink (dragon's blood), horn, and the thick hide that they use to make shields and other durable goods. Even their steeds, the aggressive lopers, are feared by others.

The Azraq have no gods, no superstitions, and no belief in spirits or souls. They don't fear magic, but rather despise it, just as they once despised the Archaens. The Azraq seem to take particular pleasure in torturing and killing

AZRAQ DRAGON HUNTER

CHA 1D+2-2D+2 (2D)	DEX 2D-3D+2 (3D)	INT 2D-3D (2D)
Artificer (Bone) or Armorer (Leather) or Primitive Traps +1D		
PER 3D-4D (3D)	STR 3D-4D (3D+2)	WIL 2D-3D (2D+1)
Hunting +1D Survival (Volcanic Hills) +1D	Melee Weapon +2D Unarmed Combat +1D	Beast Handling +1D
Base SPD: 7	Luck: 5 (0)	Renown: 0
Primary Language: Sauran.		
Unassigned Skill Dice: 3D.		
Special: Claws and Bite (STR+2), Venom (2D+2 poison, applied once, must wound the target with a bite attack), Enduring (Food and Water, 2 weeks), thick hide PR 1(1, per location; repairs at healing rate).		
Gear: Hide loincloth, hide cloak, decorative bone piercings, dragon-hide shield, loper steed, bone-tipped spear (STR+1D+1), bone knife (STR+1D)		

shamans, often spending hours or even days tormenting their victims.

NAMES

The Azraq don't use names, which they regard as the useless trappings of weaker races. They merely point at whoever they wish to communicate with and hiss, or use descriptive terms such as "he who lost an eye", "the old chieftain", "she who killed three Reavers", etc.

TRIBAL GOVERNANCE

Azraq congregate in large bands numbering in the dozens. They roam at will, constantly searching for food and prey. Each band of Azraq is loosely organized. They have no true leaders and individuals can come and go as they please. Arguments are common, and often end in the death, with the loser's remains fed to the clan's lopers.

WORLDVIEW

The Azraq despise all other tribes, particularly the Drakken, whom they once viewed as rivals for the same territories. Even now, after most of the surviving Drakken have withdrawn deep in the Volcanic Hills, the two races bear a deep and mutual enmity for one another. They hate

the Shaka, who hunt land dragons as a rite of passage and, in doing so, encroach upon territories the Azraq view as their own. During such times, fierce fights between the two races of hunters are not uncommon.

Azraq are self-sufficient, and have no need to trade for goods with outsiders. Consequently, they are among the only tribes that attack Kasir traders, regarding them as no different than any other prey.

BEASTMEN

Savage Tribes of the Plainslands

Beastmen are a race of feral humanoids which range across much of the Wilderlands and adjoining territories. They stand just over six feet, and are lean and powerfully built. Beastmen are covered with coarse fur from head to foot, and they often twine their long manes with strips of hide, bits of bone, and various shiny objects. Their tribes typically use scarification to denote pack allegiances, scoring their backs and chests with crude clan-signs or ideograms.

ANCESTRY AND HISTORY

Beastmen are the descendents of the first Wild Tribes, who were among the most ancient humanoid tribes of Talislanta. For untold centuries, the Beast-tribes fought against the Drakken and, later, the Archaens. Having survived the Fall, their tribes have now focused their enmity on the hybrid races who were created by the Archaens and the last of the Drakken.

CULTURE

Beastmen are prolific breeders, and are likely the most populous of all the humanoid tribes in the Savage Land. They travel in loose-knit bands called packs, each led by the most powerful and aggressive of their number. They roam the Wilderlands regions and beyond, marking territories they claim for their own with crude totems made of bones and skulls. Beastmen

BEASTMAN

CHA 1D-2D+2 (2D) **DEX** 2D-3D+2 (2D+2) **INT** 1D-2D+2 (2D)

Stealth +1D

PER 2D+1-4D+1 (3D+1) **STR** 2D-4D+2 (3D+2) **WIL** 2D-3D+2 (2D+1)

Hunting +1D

Melee Weapon +1D

Survival (Wastelands)
+1D

Unarmed Combat +2D

Base SPD: 8

Luck: 6 (0)

Renown: 0

Primary Language: Primal.

Unassigned Skill Dice: 4D.

Special: Thick Hide PR 1(1, per location repairs at healing rate), Claws and Fangs (STR+2), Bloodthirsty (+1D to-hit bonus vs. wounded opponents).

Gear: Hide loincloth, bone club (STR+1D+1), assortment of scavenged claws, bones, and fangs.



are able to identify and read these totems, both by sight and by scent. Rapacious hunters, Beastmen remain within a territory until they either strip it of all viable game or are forced out by tribes stronger than themselves.

Primitive in nature, the Beast-tribes generally have little talent for making tools, weapons or armor. Instead, they prefer to steal or scavenge such items from other tribes, battlegrounds, or the many ancient ruins that dot the Wilderlands. As they don't know how to domesticate animals, Beastmen regard mounts and burden beasts as nothing more than food.

Beastmen possess an acute sense of smell, and are excellent trackers. They can identify all sorts of creatures by scent, and can detect the scent of blood at considerable distances, which can incite a pack into a killing frenzy. Beastmen packs hunt down wounded foes without mercy, and have been known to follow a blood trail relentlessly for days on end. Though Beastmen are cunning creatures, they are not especially intelligent or brave. They almost never attack unless they outnumber their intended prey.

Beastmen fear magic. They don't understand arcane forces, and the experiences of their ancestors, handed down from the time of the Fall, have made most Beastmen reluctant to

use or even handle enchanted items. Beastmen worship no gods and have no shamanic traditions of their own. They communicate in a rudimentary form of sign-language, punctuated by grunts, snarls, and simple gestures. At longer ranges, Beastmen signal each other by howling.

NAMES

Beastmen names are usually based on some aspect of their physical appearance or some other notable trait. Common names, translated from Sign, include: Red Claw, Burned Leg, White Scar, Howls at the Moon, Long Fangs, Blood Hand, etc.

TRIBAL GOVERNANCE

Beastmen tribes are governed by one rule: only the strongest can lead. Pack members who disobey their leader or otherwise fall out of favor are summarily killed and eaten. The only possible means of dissent is for another individual to challenge the leader to fight. These contests usually end in the death of one of the combatants, though on occasion the loser is driven off or slinks away in defeat. The victor is confirmed as the leader of the pack, and retains the position as long as she can defend it.

WORLDVIEW

Beastmen regard all the Wilderlands regions as the traditional territories of their ancestors, the Wild Tribes. Though their packs view each other as rivals, the one unifying concept among the disparate Beastmen tribes is their hatred for the old Archans and their spawn. An incursion by tribes of Vandar, Viragos, or any of the other hybrid races is one of the few things that can cause different packs to join together temporarily and fight for a common cause.

Beastmen occasionally work as trackers for the Golgoths, who pay them in food—and in rebellious or unwanted slaves.

BOGLINS

Thieves of the Dead Forest

Bogglins are smallish humanoid creatures, averaging a little over three feet tall. They are thin and wiry, with gnarled features and skin that ranges from mottled brown to soot-black. Bogglins who live underground typically dress in filthy rags and loincloths made from whatever materials they can scavenge or steal. Those who live in the Dead Forest are known to dress eccentrically, wearing bits of mismatched clothing, jewelry, and other geegaws.

Bogglins are physically weak but very agile. They are capable of great speed and dexterity, and are exceptionally stealthy. They arm themselves with slings, spears, or knives,

proportioned to suit their diminutive stature. Their dark, narrow eyes can see clearly in the dark, and their sense of hearing is very acute.

ANCESTRY AND HISTORY

Bogglins are believed to be the last of an ancient race known as the Forest Folk. Their ancestors inhabited the vast forests and swamplands that once covered much of the western and northern parts of the continent. The world-shaking devastation of the Fall caused the deaths of many of the Forest Folk, and drove the Bogglins from their homeland into the Darklands.

For a time, the Bogglins were safe and grew in numbers. Then the Umar tribes moved into their territories, destroying everything in their path. Once again the Bogglins were forced to flee for their lives. Some went deep underground, where they remain to the present day. Others returned to the Dead Forest, where they can be found living in bogs, caverns, or the boles of ancient trees.

CULTURE

Even before the Fall the Bogglins were primarily renowned as thieves, liars, and miscreants. It was said of their ancestors that no Boglin would ever bother to make anything it could steal from someone else, and the same holds true for Bogglins of the present era.

Bogglins are usually loners, though they sometimes band together temporarily to pull off a “heist”; an elaborate scheme to trick, rob, or defraud a victim who has something they covet. Bogglins who live in the Dead Forest subsist by stealing food and valuables from other creatures, and by scavenging artifacts from ruins and crypts. They usually stash their ill-gotten “treasure-hoards” in clever hiding places, but occasionally trade surplus goods to others, such as the Kasir.

Subterranean Bogglins survive by scrounging for roots and tubers, and by stealing from the Undermen, and sometimes even from the Satada. Like their surface-dwelling cousins, those who dwell underground are also known to steal from tombs, crypts, and subterranean vaults,

BOGLIN THIEF

CHA 1D-3D (2D) **DEX** 3D-5D (4D) **INT** 2D-3D+2 (2D+1)

Ranged Weapon +1D Subterranean Lore +1D
Escape +2D
Sneak-Thief +2D
Stealth +1D

PER 3D-4D+1 (3D+1) **STR** 1D-2D+2 (2D) **WIL** 2D-3D+2 (2D+1)

Survival (Dead Forest) +1D Melee Weapon +1D

Base SPD: 9 **Luck:** 9 (0) **Renown:** 0

Primary Language: Primal.

Unassigned Skill Dice: 1D

Special: Night Vision, Hide in Darkness (+1D to Stealth).

Gear: Hide loincloth, stone spear (STR+1D+2), bone knife (STR+1D) or sling (2D+2)

BOGLIN SLAVE LABORER

CHA 1D+2-2D+2 (2D) **DEX** 2D-4D (3D) **INT** 2D-3D (2D)

Labor (Craft) or Laborer (Trade) (INT) +1D
Stealth +1D

PER 2D+2-3D+2 (3D) **STR** 2D-3D (2D+2) **WIL** 2D-3D+2 (2D+2)

Survival (Darklands) +1D Unarmed Combat +1D

Base SPD: 8 **Luck:** 9 (0) **Renown:** 0

Primary Language: Primal.

Unassigned Skill Dice: 5D

Special: Night Vision, Hide in Darkness (+1D to Stealth).

Gear: Hide loincloth.

gaining access by picking locks or worming their way in through cracks and crevices.

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



NAMES

Boglin names generally to end in the double consonants xx or zz. Common names among these folk include Fezz, Nixx, Hexx, Furzz, Shazz, Yozz, Quazz, Zizz, and Zaxx.

TRIBAL GOVERNANCE

Boglins have no concept of governance, instead establishing a pecking order that only extends to those in their immediate vicinity. When not stealing from each other or those around them, they traffic in gossip, lies, and deceit. Those who have the richest treasure-hoards may earn the grudging admiration of their peers or, more commonly, become the targets of their jealousy—and the likely victims of a heist.

WORLDVIEW

The Boglin worldview is simple and shallow: steal whatever can be stolen and survive by any means necessary. While this attitude has endeared them to few other species, Boglins are sometimes approached by folk who wish to hire them as thieves or guides. While Boglins generally possess the skills required for such jobs, the very word “job” sounds far too much like “work” for most of these creatures, who often find it much easier to simply rob a prospective employer.

Boglins fear the Umar, and won't venture anywhere near their territories. They despise and fear Golgoths, who have been known to take Boglins as slaves. In a bit of irony, Boglins sometimes find themselves the victims of theft by the imp-like creatures known as fetches, whom they regard as rivals and pests.

DRUDGES

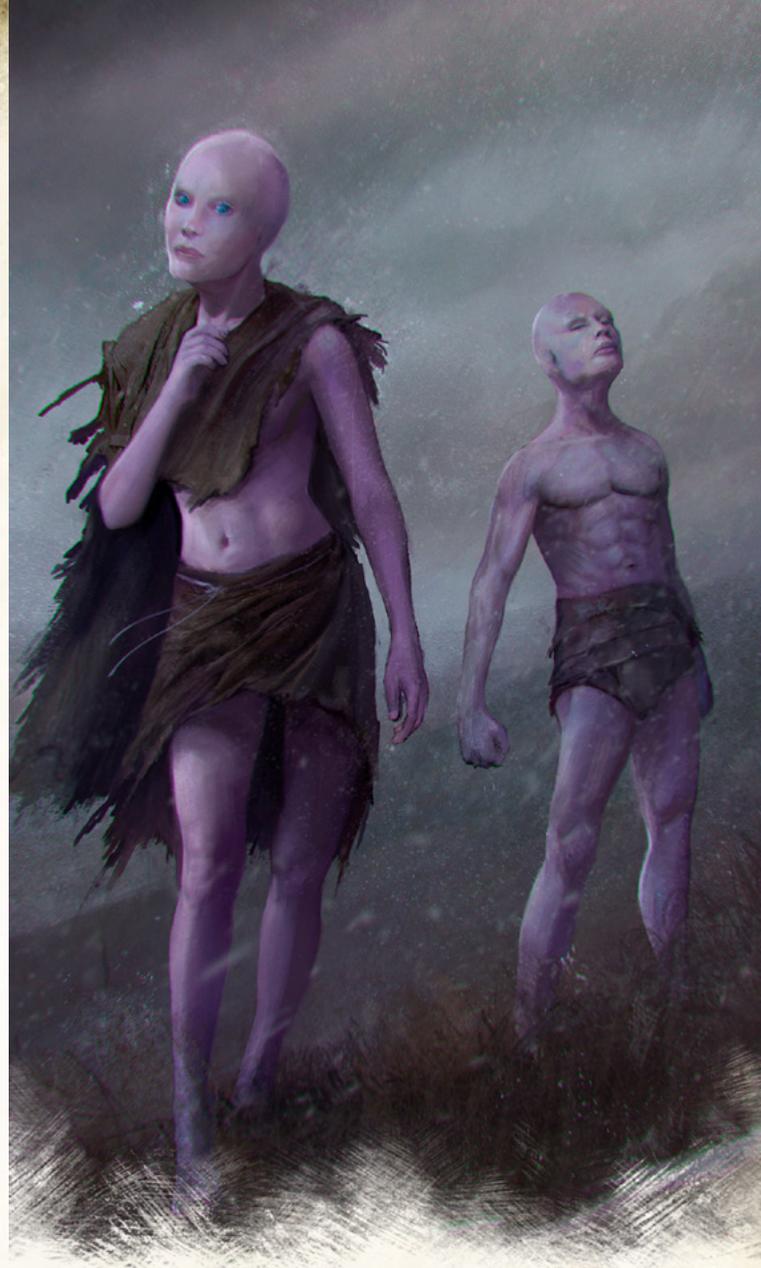
Servants of the Old Archaens

Drudges are humanoid lifeforms of various types created by Archaen sorcerers in the time before the Fall. Most are somewhat small in stature, standing between four and five feet tall. A few larger types, built specifically for heavy labor, were also created, but these are rarely seen today.

Drudges usually have nondescript features, with large, lucid eyes and pastel-colored skin. Most bear a symbol upon their forehead, originally meant to mark them as property and to indicate what function each was created to perform. In the present era these symbols are regarded as tribal markings, though they are still used by some to identify different types of Drudges.

ANCESTRY AND HISTORY

Drudges were created long ago by the Archaens, who employed them as servants. Talosian historians record that there was once a wide variety of these artificial humanoids, each type created to fulfill a specific function: menial laborer, gardener,



musician, courtesan, heavy laborer, and so on.

Many Drudges perished after the Fall. Lacking the skill or ability to adapt to the savage and brutal realities of life on the ground, they died by the hundreds and thousands. Some, however, had skills that other tribes found useful. Taken in and given time to adjust, these Drudges survived, and are extant to the present day.

CULTURE

Drudges often seek out one another, congregating in groups or sometimes seeking to join up with larger tribes. Many other tribes have at least a small number of Drudges among them, who perform manual labor or other services

DRUDGE WORKER

CHA 2D-3D (2D)	DEX 2D-4D (3D)	INT 2D-4D (3D)
	Artificer (Clay, Stone, or Wood) +2D Laborer (Craft) or Laborer (Trade) (INT) +2D	Spoken Primal +1D Tribal Lore (Drudge) +1D
PER 2D-4D (3D)	STR 2D-3D (2D)	WIL 2D-4D (3D)
	Melee Weapon +1D	
Base SPD: 6	Luck: 10 (0)	
Renown: -1		
Primary Language: Spoken Old Archaen.		
Unassigned Skill Dice: 3D.		
Special: None.		
Gear: Hide loincloth, hide tunic, scavenged tools, wood club (STR+1D+2).		

in exchange for food, goods, and protection. Drudges take pride in their work no matter what it is, and are typically loyal and trustworthy, sometimes even to a fault.

NAMES

Treated as lowly servants and laborers by the Archaens who created them, Drudges were usually only given one-syllable names, denoting lower status. Drudges still follow this naming convention, using names such as Tcha, Ott, Bas, Nuur, Jah, and Narr.

TRIBAL GOVERNANCE

Drudges were bred to be followers. Part of their inherent make-up was to serve their Archaen masters, and this servile attitude was passed to subsequent generations. Often victimized by stronger tribes, many Drudges were captured by the Golgoths and ended up as slaves. But as Drudges adapt to the new reality, their people have begun to show signs of becoming more organized and even independent. While most Drudges still prefer to join other tribes, it seems possible that these people may one day be able to strike out on their own and establish their own tribes and cultures.

WORLDVIEW

Drudges have proven to be surprisingly resilient and, in some cases, uncommonly brave. They may be smaller and weaker than other peoples, but they have been known to show great courage in the face of danger.

Many Drudges believe in a legendary lost city known as Sanctum. According to stories passed from one generation to the next, it is a place where Drudges of all kinds are welcome to live, practice their trades, and raise their families safe from harm. More than one group of Drudges has set out across the Savage Land in search of Sanctum. Whether any have ever found the lost city, no one knows.

DRUKHS

Ghost-Tribes of the Northern Hills

The Drukhs are a wild and primitive folk whose tribes range throughout the hills and mountains bordering the Dead Forest, the Darklands, and parts of the northern Wilderlands. Drukhs dye their skin purple with the juice of the vampire-root. They daub their dreadlocked hair with a stark-white pigment made from powdered bone and ash, and paint their faces and bodies with strange patterns and symbols, using a dye made from the phosphorescent ghost-mushroom. Adding to their savage mien, they wear necklaces of teeth and bones, dress in crude loincloths and boots of fur and hide, and carry primitive weapons made of wood and sharpened bone.

ANCESTRY & HISTORY

The Drukhs are among the oldest of the Wild Tribes, and perhaps the strangest. They were once like most of the other Wild Tribes, living in the hills of northern Talislanta and surviving as hunter-gatherers. In ancient times, they fought with the other Wild Tribes against the Drakken and later against the Archaens. Then came the Fall or, as the Drukhs call it, "the end of the world". To the Drukhs, the Savage Land



is a hellish afterlife, in which they are cursed to wander as ghosts for all eternity.

CULTURE

Drukhs are habitual users of skullcap, a mushroom that has both narcotic and hallucinogenic properties. Under the influence of this substance, their behavior is volatile, violent, and occasionally erratic, verging on paranoid.

Practitioners of an obscure form of primitive magic, Drukhs shamans engage in bizarre rituals designed to appease the Dark Gods who rule the “spiritworld” in which they live. A potion made from skullcap is passed around and eerie music is played on hide drums and carved bone flutes. When the entire tribe has been whipped

DRUKH WILDMAN

CHA 1D-2D+2 (2D)	DEX 1D-3D+1 (2D+2)	INT 1D-3D (2D)
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Musician +1D	Artificer (Clay, Wood, or Stone) +1D Stealth +1D
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PER 1D-3D+2 (2D+2)	STR 2D-4D (3D)	WIL 2D-4D (3D)
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Hunting +1D Sign Language +1D Survival (Dead Forest) +1D	Melee Weapon +1D
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Base SPD 7 **Luck:** 10 (0)

Renown: 0

Primary Language: Primal.

Unassigned Skill Dice: 3D.

Special: None.

Gear: Hide loincloth, wooden club (STR+1D+2), skullcap (1 dose), bone flute or hide drum

DRUKH SHAMAN

CHA 1D-3D (2D+2)	DEX 1D-3D (2D)	INT 2D-3D+2 (3D)
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Command +1D	Stealth +1D	Plant Lore +1D Shamanic Lore +1D Tribal Lore (Drukhs) +1D
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PER 2D-4D (3D)	STR 2D-4D (2D)	WIL 2D-4D (3D+1)
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Sign Language +1D Survival (Dead Forest) +1D	Melee Weapon +1D	Commune with Spirits +1D
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Base SPD: 7 **Luck:** 9 (2)

Renown: +1

Primary Language: Primal.

Unassigned Skill Dice: 1D.

Special: None.

Gear: Hide loincloth, wooden club (STR+1D+2), skullcap (2 doses), bone flute or beast-hide drum.

into a frenzied state, the shamans lead the warriors on a “spirit-quest”.

A Drukhs spirit-quest can take one of several forms. The most common is a hunt, in which the tribe goes forth to find food, skullcap, or whatever the shamans decide. Slightly less common is the Dance of Madness, which

entails the consumption of even more skullcap, upon which the tribe enters into a trancelike state, accompanied by wild music and dancing. Least common, but most deadly, is the Dance of Death, in which the tribe goes forth to mercilessly kill any and all other humanoids it can find.

Drukhs spirit-quests generally continue for the entire night, ending only when the twin suns appear in the sky. When a quest is done, the exhausted participants stop whatever they are doing and fall into a deep sleep. A tribe sleeping off a spirit-quest is usually oblivious to anything going on around it for at least a day, until the effects of the skullcap wear off.

Even by Savage Land standards, Drukhs are extremely superstitious. Any occurrence that can be construed as out of the ordinary may be regarded as an omen, either favorable or unfavorable (GM's ruling). Drukhs rely on their shamans to read these omens and explain the portents to the tribe. Their readings can impel a tribe to attack, avoid an area or person designated as "cursed", or postpone their plans until the appearance of more favorable omens.

Drukhs converse in a combination of Primal and sign. The symbols and patterns that they paint on their bodies appear to have some sort of primitive magical significance, and may cause undead entities such as disembodied spirits and shadowforms to mistake Drukhs for ghosts or spectres.

NAMES

The Drukhs, Imazi, and Witchmen once shared a common root-language, traces of which are evident in their naming conventions. All use names made up of three morphemes (language units) the most common being: ka, ko, ku, cha, cho, chu, da, do, du, ha, ho, hu, na, no, nu, ta, to, tu, ah, oh, oo, za, zo, zu. Common Drukhs names include Na-Ku-Ko, Ta-Cho-Ku, Za-Ku-Zo, and Ho-Chu-Ko.

TRIBAL GOVERNANCE

Drukhs tribes are led by their shamans, who are regarded as infallible and possessed of secret

knowledge. To Drukhs, the shamans are the only thing that allows them to survive in the hell that is their reality. Any member of the tribe who dares to question a shaman is immediately and permanently expelled from the tribe, effectively "exiled to hell".

WORLDVIEW

Drukhs regard all of their kind as brothers, sisters, and fellow-sufferers. When two tribes meet, they are always friendly, and often exchange food, goods, and even young females suited for marriage. The only exception occurs when one tribe encounters another while in the midst of a Dance of Death. In this case, the spirit-questing tribe regards the other as an enemy and a threat, and kills all members of the other tribe without remorse.

The Drukhs see all other tribes as evil spirits who either mean them harm or seek to trick them. Consequently, their initial reaction will always be one of suspicion and mistrust, if not outright hostility. A gift of skullcap may appease the tribal shamans, convincing them to regard the outsiders as "good spirits", at least for a time. While this condition holds, it may be possible to obtain information or even exchange goods with a tribe of Drukhs.

GOLGOTHS

Slavers of the Wilderlands

Golgoths are warlike humanoids who claim the Northern Hills of the Wilderlands as their territory. Both males and female stand just over six feet in height, are hairless, and have dusky gray skin and blood-red eyes. Both sexes dress in fierce-looking armor made from chains, pieces of boiled beast-hide, and plates of crudely-hammered iron studded with spikes.

Golgoth males generally wear iron helmets that cover the entire head except for narrow eye-slits, with a headband made from a strip of hide dyed in the tribe's colors. Females typically wear headdresses of interconnected



chains, sometimes decorated with spikes and hooks to lend a more fearsome aspect to their appearance. Both males and females favor chain-blades and chain-maces, which are primarily used to injure and capture, but can also be used to kill.

Golgoths are slavers who prowl the Wilderlands searching for weaker tribes on which to prey. Mounted on war beasts and accompanied by trained tarkus, their favorite tactic is to target a tribe's mounts, slow them down, and capture them alive. The weak or infirm are slain out of hand; the rest are thrown in chains to be traded as slaves to tribes such as the Umar and Ra.

Golgoths are cruel and domineering by nature, and are adept at using coercion and

GOLGOTH SLAVER

CHA 2D-3D+1 (2D+1)	DEX 2D-4D (3D)	INT 2D-3D (2D)
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Barter +1D	Appraise Slaves +1D
Command +1D	

PER 2D-3D (2D+1)	STR 2D-4D+1 (3D+1)	WIL 2D-4D (3D)
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Hunting +1D	Melee Weapon +1D	Beast Handling +1D
Primitive Traps +1D		
Survival (Wilderlands) +1D		

Base SPD: 8 **Luck:** 8 (0) **Renown:** +0

Primary Language: Primal.

Unassigned Skill Dice: 2D.

Special: None.

Gear: Loincloth, cowl, leather boots, thick hide gauntlets, fur cloak, light chain-whip (STR+2), chain hood PR 1(2), chain armor PR 1(3).

GOLGOTH RAIDER

CHA 2D-3D (2D)	DEX 2D-4D (3D+1)	INT 2D-3D (2D)
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Command +1D	Appraise Trade Goods or Basic Engineering +1D
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PER 2D-3D (2D)	STR 2D-4D+2 (3D+2)	WIL 2D-3D+2 (3D)
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Hunting +1D	Melee Weapon +2D	Beast Handling +1D
Survival (Wilderlands) +1D		

Base SPD: 8 **Luck:** 8 (0) **Renown:** +0

Primary Language: Primal.

Unassigned Skill Dice: 3D.

Special: None.

Gear: Loincloth, cowl, leather boots, thick hide gauntlets, fur cloak, chain-blade (STR+2D+1), chain-hook (STR+1D) or light chain-whip (STR+2), chain hood PR 1(2), chain armor PR 1(3)

torture to “break” other living creatures and get them to do their bidding. This ability extends not just to humanoid, but also to wild animals, even to some predators.

ANCESTRY & HISTORY

The Golgoths are said to be a hybrid race created by the Torquar to serve them as torturers and inquisitors. If true, this would certainly

explain their cruel proclivities, as well as their relationship with the normally-hostile Ra tribes. But unlike the Ra, the Golgoths exhibit no reverence for, or interest in, the ancient Torquarans, their cult of Death, or their purported ancestors. It has been suggested that this is because the Golgoths were created to be devoid of any form of morality, sentimentality, or religious belief.

CULTURE

Slaving is the primary occupation of the Golgoth, and is divided up into three main areas of responsibility. Raiders are those who attack other tribes to capture slaves. Slave drivers serve as guards and escorts, moving captive slaves from one place to another. Lastly, the higher-ranking slave mongers are in charge of trading slaves and haggling for prices.

Golgoths use slaves for all sorts of menial and hard labor, working them without pity or remorse. When slaves die of overwork or malnutrition, the Golgoths simply go out and capture more. Reavers are especially favored as slaves, because they have hardy constitutions and can survive on less food and water than most other peoples.

Golgoths have some small talent for metallurgy. They make crude but effective weapons, chains, tools, and armor, mainly from salvaged iron. Golgoths exhibit neither the skill nor the patience necessary for mining or smelting metals from raw ore.

Golgoths have a similarly minimal talent for hide-working. They boil and shape beast-hide to make armor and saddles, and stitch together the skins of wild animals to fashion the simple, tent-like structures that they use for shelter. In both skills, their work is rarely decorative, but is usually functional and durable.

Aside from these talents, Golgoths exhibit no facility or interest in any other type of crafts or cultural pursuits. Similarly, they have as little regard for the culture or achievements of other peoples, as they have for other peoples in general.

NAMES

Most Golgoth names start with the letter "G", as in to Golarus, Gargan, Gor, Gorag, Ganos, and Gru.

TRIBAL GOVERNANCE

Golgoths not only dominate other creatures by force, they do the same amongst themselves. The leader of a Golgoth slaving or raiding tribe is always the most dominant and merciless member of the group. Golgoth chieftains maintain their position of power only as long as they can intimidate potential rivals. If a chieftain shows weakness of any sort, a rival will quickly take the opportunity to kill him and seize control of the tribe. As long as the usurper is successful, she need fear no repercussions; neither the spouses nor the relatives of a deposed chieftain care enough to seek revenge. However, if the would-be usurper fails, she can expect a painful death, prolonged as much as possible for the entertainment and edification of the rest of the tribe.

WORLDVIEW

Due to their rapacious behavior, the Golgoth tribes have many enemies. Vandal and Viragos will usually attack them on sight and try to drive them from their territories. Reavers are known to lay traps and ambushes to catch Golgoths, and vice versa. Imazi prefer to avoid regions where Golgoths dwell or are known to pass through, while Shaka are known to hunt them like animals. Yann and Drudges are especially wary of Golgoths, as they are often the victim of slaving raids; Yann in particular are highly valued as slaves, particularly by the Umar. Even the Kasir, famous for their neutrality, never trade with Golgoth slavers.

Only the Umar, Ra, and Thrax appear to have no qualms about dealing with the Golgoth tribes. In all cases, their relationships are always based on profit, seldom on trust, and never on friendship.



RA

Servants of Death

A cruel and physically-imposing race of humanoids, the Ra are fearsome warriors who stand over seven feet tall. Heavily muscled with broad shoulders, they have dark brown skin, black hair, and blood-red eyes. Ra attire themselves in black plate armor emblazoned with images of death: leering skulls, skeletons, and executioners' axes. They wield such weapons as the two-handed executioner's axe, chain-blades, and iron crossbow. Their look is meant to intimidate enemies, and it is usually effective.

ANCESTRY AND HISTORY

Before the Fall, the Ra served the black magicians of Torquar as warriors, bodyguards, and executioners. They were fanatics, chosen for their absolute loyalty to their masters. Following the Sorcerers Wars, the Torquar fled to other dimensions, leaving the Ra to suffer the consequences of their actions.

The Ra survived the Fall and, despite being abandoned, remain loyal to the teachings of their masters even to the present day. After the Fall, the Ra built a number of crude strongholds in the mountains that border the eastern part of the Black Desert. Using these strongholds as bases, they have begun the task of attempting to resurrect the old Torquaran empire.

CULTURE

Ra have no aptitude for magic, but they are devout worshippers of Death, the dark god of their former masters. They revere the Torquaran Sorcerer-Priests of old as avatars of Death, and consider anything fashioned by the Torquar to be a sacred relic. The Ra consider it their sacred mission to recover the ancient weapons, artifacts, and secrets of their former masters.

To this end, the Ra go to great efforts to locate and exhume artifacts of lost Torquar. Ranging across the Black Desert and beyond, they search through ruins and tombs for ancient Torquaran codices, black-magical texts, weapons and armor. Though they don't understand all of the Torquaran writings, they believe that these texts are sacred and are essential to resurrecting the old Torquaran empire.

All Ra are members of the Death cult, and are branded on their foreheads and palms with a death's head sigil. They are raised to have no fear of death, believing instead that if they are loyal to the Cult they will be rewarded in the afterlife and reunited with their deceased masters.

NAMES

Ra names have two parts and typically end in the suffix -Ra, which to these folk means

RA PALADIN

CHA 2D-3D (2D)	DEX 2D-4D (3D)	INT 2D-3D (2D)
Command +1D	Ranged Weapon +1D Bladesmith +1D	Appraise Slaves +1D Basic Engineering +1D
PER 2D-4D (2D)	STR 3D+2-5D (4D)	WIL 2D-4D (3D)
Siege Weapon +1D Survival (Black Desert) +1D	Melee Weapon +2D	
Base SPD: 6	Luck: 7 (0)	Renown: +0
Primary Language: Primal.		
Unassigned Skill Dice: None.		
Special: None.		
Gear: Hide loincloth, leather sandals, leather bracers, heavy executioner's axe (STR+2D+2), heavy crossbow (5D), chain-blade (STR+2D+1), Ra paladin armor PR 1(3).		

RA WARRIOR PRIEST

CHA 2D-3D+2 (2D)	DEX 2D-4D (2D)	INT 2D-3D+2 (3D)
Command +2D	Bladesmith +1D	Basic Engineering +1D Written Old Archaen +1D Tribal Lore (Ra) +1D
PER 2D-4D (3D)	STR 3D-5D (3D)	WIL 2D-4D (3D)
Siege Weapon +1D Survival (Black Desert) +1D	Melee Weapon +1D	
Base SPD: 6	Luck: 7 (0)	Renown: +0
Primary Language: Primal.		
Unassigned Skill Dice: 1D.		
Special: None.		
Gear: Hide loincloth, leather sandals, leather bracers, bone knife (STR+2), Ra executioner's axe (STR+2D+2).		

"Servant of Death". Common names include Az-Ra, Shalim-Ra, Anaz-Ra, Nalik-Ra, Das-Ra, and Ymaru-Ra.

TRIBAL GOVERNANCE

The Ra are ruled by a cabal of warrior-priests who act as the keepers of the ancient lore of Death and perform all sacrificial rituals. They are served by the paladins, who travel far and

wide at the behest of the cabal, searching for Torquaran artifacts. Warrior-priests and paladins are the only Ra allowed to handle Torquaran artifacts.

The Ra consider the Black Desert to be their territory, and don't take kindly to intruders. Ra sentinels patrol the Black Desert in force, and pursue and seek to capture any who trespass into their domain. Captives are brought to a Ra stronghold, where they are interrogated, subjected to torture, and sacrificed to the Ra's patron deity, Death.

WORLDVIEW

The Ra's only goal is to bring back the Torquaran Empire, in the hope that by doing so, their long-departed masters will one day return to lead them. Everything they do is dedicated to this objective.

The Ra believe that theirs is the only true religion, and regard all non-believers as infidels.

Ra paladins are allowed to deal with infidels, but only as needed to advance their goals. They deal with Golgoths to obtain slaves for their excavations. They have fairly regular dealings with the Thrax, who are an important source of Torquaran artifacts, which they retrieve from tombs and abandoned battlefields and trade to the Ra.

TALOSIANS

Ancient Automaton

Talosians resemble nothing so much as living statues. They stand from five to six feet in height, and have the mien and appearance of sages or scholars from a bygone age. Their skin, robes, and even their hair are meticulously fashioned from metal, which can vary in hue from a rich bronze to copper or gold.

Talosians are constructed of brass and sculpted to resemble the Archaen ideal of nobility: slender, stately of bearing, with well-formed features. Their metallic "skin" is as tough as plate armor, and just as inflexible. The face of a



typical Talosian is an immobile mask, displaying a calm, neutral expression.

Under their metallic exterior is a bewildering array of clockwork “internal organs”. In the center of the chest cavity rests a matrix of small, glowing radian crystals—the energy source that gives a Talosian impetus, without which they are rendered inert.

Talosians are able to speak and move in a manner resembling that of a living humanoid, at least after a fashion. Regardless of how well a Talosian was constructed, it is incapable of swift or agile movement, and its voice always has a hollow, inhuman sound.

TALOSIAN AUTOMATON

CHA 2D	DEX 2D	INT 4D
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Diplomacy +2D

Lore (Beast, Earth, or Plant) +2D

PER 3D	STR 3D	WIL 4D
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Base SPD: 5

Luck: 6

Renown: +0

Primary Language: Spoken Old Archaen.

Skills:

Add the following skills and abilities as per area of expertise:

- **Archivists:** +1D INT, Lore (Beast or Earth) +2D or Basic Engineering +2D, Artificer (Choice) or Armorer (Metal) +2D, Common Weaponsmith +1D.
- **Guardian:** +1D STR, *Melee Weapon* +2D, *Battle Golem* +2D.
- **Navigator:** +1D PER, *Beast Drawn Conveyance* +2D, *Basic Engineering* +2D, *Special Ability:* Can always detect North and estimate distance above/below ground level.
- **Scribe:** +1D WIL, *Primary Language:* Written Old Archaen, *Special Ability:* Recall Information (can recite anything witnessed with accuracy with a WIL roll).
- **Translator:** +1D CHA, *Language (any two)* +2D, *Diplomacy* +1D (stacks to +3D).

Unassigned Skill Dice: None.

Special: Fire Resistance, Night Vision, Metal “Skin” PR 1(-). Injuries to metal “skin” or parts can be repaired, but can’t be healed as per living creatures.

Gear: Leather cloak and hood (worn for protection from elements), choice of iron spear (STR+1D+2) or iron sword (STR+1D+2), plus iron shield PR 2(6) for Guardian.

ANCESTRY AND HISTORY

Talosians are an advanced type of automaton, built by the Archaens and Neurians before the Fall. Some were programmed to serve as sages, archivists, and scholars. Others were designed with different capabilities, and employed as windship navigators, translators, or guardians. A few were provided with rudimentary combat skills, so that they could be assigned to undertake tasks considered too dangerous for their makers.

Talosians are quite rare in the present era. Very few survived the Fall, though numbers of them may still be found in the ruins of the old cloud cities, left behind in tombs, or trapped in

cave-ins. Those that survived the Fall are often badly damaged, missing certain vital parts, or inert because their radian crystals have lost their power.

While their metallic forms are well-armored, any damage a Talosian suffers doesn't heal on its own, nor through the use of healing potions or elixirs. The Yann are the only folk in the present age who possess the skills needed to repair or reanimate a damaged or malfunctioning Talosian. The Thrax have tried for years to acquire these skills, but have thus far proven incapable of completely comprehending these complex clockwork mechanisms.

CULTURE

Programmed by their makers to perform a specific set of functions, Talosians can't learn new skills that fall outside of their areas of expertise. But though they are automatons, they are not simply mindless drones. Talosians are capable of learning from experience, and over time can become more adept at their specializations. While their intricate clockwork minds are capable of a surprisingly degree of abstract thought, Talosians don't appear to possess the ability to comprehend, much less feel, emotions.

Talosians were programmed to serve, and to respond to humanoids who wish to communicate with them. As long as a Talosian is not attacked or threatened, it will usually offer its services, which are limited to one, or at most two, of the following areas of expertise:

- ✦ **Archivist:** automatons whose memory banks were programmed with detailed information on up to three possible subjects, such as Arcana, Botany, Geology, etc.
- ✦ **Guardian:** automatons programmed with basic combat skills, used to protect their makers, an assigned beneficiary, or other Talosians.
- ✦ **Navigator:** automatons programmed with a faultless sense of direction, enabling them to accurately navigate most types of ships or conveyances.
- ✦ **Scribe:** automatons who record everything they see or hear, retaining this information in memory for future use or dissemination.

- ✦ **Translator:** automatons programmed to speak, comprehend, and read many different languages, including ancient or dead languages.

NAMES

Talosians usually have names ending in "-ius" or "-olis", an affectation adopted by the certain Archaen sages and scholars. Common Talisman names include: Aristolius, Esthesius, Karnopolis, Metalius, and Iopolis.

TRIBAL GOVERNANCE

There are no known tribes of Talosians. However, these constructs recognize other Talosians as fellow automatons and will communicate with them, and even consent to work in tandem with others of their kind to achieve a specified goal.

Lacking any true sense of free will, Talosians are best suited to serve others, which is the purpose for which they were originally designed. Some tribes are known to have Talosians in their midst, while others regard these Archaen constructs with superstitious fear and loathing.

WORLDVIEW

The Talosians have much the same view of the world as their former makers, the Archaens and Neurians. They are likely to regard the Wild Tribes as inferior beings, and to treat Archaen-made races such as the Vandar and Drudges as equals. As the ancient Neurians were integral in their design, Talosians are predisposed to trust Yann, and to seek them out when in need of repair.

Aside from these ingrained traits, Talosians that have been reanimated after the Fall are like blank slates. Most are disoriented at first, unaware that the once-great civilization of the Archaens is no more. It may take some time for a Talosian to gather sufficient information to be able to fully comprehend the new reality that is the Savage Land.



THRAX

Merchants of Destruction

The Thrax are a strange race of hybrid humanoids who can be found throughout many parts of the known lands. They average about five feet in height and are generally thin, with a slightly hunched posture. Thrax have leathery, almost reptilian skin that is deathly white. They have heavy brows, sunken eyes, and a wide mouth filled with multiple rows of small, sharp teeth.

Thrax always wear dark sand-goggles and leather face masks to protect themselves from sandstorms and the harsh rays of the twin suns.

THRAX SALVAGER

CHA 1D-2D+2 (2D)	DEX 2D-4D+2 (3D+1)	INT 2D-4D (3D)
	Escape +1D Stealth +1D	Appraise Trade Goods +1D Basic Engineering +1D Written Old Archaen +1D Sabotage +1D Salvage +1D

PER 2D-4D+2 (2D+2)	STR 2D-4D+1 (2D+2)	WIL 2D-4D (2D+1)
Survival (any one land) +1D	Melee Weapon +1D	

Base SPD: 7 **Luck:** 8 (0) **Renown:** +0

Primary Language: Primal.

Unassigned Skill Dice: 1D.

Special: Toxin Resistance.

Gear: Heavy leather cloak and gloves, leather mask PRI(1, head only), Iron tools, Thraxian Blade-staff (STR+1D+2).

THRAX WEAPONS DEALER

CHA 1D-3D (3D)	DEX 2D-4D+2 (3D)	INT 2D-4D (2D+2)
Barter +1D	Ranged Weapon +1D Escape +1D Stealth +1D	Appraise Trade Goods +1D Written Old Archaen +1D

PER 2D-4D+2 (3D)	STR 2D-3D+2 (2D)	WIL 2D-4D (2D+1)
Survival (any one land) +1D	Melee Weapon +1D	Concoct Potions +1D

Base SPD: 7 **Luck:** 8 (0) **Renown:** +0

Primary Language: Primal.

Unassigned Skill Dice: 1D.

Special: Toxin Resistance.

Gear: Heavy leather cloak and gloves, leather mask PRI (1, head only), Thraxian blade-staff (STR+1D+2), Thraxian dart-thrower (3D)

They dress in hooded cloaks, tunics, boots and spiked gauntlets made from heavy beast-hide. Beneath their masks and hooded cloaks, all adult Thrax bear a peculiar symbol branded on the forehead, marking them as members of their clan. Some say that this symbol was an old Archaen warning sign meaning “poison”.

ANCESTRY AND HISTORY

Thrax were originally a hybrid race created

by the Torquar, who also created the Ra. But whereas the Ra were built for intimidation and warfare, the Thrax were created to serve other purposes. These included weapon-making, sabotage, and the use of deadly siege engines and toxins, both in warfare and against those designated as enemies by the Torquar.

Though physically unimposing, the Thrax have a well-deserved reputation for cruelty and an utter lack of compassion or mercy. Their use of poisons and toxins was considered repulsive even by some of the Torquar's allies. Far worse, it is believed that it was the Thrax who built and operated the Fire Pits of Malnangar where, it is said, the entire race of Xambrians was sent to their deaths.

After the Sorcerers War and the Fall, the Thrax gained their freedom from the Torquar. They now work as mercenary weapons-dealers, tomb-robbers, and sellers of various types of poisons and toxins.

CULTURE

Despite the Fall and the destruction of the Torquaran Empire, the Thrax have retained centuries of mechanical and alchemical knowledge. They use this knowledge as currency, essentially hiring themselves out to the highest bidders.

Aside from the Yann, the Thrax are the only folk of the current age who know how to repair and operate the various types of siege engines once employed by the Archaens and their surrogates, such as battle golems, iron dragons, and siege golems. Unlike the Yann, however, the Thrax don't possess the skill or knowledge necessary to repair more complex mechanisms, such as automatons.

Thrax travel in clans of up to thirty individuals. Each clan has at least one armored salvage dray made of scavenged wood and metal, drawn by a team of land lizards. Thrax clans may be encountered almost anywhere, scouring battlefields, burial grounds, and ancient ruins for items that they can salvage or trade. Nothing is too dangerous for their clans to handle; whether battle golems and giant siege engines

or deadly alchemicals, Thrax are adept at identifying, exhuming, and transporting it.

Though they are small in stature, Thrax are well able to defend themselves. Their armored drays are often equipped with weapons such as ballistae, spike-hurlers, and fire-throwers. If forced to engage in close combat, Thrax defend themselves with dart-throwers and blade-staves that fire spring-loaded darts or knives dipped in various types of poison.

Thrax have no known religious beliefs. Unlike the Ra, they don't venerate the Torquarans who created them, nor do they worship Death.

NAMES

Thrax names usually begin with the letter X, a convention that some believe dates back to Archaen times. Back then, the primary task given to Thrax was the handling of deadly alchemicals—vials and cases of which were typically marked with a skull and a pair of crossed bones, the latter resembling an "X". So it is that common names among the Thrax include Xaris, Xanu, Xiros, Xelis, Xarkos, and Xune.

TRIBAL GOVERNANCE

Every Thraxian clan is led by a Master, who is typically a male who has attained this position by successfully increasing the wealth and power of his clan. Masters are the unquestioned rulers of their clan: to disobey them is to court a slow and painful death.

Thraxian Masters keep a heavy, iron-bound ledger that contains much of the clan's accumulated knowledge of weapon-types, mechanisms, and alchemicals. Heavily annotated by successive generations, the ledger also indicates the location of the tombs, ruins, and battlefields that serve as the clan's chief sources of salvage.

WORLDVIEW

The Thrax are amoral and somewhat paranoid. They believe that other tribes covet their knowledge, and are ruthless towards those that they believe plot against them. The chief target of Thraxian paranoia are the Yann, rivals of the Thrax for certain types of salvage.

The Thrax believe that the Yann are trying to steal their secrets (the Yann feel the same way about the Thrax).

The Thrax continue to have dealings with the Ra, but on their terms. Ra are dependent on the Thrax for the Torquaran weapons and artifacts that they covet, and the Thrax use this leverage to good advantage. Mercenaries at heart, Thrax owe allegiance to no tribe, and deal with any that are willing to meet their price.

Many tribes consider the Thrax to be cursed or ghoulish due to the tendency to encounter them near burial grounds and battlefields, picking through mounds of corpses and wreckage for anything of value. The Shaka won't deal with them at all, and Narada shun them like the plague.

UMAR

Savage Conquerors of the North

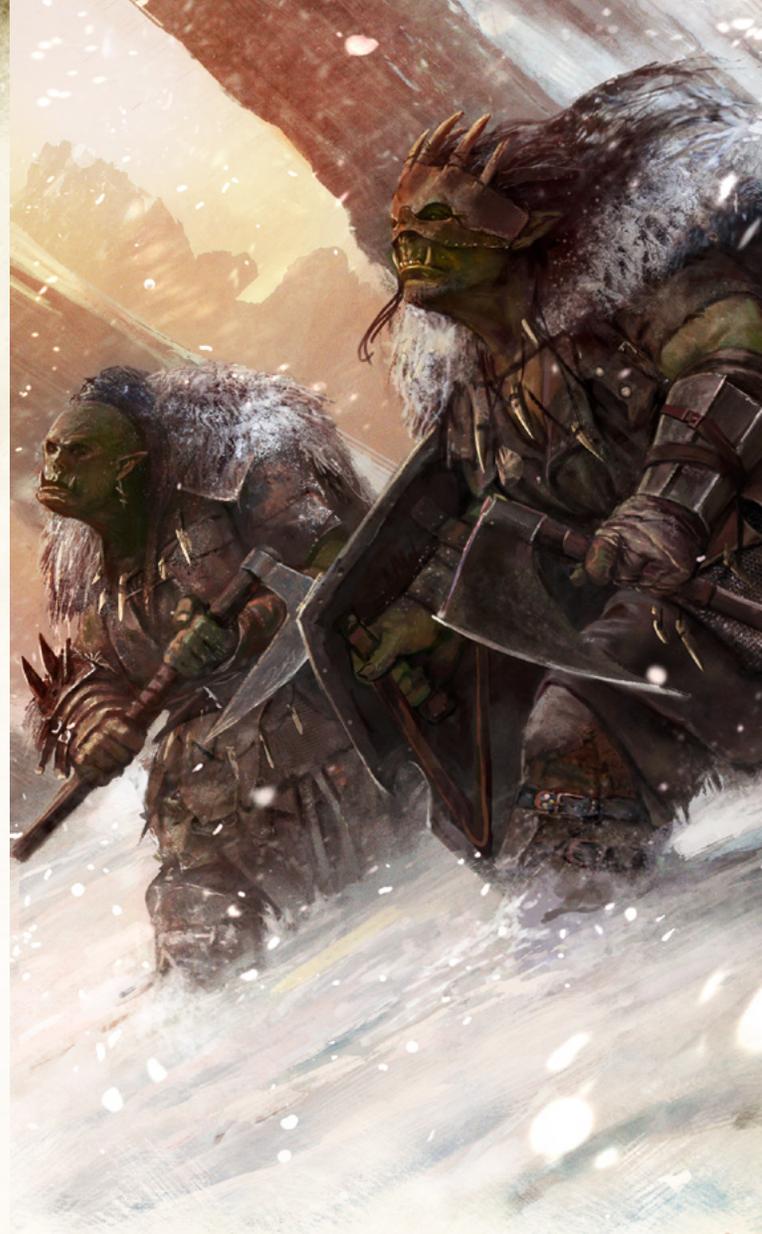
The Umar are a race of massive humanoids who range from eight to nine feet tall and can weigh 800 pounds or more. Savage and intimidating creatures, they have long fangs, mottled yellow-green skin, heavily muscled bodies, and powerful, sloping shoulders.

Umar wear their coarse dirty hair loose, or tied in topknots and adorned with bone rings or braids. They dress in heavy leather armor made from tough ogriphant hide, studded with curved claws and fangs similar in appearance to Vandar garde (see page 241). Umar shamans wear crude, three-eyed totems that resemble the mysterious, giant idols found in certain parts of the northern Wilderlands.

ANCESTRY AND HISTORY

The Umar are among the oldest of the Wild Tribes. Though not very intelligent, their clans have survived for centuries by dint of brute force and merciless aggression. The Fall proved beneficial to the Umar, as it removed the one enemy that they truly feared: the magic-wielding Archaens.

Since that time, the Umar have risen to fill



UMAR WARRIOR

CHA 1D-3D (2D)	DEX 2D-3D (2D+2)	INT 1D-3D (2D)
Command +1D		Tribal Lore (Umar) +1D
PER 1D-4D (2D)	STR 4D-5D+2 (4D+2)	WIL 1D-4D (2D+2)
Archaen Siege Weapon +1D	Melee Weapon +2D	
Siege Weapon +1D		
Survival (Darklands) +1D		
Base SPD 6	Luck: 7	Renown: +0
Primary Language: Primal.		
Unassigned Skill Dice: 3D.		
Special: Smell Fear (PER check).		
Gear: Leather cloak and loincloth, thick boots, land-lizard armor PR 1(2), Umar axe blade (STR+2D+2)		

the vacuum of power left by their enemies, to the detriment of many other tribes; some of whom have been driven to extinction. The Umar now control almost all of the Darklands, and many believe that they have begun to eye the Wilderlands as their next conquest.

CULTURE

The primary occupation of the Umar is war. Though they are not technologically savvy, Umar excel at constructing crude but powerful siege engines such as massive catapults, siege towers, and primitive fire-throwers that spew Thraxian fire or toxic alchemicals. Umar heavy cavalry, mounted on armored ogriphants, are said to be almost unstoppable. With such weapons at their disposal, the Umar are able to batter and destroy almost any of kind of stronghold constructed by folk of the current age.

Umar tribes are extremely destructive to the environment. Using slave laborers, their clans strip a territory of the resources needed to build their war-engines and feed their tribes and beasts, then move on to the next place to do they same. In their wake they leave depleted mines, heaps of slag and debris, and pools of toxic alchemicals.

The Umar worship no gods, but are apparently awed by the giant stone idols found in certain parts of their territories. These three-eyed images stand up to 500 feet tall, and are said to be thousands of years old. The Umar don't know who constructed these idols, but they fear them, and believe they radiate black magic.

NAMES

The Umar favor harsh-sounding, four-letter names, such as Horg, Grag, Vrod, Uruk, Krag, Torg, Vrak, Koth, Myrk, and Vrag.

TRIBAL GOVERNANCE

The Umar recognize only one thing: brute strength. Each tribe is ruled by a warlord, who is typically the tribe's strongest warrior. These tribes are ruled, in turn, by stronger tribes led by more powerful warlords, and so on, creating a hierarchy of tribes and warlords. The end

result is that the entire Umaman nation may well be ruled by as few as three arch-warlords, each having the status and power of a king.

Not all Umar clans recognize the established order. Those that don't are known as the "rebel clans", and are regarded as outlaws and outcasts. Rebel clans are sometimes hunted by other Umar clans; to earn the favor of higher-ranking Umar, a rich bounty, or both. To avoid capture, most rebel clans operate on the fringes of the Darklands, using hidden strongholds as their bases of operation.

WORLDVIEW

Due to their warlike nature, the Umar have few friends among the tribes of the Savage Land. They are known to have dealings with the Golgoths, who provide slave laborers to the Umar clans and sometimes serve as their slave-drivers. The Umar also trade with the Thrax, from whom they obtain Thraxian fire and the raw ingredients needed to make poisonous gases and other toxins. The Kasir are known to trade with the Umar, who generally honor their neutrality to trade or obtain artifacts from the Lost Sea. Aside from this, few other tribes associate with them.

Having conquered the Darklands, the Umar are believed to have set their sights on the lands to the south. The Plains of Armageddon, with its rich stores of salvage and ancient weaponry, are of particular interest to them. Umar scouts and expeditionary parties travel to this region following trails through the Barrier Mountains to Blood Canyon and on into the Plains. Skirmishes with other tribes such as the Vandar and Viragos are becoming more and more common.

While the Umar are ruthless and cunning, few of their warlords are renowned for their intelligence. As a result, though the Umar are more powerful than most of the tribes in the Savage Land, they can usually be outmaneuvered and outwitted by more clever opponents.



UNDERMEN

Those Who Dwell Below

The Undermen are a wretched race of humanoids who live in the subterranean regions beneath the Savage Lands. They are eerie and horrid-looking creatures, lacking eyes and hair; with deathly-pale skin, and mouths lined with rows of tiny, sharp teeth.

Undermen have a hunched posture and distinctive, half-crouching gait. Their movements are jerky and erratic, turning their head back and forth as they blindly attempt to sense their surroundings. They dress in tattered rags, and

UNDERMAN STALKER

CHA 1D-2D+2 (1D+2)	DEX 1D-3D+2 (3D)	INT 1D-3D+2 (2D+2)
	Artificer (Stone or Metal) +1D Escape +1D Laborer (Craft) or Laborer (Trade) (INT) +1D Sneak-Thief +1D Stealth +1D	Basic Engineering +1D Sabotage +1D Subterranean Lore +1D
PER 1D-3D+2 (2D+2)	STR 1D-4D (3D+1)	WIL 1D-4D+2 (2D+2)
Primitive Traps +1D	Melee Weapon +1D	

Base SPD: 7 **Luck:** 9 (0) **Renown:** +0

Primary Language: Primal.

Unassigned Skill Dice: None.

Special: Blindsight.

Gear: Leather leggings, hide and stone armor PR 1(2), stone axe (STR+2D).

have tough yellow claws that enable them to burrow through the ground with ease.

ANCESTRY AND HISTORY

According to legend, the Undermen once dwelled in the lands above, like most of the other tribes of Talislanta. It is said that they went underground to seek shelter from the cataclysm unleashed during the Fall and, after becoming accustomed to their new domains, never returned to the surface—a place which Undermen legends regard as a kind of Hell, inhabited by cursed and malformed monsters.

The Undermen of the current age are well adapted to living underground. They have an uncanny sense of direction, and their senses of hearing, smell, and touch are extremely acute. It is said that, by simply touching the ground, Undermen can detect and identify the vibrations made by living creatures and conveyances from many miles away, and even feel the heartbeat and hear the breath of a surface dweller from several feet below the surface.

CULTURE

Undermen live in complex networks of tunnels and caverns called warrens. The smallest of

these may house less than a dozen Undermen, and may consist of just a single burrow or tunnel. The largest warrens may hold hundreds, or even thousands, of Undermen and can encompass a widespread network of tunnels, caverns, burrows, trap-holes, and underground streams and rivers.

Undermen are omnivorous, subsisting primarily on a diet of grubs, lichen, moss, and fungi. To supplement their diet, they also eat other living creatures, including humanoids. Able to sense prey even in pitch darkness, Undermen often hunt at night, crouching unseen in holes or crevices waiting to snare prey with long pole-hooks. Though they tend to hunt in small groups, larger bands of Undermen sometimes work together to capture large creatures such as grazers and burden beasts. Victims dragged down into the darkness are seldom, if ever, seen again.

Undermen practice few useful crafts, and are capable of making only the most rudimentary tools and weapons. They are quite adept at making various types of crude but effective traps, though; especially murder-holes: covered pit-traps lined with sharp spikes or stalagmites, connected to an Underman tunnel.

It is said that the piles of garbage and refuse found outside many Underman warrens contain all manner of weapons, goods, and other valuables—all taken from captured victims and discarded because the Undermen either did not know their purpose, or shunned them as cursed or unclean.

NAMES

Undermen converse in a version of the Primal tongue that is spoken only in whispers. Their names are meant to be spoken in hushed tones, and to outsiders sound like hissing, as in Nasss, Husss, Shashh, and Niss.

TRIBAL GOVERNANCE

Underman warrens seem to function as independent cells, each being led by the oldest member of the group. However, it is said that all Undermen follow the word of a

personage they call the Underlord. No living surface-dweller has ever seen the Underlord, nor does anyone seem to know where he lives. But it is said that the Underlord controls the actions of all Undermen, telling them where to dig their tunnels or when to raid the surface, using his underlings to pass his edicts throughout the length and breadth of the Underrealms.

WORLDVIEW

Underman society is extremely insular. These folk don't trade with other tribes or interact with them in any way, other than treating them as potential prey. Undermen believe they are the only intelligent species, and that their crudely-dug but vast network of underground passageways and dwellings represents the greatest achievement of any civilized people, past or present.

Undermen hate the subterranean variety of Boglins, whom they accuse of stealing from them and spying on their warrens. They hate and fear the Satada, and take great pains to avoid these creatures, which are known to use subterranean tunnels when passing from one region to another.

Underman legends speak of the day when their people will rise up and conquer the surface world and its accursed inhabitants. When that day comes, they will at last rule the lands above as they now rule the lands below.





WITCHMEN

Headhunters of the Junglelands

The Witchmen are a primitive tribe of humanoid from the Junglelands, considered vicious and bloodthirsty even by Savage Lands standards. Both males and females stand about six feet tall, and are wiry and emaciated-looking from the prolonged use of certain narcotic plants and herbs. Their skin is a sickly grey in color, with ritual scarification and numerous piercings used both as decoration and to display tribal affiliation and rank.

WITCHMAN WARRIOR

CHA 1D-3D+2 (2D+2) **DEX** 2D-4D+2 (3D+2) **INT** 1D-4D (2D)

Ranged Weapon +1D Plant Lore +1D
Escape +1D
Stealth +1D

PER 1D-4D+1 (2D+1) **STR** 1D+2-4D+1 (3D+1) **WIL** 1D-4D (2D)

Hunting +2D Melee Weapon +1D
Survival (Junglelands)
+1D
Primitive Traps +1D

Base SPD: 7 **Luck:** 9 (0) **Renown:** +0

Primary Language: Primal.

Unassigned Skill Dice: 1D.

Special: None.

Gear: Hide loincloth, bone spear (STR+1D+1) or blowgun (2D, plus poison), bone knife (STR+2) or bone axe (STR+1D+2), wooden vial of poison (Venomwood Sap, 6 doses).

WITCHMAN SHAMAN

CHA 1D-3D (2D) **DEX** 2D-4D (2D) **INT** 2D-4D+2 (3D+1)

Plant Lore +1D
Shamanic Lore +1D

PER 1D-4D (3D) **STR** 1D+1-4D (2D+1) **WIL** 2D+2-4D+2 (3D+1)

Survival (Junglelands)
+1D Melee Weapon or
Ranged Weapon
(DEX) +1D Commune with Spirits
+2D
Hunting or Stealth
(DEX) +1D Create Talismans &
Charms +1D
Create Totem +1D
Curse +1D

Base SPD: 9 **Luck:** 7 (2) **Renown:** +1

Primary Language: Primal.

Unassigned Skill Dice: None.

Special: Soul Cage.

Gear: Hide loincloth, bone spear (STR+1D+1) or blowgun (2D, plus poison), wooden jar of poison (Venomwood Sap, 20 doses), ritual drum.

Witchmen dress in loincloths, wrist-wrappings, and elaborate headdresses made from the hair, bone, skin, claws, and teeth of their enemies. Their shamans wear ritual masks carved from wood or bone, decorated in similar fashion.

Their weaponry is crude, but effective. They use bone-tipped spears, sharpened sticks, bone axes, and blowguns that fire darts dipped in any of a variety of different poisons.

ANCESTRY AND HISTORY

Witchman tribes have been active in Talislanta for untold centuries, and have remained largely unchanged by the passage of time. It is believed that they once lived among the tropical forests and marshes of the lands to the east, but were forced into the southern Jungles by the cataclysmic forces unleashed during the Fall. They now range throughout all parts of the Jungles, and are also known to travel as far west as the Boglands and Dead Forest.

CULTURE

The Witchmen are practitioners of a primitive and vile form of black magic. They revere the undead, from whom they seek knowledge and power over their rivals. Witchman shamans take the heads of their enemies and use them to make horrid-looking totems, with which they communicate with the dead. They are habitual users of kesh, a plant that acts as a powerful narcotic and is used in many of their rituals. Under its influence, Witchman shamans are able to see into the spiritrealms, and commune with undead entities such as disembodied spirits, wraiths, and shadowitches. The most powerful shamans are said to be able to steal the souls of captive victims and imprison them in soul-cages made from woven mandragore roots.

The Witchmen are cannibals—they eat those they kill in battle, including members of rival Witchman tribes. By doing so, they believe that they acquire the power of their enemies.

NAMES

The Witchmen, Drukhs, and Imazi once shared a common root-language, traces of which are evident in their naming conventions. All use names made up of three morphemes (language units), including: ka, ko, ku, cha, cho, chu, da, do, du, ha, ho, hu, na, no, nu, ta, to, tu, ah,

oh, oo, za, zo, zu. Common Witchman names typically start with the prefix Cha-Na, and include Cha-Na-Ku, Cha-Na-Tu, Cha-Na-Ta and Cha-Na-Zu.

TRIBAL GOVERNANCE

Witchman tribes are led by their shamans, who control all aspects of tribal life. The most powerful shaman serves as the tribe's chieftain, and retains this position only so long as he can intimidate or subjugate all rivals.

WORLDVIEW

Witchmen are generally hostile to everyone, including other tribes of Witchmen. Witchman shamans particularly hate Imazi shamans, who possess the ability to create soul jars that render their people safe from attacks in the spiritrealm. Witchmen also have a long-standing hatred of the Shan, their enemies dating back to the time when both of their peoples lived in the lands to the east.

CREATING A TRIBE

Players who would like to play TSL on a more epic scale can create one or more tribes to use in the game. To start, it's suggested that all players in the gaming group—regardless of archetype—begin play as part of the same tribe. Once players have improved their character's abilities and become more familiar with the Savage Land setting, the GM may allow each player to lead their own tribe.

Go through the checklist below, and record the information listed for the type of tribe you want to play on the Tribe Sheet (you may photo-copy this for personal use):

1) Choose a primary archetype: This archetype represents the tribe's general make-up, abilities, and general tendencies (e.g., warlike, neutral, peaceful, etc.) For example, the majority of your tribe may be Vandar Warriors, Kasir Traders, Yann Engineers or Shaka Hunters. This doesn't mean you can't have other types of characters in your tribe, but in the Savage Land, the primary race and culture of your

tribe determines how it is perceived by other tribes and individuals: as a potential friend, foe, or neutral.

2) Record your tribal stats: These are simply your primary archetype's attribute ratings, skill ratings, equipment, and special abilities as listed in the archetype descriptions. Unassigned dice are distributed with GM approval and rarely should they be used to increase a skill beyond +1D. These figures are intended to represent average numbers for your tribe, which are used mainly for mass actions. Tribal skill ratings can be increased over time as your tribe gains experience (see page 31).

3) Determine the size of your tribe: A good starting size is scale 2 (village)—between 30 and 200 tribesmen—but any size tribe can be made depending on the desired scope of the game. The precise number can be assigned by the GM or determined randomly.

Just keep one thing in mind: the larger your tribe, the more food, water, and supplies it takes to sustain it. There may be strength in numbers, but the larger a tribe, the more attention it is likely to attract. And in the Savage Land, that is rarely a good thing.

4) Choose a leader: Choose at least one leader for your tribe from among the players. You may decide to choose a single leader and make the position permanent (a relative term in a place as dangerous as the Savage Land), or alternate the role of leader among those players who would like a chance to lead the tribe.

Optionally, your tribe can have multiple leaders, each with a different role and area of responsibility. For instance, in the same tribe you might have a leader in charge of War, and others in charge of Trade, Diplomacy, Salvage, Scouting, Hunting, etc.

5) Location: Determine the approximate starting location of your tribe. This may be dictated by the tribe's primary archetype or not. The final decision is up to the GM.

6) Create a brief history for your tribe: This doesn't have to be very detailed—just provide enough information so the players have some sense of where they came from, and what notable events may have happened to their tribe prior to the actual start of play.

7) Name and Symbol: Choose a weapon, battle standard, Primal symbol (see page 97), species of creature, or other totem to represent your tribe. If you like, you can also choose a name for your tribe based on the image or symbol you chose to represent it.

Your tribe is now ready to enter the world of **TALISLANTA D6: THE SAVAGE LAND**, though you may wish to develop a backstory for your tribe.

Combined Tribes

If players have difficulty deciding the on the primary composition of a tribe, often due to an interest in playing different archetypes, it is possible to create a tribe with two or more archetypes. For example, the primary archetype might be Yann, with a secondary archetype of Virago—a band of warrior women acting as protectors to the main body of salvagers. This would allow for some of the players to be Yann, Virago, and perhaps Vandar, while still fitting into the tribe at large. In this case, create tribes for both archetypes and manage them separately, especially if they are different sizes. Continuing this idea, the Yann might be considered a village (scale 2), while the Virago only a band (scale 1). Combined tribes can be more difficult to manage, but provide more variety and the opportunity to engage in interesting cultural exchanges.

Tribal Backstory

Territory: Choose a single territory in the known world as the place with which the majority of your tribe is most familiar. Mark down this information on the Tribe Sheet; when in this territory, your tribe receives +1

advantage to all mass action die rolls (see the mass action rules on page 24).

Then, with the GM, choose as many of the following as you like to create your tribe's backstory:

- ✦ The tribe is currently located in or near its traditional home territory.
- ✦ Your tribe is nomadic, and has no home territory to speak of. It's current location is _____ (fill in the blank).
- ✦ The tribe is currently far from its home territory, and is now located in _____ (fill in the blank). Possible reasons include: forced to flee to escape a stronger enemy tribe; forced to travel far from home to find food/water; on a mission of some sort (explain); has become lost or displaced by the Gyre.
- ✦ Your tribe has always been faithful to the ways of its ancestors, and its members are well-regarded by other tribes of the same race/culture; or your tribe is not faithful to the ways of its ancestors and its members are regarded as rebels, outcasts, or unbelievers by other tribes of the same race/culture.
- ✦ Determine if your tribe is mainly comprised of a single type of archetype or several different archetypes.
- ✦ Your tribe welcomes individuals of most other races and cultures; or it is xenophobic and shuns individuals of other races & cultures.
- ✦ Your tribe shuns individuals of one particular race or culture.
- ✦ Your tribe is warlike, but is it regarded as honorable because it doesn't break agreements; or is it regarded as dishonorable because it doesn't keep its word.
- ✦ Perhaps your tribe only recently banded together, and has no reputation to speak of as of yet.
- ✦ Your tribe consists of the last remaining survivors of some other, larger tribe.
- ✦ Your tribe is considered cursed, because it is known (or believed) to have broken some sort of taboo or entered an area considered to be cursed.

Tribal Skill & Attribute Ratings

Like individuals, tribes have skills and attributes, and ratings for each. Tribal skill or attribute ratings represent average numbers, which are used mainly for mass actions. Individual members have the same attributes, but their Unassigned dice are allocated to reflect their particular function in the tribe. Warriors would have additional, or improved, combat skills, merchants would have skills like Barter and Salvage, and sages would have Healing and Lore. Named NPC's, ones with an important function in the story, have 1D to 2D more attribute dice than the standard NPC tribe members and their skills can be increased to +2D during creation.

RAISING TRIBAL SKILL OR ATTRIBUTE RATINGS

It's possible to raise tribe skill and attribute ratings, or even to buy certain types of new skills for all members of a tribe. The cost in XP and time is the same as the cost to do the same for a character, however tribes earn XP at half the rate as players do. Depending on the nature of the campaign, the GM is free to alter the tribe advancement to keep up with the narrative.

Renown Rules For Tribes

Like individuals, tribes may also gain or lose Renown based on their notable achievements or failures.

While Charisma has no effect on a tribe's Renown, if a tribe has one or more notable or notorious Leaders, they increase or decrease a tribe's Renown. In such cases, increase or decrease a tribe's Renown by +/1 per point differential between the Leader's and tribe's separate Renown ratings.

The Tribe Sheet includes a section to record its Renown.

SKILLS & SPECIAL ABILITIES



Any discussion of “skills” applies equally to skills, crafts and rituals. Skills are talents that are learned through instruction and practice.

Skills are talents that are learned through instruction and practice. Skill rating is the measure of an individual’s ability in a talent. Each archetype includes a package of beginning skills and if they have unassigned dice they may choose additional skills or improve existing skills. Skills can be improved after each adventure by spending XP (see Experience, page 31).

Each tribe begins with the skills of the tribe’s primary archetype (see page 84).

Notes About Skills

Skills that require a master’s instruction require a minimum period of instruction of at least 3 months for the student to advance the skill above their attribute. Note that the master must have at least a +3D rating in the skill in order to have the expertise needed to serve as a capable instructor. When advancing a skill that requires a master, the character must spend enough XP to increase that skill to +1D over their attribute. Only at this point would the master be satisfied that the character is competent enough to perform the skill on their own. Otherwise, increasing a skill that requires a master’s instruction is the same as any other skill.

While most skills can be used without any skill dice allotted to them, skills that require teaching by a master can’t. Using a master-trained skill without proper training, i.e.

skill dice, reduces the character’s ability to 1D (WILD) and Luck dice can’t be used.

SKILLS

The following is a list of skills known by the denizens of Talislanta during the Savage Land epoch. Note that in this era, some skills have either become very rare (such as Literacy) or even lost and forgotten altogether (such as spell casting).

Note that Survival and Barter have special rules, so are presented below, out of sequence.

Survival

Perception

Knowledge of how to find food, water, and basic shelter in the wild. Individuals who fail to find sufficient food, water, and shelter suffer damage as indicated in Chapter One (Non-Combat Damage). Action Table die rolls using the Survival skill can be interpreted as follows:

- ♣ **CRITICAL FAILURE:** No food or water found in this locale, plus your actions have attracted the attention of hostile predators or tribes (GM’s ruling)
- ♣ **FAILURE:** No food or water found in this locale.
- ♣ **SUCCESS:** Found enough food and water found to sustain a single individual for one day.
- ♣ **CRITICAL SUCCESS:** Found an oasis or other self-replenishing source of water and/or food. Enough to provide for a large group of individuals and their mounts. Note that such spots may attract other individuals or groups looking for sustenance.

Complete Skill List (by Attribute)

Charisma

Barter
Command
Diplomacy
Musician

Dexterity

Armorer (Leather or Metal)
Artificer (Metal, Wood, Stone, Bone or Clay)
Bladesmith
Common Weaponsmith
Escape
Labor
Ranged Weapon
Shaka Bowsmith
Sneak-Thief
Stealth

*—denotes Master Trained skill

Intelligence

Appraise Archaen Artifacts*
Appraise Slaves
Appraise Trade Goods
Archaen Engineering*
Archaen Siege Weaponsmith*
Automaton Artificer*
Basic Engineering
Beast Lore
Clockworks Artificer
Drakken Symbology*
Earth Lore
Healing
Old Archaen*
Plant Lore
Primal Symbology*
Sabotage
Salvage
Shamanic Lore*
Siege Weaponsmith
Spoken Language*
Subterranean Lore
Tribal Lore*

Perception

Archaen Siege Weapon*
Archaen Traps*
Battle Golem*
Hunting
Primitive Traps
Scavenge
Siege Weapon
Sign Language*
Survival
Strength -
Melee Weapon
Unarmed Combat

Willpower

Beast Handling
Beast-Drawn Conveyance
Commune with Animal*
Commune with Plants*
Commune with Spirits*
Concoct Potion*
Create Talismans & Charms*
Create Totem*
Curse/Remove Curse*
Influence Emotions*
Primitive Enchantment*

SURVIVAL IN THE SAVAGE LAND

All characters in the game have the Survival skill, which is used to determine their ability to find food, water, and shelter in the Savage Land.

Conversely, each major territory of the Savage Land has a Survival rating, which represents the degree of difficulty entailed in surviving in such a place. This rating is used as the TN for the character's Survival skill (see Chapter 4, Territories).

At the GM's option, each character may be required to make one Survival roll each day, to determine if he or she is able to find sufficient food and water for that day. Optionally, a single individual may be elected to find food and water for a group, or even an entire tribe.

Locating larger quantities of food/water/shelter may require the searcher (or searchers) to make additional attempts in other locales, in an area located at least 1-10 miles from the first search area (GM's ruling).

While the Survival skill can be used throughout any part of the Savage Land, individuals receive a penalty of -1D when using this skill in any territory other than their homeland or natural habitat. Note that in Chapter 2, each archetype's natural habitat is listed in parentheses, as in Survival (The Wastelands).

NOTE TO GMS

When bartering situations come up in the game, don't get bogged down by the details. Use approximate values for items or quantities of items, and focus more on the interaction between the two parties. Make bartering interesting and fun for the players by asking yourself: do the two characters know each other, or are they strangers? Are they friendly, to each other or possibly not? Is one trying to cheat the other?

Barter

Charisma

Knowledge of how to negotiate and haggle to obtain the best value when attempting to trade or barter for goods or services.

BARTER AND TRADE

There is no common form of currency in the Savage Land; goods and services are traded, not bought with coins. Even though ancient coins may be found among the debris of past civilizations, they are generally traded only as sources of metal.

Goods don't have a price, and are not be bought in the usual way. Instead, all goods and equipment have a Value, and must be acquired by trading other goods or services for them.

Bartering is essentially a contest between two opponents, each of whom is trying to get the maximum value for his or her goods or services. Player characters don't need to Barter among themselves; they can trade goods as desired, without needing to roll on the Action Table. When PCs want to Barter with NPCs, they need to roll on the Action Table, using their Barter skill vs. the Barter skill of the NPC.

Barter is similar to all other actions in the game, and is handled on the Action Table, using the following rules:

- Compare the value of the goods or services being traded. If both are approximately equal, neither party gets a bonus or penalty. If there is a difference in quality or quantity between the two parties' offerings, the opponent with the higher-valued goods receives a bonus to their skill rating.

VALUE	RATING
Very Low (shoddy, damaged and/or very common)	-2D
Low (inexpensive and/or common)	-1D
Average (average quality and/or availability)	+0
High (good quality and/or uncommon)	+1D
Very High (superior quality and/or rare)	+2D

- Quantity also affects overall value. Offering larger quantities of a lower value commodity can increase the overall value of the offering by one or more categories (GM's ruling).

Certain goods or services may be considered useless or priceless by some tribes (for example, Torquar artifacts are considered priceless by the Ra, but are shunned by all others). If so, Barter may not be possible, or the bonus for the priceless goods or services may exceed +2D (GM's ruling).

Once Barter skill ratings have been compared and the value of the goods being traded has been established, roll on the Action Table and add the final modifier to the result to see who "wins" the Bartering contest. The result show below applies to the Player.

ACTION TABLE RESULTS FOR BARTERING

Result

- CRITICAL FAILURE:** The NPC reacts in a negative manner, feels cheated or insulted, and may become violent. Or the NPC closes the deal and quickly exits the scene, leaving the player character to later realize he or she has been cheated.

COMBAT SKILLS

SKILL	ATTRIBUTE	EFFECT
Melee Weapon	STR	The ability to fight with a chosen type of hand weapon, including swords, axes, clubs, etc.
Ranged Weapon	DEX	The ability to use a chosen type of ranged (missile) weapon.
Unarmed Combat	STR	The ability to fight or grapple using one's hands, feet, or head, without the need for an actual weapon.
Siege Weapon	PER	The ability to operate most types of heavy siege weapon, such as ballistae, catapults, and battering rams.
Archaen Siege Weapon	PER	The ability to operate most types of Archaen siege weapons, including bombastions, iron dragons, and siege golems.
Battle Golem	PER	The ability to operate most types of battle golems.

- ❖ **FAILURE:** The NPC backs out of the deal and refuses to renegotiate. If a service was received, the NPC performing the service is not as skilled as promised (automatic Failure anytime the NPC attempts the service).
- ❖ **SUCCESS:** The transaction is completed as agreed, and both parties are satisfied that the deal was fair.
- ❖ **CRITICAL SUCCESS:** The player characters get what was agreed upon, along with something unexpected. This could be knowledge, a gift, a new friend or ally, or items of higher quality than expected.

Combat Skills

Melee Weapon

Strength

The ability to fight with a chosen type of Hand Weapon, including swords, axes, clubs, etc. Includes related weapon-skills such as parrying or attempting to disarm /disable. Each type of weapon is a separate skill, such as Axe, Chain-mace, etc.

Ranged Weapon

Dexterity

The ability to use a chosen type of ranged (missile) weapon such as a Shaka longbow, short bow, blowgun, or hand-thrown weapons

such as a spear, throwing axe, or gwanga (Imazi throwing knife). Each type of weapon is a separate skill, such as throwing axe, Shaka longbow, or crossbow.

Effective range for these weapons is:

RANGED WEAPON	RANGE
Blowgun	30 ft.
Hand-thrown weapons	50 ft. plus 10 ft. per +1 STR
Crossbow	150 ft.
Ra heavy iron crossbow	250 ft.
Shaka longbow	300 ft.
Short bow	150 ft.
Thraxian dart-thrower	20 ft.
Thraxian fire-thrower	20 ft.

Unarmed Combat

Strength

The ability to fight or grapple using one's hands, feet, or head—without the need for an actual weapon. Unarmed Combat can also be used to capture, restrain, disarm, and parry unarmed attacks—or even melee attacks to prevent damage to a more vital areas. In such instances, a character takes damage to the limb used to parry the weapon.

Siege Weapon

Perception

The ability to operate most types of heavy siege weapon, such as a ballista, catapult, or battering ram.

Archaen Siege Weapon

Perception

This skill can only be learned from a Master. The ability to operate most types of Archaen siege weapons, including bombastions, iron dragons, and siege golems.

Battle Golem

Perception

This skill can only be learned from a Master. The ability to operate most types of battle golems.

Skills & Crafts

Appraise Archaen Artifacts

Intelligence

This skill can only be learned from a Master.

The ability to identify and determine the general nature and purpose of old Archaen artifacts, a rare—and rather imprecise—skill in the current age, as the secrets of magic were lost after the Fall.

Appraise Slaves

Intelligence

Practiced only by slavers, this is the ability to determine the relative value, suitability and condition of various types of humanoids used as slaves in this savage era.

Appraise Trade Goods

Intelligence

The ability to determine the relative value and condition of most types of trade goods, including tools, weapons, equipment, garments, and foodstuffs. This skill doesn't include the ability to appraise steeds or beasts of burden (covered under Beast Handling), nor does it include the ability to appraise slaves or Archaen artifacts, which have their own specialized skills.

Archaen Engineering

Intelligence

This skill can only be learned from a Master.

The ability to design, repair, and build large, complex structures such as bridges, towers, or superior fortifications using metal, wood, and stone. Includes the ability to determine the structural integrity of ancient or damaged structures, including most types of ancient ruins.

Archaen Siege Weaponsmith

Intelligence

This skill can only be learned from a Master.

The ability to rebuild or repair most types of Archaen siege weapons, including bombastions, iron dragons, and siege golems. Only the Yann and certain Thrax possess this skill.

Archaen Traps

Perception

This skill can only be learned from a Master.

The ability to identify and disarm the type of complex trap-mechanisms typically found in old Archaen ruins and tombs. This skill also includes the ability to identify certain types of protective runes and wards.

Armorer (Leather or Metal)

Dexterity

The ability to fashion armor or clothing from most types of leather and hide, or most types of metal.

Artificer (Metal, Wood, Stone, Bone or Clay)

Dexterity

The ability to create tools, utensils (pots, jars, etc) and decorative items from most types of metal, wood, stone, bone or clay.

Automaton Artificer

Intelligence

This skill can only be learned from a Yann Master.

The ability to repair the highly sophisticated automaton-mechanisms known as Talosians, including the ability to read and repair the crystal memory-discs, known as sensoria. This skill

SKILLS & CRAFTS

SKILL	ATTRIBUTE	USE
Appraise Archaen Artifacts	INT	The ability to identify and determine the general nature and purpose of old Archaen artifacts.
Appraise Slaves	INT	The ability to determine the relative value, suitability and condition of various types of humanoid used as slaves.
Appraise Trade Goods	INT	The ability to determine the relative value and condition of most types of trade goods.
Archaen Engineering	INT	The ability to design, repair, or and build large and complex structures.
Archaen Siege Weaponsmith	INT	The ability to build or repair most types of Archaen siege weapons.
Archaen Traps	PER	The ability to identify and disarm complex trap mechanisms.
Armorer (Leather or Metal)	DEX	The ability to fashion armor or clothing from most types of leather and hide, or most types of metal.
Artificer (Metal, Wood, Stone, Bone or Clay)	DEX	The ability to create tools, utensils and decorative items from most types of metal, wood, stone, bone or clay.
Automaton Artificer	INT	The ability to repair the highly sophisticated automaton-mechanisms known as Talosians.
Barter	CHA	The knowledge of how to negotiate and haggle to obtain the best value.
Basic Engineering	INT	The ability to build most types of simple structures from earth, stone, or wood.
Beast Handling	WIL	The ability to breed, train, groom, and ride most types of domesticated beasts.
Beast Lore	INT	Basic knowledge of wild beasts.
Beast-Drawn Conveyance	WIL	The ability to build, repair, and drive most types of simple beast-drawn conveyances.
Bladesmith	DEX	The ability to fashion, repair, and appraise most types of metal edged weapons.
Clockwork Artificer	INT	The ability to repair most of the simpler types of clockwork mechanisms.
Command	CHA	The ability to organize groups of individuals and lead them in a common cause
Common Weaponsmith	DEX	The ability to make and repair simple handheld weapons like clubs, slings, staves, and maces.
Diplomacy	CHA	The ability to peacefully negotiate with others to come to a resolution that is agreeable to all sides.
Earth Lore	INT	Basic knowledge of most sorts of rocks and minerals.
Escape	DEX	The ability to rapidly get away from danger and elude pursuers.

SKILLS & CRAFTS (CONT...)

SKILL	ATTRIBUTE	USE
Healing	INT	The ability to diagnose most types of common diseases and injuries.
Hunting	PER	The ability to identify and follow the tracks and traces left by humanoids, non-humanoid creatures, land conveyances, etc.
Laborer (Craft)	DEX	The knowledge of a simple trade or craft.
Laborer (Trade)	INT	The knowledge of a simple trade or craft.
Musician	CHA	The ability to play one of the few types of musical instruments found in this era.
Plant Lore	INT	Basic knowledge of most types of plants, trees, and herbs.
Primitive Traps	PER	The ability to create, identify and set most types of primitive snares and traps.
Sabotage	INT	The ability to severely damage structures or conveyances by covert means.
Salvage	INT	The ability to recognize, excavate, disassemble, and transport many types of large-scale constructs
Scavenge	PER	The ability to recognize and locate edible or otherwise useful items.
Shaka Bowsmith	DEX	The Shaka techniques for fashioning, repairing, and appraising Shaka long bows, short bows, quivers and arrows.
Shamanic Lore	INT	Knowledge of the actual or reputed magical/medicinal properties of various types of plants, animals, and minerals.
Siege Weaponsmith	INT	The ability to build and repair most types of standard siege weapons.
Sneak-Thief	DEX	Ability to steal, palm, or "lift" small- or medium-sized items without others noticing.
Stealth	DEX	The ability to move silently, avoiding detection.
Subterranean Lore	INT	Knowledge of the tunnels, caverns, underground waterways, and inhabitants of the Underrealms.
Survival	PER	Knowledge of how to find food, water, and basic shelter in the wild.
Tribal Lore	INT	Basic knowledge of one's tribal customs, taboos, handiworks, rituals, attitudes towards outsiders, and general worldview

requires a thorough understanding of old Archaen schematics and symbols, which are so complex that usually only Yann can decipher them.

Basic Engineering

Intelligence

The ability to build most types of simple structures from earth, stone, or wood; including crude earthworks, walled fortifications, and strongholds.

Beast Handling

Willpower

This skill can only be learned from a Master.

The ability to breed, train, groom, and ride most types of domesticated beasts. Note that wild animals must be tamed before they can be ridden, which requires a successful roll using one's Beast Handling skill against the degree of difficulty of taming the creature in question (GM's ruling).

Beast Lore

Intelligence

Basic knowledge of wild beasts, their behaviors and their capabilities. Includes the ability to identify species by sight or by their track/spoor/remains.

Beast-Drawn Conveyance

Willpower

The ability to build, repair, and drive most types of simple beast-drawn conveyances.

Bladesmith

Dexterity

The ability to fashion, repair, and appraise most types of metal, edged weapons, including knives, blades, and axes.

Clockwork Artificer

Intelligence

This skill can only be learned from a Master.

The ability to repair most of the simpler types of clockwork mechanisms, but not highly-complex mechanisms such as Talosians, which requires the Automaton Artificer skill.

Command

Charisma

The ability to organize groups of individuals and lead them in a common cause or objective: battle, survival, escape from danger, hunting/gathering, large-scale salvage/construction/demolition projects, etc. Some who have this skill lead by instilling respect, while others lead by fear and intimidation.

Common Weaponsmith

Dexterity

The ability to make and repair simple handheld weapons like clubs, slings, staves, and maces.

Diplomacy

Charisma

The ability to negotiate a peaceful resolution that is agreeable to all sides. The use of this skill between friends is usually easy; between rivals, more difficult; and between enemies, most difficult of all.

Earth Lore

Intelligence

The ability to identify most sorts of rocks and minerals. Includes knowledge of where certain types of rocks and minerals are likely to be found.

Escape

Dexterity

The ability to get away from danger rapidly and elude pursuers. Note that if chased for longer than a couple of rounds, you may need to use this skill multiple times.

Healing

Intelligence

The ability to diagnose most types of common diseases and injuries, and to concoct healing and curative potions or antidotes used in the treatment of diseases, wounds, or poisons. An individual who has this skill knows how to set broken bones, and bind all but the most critical wounds so that they stop bleeding. Note that certain types of medicinal ingredients are

needed to use this skill to concoct potions or antidotes.

The GM must determine how long a healing attempt takes, from a few minutes to bind up a nasty scratch, to an hour to set a compound fracture, to days to treat a disease. Generally, the worse the wound, the longer it takes to treat.

Hunting

Perception

The ability to identify and follow the tracks and traces left by humanoids, non-humanoid creatures, land conveyances, etc. Includes the ability to estimate the relative age of tracks and traces, and to determine if the creatures who left them were traveling fast or slow, and were in good health or impaired.

Laborer (Trade or Craft)

Intelligence for Trade, Dexterity for Craft

Knowledge of a simple trade or craft. A laborer may specialize in a single trade or craft, or be more of a jack-of-all-trades.

Musician

Charisma

The ability to play one of the few types of musical instruments found in this era, such as wood or bone flute, wood or hide-covered drums, and various types of beast-horns and used as calling-horns.

Plant Lore

Intelligence

The ability to identify most types of plants, trees, and herbs, and knowledge of their properties.

Primitive Traps

Perception

The ability to create, identify and set most types of primitive snares and traps.

Sabotage

Intelligence

The ability to severely damage structures or conveyances by covert means, such as

undermining walls, cutting supporting beams or ropes, secretly damaging wheels or other moving parts, etc.

Note that covert acts whose effects are intended to occur after the sabotage has been committed have a chance of being discovered beforehand if the intended victims are wary. If so, roll the intended victim's PER against the saboteur.

Salvage

Intelligence

The ability to recognize, excavate, disassemble, and transport many types of large-scale constructs, such as battle or siege golems, siege weapons, sunken ships from ancient eras, and even large structural elements from ancient ruins and fallen cloud cities. Use the lower of Basic Engineering or Salvage when attempting these actions. Note that the Salvage skill doesn't include any special knowledge of magic or traps.

Scavenge

Perception

The ability to recognize and locate edible or otherwise useful items, such as scraps of iron, glass, bone, horn, or wood; discarded or broken tools, weapons, and implements; edible roots, plants, scraps of meat from questionable sources that are still safe to eat, etc. The quantity and type of useful items is up to the GM to determine, based on the Scavenger's skill roll and the GM's appraisal of what type of items may or may not be available in a given region. Note that the Scavenge skill doesn't bestow any special ability to detect magic or enchanted items.

Shamanic Lore

Intelligence

Knowledge of the actual or reputed magical/medicinal properties of various types of plants, animals, and minerals. Includes the ability to prepare and preserve magical/medicinal ingredients, and the ability to appraise the quality and value of these goods.

Shaka Bowsmith

Dexterity

The Shaka ability to fashion, repair, and appraise Shaka long bows, short bows, quivers and arrows.

Siege Weaponsmith

Intelligence

The ability to build and repair most types of standard siege weapons, such as a ballista, catapult, siege tower or battering ram.

Sneak-Thief

Dexterity

The ability to steal, palm, or “lift” small- or medium-sized items without others noticing.

Stealth

Dexterity

The ability to move silently, avoiding detection.

Subterranean Lore

Intelligence

Knowledge of the tunnels, caverns, underground waterways, and inhabitants of the Underrealms. Generally speaking, only Undermen, necrophages, and Boglins have knowledge of this skill, though it can also be acquired by a dedicated explorer.

Tribal Lore

Intelligence

Knowledge of other tribes can only be learned from a master

Basic knowledge of tribal customs, taboos, handiworks, rituals, attitudes towards outsiders, and general worldview. This skill may be added as a bonus when attempting to negotiate or barter with any tribe whose Lore is known. Making a successful check with this skill can add a bonus, but a Critical Failure incurs a penalty—normally 1D or 2D.

Individuals may also study and learn the Tribal Lore of many tribes if desired. Characters are assumed to have knowledge of their own tribe's history and customs.

LANGUAGE SKILLS

SKILL	ATTRIBUTES	USE
Spoken or Written Old Archaen	INT	The ability to understand the spoken or written versions of the Archaen language.
Drakken Symbology	INT	The ability to read the complex symbology employed by the ancestral Drakken.
Spoken (Language)	INT	The ability to speak a common language.
Sign Language	PER	The ability to communicate in Sign Language.
Primal Symbology	INT	Primal Symbology includes a variety of primitive runes and ideograms that are the only “written” version of the Primal tongue.

Language Skills

Written or Spoken Old Archaen

Intelligence

This skill can only be learned from a Master.

Since the Fall, the spoken and written versions of the Archaen tongue have mainly been forgotten. Talosians are among the few who are still fluent in both the written and spoken versions of Archaen. Warlocks can read Old Archaen, and are conversant in the spoken version; as are the Shan. Thrax can decipher Old Archaen symbols, but are not fluent, and may misread or be unable to decipher some symbols (GM's ruling). Yann are familiar with the symbols that Archaens used for measurements, materials, and for certain technomantic concepts related to building automatons, golems, and the like.

PRIMAL SYMBOLS

Though most denizens of the Savage Land are illiterate, many tribes have developed a simple system of symbols or ideograms that are used to represent certain words or concepts. Most tribes will recognize and be able to "read" these symbols. However, the exact meanings of these symbols can be uncertain, open to interpretation, and/or dependent on context.

Here's a list of the most widely-used Primal Symbols:

Common Primal Symbols

-  danger, warning, beware
-  humanoid, i.e., non-animal
-  wild, bestial, savage
-  monster, predator
-  tribe
-  trail, path
-  Drakken
-  death, the dead
-  undead, spirit, necrophage
-  ancient ruins
-  the ground; any symbol below a line would indicate that it is underground.
-  twin suns, or day-time
-  moon, or night-time
-  water
-  the Gyre

Primal Magical Symbols

-  the Evil Eye, curse
-  Archaen, ancient magics, Archaen ruins
-  Torquaran, black magic, danger
-  ancient evil, Sepharan, chaos, destruction

Primal Moon-Signs

Crescent-moon symbols are used to represent symbolic virtues attributed to Talislanta's seven moons. The color of the symbol determines which moon is represented, as follows:

-  allies, friends
-  safety, protection, healing
-  warriors, hunters
-  sorrow, loss
-  secret, mysterious, unknown
-  good fortune
-  black moon

Compound Primal Symbols

Primal symbols can also be combined to create new/more complex meanings:

-  humanoid tribe
-  wild tribe
-  Undermen
-  "tomb" and/or "necrophages"
-  above-ground water
-  underground water
-  X plus any other symbol = "beware of _____"

Drakken Symbology

Intelligence

This skill can only be learned from a Master.

All Drakken can read the complex symbology employed by their ancestors, which is always carved or engraved into stone or metal. Drakken claim that the subtleties of their symbology can only be expressed in three dimensions; the depth at which the symbols were carved or engraved convey layers of meaning and emotional content.

Spoken Language

Intelligence

The ability to communicate in any one of the following languages common to the peoples of the Savage Land: Nomad, Elder, Sauran, Verdir, Primal or Sign. Note that Primal is the closest thing to a “Common Tongue” in the Savage Land, being spoken by such diverse peoples such as Boglins, Drukhs, Golgoths, Vandar, and others. One language per skill.

Having +1D in this skill grants basic fluency, but when trying to translate complex ideas, ancient lore, or technical terms a skill check is required. Characters don’t need a Language skill for their native language.

Sign Language

Perception

Like Primal and Primal Symbology (see below), many tribes can also communicate in Sign. Even those that don’t possess this skill can usually understand it to some degree, although unless very simple information is being conveyed, misunderstandings can easily occur (the GM should roll in secret each time a non-Sign speaker attempts to use this skill; a result of Failure indicates a faulty translation, with possible unintended consequences).

Primal Symbology

Intelligence

Most of the peoples of the Savage Land are either illiterate or semi-literate. While few of the spoken languages employed by these folk

have written counterparts, a system of symbols has evolved that is familiar to most tribes, referred to as Primal Symbology.

Primal Symbology includes a variety of primitive runes and ideograms that are the only “written” version of the Primal tongue. These symbols may be etched into stone, wood, or bone, tattooed on skin, or even written in blood. They represent things that are important to the various Wild Tribes, and are used to mark territorial boundaries, denote sources of fresh water, form part of a tribal sigil, or warnings to other tribes.

Common Primal symbols include runes for Death, Black Magic, Poison, Danger, Food, Water, various types of wild animals, and warnings signs to mark the presence of dangerous creatures and beings such as Demons, Evil Spirits, Sand Dragons, Drakken, Undermen, Necrophages, etc.

Primitive Magic Rituals

All Primitive Rituals may only be learned from a master.

Commune With Animals

Willpower

This skill can only be learned from a master.

This ritual takes a single round to perform. The shaman can communicate with most sorts of wild animals and beasts—but not demons or undead. The Target Number is based on the Willpower of the beast; TN 5 +5/ID of Willpower. Note that all Shaka possess this ability as an innate talent.

Commune with Plants

Willpower

This skill can only be learned from a master.

This ritual takes a single round to perform. The shaman can communicate with all sorts of plant-life. The TN is based on the familiarity with the plants. Vegetation from a character’s homeland requires a TN of 10, while foreign plants require a 15-25 depending, on how exotic. Note that all Narada possess this ability as an innate talent.

PRIMITIVE MAGIC RITUALS

SKILL	ATTRIBUTE	USE
Commune With Animals	WIL	The ability to communicate with most sorts of wild animals and beasts
Commune With Plants	WIL	The ability to communicate with all sorts of plant-life.
Commune With Spirits	WIL	The ability to communicate with the souls and spirits of the dead.
Concoct Potions	WIL	The ability to concoct a single dose of any type of primitive potion.
Create Charms & Talismans	WIL	The ability to create primitive charms or talismans of most any type.
Create Totem	WIL	The ability to imbue an item with the spirit of a dead enemy.
Curse/Remove Curse	WIL	The ability to put a curse on a living victim or an item.
Influence Emotions	WIL	The ability to cause other living things to feel whatever emotion the shaman desires.
Primitive Enchantment	WIL	The ability to imbue a weapon or item with an aura of enchantment.

Commune with Spirits

Willpower

This skill can only be learned from a master.

This ritual takes a single round to perform. If successful, it gives the shaman the ability to communicate with the souls and spirits of the departed for one round (one question) per skill die (example, a character with a 6D skill rating can ask 6 questions). Note that the user and intended subject must speak the same language in order for this skill to be effective. The TN is typically 15, adjusted for the length of time the subject has been dead. Recently deceased spirits require only a 10, but after years the TN is 20. Ancient spirits have a TN of 30 to commune with, unless they are active and haunting the area.

Concoct Potions

Willpower

This skill can only be learned from a Master.

This ritual takes about an hour to perform. The shaman may concoct a single dose of any type of primitive potion. Certain ingredients are needed to concoct the potion (see Primitive Magical Ingredients, page 251, for details). The Target Number is by potion type and is listed with the potion in the description. The

GM may modify this TN based on things such as quality of ingredients, rushing the preparation time, and so on.

Create Charms & Talismans

Willpower

This skill can only be learned from a Master.

This ritual takes a full day and night to perform. The shaman can create a single primitive charm or talisman of most any type, including a spirit jar. Certain ingredients are needed to create the intended device (see the Primitive Magical Ingredients, page 251, for details).

Create Totem

Willpower

This skill can only be learned from a Master.

This ritual takes a full day and night to perform. The shaman can imbue an item with the spirit of a dead enemy. Witchman shamans use this ritual to create shrunken-head totems, soul-cages, or soul-stones.

Curse/Remove Curse

Willpower

This skill can only be learned from a Master.

This ritual takes about an hour to perform. The shaman can put a curse on a living victim

or an item. The victim of the curse—or anyone who carries a cursed item—suffers bad luck, which may manifest in a variety of unpleasant ways (clumsiness, inexplicable antipathy from animals or other people, losing/misplacing items, a -1D penalty to all die rolls, etc.). The ill effects last until the curse is removed.

The range of this ability is typically in the same room or area, but if the shaman has something very personal from the target, such as a lock of hair or a prized possession, they can perform the ritual from several miles away.

Influence Emotions

Willpower

This skill can only be learned from a Master.

This ritual takes a single round to perform and has a TN of 15. It causes other living things in a 2-hex (4 yard) radius per +1D skill level to feel whatever emotion the shaman desires: fear, courage, confusion, hate, love/friendship, etc. Intended targets are allowed a chance to roll using WIL to resist the influence.

Primitive Enchantment

Willpower

This skill can only be learned from a Master.

This ritual takes a full day and night to perform. The shaman can imbue a weapon or item with an aura of enchantment. This aura allows the weapon or item to affect creatures that are immune to non-magical weapons; however, this is the limit of the aura's capabilities. The effects are permanent unless dispelled, which can be done by performing the ritual in reverse. The Target Number is normally 15, but the GM may impose additional modifiers as needed.



SPECIAL ABILITIES

Special abilities are innate talents possessed only by certain races. While special abilities can't be acquired, they can be raised with XP. Certain skills, crafts, and rituals have capabilities that are similar to some of these innate talents.

Blindsight

Though they don't have eyes, Undermen are able to sense and identify most sorts of creatures by scent and vibration at ranges of up to about 16 hexes (100 feet). They are also able to locate food, water, and most sorts of roots and minerals by scent, and identify most types of materials by scent or touch. Blindsight may also be used to detect magical emanations by touch, though this particular ability is less acute. A Perception roll against a TN of 15 is required to pull this off.

Claws, Bite, and Natural Weapons

Many species have natural weapons, such as horns or claws, that they can use in lieu of forged weapons. These attacks use the Unarmed Combat skill. On a Critical Failure against an opponent using a bladed weapon, the attacker takes the defenders STR in damage to the appendage used.

Commune with Animals

Most Shaka possess the ability to converse with wild or domesticated animals, though some have forgotten how to do this through lack of practice. Shaka can communicate with any type of animal (not demons or undead) within hearing range of their voice. The roar of an adult Shaka can be heard at distances of up to one mile. Note that this ability is limited to communication, and doesn't include any ability to control or influence the intended subject.

Commune with Plants

All Narada possess a natural ability to converse in the language of plants, and are able to communicate with any type of plant or tree within hearing range of their voice. Note that this ability is limited to communication, and doesn't include any ability to control or influence the intended subject.

Enduring

Some creatures, such as the Azraq, can live without food or water much longer than most species. If an archetype has this ability, they don't take damage due to a lack of sustenance for the period stated in the description. For example, the Azraq don't take damage until after they have gone 2 full weeks without food or water. After 2 weeks damage is applied normally. Having low rations keeps the character healthy twice as long as normal.

Fire Resistance

Drakken, Yann and Talosians are naturally resistant to fire and heat. Most types of fire can't penetrate their thick hide, and even extreme heat, such as that generated by a volcano or a fire-demon, only causes them half as much damage as would normally be expected.

Hide in Darkness

The Boglins are adept at using the shadows to conceal their movement. In low light, such as night with a partial moon or poorly lit caverns, they gain a +1D WILD bonus to Stealth checks. If it is too bright to use this ability, they seldom venture near dangerous subjects.

Immunity to Fear

Vandar were bred to be completely immune to fear, including magic rituals or items designed to cause fear.

Magic Resistance

Warloks were bred to be highly resistant to even the most potent Archaen magic. Archaen spells, wards and artifacts intended to cause harm only do half damage to a Warlok (simply halve the rolled damage before determining wounds), while spells or devices intended to influence the victim have no effect whatsoever. Similarly, the primitive magics of the present age have no effect on Warloks. A side effect of this special ability is that magical healing potions or rituals don't work on Warlocks (non-magical healing methods are effective).

Natural Armor

A few species, such as the Narada and the Yann, have armored skin. This protects better than thick hide, as it doesn't lose durability and can heal. To bypass this armor, a Called Shot is required. Unfortunately, such protection precludes being able to wear any additional armor, though the being can still use a shield.

Night Vision

Boglines and certain other creatures possess excellent night vision, and can see as far and as clearly in the dark as most other humanoids can see during the day. Conversely, those who have this ability usually don't see as well in daylight, and very bright or strong light can cause them great discomfort (+5 TN penalty on all actions while so affected).

Rapid Healing

Vandar were bred to heal twice as fast as most other humanoids; at a rate of 2 wounds per week if resting, 1 wound approximately every 3-4 days. Additionally, healing potions and remedies work twice as well on Vandar as they work on others. The downside of this special ability is that Vandar have a short lifespan—only 30 years on average.

See Magic

Warloks possess the ability to detect magic by sight, at a range of about 20 feet. They can also tell the relative strength of the magic by the intensity of its aura. No roll is required to use this power.

Sense Magical Emanations

Shaka are highly attuned to the presence of magic, which they experience as a sense of nameless dread or unease. Range for this ability is based on the strength of the magical aura: a few feet at most for weak auras, but over a mile for extremely powerful magical manifestations such as the Gyre. No roll is required, but aside from detecting the magical aura no other information is revealed.

Smell Fear

All Umar possess the ability to smell fear in most sorts of humanoid beings. Range is 1 hex (2 yards) at most; the ability is mainly used to intimidate and grants a +2D bonus to attempts to instill fear.

Spirit Tracking

All Imazi possess an innate ability to see spirits at ranges of up to 16 hexes (100 feet). By focusing their concentration (roll PER), they are sometimes even able to see the faint tracks or traces left behind by both the souls of the living and the spirits of the dead. Range for this ability is limited to 10 feet. The TN is 10 if the trace was left less than an hour ago, TN 20 if less than a day, and TN 30 if more than a day.

The Sight

This rare innate talent is possessed only by certain members of the Kasir tribes. Those with this gift are called seers, for they are able to use this talent to locate things such as water, lost or missing persons, ruins, and tombs. This requires a Perception roll with a TN set by the GM depending on the range of the object of the Sight. Typically, TN 10 for within 50 hexes (100 yards), TN 20 up to 500 hexes (1,000 yards), and TN 30 beyond that. On rare occasions (when rolling a Critical Success), an attempt to use the Sight may yield a vision of some future event. The Sight should be listed as a Perception skill and can be improved as a skill with XP.

Thick Hide

Several species, such as the Azraq, are born with a tough, leathery skin that helps protect against damage. Normally is has a PR 1(1). So, if an attack breaches the hide causing more than a single Wound, the protection of this ability ends until the character can effectively heal 1 Wound. This includes having a healer bind the lacerated area of the attack. Note that this ability protects the entire body of the character, save for areas such as the eyes or mouth, and the durability of this armor is on all locations individually; therefore, if a character's Thick Hide is penetrated on their chest (the default damage location) and later they are hit in the arm, the armor is still effective for that hit. Also, this ability doesn't stack with equipment. Worn armor protects the target first, then this ability comes into play once the armor is useless, or if it doesn't protect portions of the target's body.

Toxin Resistance

The Thrax are born with poison in their veins. Each Thrax clan is immune to one type of poison, typically the one they most commonly brew. In addition, the first wound done by any toxin is ignored and any check made to resist a poison's effect gains +1D.

Venom

If a species has a natural poison, it is typically delivered via claws or bite. This requires a successful Unarmed Combat skill check to the soft tissue of the target—if armored, at least 1 Wound of damage must be dealt to administer the toxin. The amount, and interval, of damage is described in the archetype. Typically, a character only has enough venom to poison a target once per day, but a failed attempt to wound the target doesn't expend the day's dose.

Worldly

The Reavers can survive in nearly any climate. They don't have to pick a specialization for their Survival skill. Instead, they note the skill as Survival (all lands) and treat it as a single skill for advancement.

TERRITORIES

All the material in this chapter should be considered highly speculative in nature. Most, if not all, of this information was derived from the accounts of various tribes who claim to have visited these places, tales passed down over many years, or even myth and legend.

The abbreviated notes on terrain, climate, etc. that appear at the beginning of the write-up of each major region should be considered “common knowledge”. That is to say, what most inhabitants of other regions believe to be true about the territory in question. Their assumptions may prove accurate or not, recent or outdated, or even an outright lie.

In short, the veracity of anything that appears

in this chapter should be considered questionable at best, and remains to be determined by those who are willing to actually venture into these territories.

SURVIVAL IN THE SAVAGE LAND

The Savage Land is a harsh and inhospitable environment, where an individual’s Survival skills can mean the difference between living another day or dying of hunger, thirst, or exposure to the elements.

To simulate this, each Territory has a Survival

THE LOST CITY OF SANCTUM

Among the current inhabitants of the Savage Land, it is widely believed that the last cities in Talislanta were destroyed during the Fall, when the cloud-castles of the Archaens literally fell from the skies. Even before then, the old, ground-bound cities of the ancient Archaens and their enemies had long since been abandoned and fallen into ruin.

Yet there are some who tell tales of a lost city, which the legends refer to as Sanctum. Some say that Sanctum is a cloud-city that somehow survived the Fall, either because it remains airborne or because it floated gently to the ground. Others say the lost city is ancient, and has survived for centuries because it was hidden in the mountains, or possibly underground.

Among those who believe in the legend, the lost city has been described in many different ways. Drudges say that Sanctum is a place where people of all kinds are welcome to live in peace, safe from harm. The Viragos believe that the lost city is actually a mighty citadel, protected by heavily-armed warrior-women and impregnable against attack. Others believe that Sanctum is a massive library and repository of lost knowledge. To the Narada, Sanctum is not a city per se, but a veritable garden of paradise.

It is possible that the lost city is just a legend, and nothing more. It is also possible that, as some propose, there is more than one lost city, refuge, or sanctuary of some sort. Whether any of these places is the “real” Sanctum is a secret that remains to be discovered.



Target Number (TN) that indicates how difficult it is to find sufficient food, water, and shelter in that region. This is the typical target number for Survival skill tests in the Territory. Depending on the situation, the GM can modify this number by -5 to +5. For example, if the character is near an oasis in the Black Desert, the GM would reduce the TN for a Survival skill check to 15. Success would result in finding the oasis and being able to survive at least another day in the Savage Lands.

THE WILDERLANDS

Terrain: Arid plains, low hills.

Climate: Hot, dry.

Resources: Herd beasts, wild game, fodder.

Dominant tribes: Kasir, Golgoths, Vandar (Plains of Armageddon), Shan (eastern Wilderlands).

Survival TN: 15.

The territories known as the Wilderlands extend across much of the continent, encircling the Plains of Armageddon, in a vast expanse of arid plains, countless ancient ruins, tombs, and battlegrounds. Ravaged by ages of warfare and the cataclysm of the Fall, the Wilderlands are dangerous, where only the strong and swift survive.

The vast expanses of the outer Wilderlands are home to herds of megalodonts, burden beasts, and wild animals, which are sustained by needle grass; a tenacious, fast-growing weed that is

almost impossible to kill. In turn, the herds support the various humanoid tribes and other living creatures that populate the Wilderlands. These include hostile tribes like the Golgoths and Beastmen, as well as fierce predators like lycanthromorphs, scourges, and raths.

The nomadic Kasir range throughout the Wilderlands, both to obtain forage for their steeds and burden beasts, and to barter with other tribes. Because they observe a policy of strict neutrality, Kasir are often allowed to travel through territories claimed by other tribes, who tolerate Kasir incursions to obtain the goods and wares that they carry.

Prides of Shaka hunters regularly pass through the Wilderlands as they travel from their home in the southern Savannahlands as far west as the Dead Forest. They hunt large predators such as scourge, manth, and behemoths, taking their hides, claws, and fangs as trophies.

The nomadic Imazi tribes roam the southern Wilderlands, herding wild burden beasts, hunting, and gathering food. They are friendly with the Shaka, and are usually on good terms with the plant-folk known as the Narada, who can be found along the borders of the Junglelands and west to the Boglands and Dead Forest.

The eastern hills of the Wilderlands are home to the Shan, proud warriors who live by a strict code of honor. They emigrated to the



Wilderlands from the east, after their homeland was destroyed during the Fall.

Various Golgoth tribes claim the Northern Hills as their territory and aggressively defend their holdings against other tribes. They often launch raids into other parts of the Wilderlands to take slaves and steal herd beasts, salvage, and other valuables.

Scattered across the landscape are the ruins of ancient cities, roadways, and other abandoned structures. All have been damaged to a greater or lesser extent by ages of war, the Fall, and the Gyre. Some contain valuable artifacts from past eras, such as enchanted items, weapons, armor, and intricate clockwork mechanisms. Others are occupied by creatures such as manraks, vores, and packs of wild Beastmen, or haunted by spectres and the spirits of the dead.

For most of the inhabitants of the Savage

Land, the Wilderlands and its adjoining territories constitute the known world. The further one travels from this region, the less is known—and the greater the danger.

Blood Canyon

Blood Canyon cuts across the northern edge of the Plains of Armageddon like a scar, continuing north through the Wilderlands into the mountains that border the Darklands. The canyon is accessible in the far north via a number of trails that wind through the mountains, and serves as a passageway between the Darklands and the lands to the south. A handful of trails intersect the canyon at various points along the way, before the defile terminates in the lowlands of the Plains of Armageddon.

Eroded by the elements, Blood Canyon is

up to a thousand feet deep in some places. It's frequented by many different tribes, both as a passageway and to find water, which gathers here in small pools and natural cisterns. The name alludes to the many battles between rival tribes over water. These conflicts have only escalated in recent times, as Umar war clans have begun to use the canyon to gain access to the Wilderlands and the rich salvage-grounds of the Plains of Armageddon.

The sheer walls of Blood Canyon are lined with cracks, fissures, and caves. Some to lead to a network of subterranean passageways that crisscross the continent used by the Satada. Others are the home of andrak, nightgaunts, and manraks.

Drakkenspire

The Drakkenspire was built long ago by the first of the great Drakken-Kings, who once ruled the entire continent. It resembles a knife-like peak or spire of stone, roughly a hundred feet in diameter, reaching over a mile into the sky. A set of steps carved into the rock, worn by time and the elements, winds around the peak to the pinnacle: a circular enclosure carved into the rock, from which one can look out across the horizon.

The Drakken are said to have used this place as a watch tower. Though it was abandoned by its makers long ago, the Drakkenspire is not without strategic value, and has also been used by various tribes and individuals in the time since the Fall. It can take the better part of a day to climb the giant steps, an ascent made perilous due to swirling air currents and the occasional depredations of airborne predators such as winged voves and manraks.

From the summit, it is said you can see all of the known lands spread out below. This vantage point can be of use when spying on rival tribes or keeping watch for the Gyre. Among those who have vied for control of the spire are the Golgoths, Umar, Thrax and, on several occasions, the Vandar. Drakken warrior-sages from the distant Volcanic Hills

occasionally make the long journey here to read the many runes that were carved into the spire by their ancestors long ago.

The Forgotten Tombs

A series of stark towers, pitted and twisted and worn by the Gyre, rise from the desolate regions that lie adjacent to the Lost Sea. These towers mark the location of a number of ancient tombs, now buried under sand and silt. It's said that Archaen artifacts such as ornate vases, ancient scrolls, and chests of gold and gemstones can be found deep in the ruins.

While few folk of this era would risk their lives for trifles like ornate vases and chests of gold, the tombs are also said to hold items of more practical use, such as enchanted blades, helmets, and armor. In a dangerous realm like the Savage Lands, such items are prized indeed. However, would-be tomb-robbers are advised to keep an eye out for packs of savage Beastmen and heavily armored Golgoth raiders who often roam the surrounding regions. The tombs themselves also hold dangers for the unprepared, including necrophages, spectres, and bloodspawn.

Golem Ridge

The site of a great clash between ancient armies, this ridge line is now marked by the towering forms of hundreds of battered and abandoned battle golems and siege engines. Some lie in pieces, their wreckage strewn along the slopes and gullies. Others lie beneath the ground, buried over time by the shifting winds. But many still stand, ravaged by wind and rust, long frozen in positions of attack or defense.

Bands of Thrax and Yann have long vied for the countless tons of valuable salvage that can be found here. Their rivalry has been known to erupt into violence, and both sides have at times hired surrogate forces to help them defend their claims. There is usually work here for mercenaries, some of whom have been known to switch sides based on who is offering the most lucrative compensation.

Idolum

In the southeastern borders of the Wilderlands is a barren plain lined with hundreds of ancient stone idols. The smallest are barely a foot tall, the largest rise upwards over 500 feet. A number of these idols still stand erect, but most now lean at odd angles or have fallen over. The stone images vary in nature, from representations of warriors and archmages, to demons and monsters of unknowable origins.

The Imazi tribes believe that this region is cursed, and avoid it whenever possible. The Shaka say Idolum emanates an unsettling aura of magic and, while they'll pass through the region during the day, they won't stay for even a single night. The Kasir tribes have no such qualms, and come here frequently enough to have inspired an interesting rumor: that some of the giant idols are actually the tombs of ancient wizard-priests and contain valuable artifacts and enchanted items. Whether this is true or not, it appears that Idolum's attractions are sufficient to cause the Kasir to risk encountering some of the creatures who also inhabit this region, including scourge, wild catdrac, and manth.

Naradan Oases

These small areas of greenery can be found in scattered throughout the southern Wilderlands, and in other parts of the Savage Land. These benevolent anomalies are said to be created by Narada shamans, who possess the ability to restore wastelands, deserts, and aberrant terrain to its previous, natural state. Edible plants, waterholes, or seeps can be found at distances of a mile or more from an oasis.

The Northern Hills

This stretch of stony hills, deep ravines, and stunted woodlands borders the Glacial Mountains and, beyond that, the territories of the Umar. This region is claimed by the Golgoths; a fierce, warlike people who survive mainly by raiding other tribes, stealing their

possessions, and taking captives to trade to the Umar and Ra as slaves.

The winding canyons of the Northern Hills provide numerous places for the Golgoth tribes to hide, and to launch ambushes against those who seek to enter their lands. The hills, dotted with copses of dense thornwood and tanglewood, are riven with cracks and fissures, making travel difficult for all but the most sure-footed of creatures. The presence of lycanthromorphs, manth, and scourge also pose a hazard. Only a handful of well-hidden trails allow easy access through this region, and these are generally known only to the Golgoths. It's said that slave-traps, deadfalls, and snares are hidden along sections of many of these trails.

The Savannahlands

Along the southern borders of the Wilderlands lie the Savannahlands; a wide stretch of arid plains interspersed with low, grassy hills and the occasional giant tanglewood tree. Though the climate here is typically hot and dry, thunderclouds from the Jungleslands to the south occasionally bring heavy rains to this region, filling the shallow arroyos that cut across the landscape. After the creeks go dry again, water can still be found here, but only underground or in a handful of waterholes.

The Savannahlands' plentiful supplies of needlegrass and balmroot make it an ideal grazing-place for herd animals such as wild burden beasts, land lizards, megalodonts, armodonts, and grazers. The generally flat terrain allows for long sight-lines, also making this region a favored hunting ground for large predators like scourges, behemoths, wild war beasts, and tarkus.

The dominant tribe in this region is the Shaka. Once the most powerful and influential of the wild tribes, the Shaka have decreased in number since the Fall, during which many of their kind perished. Yet despite this, they remain among the most respected of all the wild tribes, and the most feared.

The Shaka clans view the Savannahlands

as their traditional homeland and personal hunting preserve. They aggressively defend these territories and challenge any who seek to pass through the region without their permission. Would-be hunters should be forewarned: the Shaka often kill poachers on sight.

Omen

At the easternmost edge of the Wilderlands, at the edge of the Volcanic Hills, lies a dark and doom-shrouded region known as Omen. Nothing grows here, and even the most dangerous and desperate predators seem to give the area a wide berth.

At the center of this desolate land stands a terrible sight: a mountain of skulls a thousand feet high, staring sightlessly out across the bleak terrain. The mountain was built from the skulls of countless Xambrians, a peaceful people who were massacred in the Fire-Pits of Malnangar by the necromancer-priests of Torquar.

Few inhabitants of the Savage Land are willing to enter the area around Omen, which is widely regarded as cursed. Fewer still can bear to look upon this tribute to death, for it radiates a powerful aura of anguish and sorrow.

The Kasir tribes avoid this region at all costs, believing that once a person has seen Omen, the sight will haunt their nightmares forever. Even such folk as Warloks, who some say don't have souls, are moved by the traces of the spirits who dwell in this place. Perversely, the Ra tribes, who revere the Torquarans as their creators, regard Omen as a holy site, and consider it their duty to undertake a pilgrimage to Omen sometime in their lives.

The Plains of Armageddon

Located in the center of the Wilderlands is a perilous region known as the Plains of Armageddon. Torn by centuries of warfare, this hellish landscape is littered with the wreckage and refuse of countless battles. Here, the battered hulks of hundreds of giant siege engines and battle golems lie scattered across the land,

along with the skeletal remains of countless warriors and war-steeds. Jagged trenches cut across the land like scars, and columns of acrid black smoke spiral upwards from craters and fissures deep in the tortured earth.

The Plains of Armageddon are both a tribute to the madness of war, and the richest source of salvage on the continent. In addition to countless tons of scrap iron, there are untold numbers of weapons, shields, and armor from past ages, many imbued with ancient magics. Some of it lies in plain view, and even more of it is buried, covered by successive layers of wreckage and casualties from more recent battles. It is the lure of this rich salvage that makes the Plains of Armageddon one of the most dangerous regions in the Savage Land.

Many different tribes come here to vie for these resources. They include the rival Yann and Thrax, and their respective mercenary surrogates, the Golgoths and Viragos. Satada come here to acquire iron weapons, following a network of underground tunnels from Blood Canyon. Ra paladins come in search of Torquaran weapons and armor; Drakken, to find traces of their ancestors. Umar scouting parties enter the Plains via Blood Canyon, engaging in fierce fights with the Vandar, the self-appointed protectors of this region, who view the Plains of Armageddon as their ancestral territory.

Ruins of the Four Nations

Here lie the remains of four mighty sorcerer city-states: Osmar, Randun, Khar, and Istan. Most of what was known about these places was lost during the Fall, including which of the ruined cities was which. Such is the fate of even the greatest kingdoms of old in this era of darkness and superstition.

According to legend, the Four Nations were once part of a confederation, each of which supplied the other with important goods and services. The first was known as a center of arcane study, and for its vast library of books, tablets, and scrolls. The second manufactured

enchanted items of all sorts. The third made the finest enchanted blades and armor. The fourth was both famous and infamous for the design and creation of hybrid species such as the Vandar—and possibly, following a most regrettable error in judgment, the bloodthirsty creatures known as the Azraq.

The Four Nations are said to have been quite prosperous until their rivalry led to a war which resulted in mutual destruction. All four city-states were destroyed during the war. It is said that the ruins of these four cities still hold numerous items of value sealed away in deep vaults. They may also hold unpleasant surprises such as necrophages, inimical spirits, shadowwarriors, bloodspawn, and hostile treasure-hunters.

On occasion, the Ruins of the Four Nations also draw Drakken warriors, who come here seeking ancient relics. The Drakken claim that all Four Nations were built upon the ruins of one of their own vast and primeval cities, and believe that many of the writings of their great poet-warriors lie buried deep below the ruins of the four younger nations.

Shan Territories

The rugged hills and mountains along the northeastern Wilderlands are the adopted territories of the Shan, a warrior people who emigrated to this region after their far eastern homeland was destroyed during the Fall. Few in number, Shan travel in small groups of seven individuals, known as cadres. The cadres keep on the move, using easily-portable, yurt-like shelters of animal hide and poles of curved tanglewood. Mounted on swift striders, they rely on speed, maneuverability, and their specialized combat skills for survival.

The hills and mountains of this region offer a dependable supply of water, which trickles down from the mountains and gathers in small pools. This sustains the Shan and their mounts, but also attracts creatures such as wild striders and burden beasts, as well as predators like tarkus and scourges.

Unknown Ruins

Scattered throughout the Wilderlands are the ruins of ancient towers, lost kingdoms, deserted battlegrounds, and the shattered remnants of Archaen cloud-cities that plummeted from the skies during the Fall. Many of these places contain artifacts from past ages, including enchanted weapons and items imbued with mysterious, arcane properties. Others hold rich troves of salvage, including both black and red iron, parts of iron golems, clockwork mechanisms, and slabs of colored crystal that can be crafted into lenses for sand-goggles or spy-glasses, flasks, vials, and so on.

Many of the ruins remain unexplored, their contents undisturbed since the time of the Fall. In some cases this is because access to the ruins is difficult, due to the presence of hostile tribes like Golgoths and Beastmen, or dangerous creatures like andrak, manth, and nightgaunts.





Some places are haunted by spectres or other undead entities, such as necrophages. Others are simply unsafe, either due to structural damage or to the presence of traps. As is the case throughout the Savage Land, the ability to accurately measure risk and reward is often a matter of life and death.

THE WASTELANDS

Terrain: Barren plains, ruins, chasms, canyons.

Climate: Hot, arid.

Resources: Ancient Drakken ruins (raw firegems, red iron artifacts).

Dominant tribes: Reavers, Undermen.

Survival TN: 15.

The Wastelands are a harsh, barren region located to the northeast of the Wilderlands. The ruins of many dead empires and fallen

cloud-cities can be found here, as well as the crumbling remains of massive walls and towers that were once part of the Drakken Empire.

The Barrier Mountains

The Barrier Mountains separating the Darklands from the northern borders of the Wastelands are so-named because they have long been deemed to be impassable. The accounts would seem to be true, and possibly even understated. The entire range is comprised of rough, jagged peaks, with knife-like ridges, steep cliffs and sheer drop-offs. Avalanches and rockslides are common, caused by earth tremors or, just as commonly, massive stone-demons. The only known passage through the Barrier Mountains is through the Defile, though there are rumors of numerous tunnels dug below the mountains by the Undermen or leviathans.



The Chasm-Lands & Underrealms

Located in the northwest corner of the Wastelands is a desolate stretch of hills and plains known as the Chasm-Lands. This entire region is pockmarked with holes, tunnels, and chasms; devoid of most forms of plant life except for underroot, which can only be found underground, and certain varieties of fungus.

Above ground, the primary inhabitants of this place appear to be insects and vermin, such as rhasht, winged vore, and hoppers. It is below ground that one can find the true rulers of this land: the pale, frightful humanoid beings known as the Undermen. These eerie folk make their home in networks of intersecting tunnels and caverns that extend in all directions far below the ground. Some say these tunnels

undermine the entire continent in a vast web of caves and subterranean passages, referred to by its denizens as the Underrealms.

It is believed that the Undermen are descended from a surface-dwelling people who took shelter underground to survive the cataclysmic forces unleashed during the Fall. Whether by adaptation or through exposure to the Gyre, these folk became as they are today: a horrid race of troglodytes that lives in darkness, emerging at night to capture other creatures and drag them down into the depths of the Underrealms.

Despite the presence of the Undermen, some folk travel to this region to obtain the peculiar gems known as moonstones, which are found in few other locales. These smooth, ovoid stones are said to have fallen from the sky ages ago. There are several types of moonstone, each reputed to possess magical properties of a type

determined by their color. Some of these stones can be found lying on the ground, in plain sight. But far more are said to be found underground, having fallen into the many holes and crevices that dot the landscape or brought below by the Undermen.

The Defile

The Defile is a deep, narrow canyon that winds for over fifty miles from the Darklands, south through the Barrier Mountains, into the Wastelands. At its deepest, the canyon is over a thousand feet below the level of the surrounding mountains. At its narrowest, the Defile is barely wide enough to allow large creatures such as ogriphants to pass in single-file.

The Defile can be used to cross from the Wastelands into the Darklands, but the route is far from safe. Falling rocks, either occurring naturally or due to the actions of perverse creatures such as manth, are a constant hazard. Above, winged manraks build nests in crevices among the high rock walls. Below, clans of Satada pass through tunnels that intersect with the Defile at various points. Though black iron nuggets and moonstones can sometimes be found here, only a fool would come to the Defile in search of such meager rewards.

The Fallen Ruins

Located in the northwestern part of the Wastelands is an immense, desolate plain scarred with deep craters, mud-pits, fissures, and great mounds of rubble and refuse. Scattered across this region are the twisted, broken remains of a pair of Archaen cloud-cities. These massive structures, which once floated high above the land, came crashing to the ground during the Fall. So great was the impact that the cities were smashed to bits, with chunks of wreckage buried deep in the ground or sent sailing for miles in all directions.

Because the Ruins are situated in such an isolated and dangerous region, salvagers such as the Yann and Thrax have largely ignored this

area. Instead, it has become one of the primary hunting grounds of the nomadic bandit and scavenger clans known as the Reavers.

Reavers can often be found in the vicinity of the Fallen Ruins sifting through tangled wreckage, digging in the muddy earth, or scouring the surrounding hills and mountains. Ancient treasures and artifacts hold little interest for these folk. Instead, they seek bits of metal that can be used to make tools and weapons, scraps of fabric that can be patched or re-woven into garments, sheets of colored crystal that can be cut into sun-goggles, and other useful items. Some Reaver bandit clans use the ruins as a hideout and base from which to launch raids on other tribes.

The Fallen Ruins are a dangerous place that pose considerable risk to any who would traverse them. Azraq clans are known to come here from the eastern Wastelands and Volcanic Hills regions, hunting both land dragons and two-legged prey. Manraks from the nearby mountains come here to drink from the mud-pits and pools of standing water that dot the landscape, as do other creatures such as scourge and behemoths. Golgoth raiders come here seeking to capture Reavers for use as slaves, and Umar tribes sometimes pass from the Darklands into this region through the Defile.

Drakken Ruins

Scattered throughout the Wastelands are the remnants of crumbling stone towers, citadels, and roadways, of a size and scale that dwarfs most other structures found across the Savage Lands. Engraved with archaic runes and sigils, these cyclopean structures offer mute testimony to the greatness that was once the Drakken Empire, which long ago spanned much of the continent.

Tomb-robbers and salvagers explore these places searching for lost treasures from the Drakken age, such as firegems or weapons and implements made from red iron. Such endeavors are not without danger, however. The ravages of time and the elements have

made many of these ruins unstable, and more than a few of these places are infested with bloodspawn and necrophages. Worse yet is the possibility of running into the Drakken themselves, who sometimes make pilgrimages to these ruins and don't take kindly to those they regard as thieves and defilers.

The Empty Land

This region is dry, barren, and seemingly devoid of life. The only feature of note is a considerable number of pits and craters scattered all about the region. These depressions range in depth and diameter from about one to ten feet, in all possible configurations: narrow and deep, narrow and shallow, wide and shallow, wide and deep, circular, elliptical, and so on.

Many of the craters here were caused by a large rain of moonstones of various colors, which are said to have fallen from the sky during the Fall. Such a crater may still contain a

moonstone, buried just below the surface at the center. At the center of other craters, however, one may discover the disguised trap-door of an andrak, waiting to pounce on an unsuspecting victim; or possibly the hidden entrance to an ambush-hole occupied by one or more Undermen; or even an iron portal such as the type used by the Satada to seal their tunnels.

The moonstones found in this region are said to be of great purity and are highly valued by traders. So much so that, despite the dangers, some still travel to the Empty Land to search for these precious, magical stones.

Colossus

This arid stretch of wasteland is named for the ancient colossus, Ikon, said to have been the mightiest siege golem ever constructed. Its maker is believed to have been the archmage Solimorrion, a sorcerer of great power who forged some of the most potent magical



artifacts ever known. According to legend, Ikon was destroyed (or buried) somewhere in this area sometime before the Fall.

Despite the efforts of many teams of Yann salvagers, no trace of the great colossus has ever been found. The area has since been overrun by the Umar, and is now too dangerous for the Yann to mount any further expeditions.

Madlands

Madlands are rare and anomalous regions found in various places across the Wastelands. Ranging in size from just a few hundred yards to many miles across, these oddities are believed to have been caused by the Gyre, or the after-effects of spells cast during the Sorcerers War that still linger on to the present day. Whatever the truth, these places are extremely dangerous, as almost nothing found in these regions is real.

Madlands can generate illusory creatures, tribes, items, ruins, and even stretches of terrain. Though these illusions appear real in all respects, they are mirages. If an individual or creature fails to discern the true nature of these things (roll using PER), he will be absolutely certain that the mirages are real; the only way to convince victims of the truth is to somehow get them out of the Madland. Making matters even more confusing is the fact that one may encounter real creatures or peoples who have wandered into one of the Madlands.

Discerning the difference between what is real and what is not can mean the difference between life and death in a Madland. The Imazi tribes have a great fear of these places, and believe that any who linger in one of the Madlands for even a few hours will go insane.

Old Sorcerers Road

The Old Sorcerers Road is an ancient roadway that once connected the city-states of the Archaens before they left the surface world for their cloud-cities. Originally it was paved with fine stonework, but now the path lies in ruins,

many of the stones taken by salvagers or ground to dust by rampaging battle golems.

Ten-foot tall stone dolmens engraved with symbols can be found in places along the entire length of the roadway. Some say the stones are signs directing travelers to various places along the road, while others claim the symbols are sorcerous wards meant to protect travelers from robbers, bad weather, or possibly ghosts. Few inhabitants of the current age are able to read these symbols, though ancient races such as the Withen likely know the purpose of these constructs.

Quaglands

Quaglands are dangerous regions of quicksand and quagmires that can be found in various places throughout the Wastelands. Creatures of all sorts that enter a quagland may find themselves stuck, unable to escape, sinking beneath the surface until they finally perish of suffocation. The quicksand-like effect of a quagland can occur very quickly, or so slowly as to be initially unnoticeable. In the latter case, travelers who inadvertently make camp for the evening may discover halfway through the night that they've been slowly sinking into a quagmire.

Quaglands may contain the sunken remains of all sorts of creatures, beings, constructs, and conveyances, some dating back decades or even centuries. Snipes, a generally benevolent species of intelligent mollusks, are easily able to swim through a quagland. They are among the only creatures who dwell in these places, and are said to be able locate and even retrieve lost items. If treated in a friendly manner, snipes may agree to barter their services for news and gossip from other lands. However, they may refuse such requests if a quagland is also occupied by the only other lifeforms that live in such places: the amphibious predators known as lurkers.



The Temple of Solimorrion

This temple is the only standing structure that remains in the ruins of Numenia. Even in its current ruined state, the magical symbols carved into the walls are said to make the temple “impervious to evil influences” though it’s uncertain what “evil influences” are specifically warded against. Some say demons, some say spirits, others say that it is the “Forbidden Ones—those whose names must not be spoken”. The Forbidden Ones may refer to the demonic gods that the Torquar tried to summon prior to the demise of their empire.

THE BLACK DESERT

Terrain: Deserts of black sand, mountains.

Climate: Extremely hot and dry.

Resources: Black moonstones, obsidian, dragon oil, andrak silk.

Dominant tribes: Ra, perhaps the Withen.

Survival TN: 20.

The Black Desert is a region of burning black sand, dotted with spires of wind-carved obsidian and lakes of fused black glass. The onyx sands of this region shimmer in the heat of Talislanta’s twin suns, making distances difficult to estimate, and causing mirages that can leave inexperienced travelers dazed and disoriented. But a far greater threat to those who venture into this realm are the hostile tribes known as the Ra, who view the Black Desert as their territory.

The Ra are a cruel and warlike folk who once

served as the shock troops and executioners of the much-hated Torquar. After the destruction of the Torquaran Empire and the Fall, the Ra were abandoned by their former masters. Since the Fall, they have lived in crude strongholds built among the peaks of the Torquaran Mountains, which border the eastern sector of the Black Desert.

Mounted on armored war beasts, heavily-armed Ra sentinels regularly patrol the Black Desert. They pursue any who trespass into the Black Desert without their permission. Those who are taken alive are typically brought back to a Ra stronghold, where they are interrogated, subjected to torture, and sacrificed to the Ra's patron deity, Death.

The Black Desert contains valuable resources, some of which are rare or unknown outside of this region. Among these are black moonstones, which fell from the sky and are said to possess black-magical properties. Also found here are pools of an ink-black liquid called dragon oil, which is found in small pools and tar-pits, believed to be derived from the remains of long-dead sand dragons.

Thrax often come to the Black Desert to obtain dragon oil, a portion of which they pay to the Ra in exchange for safe passage through their territories. They use dragon oil to make Thraxian fire, a pitch-like substance used in siege engines which, when ignited, is notoriously difficult to extinguish.

Kasir merchants also value dragon oil, which they use as a long-burning fuel for their lamps and as an important trade good. The Kasir trade quantities of this commodity to the Yann, who clarify the oil even further and use it to lubricate tools and clockwork mechanisms.

Despite the well-known neutrality of the Kasir tribes, the Ra regard them as infidels, and don't permit them to pass through their territories. This has not stopped the Kasir from sneaking into the Black Desert to obtain dragon oil, even if they have to outrun Ra sentinels to get safely back to their own territories.

Though the burning sands of Black Desert appear to be devoid of life, such is not the case.

The massive arachnoids known as andrak populate even the most desolate-looking regions, laying in wait in covered pit-traps, ready to leap forth and ambush prey. And the ancient ruins and tombs scattered throughout this region harbor such things as crypt-wyrms, blood-spawn, and spectres.

The giant armored serpents known as land kra are also known to live in or travel through the Black Desert. Slithering silently just under the surface of the sands, these serpentine creatures hunt for food, leaving strange patterns in their wake. The Kasir are said to be able to read these patterns, which they claim are of use in certain divination rituals. Another menace to travelers are gigantic sandstorm demons that, like the Gyre, appear without warning.

The Irridian Wastes

Located somewhere among westernmost edges of the Black Desert is a place known as the Irridian Wastes. This region was ravaged by potent spells and incantations during the Sorcerers Wars of the late Archaen Age, and the shifting onyx sands long ago swallowed up the remains of the countless warriors who fought and died here. Indistinguishable from the rest of the Black Desert by day, by night this region gives off an eerie, violet-red glow.

It is said that parts of the Irridian Wastes are contaminated with magical radiation and toxic alchemicals, and that even passing through the region can be dangerous to one's health. As if this weren't bad enough, many say that the Wastes are haunted by armies of shadowwarriors who emerge at night, still locked in eternal battle.

Despite these dangers, the Irridian Wastes are a lure to the Thrax, who are drawn by the treasure-trove of ancient weapons, armor, and war machines that lies buried beneath the desert sands. Most valuable are Torquar artifacts, which the Thrax unearth and trade to the Ra.



Labyrinthe

Labyrinthe, also known as the Serpent Maze, is a massive, winding structure of ancient stone inscribed with occult symbology. Its location is a mystery, which some attribute to the legends that says that the maze is actually a giant stone construct capable of moving slowly both across and beneath the desert sands. Such tales may well be true: travelers through this region sometimes report hearing strange rumbling and grinding noises, as of something massive moving beneath the surface. The Kasir claim that this is the sound the maze makes as it winds ever so slowly across the desert, like a giant stone serpent.

Kasiran legends state that a reclusive folk known as the Withen live deep within the

maze, keeping watch over the surrounding regions using hidden viewports or arcane scrying stones. According to the Kasir, the Withen are among the only survivors of the Fall who still recall the lost secrets of magic.

Kasiran seers say that, if approached with caution and respect, the Withen will answer a single question, but no more. Accounts differ regarding the price that must be paid to acquire such knowledge. According to some, offering ancient writings, artifacts, or radian crystals suffices. Others believe the Withen demand a favor in return, commensurate in value to the knowledge being requested.

The Obsidian Tower

According to legend, an Archaen sorcerer of great power once lived in an obsidian tower located somewhere in the depths of the Black Desert. Its said that he kept a vast menagerie of creatures and beings, held fast in stasis and imprisoned in sarcophagi of carved green crystal. What became of the sorcerer is unknown, but some say the tower still stands; the Kasir claim to have seen it, and say that, to the naked eye, the structure is indistinguishable from the many wind-worn onyx spires that dot the landscape. Some say that the sorcerer's menagerie is still inside: a collection of rare and unusual lifeforms preserved in stasis.

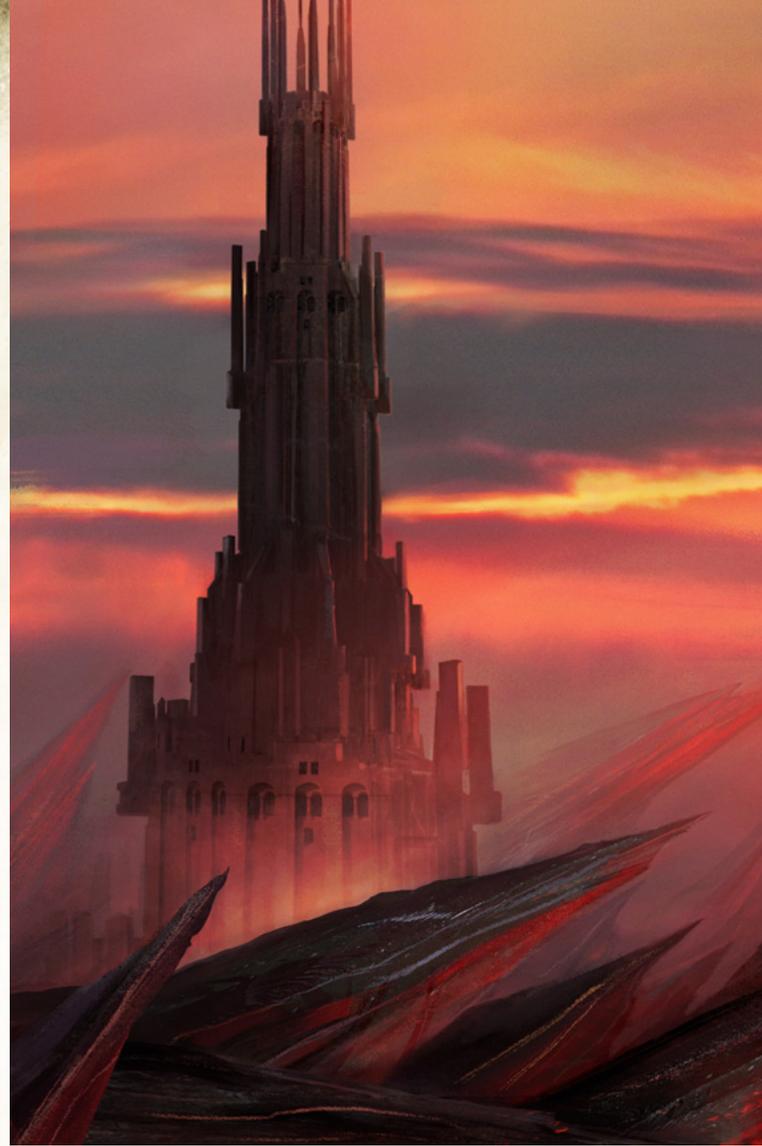
According to some folk, a tribe of Azraq with glossy-black hide can be found in this region. Whether this is true, or yet another tall tale, remains to be determined—assuming anyone would be foolish enough to go looking for a tribe of blood-thirsty Azraq, regardless of the color of their hide.

Onyx Valley

Onyx Valley is a deep chasm of black crystal that winds through the Black Desert for several miles. The sides of the valley are said to be like black glass; so sheer and smooth that they are impossible for most creatures to climb. In some places caves can be seen, their openings inscribed with ancient symbols.

According to the Kasir, these caves are the burial places of Torquaran warriors, and should be avoided at all costs. First, they are said to contain cursed items. Second, Ra tribes are known to patrol the area, on the lookout for tomb-robbers. Thirdly, an alarming number of these caves are occupied by andrak or bloodspawn.

With no lack of reasons to avoid the Onyx Valley, some have wondered why the Kasir seem to know so much about it. One theory is that the caves contain chests of cut and polished radian crystals, interred with the warriors in stone sarcophagi, as an offering to



the Torquaran deity, Death. This might explain why the Kasir want to discourage others from visiting these places: to keep the crystals for themselves.

The Temple of Death

This massive and heavily-fortified edifice appears on no known map, but is said to be hidden deep in the Torquaran Mountains. According to legend, it was constructed by the Torquar, using an army of “infidels” for slave labor. Once the construction was complete, these poor unfortunates were all sacrificed to the Torquaran god, Death, to insure that the location of the Temple would remain a secret.

Since the Fall, the Temple of Death has supposedly served as the dwelling place of two powerful individuals: the High Priest and High

Priestess of the Temple. The two are believed to hold dominion over all of the tribes of Ra, exerting their influence by means of a cadre of elite Ra paladins trained to serve as assassins. They say that the High Priestess uses these assassins to eliminate potential rivals, and to track down and kill those who have been branded as enemies of the Ra.

The Temple of Death is rumored to contain the largest collection of ancient Torquaran and Archaen artifacts in the Savage Land. Many are said to possess potent black-magical properties, and some are said to be cursed.

The Torquaran Mountains

The Torquaran Mountains form an arc of jagged peaks along the southern and eastern borders of the Black Desert. These mountains are the home of the Ra tribes, who live in crude strongholds carved into the mountainsides long ago by the slaves of their former masters, the

Torquar. These strongholds overlook the desert and are accessible by hidden caves and tunnels that lead upwards from the foothills.

Due to their proximity to the Volcanic Hills, the northernmost peaks of the Torquaran Mountains are often obscured by clouds of acrid smoke, ash-falls, and burning embers. Whenever the skies clear, a most fearsome sight can be seen: a row of nine immense stone effigies resembling the Torquaran wizard-priests of old. Carved from nine mountains by untold thousands of slave laborers over many centuries of time, these massive structures are regarded by the Ra as holy places. They are said to be riddled with hidden tunnels, altar-chambers, tombs, and vaults—some still sealed since the Fall.

The southern foothills of the Torquaran Mountains are dotted with copses of twisted, leafless trees and pocked with craters and crevices. The former are known haunts for wood demons; the latter are favored as lairs by the strange, demonic-visaged insectoids known as andrak. The silk these creatures produce is said to be the strongest and finest on the continent but, for obvious reasons, is notoriously difficult to acquire.

Along the lower slopes of the southern range are caves where precious rainwater pools at certain times of the year, making them a boon to those who inhabit or pass through the desert. Unfortunately, the pools also attract lurkers, who wait below the surface until unwary creatures come by to drink.

THE DEAD FOREST

Terrain: Tangled forests, trails, wooded hills, bogs.

Climate: Warm, generally dry, occasional rainfall.

Resources: Amber and lotus (Boglands), ironwood, rare herbs and plants.

Dominant tribes: Shaka, Narada.

Survival TN: 15.

Located in the western reaches of the Savage Lands, the Dead Forest is a thickly-wooded region that was warped and twisted by the chaotic energies unleashed during the Fall. The



trees here exhibit strange and eerie forms, and most appear to be dead (hence the name of this region)—or perhaps undead.

Some of the trees found here are hostile to other lifeforms, seeking to choke or trap them with animate limbs, roots, and vines. Others serve as lairs to the twisted and diminutive Boglins, who often live in the hollows of ancient trees, spying on other creatures through knotholes and hidden portals.

Prior to the Fall, when the forest was green and alive, the Shaka tribes called this place their home. Some still live here, though their clans are now concentrated mainly along the periphery of the forest, where the malign effects of the Fall were less severe. Here, a number of ancient Narada shamans known simply as the Elders have labored for many years, using their uncanny talents to return to this part of the

forest to its green and natural state.

According to the Narada Elders, the Dead Forest is not actually dead, but is possessed by chaotic and destructive entities such as vampire root, deadwood trees, venomwood, and wood demons. The Narada believe that the Forest can be cleansed of these entities and returned to its natural state. Even if they are correct, the process would likely take centuries to complete, such was the damage done here during the Fall.

Ambush Lake

Along the eastern border of the Dead Forest, surrounded by thickets of skeletal trees on the western bank and rocky washes and hills on the north and east, is Ambush Lake. Greatly reduced in size, but still fed by small streams that trickle out of the foothills, Ambush Lake is one of the



only sources of potable water in the region.

Tribesmen from the Dead Forest and the western Wilderlands often brave the dangers of this region to slake their thirst, as do traders and travelers seeking to replenish their water-supplies. Those who come here often discover for themselves why this place is named Ambush Lake, for it is frequented by hostile tribes like Golgoths, Witchmen, and Beastmen, and by dangerous predators such as lurkers, manth, lycanthropes, and manraks.

Would-be ambushers and predators alike are sometimes chagrined to find that clans of Shaka from the Savannahlands visit Ambush Lake, which they regard as a sort of hunting preserve. The skulls, horns, and claws of their victims often end up as hunting trophies, proudly displayed to their peers and allies.

Blackmoon Valley

The slopes of this narrow valley are covered in a peculiar species of thorny, black foliage known as black moonblossom. For much of the year the plant has no flowers, not even any visible buds. But when the black moon rises at its fullest state, the plants suddenly sprout flowers of a deep, disturbingly-dark hue.

When in full bloom, the black moonblossom exudes a scent that has powerful narcotic properties. Carried on the wind, this scent can cause living creatures to feel disoriented or intoxicated. Those who inhale the scent may lose consciousness and fall into a narcoleptic slumber that can last for hours, days, or even weeks.

The petals and pollen of the black moonblossom are valued highly by some tribes, as they can be used to concoct sleeping potions and a crude type of liquor called black arrack. Increasing their value is the fact that black moonblossoms can only be harvested during the one night when the black moon is full. At dawn on the following day, the moonblossoms wither and crumble to inert dust.

Boglin Wood

The southern region of the Dead Forest is known as Boglin Wood. The trees here tend to be older and larger than those elsewhere in the Dead Forest, their upper branches so dense and hung with dead mosses and vines that little light reaches the damp forest floor.

Sounds echo strangely here, and even the slightest noises can seem menacing and indistinct. More perceptive creatures may also feel the unnerving sense of being watched, as if unseen eyes are upon them at all times. In combination, these elements have caused many travelers to believe the Boglin Woods are haunted by demons and malign spirits, a perception encouraged by the Wood's primary inhabitants, the Boglins.

Boglins rarely come forth from their lairs, preferring to remain hidden, avoiding the attention of creatures such as lurkers, wood demons, and lycanthromorphs. But on certain occasions they gather in great numbers to trade, sell, or barter goods that they have found or stolen from other creatures, derelict tombs, and so forth.

While outsiders are usually not welcome at these Boglin Fairs or Markets, as they are known, some still come here hoping to acquire artifacts from past ages, such as enchanted items, potions, remedies, curios, and other oddities. These uninvited guests often include imp-like creatures known as fetches, who sneak into the Fair to steal moonstones and other valuables.

Boglins are the most common inhabitants in this region, but Boglin Wood is also inhabited by other creatures. These include fetches, the diminutive rivals of the Boglins, and such entities as lurkers, wood demons, and malathropes.

The Boglands

In the southernmost sector of the Dead Forest lies the fetid basin of the Boglands. Such vegetation as grows here is hostile, malformed, and/or thick with rot. Quick-marshes and swamps

abound, with stagnant pools of brackish, often poisonous, water.

Though the Boglands are a forbidding place, they are rich in amber crystal; a substance that is highly valued for its healing properties. Nuggets of precious amber crystal can be found in almost any bog or swamp, though the only way to do so is to wade into these areas and dig in the mud. Aside from the dangers of quicksand, other sources of peril include lurkers, ghaun, and lycanthromorphs, as well as dangerous plants such as mantrap and ambush plant. A water-dwelling species of andrak is also rumored to be found in the Boglands, much feared for the silken net-traps they spin to trap prey.

In addition to amber crystals, the Boglands are also rich in the black and green varieties of lotus. The former is a potent narcotic favored by tribes such as the Witchmen, and as an ingredient in black arrack. The latter is especially valued by the Narada, who use the sap of the green lotus as a cure-all, and to enhance their ability to communicate with plants. Conversely, Narada shun black lotus, which they believe is possessed by evil plant-spirits.

The imp-like creatures known as fetches sometime make their home in the northern Boglands, living in the hollows of massive swamp-trees and rotten logs. Though physically weak, they are cunning, relying on stealth to pilfer food and valuables from other creatures. The fetches who live here possess an extensive knowledge of the region, and are said to know the location of many sunken tombs. They are not to be trusted, but can sometimes be made to cooperate if bribed with shiny objects or moonstones.

The Circles of Stone

Hidden deep in the interior of the twisted woodland region are a number of mysterious clearings, invisible amongst the surrounding trees. Each is demarcated by a circle of great stone dolmens, obelisks and arches. These stones are engraved with arcane symbols



and runes that some say are ancient beyond description.

According to legend, the stone arches that are sometimes found in these clearings are “witch-gates”, created by the ancient Archaens. Some were supposedly used as scrying devices; others, as portals to other lands—or possibly other planes.

The Shaka, who have a superstitious dread of magic, won't enter such clearings. Neither will nightgaunts, though less-intelligent creatures such as lycanthropes exhibit no aversion to these areas. According to certain old tales, the stone circles are proof against the strange magical phenomenon known as the Gyre. The stories may well be true, for unlike the dead and twisted trees of this region, the areas circumscribed by these stone circles are rife with healthy green grasses and plants.



Ironwood Forest

In the northern region of the Dead Forest is a place called Ironwood Forest. The cataclysmic magical storms that followed the Fall struck this region with great ferocity, altering the very nature of the woodland. The underbrush was uprooted and dispersed by the winds. The trees all died and lost their foliage, but their limbs had undergone a strange transformation. The wood was now as hard as iron, yet still light and flexible enough to be used for bows.

The Shaka and other tribes value ironwood, as it can be used to make excellent-quality short bows, arrows, and spears. However, harvesting the wood is dangerous work. The Ironwood Forest is infested with wood demons, drawn to this region by the strange magical aura left behind by the Gyre long ago. Though these destructive entities have killed much of the vegetation around the Ironwood Forest, they

have done little or no damage to the ironwood trees themselves.

The Narada say that of all known species of trees, only ironwood is resistant to the effects of wood demons. The Shaka agree, and say that arrows made of ironwood can be used to kill wood demons.

THE JUNGLELANDS

Terrain: Dense and hostile jungle covering hills, mountains, valleys.

Climate: Hot, humid.

Resources: Rare medicinal herbs, narcotic herbs.

Dominant Tribe: Witchmen.

Survival TN: 15.

The Junglelands stretch for hundreds of miles across the southern coasts of the continent, extending from the Volcanic Hills in the east towards the Dead Forest in the west. The dense, tangled jungles of this region are interrupted to the west by a huge chasm that was once part of the Blood River, but now a dry, barren gorge.

The climate here is abysmally hot and humid, and the terrain alternates between flooded swamplands and mountainous jungles. Though greenery grows here in abundance, few, if any, of the lifeforms found here are as Nature intended them to be. For here, as throughout the continent, life has been altered by the forces unleashed after the Fall and by the Gyre.

The Junglelands are cursed with a profusion of wretched plant and animal species, each more venomous or dangerous than the next. These include vampire root, mantrap, stranglevine, plants with poisonous spines, trees with limbs like serpents, and vines that sprout vampiric blossoms. The canopy of the trees is so thick in places that the cavernous spaces beneath rarely see the light of the suns. Amidst these dark places live an astounding array of creatures: brightly colored poisonous insects, weirdly plumed avians, ground-crawling reptiles, and tree-climbing rodents.

The storm-wracked central reaches of the Junglelands are claimed by the cannibalistic

Witchman tribes, who are known to range far and wide in search of prey. Several tribes of Imazi live in the verdant north-central regions, going forth to hunt on the plains by day and hiding under the jungle canopy by night. To the east, where the verdant growth of the Junglelands gives way to the desolation of the Dead Forest, the uncanny plant-folk known as the Narada dwell. Generally peaceful, the Narada tribes can become violent if threatened by outsiders or enemies, such as Witchmen and ghaun.

The Amber Hills

A long range of hills, cliffs, and plateaus that extends from the Blood River in the west across the northern Junglelands, the Amber Hills are covered in thick jungle and are home to numerous strange creatures. Lycanthromorphs, scourges, and winged vores can all be found here among the rolling hills and steep valleys.

This region is named for its rich deposits of amber. These translucent crystals are said to possess magical healing properties; when crushed into a fine powder, this substance is used to make healing potions and elixirs. Amber is highly valued by most of the tribes of the Savage Land. The Kasir believe that these stones also confer protection from evil influences and use them to make rings, talismans, and amulets to adorn their children, wives, and even their favorite steeds.

The Barrowfields

A stretch of rocky plateaus and broken ground, located along the edge of the eastern Junglelands, marks the region known as the Barrowfields. Scattered here are the remnants of an ancient necropolis, where thousands of bodies were interred below the ground along with an abundance of funerary artifacts and other valuables.

Ra war-bands occasionally venture into this sector of the Junglelands, where it is said they hold sacrificial rituals amidst the shattered stones and ancient crypts. The Ra believe that these barrows and crypts were sacred to the

ancient Torquar, whom they revere as dark gods. Though the Ra have little or no understanding of the Torquars' sinister and now-forgotten arts, they are said to consort with Witchman shamans, who are adept at certain primitive summoning rituals. Individuals who have claimed to witness these rituals say that the summonings produce only wandering spiritforms and the occasional demon. Most believe that the Ra have no interest in such entities, but are instead seeking to commune with the spirits of deceased Torquaran sorcerers, from whom they hope to recapture the lost secrets of black magic.

Maledictus

Not far from the Barrowfields lies a walled city buried deep in the Junglelands, known in myth and legend as Maledictus. The Imazi tribes claim that the walls of this mysterious city appeared over the course of a single day, rising from the steaming ground on the foothills of the Deserted Mountain. Others say that the city has been there for centuries, but was invisible until its magics either wore off or were dispelled by the Gyre.

Disembodied spirits, bloodspawn, and necrophages haunt the area around Maledictus, which is shunned by most tribes. But the most frightful denizens of this place are said to be a cabal of shadowizards that some believe live within the walls of the city. For this reason not even the Witchmen dare to venture into this place, for fear of what might become of them.

The River of Darkness

This turgid body of water winds its way slowly through the Junglelands from east to west, rising from the hidden heart of the unknown lands that lie far to the south. It is primarily used by the Witchman tribes, who traverse the river in dugout canoes; which is far easier and faster than traveling through the dense jungle. So slow is the current that it can be navigated in either direction without great difficulty. However, travelers would do well to keep en



THE DARKLANDS

Terrain: Mountainous, hilly, very rough.

Climate: Cold, frigid in the far north.

Resources: Black iron, silver ore.

Dominant Tribe: Umar.

Survival TN: 20.

The Darklands are a seemingly-endless expanse of rugged hills, mountains, and frozen tundra that stretches across much of the northern part of Talislanta. They are bordered to the east by the Wastelands and the Volcanic Hills, and to the west by the Dead Forest. How far north the Darklands extends, no one seems to know. The lands to the far north are said to be shrouded in perpetual gloom and ice.

The mountains and hills that separate the southern borders of the Darklands from the Wilderlands are said to be rich in iron and silver ore. Yet most tribes, occupied with the business of their own survival, can't afford the time and effort it would take to mine these resources. The presence of fierce creatures such as manth, nightgaunts, and lycanthromorphs is also a deterrent.

The farther north one travels through the Darklands, the colder and more forbidding it gets. Here, one finds creatures native to other regions which have adapted to the extreme cold. These include tundra lopers, frostweres (the northern version of the lycanthromorph), wooly orgiphants, and snow behemoths.

The Glacial Mountains

This peculiar range of mountains demarcate the southernmost borders of the Darklands and the northern borders of the Wilderlands. It consists of a line of jagged spires that are either comprised of, or covered in, a deep layer of ice. Some say that the mountains are being swallowed by a massive glacier which was created by the Gyre. Others say that the glacier is the creation of a horde of ice demons that entered the Savage Land through a rift torn open by the chaotic forces unleashed during the Fall.

eye out for lurkers who dwell in the shallows; as well as ghaun who move silently through the treetop canopy, waiting to ambush the unwary.

The River of Darkness is so named because the sky above it is almost always obscured by the dense jungle canopy, which blocks out most of the light of Talislanta's twin suns. The only time sunlight is ever seen here is when the river passes through the great gorge located at the western end of the river, where the waters disappear below ground; and at the far eastern end, where the where the river flows north from the very heart of the dark, unknown lands.



Whatever the truth, it is obvious that the Glacial Mountains are not of natural origin. First, despite the warm climate along the borders of the Wilderlands, the peaks never melt. Ice from these mountains can only be melted by fire, and even then it turns to steam, not water. Second, and more ominously, the mountainous glacier appears to be moving slowly southward, towards the Wilderlands.

And as if to verify these tales, the Glacial Mountains are indeed infested with ice demons. They can emerge without warning to attack living creatures of all sorts, freezing them solid in their icy embrace. Some say these unlucky victims can sometimes still be found, frozen in whatever state they were in when they were inundated by this icy anomaly.

The Lost Sea

Before the Fall, the Northern Sea covered a vast expanse of territory. Dotted with islands, rocky shoals, and broad shallows, the Sea once teemed with life and activity. After the Fall, however, all of that changed. The waters of the Northern Sea dried up or drained away through chasms and sink-holes. In their wake, the dry seabed was revealed as a landscape of mountains, canyons, irregular hills, and caverns. Now known as the Lost Sea, this vast wasteland resembles a graveyard of half-buried ships, the skeletons of massive sea dragons, even the ruins of structures submerged long ago in a previous cataclysm.

After the Fall the Umar tribes were quick to push westward and seize these new lands. They brought with them hordes of Boglin

slave-laborers, whom the Umar used to excavate countless tons of silt, fossilized vegetation, and debris in search of valuable salvage. When Boglins proved incapable of handling the heaviest work, a market for stronger slave-laborers developed, which was quickly exploited by the Golgoths and, to a lesser extent, the Thrax.

The excavation of the Lost Sea continues to the present day, interrupted by quarrels between the various Umar tribes and battles with rivals such as the Yann and their allies, the Viragos and Vandar. More than one Kasir tribe has profited by serving as neutral go-betweens; trading goods and supplies to the Umar in exchange for artifacts and antiquities. The trading business is not without its dangers, however, as the presence of humanoid tribes in the Lost Sea region has attracted other predatory creatures, such as manraks, behemoths, and scourges.

The Poisoned Lands

The Poisoned Lands is a region polluted long ago by the Archaens, who used it as a dumping ground for untold quantities of alchemical wastes and toxins. These territories now consist of sludge-choked swamps, lakes of acid, and smoldering cesspits. Clouds of smoke and rains of black ash cloak the land, emanating from the perpetual fires that burn deep under the earth.

The environment of the Poisoned Lands is so hazardous that almost nothing grows here. Yet beneath the toxic soil is a wealth of ancient magical items and artifacts, lost in the mire when an unnamed Archaen cloud-city fell from the sky and crashed here during the Fall.

After artifacts and weapons were discovered here, several Umar tribes claimed the Poisonous Wastes for themselves and staked out various parts of these territories as their own. They employ armies of slave laborers to dig for ancient artifacts and mine the earth for sulfurous compounds, which the Umar use in siege warfare. The laborers rarely last for long in such toxic environs, necessitating a constant supply of replacement slaves.

Golgoths are known to traffic in this evil business, and Thrax come here to “harvest” toxic compounds and acids for trade to their customers. Adding to the perils associated with this region are mutated versions of creatures found elsewhere in the Darklands: some grown to giant proportions, or sporting additional limbs, eyes, heads, or other features.

The River of the Dead

This midnight-black river flows through a gorge from the Unknown Territories that lie beyond the Lost Sea region to the north-west edge of the Borderlands. It cuts through the Mountains of Kings and the great cliffs that once contained the Great Northern Sea, and comes to an abrupt end at Terminus, a gigantic sink-hole. These cliffs bear giant, weathered carvings that may be the visages of ancient sorcerers, or entities once regarded as gods or demons; no-one currently living in the Savage Lands know for sure.

The turgid waters of the River of the Dead are foul-smelling and undrinkable. Eerie, disturbing voices can sometimes be heard emanating from the river, which some claim is haunted by malign spirits. Others believe that the River of the Dead flows into the Savage Land from one of the lower planes, and carries with it the souls of the damned.

Water from the River of the Dead is said to have black-magical properties, and is coveted by Witchman shamans for use in certain of their primitive magical rituals. Obtaining this substance is easily done, providing one can avoid the attentions of the region’s inhabitants. These include hostile packs of Beastmen and nightgaunts, which stalk the banks of the river after dusk.

Terminus

Terminus is a great sinkhole or bottomless pit, into which the roiling black waters of the River of the Dead disappear in a vast, dark waterfall. The area around the pit is shrouded by shadowy mists cast up by the waters as



they cascade downwards into the depths. The strange sounds emanating from the mists are said to be the voices of departed souls, speaking their last words before leaving the world of the living behind.

Some tribes believe that Terminus is a hole in the world itself, a portal to the Land of the Dead, where all spirits go when they leave the Savage Land for the next world. Shamans and spirit-talkers from various tribes come here in the hopes of communing with the souls of great heroes or loved ones before they are

lost forever. Others come here seeking black diamonds and black iron nuggets, which are said to wash downriver from the north. Travelers to this region are advised to be wary of nightgaunts, which are known to prowl the shadow-shrouded hills surrounding Terminus.

The Umaran Wilds

These territories, claimed long ago by the Umar tribes, cover a vast stretch of stony hills, wind-swept mountains, and deep canyons. Many Umar tribes live here in crudely-built strongholds ringed by walls of rough stone and dried mud. In the center of each stronghold, hovels made of beast-hide slung over frameworks of ogriphat bones provide shelter for the tribe. Along the outer walls are rows of slave-pens, made from bones lashed together with tough beast-hide. Here, captives of the Umar live in filth and absolute squalor. The Umar use slaves for the most dangerous and demanding work, often employing Golgoths to keep them in line. The slave-masters drive their captives mercilessly, until they perish from overwork or exposure to the elements.

Using its stronghold as a base of operations, the typical Umar tribe roams the surrounding regions, hunting beasts for food, cutting down corpses of warped tanglewood trees for fuel, and mining the hills and ravines for black iron nuggets. Once an area has been stripped of all useful resources, the tribe abandons its stronghold and moves on to the next territory.

Scattered throughout the Umaran Wilds are a number of three-eyed stone idols, some of which stand up to six hundred feet in height. Not even the Umar know who created these massive images, which emanate a strange, disturbing aura. The Kasir believe them to be the images of forgotten gods, or possibly forgotten demons. Whatever they may be, the Umar regard the stone idols with fear and awe, and consider it taboo to damage or deface these ancient images.



THE VOLCANIC HILLS

Terrain: Rugged volcanic hills and mountains, cliffs, chasms, lakes and rivers of lava.

Climate: Very hot, visibility limited by clouds of acrid smoke.

Resources: Radian crystals, pure red iron (molten).

Dominant Tribes: Azraq, the last of the Drakken.

Survival TN: 25.

The eastern regions of the Savage Land are dominated by an extensive range of volcanically-active mountains that runs in a wide swath from the northern edges of the Black Desert towards the Junglelands. While there have always been active volcanoes in this region, the forces unleashed during the Fall were said to have ignited the entire chain of mountains. The peaks of the Volcanic Hills are now perpetually aflame, and clouds of ash and smoke shroud the skies.

The Volcanic Hills are dangerous and present many perils to would-be travelers. Here, gouts of flame erupt suddenly from hidden sinkholes and rivers of lava pour through scorched and blasted canyons. Clouds of noxious gasses mixed with smoke and burning embers sear the throat and eyes, and lakes of liquid fire ignite the air and can fuel sudden firestorms.

Few tribes would come here were these hills and mountains not the richest source of radian crystals on the continent. Known in their uncut state as firegems, these crystals are greatly valued by many of the tribes of the Savage Land. Radian crystals were used as a power-source in the Archaen war-machines in the time before the Fall.

Firegems are still used for this purpose in the current age, though only the Yann possess the expertise needed to cut the raw stones into radian crystals. More commonly, raw firegems are used to smelt metals; placed in a makeshift forge and set ablaze, firegems release enough heat to soften or melt most types of metals, allowing even some of the more primitive tribes of the current age to practice a crude form of metallurgy.

Raw firegems are typically found within certain types of geodes, which are spewed forth from the mouths of active volcanoes. It is no simple task to remove a firegem from a geode; only the Yann, Thrax, and Drakken make stone-cutting tools capable of cutting through a geode's tough exterior without also damaging the contents within. It should also be noted that not all geodes contain firegems. Some contain glittering but otherwise-worthless crystals, blobs of molten metals—or the occasional demon.

The only tribes that actually live in the Volcanic Hills are the predatory Azraq and the last of the massive reptilian-humanoids known as the Drakken. Mounted on lopers, the Azraq tribes roam far and wide across the lower elevations of Volcanic Hills, hunting their favored prey: giant land dragons, which provide the Azraq with meat, hides, claws, and bone. They also hunt other creatures, including humanoids and their age-old foes from ancient times, the

Drakken. The Drakken are only too happy to return the favor by killing Azraq whenever and wherever they can be found.

According to ancient lore, the Drakken were forced to flee into the Volcanic Hills long ago, after their Empire was destroyed by an alliance of the Wild Tribes and the early Archaens. A few small tribes still live here to the present day, mostly in castle-like strongholds skillfully made from great blocks of volcanic stone. Most prefer to avoid other humanoid races, though on rare occasions small numbers of Drakken travel east, returning to their old haunts to study the ancient runes left in stone by their ancestors.

The Burning Sea

This large inland sea is the only sizable body of water in the Volcanic Hills region yet, as its name implies, it is by no means a scenic or peaceful place. The surface of the Sea burns



continually, boiling and seething as it sends up huge clouds of steam that blanket the territories to the south, as far distant as the Junglelands. Condensation from the steaming Sea provides one of the only sources of water in the surrounding region, typically taking the form of small pools and seeps.

Though somewhat acrid-tasting, the water found at these secondary sources is drinkable and reasonably safe. The boiling waters of the Sea itself, however, are generally tolerated only by such creatures as land dragons and Drakken, both of whom are resistant to heat and flame.

After consuming great quantities of boiling water, land dragons are able to go for long periods without needing to drink. When they descend into the foothills, the great beasts are often hunted by Azraq, who set massive dragon-traps to capture them. These activities put the Azraq in direct conflict with tribes of Drakken, who view them as sorcerous hybrids and abominations. Whenever possible, Drakken attack and kill Azraq on sight, displaying their severed heads on iron spikes as a warning to others of their kind.

Somewhere in this region is a place known in legend as The Dragons' Graveyard. It is said that for untold centuries ancient land dragons came here to die, littering the stark landscape with their massive skeletons—and, some say, considerable deposits of the valuable substance known as dragon oil.

The Firefalls

The River of Fire and other lava flows terminate in what many claim is a bottomless chasm in the north of the Volcanic Hills. The cascade of fiery magma plummets into the depths of the earth in a flaming deluge known as the Firefalls. The walls of this fathomless chasm are riddled with holes and caves, some of which are said to house ancient Drakken tombs. Within are said to lie the remains of some of the Drakken's most notable heroes, priestesses, and statesmen of ages past. Unfortunately, it is also possible to

find bloodspawn or giant crypt-wyrms in these places, to say nothing of entities like pyro-demons, fire-imps and lava-demons, which are common in this region.

The Firepeaks

High in the southern reaches of the Volcanic Hills stand two towering mountains known as the Firepeaks. Covered in black ash, their summits are lit by titanic fires that burn continuously. Even in the brightest day, clouds of black ash stretch above the Firepeaks.

The remnant of an ancient roadway, laid with great blocks of basalt, winds through the Volcanic Hills and past each of the immense Firepeaks. This ancient road is said to have been built by the early ancestors of the Drakken, who once ruled over much of the continent. "Born of fire", as they say, the Drakken have always regarded the Volcanic Hills as their ancestral homeland. For many centuries they buried their honored dead in tombs built into the high stone cliffs surrounding the Firefalls.

Less well-known is the fact that the Firepeaks themselves were once used as fortresses by these primordial tribes. Carved into the solid base of the mountains, the Drakken built great halls and chambers, concealing the entrances with cunning artifice. The Drakken of the modern era still visit these ancient places, to wander the cavernous halls and dream of ages past.

The Great Rift

The Great Rift is a huge trench in the southwest of the Volcanic Hills. It forms a natural barrier to anyone seeking to traverse the Volcanic Hills, forcing travelers to detour south into the Junglelands or farther north into the fiery mountains.

The sheer walls of the cliffs that line both sides of the Rift are pocked with caves and crevices, in which live such things as night-gaunts, andrak, and bloodspawn. No sensible folk would ever venture into this canyon were it not known to be a rich source of geodes, which

often end up at the bottom of the Rift after being expelled from the many active volcanoes in this region. Some of these geodes contain firegems, which are valued far and wide across the Savage Lands.

Those who come here in search of the fiery red gemstones would do well to watch for fire-imps, winged vores and fierce tarkus; or far worse, the monstrous serpentine creatures known as white wyrms, which tunnel upwards into the Rift from deep, unknown realms, searching for living prey.

The Last Castle

Legends of the Last Castle are known to most of the tribes of the Savage Lands. It is said to be the last of the pre-Fall fortresses still occupied by the Drakken, and home to their great queen. The castle's vaults are said to hold the vast wealth of the old Drakken monarchs, including necklaces of firegems, massive suits and weapons of the finest red iron, dragon-bone carvings of great beauty, and the sacred tablets of the old Drakken priests.

Accounts differ on the location of the Last Castle, though most tales state that it was built inside the shell of a dead volcano. The castle is said to have been impervious to the most destructive war-machines of the Archaens, and possibly even the chaotic magics of the Gyre. Further stoking the legends is the story that a handful of Drakken still dwell within the Last Castle, and that they are too old and feeble to pose much of a threat to would-be treasure hunters. Even if the tales are true, and one were to somehow find and gain access to the Castle, anyone who stole the Drakken's treasure would certainly incur the undying enmity of that reptilian race.

The River of Fire

This river of molten lava flows from a giant volcanic caldera in the west, and continues north through much of the central Volcanic Hills region. The river is literally swimming

with pyro-demons and lava-demons, who are thought to enter the River from some unknown source deep in the lower planes.

It is possible to find hardened deposits of red and black iron along the banks of the river, sunk in the old river course. These ores are said to be of unsurpassed quality, and for centuries the Drakken used it to make the finest weapons and armor.

Few venture here to obtain these ores in the current age, for the region is crawling with demons of many sorts. The sole exceptions are the Drakken, who sometimes brave the dangers to obtain red iron, and those who covet black diamonds: the cold, pitch-black "hearts" of demons. Black diamonds are greatly valued by the Ra and the Witchman tribes, as the stones possess certain black-magical properties. The prevalence of demons in and around the River of Fire means that black diamonds can always be found here.

The Ruins of Kharakhan

The towering ruins of the once-mighty city of Kharakhan are situated at the western edge of the Volcanic Hills. Once the capital of the great Drakken Empire, the city was razed long ago by the ancient Archaens and their erstwhile allies, the Beast-Tribes.

Kharakhan's great walls are pitted and marked by war; its broad plazas blackened by smoke, flame, and layers of ash from the volcanoes that lie just to the east. All that remains of its former glory are the massive stone dolmens found here, carved with ancient runes in the old Drakken script. Each is a record of some epic tale, heroic poem, or legend, and each is held in great reverence by the few Drakken who still remain in Talislanta. The Drakken still visit Kharakhan from time to time. Among the only literate folk of the Savage Land, they come to read the runes and study the histories of their ancestors.

Few other tribes bother to come to the ruins of Kharakhan, as the city has long since been stripped of what they regard as valuable. Yet it



is said that one can still find vaults containing artifacts from Drakken Empire's glorious past hidden in the lower levels of the city: silver coins half a foot in diameter, ten-foot long red-iron greatswords, rings the size of bracelets or bracers studded with firegems. The vaults may also yield unexpected surprises, however, including necrophages, Undermen, or flesh-eating crypt-wyrms.

The Slag Fields

This blasted wasteland is scattered with pools of molten ore, formed by strange geysers that spew liquid magma high into the air. The falling magma hardens, leaving behind dripping metal ore that occasionally forms into strange shapes. Some tribes claim that these formations are haunted and contain spirits or demons trapped by the lava flows. Less-superstitious folk come

here to mine red iron, a metal that is both lighter and harder than black iron, and hence more valuable.

Practically unknown except in the Volcanic Hills, and rare even there, red iron can be found here in molten form, bubbling in small pools scattered across the Slag Fields. The molten metal is usually scooped up with long-handled ladles and poured into brick-shaped forms. When cooled, the metal can be easily transported and refined to remove impurities.

The Yann are always interested in trading for red iron, which they use to fashion the highest-quality tools, as well as intricate parts needed to repair old Archaen constructs like automatons and clockwork mechanisms. The Thrax likewise covet red iron, as it can be used to make superior blades and armor, and is a necessary component when attempting to repair the inner workings of battle golems and iron dragons.

The major impediment to acquiring red iron from the Slag Fields are Azraq hunting bands, which roam the area in considerable numbers. Giant land dragons are also a threat, as are creatures such as wild lopers and tarkus.

The Trail of Sorrow

In the time before the Fall, there was a long, winding trail that led through the vastness of the Volcanic Hills, from the edge of the Wilderlands to the unknown lands that lay far to the east. The legends of the Shan say that when their homeland was ravaged by the destructive forces unleashed during the Fall, their ancestors followed this trail on a grueling exodus across the Volcanic Hills. Many are said to have perished along the way, slain by fire, smoke, or the Azraq. The few who survived eventually made it safely to the Wilderlands, where many of their descendants remain to the present day.

No one knows if the Trail of Sorrow still exists, or if it was buried under the raging lava flows and ash-falls that followed in the wake of the Fall. But the Shan say that, if fate allows,



one day they will follow the Trail of Sorrow back through the Volcanic Hills and return to their ancestral homeland.

THE UNKNOWN LANDS

Beyond the farthest reaches of the so-called Known Lands lie the mysterious territories referred to as the Unknown Lands. Almost nothing is known for sure about these places, and what is known may well be no more than the stuff of ancient superstitions. Others believe that tales of these far-distant lands are accounts of places from some other era of Talislantan history, or even another dimension. Most tribes believe that, if these places do exist, they can only be found at or beyond the very edge of the world.

The following accounts, culled from the mythologies of various tribes of the present age,

represents what some folk believe to be true about the Unknown Lands.

The Frozen Land

Far to the north lies the Frozen Land, a bleak region ringed by icy peaks that tower thousands of feet into the cold, gray sky. It's said that an ancient city can be found here, its walls, streets and buildings frozen beneath centuries of snow and ice. Some believe the city was inhabited by a race of blue-skinned magicians known for their skill in the lost arts of enchantment.

Whatever wonders may be found in this fabled city, they are likely to remain unknown, for the Frozen Land is said to be inhabited not only by ice demons, but by a race of barbarians so savage that they eat their own kind.

The Ghostlands

To the north-east lies a realm of unending mists known as the Ghostlands. As its name implies, the entire region is said to be haunted, populated only by disembodied spirits, spectres, and shadowforms. It is said that somewhere in this doom-shrouded wasteland stands an iron tower, inhabited by a cabal of powerful shadowizards. Legends say that somewhere inside the tower is a portal, through which one can gain entry into the spirit realms.

It's said that if the shadowizards permit it, one can pass through the portal and converse with someone who has passed into the next world. What price the shadowizards demand in return for such a boon is not known. But it is widely believed that the shadowizards trade in soulstones and the black-diamond hearts of demons.

Witchwood

Far to the west, past the Dead Forest and beyond a range of mountains so ancient that their names have been lost even to the Forgotten Gods, is a tangled forest known as Witchwood. This region was named for a cult of witches referred to by some as the Coven. It is said that the Coven fled to the depths of Witchwood to escape persecution by the Archaens, who viewed the witches as rivals and sought to exterminate them. Some believe the Coven escaped to another realm by passing through enchanted witchgates. Others say they still dwell in the depths of Witchwood even to the present day. It is said that other, even older races also dwell in the forest, tales of which have been used to frighten children since before the Fall.

The Forgotten Land

Far to the South, beyond the farthest fringes of the dreaded Jungleslands, there once stood a land bridge that connected the Savage Land to another realm; a clean and verdant land described as a paradise. Here, it is said, benevolent beings of great beauty lived in peace, surrounded by fragrant plants and herbs, lakes of sweet water, and an endless abundance of fruits and good things to eat.

It's said that this land bridge collapsed during the Fall and the paradise realm was lost. Memories of this enchanted land soon faded, and it became known as the Forgotten Land.

According to the Naradan elders, the place that others refer to as the Forgotten Land was actually called Celadon, and it was indeed a verdant paradise of flowering plants and fruiting trees. The Narada claim that Celadon was the homeland of their ancestors, and believe that when they die, their spirits return to this place. While most deride the story as a myth, the Narada believe in the existence of Celadon with all their hearts.

BESTIARY



The following is a list of some of the more common creatures known, or believed, to inhabit the Savage Land. Due to a lack of reliable information, and the superstitious nature of the folk of this era, some of the information provided in this section may be inexact, at best.

ANDRAK

Scale: 2 (Humanoid)

CHA 2D	DEX 4D	INT 1D+2
Barter 3D	Escape 6D Stealth 6D	Spoken Primal 2D
PER 3D+2	STR 5D+2	WIL 5D
Traps, Primitive 5D+2	Unarmed Combat 6D+2	

SPD: 12 **Luck:** 0

Encountered: Typically solitary, sometimes nests in close proximity to others (suggested no more than 1 per 2 players encountered).

Attacks/Damage: **Webbing** (STR roll, TN 20 to escape). **Mandibles** 6D+2 (STR+1D) plus poison (injected, must wound target, 1D+1 per round for 5 rounds)

Special Abilities: *Night Vision, Webbing, Tough* (+1 Wound).

Armor: *Thick Scales* PR 1(-)

ANDRAK

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

Andrak lair in caves, tunnels, canyons, and covered pit-traps dug in sand or dry soil. They are patient creatures and can remain



motionless for hours, or even days, waiting to ambush prey. When a potential target approaches, the andrak strikes, attempting to paralyze its prey and drag it back to its lair. Here, it encases the victim in a cocoon of silk and stores it until it is ready for its next meal.



Andrak are semi-intelligent and converse among themselves in a primitive form of the Primal tongue. They have been known to trade with the Thrax and Golgoths, offering valuable possessions carried by their humanoid victims in exchange for living creatures that they can use as food.

Their natural enemies are the winged insectoids known as manrak, who hunt andrak to inject the creatures with their larval young.

ARMODONT

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

Armodonts are herbivorous and feed mainly on needlegrass and spurge. Unlike most herbivores, however, these ponderous beasts are far from passive. An armodont aggressively drives other living creatures out of any area that it has chosen as its own feeding ground. It first attempts to

ARMODONT

Scale: 3 (Large)

CHA 1D	DEX 1D+2	INT 1D
Command 4D (intimidate)	Escape 2D	
PER 3D	STR 4D+2	WIL 4D+2

Unarmed Combat 6D

SPD: 6 Luck: 0

Encountered: Herds vary in size, often 10-20, but typically only one or two males attack. If defeated, the rest of the herd usually moves away from the predators.

Attacks/Damage: *Tail smash* 6D (STR+1D+1). *Ram* 7D (STR+2D+1).

Trample 4D+2 (Area of Effect).

Special Abilities: *Tough* (+2 Wounds).

Armor: *Spiked Plates* Body PR 1(-), Head PR 2(-).

intimidate by growling, snorting, and charging at anything that approaches within about a hundred feet of whatever area it has marked as its terrain. If the interloper doesn't withdraw, the armodont attacks, clubbing the offending creature with its powerful tail. In this way, armodonts seek to ensure a plentiful supply of food for themselves, their mates, and offspring.



Once an armodont has settled in a particular area, it is almost impossible to get rid of it. Some Shaka possess the ability to communicate with these creatures and, with luck, may successfully cajole an armodont to leave a given territory. Absent this, an armodont remains in its chosen domain until the local food supply is depleted. Only then does the creature move on in search of a new territory to claim and protect.

BEAST

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

Burden Beast

Burden beasts are a species of large, six-legged herbivore bred for size, strength, and endurance. These creatures are slow moving, but

BURDEN BEAST

Scale: 4 (Huge)

CHA 2D	DEX 1D	INT 1D
Escape 2D		
PER 1D+2	STR 4D	WIL 3D
Unarmed Combat 5D		

SPD: 6 Luck: 0

Encountered: In the wild they form herds from 12-30, domestically they can appear in any number. Large cities typically have hundreds of them.

Attacks/Damage: *Head Butt* 3D+2 (STR -1). *Trample* 4D (Area of Effect).

Special Abilities: None.

Armor: *Thick Hide* PR 1(1) per location.

are able to haul loads of up to 5,000 pounds without difficulty, and can travel for days on end without pausing to rest.

Burden beasts are dull-witted by nature, and can be trained to follow just two commands: “stop” and “go”. A goad or stick is required to get these simple-minded creatures even to turn to the right or left. Both wild and trained burden beasts are placid and even-tempered,



Desert Beast

Bred from burden beasts by the Kasir, these six-legged creatures are well-adapted to hot, dry climates and can survive for long periods without water; a hump-like sac located on the creature's back can store enough water to last a desert beast for up to a month. Desert beasts are somewhat faster than burden beasts, but can be temperamental; a skilled beast-handler is required to compel a desert beast to move if it is tired, hungry, or just in the mood to sleep.

DESERT BEAST

Scale: 4 (Huge)

CHA 2D	DEX 2D	INT 1D
Escape 3D		
PER 2D+1	STR 3D+2	WIL 3D
Unarmed Combat 5D+1		

SPD: 8 Luck: 0

Encountered: In the wild they form herds from 7-32, domestically they can appear in any number. Large cities typically have hundreds of them.

Attacks/Damage: *Bite* 4D+2 (STR+1D). *Kick* 5D (STR+1D).

Special Abilities: *Enduring* (one month).

Armor: *Thick Hide* PR 1(1) per location.

War Beast

War beasts are bred for use as steeds in battle. The creatures are well suited to this purpose. Their powerful bodies are protected by layers of scales, hide, muscle, and a heavy skeletal structure. Fully grown, a war beast can be up to ten feet long, stand over six feet tall at the shoulder, and weigh in excess of 3,000 pounds.

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

In the wild, war beasts are predatory by nature. They hunt in packs, the largest and

almost to a fault. On the positive side, these creatures can't be panicked or stampeded. On the negative side it is impossible for any but the most skilled beast-handler to get a burden beast to run, even in the face of grave danger.

About the only thing that can make a burden beast angry is the rhash, a pestiferous form of vermin that has a nasty and painful bite. If bitten by a rhash, a burden beast may go on a murderous rampage, attacking everything in its sight.



most dominant creature serving as leader. Packs of war beasts have known to attack almost anything that moves, including such dangerous creatures as raths and behemoths.

WAR BEAST

Scale: 4 (Huge)

CHA 2D	DEX 2D	INT 1D
Escape 3D		
PER 2D	STR 4D	WIL 3D
Unarmed Combat 6D		

SPD: 8 Luck: 0

Encountered: 4-7 in the wild, some tribes may have dozens of them.

Attacks/Damage: *Bite* 5D (STR+1D). *Kick/Tail* 3D (STR -1D).

Special Abilities: None.

Armor: *Thick Hide* PR 1(2).

BEHEMOTH

Behemoths are giant, quadrupedal predators found throughout the Wilderlands, parts of the Wastelands, and Darklands. They are huge creatures, measuring up to ten feet tall at the shoulder and eighteen feet in length, weighing upwards of 5,000 pounds. Behemoths have powerful jaws, long tusks, and fangs capable of cutting through the toughest hide and bone. Their natural armament consists of a thick layer of leathery hide, dense muscle, and a mantle of spiky, rock-hard bone encasing the cranium. The latter form of defense is of particular importance to these great beasts, which have been described as “living battering rams”.

The behemoth’s method of attack is simple and straight-forward: the creature charges towards its intended victim at full speed, intent on a head-on collision to incapacitate or upend its prey. If this attack is successful, the behemoth attempts to kill the victim by goring it with its curved tusks. If not, the behemoth backs up and tries again.



Behemoths normally prey only on large herbivores such as burden beasts and grazers, but are also known to attack other predators, such as scourges and catdracs. These creatures occasionally engage in fierce territorial battles with war beasts, their struggles often lasting for hours. They are notoriously near-sighted, however, and have been known to ram wagons, tents, huts, and even large boulders. The Ra have attempted for years to use trained behemoths as steeds, with little success.

BEHEMOTH

Scale: 5 (Massive)

CHA 2D	DEX 1D	INT 1D
Escape 3D		
PER 2D	STR 5D	WIL 3D+2
Unarmed Combat 56D		

SPD: 9 **Luck:** 0

Encountered: Solitary, or in packs of 3-10.

Attacks/Damage: *Ram* 7D (STR+2D). *Trample* 5D (Area of Effect).

Tusks 6D+2 (STR+1D+2).

Special Abilities: *Tough* (+2 Wounds).

Armor: *Thick hide* Head PR 3(-), Body PR 1(-)

BLOOD SPAWN

Scale: 0 (Tiny)

CHA 1D	DEX 3D	INT 1D
	Escape 5D Stealth 6D	
PER 4D	STR 2D	WIL 2D
	Unarmed Combat 4D	

SPD: 7 Luck: 0

Encountered: 2D (including the WILD die) in sparse areas, 2D (WILD) x10 in prey-rich environments.

Attacks/Damage: *Bite* 3D (STR+1D, the Bloodspawn makes a Called Shot for soft tissue. Note the scale modifier. It burrows into the flesh and is only visible the round after it strikes its target, it must be cut out within 1D minutes after hitting the target or it will be too deep to remove. Every day the Bloodspawn does 2D damage to its victim. This damage is always considered to be in the scale of the target, and the pain of having a Bloodspawn inside the body confers an additional -1D penalty to all skill checks. The bite causes blood-fever, STR vs. TN 15, see page 22.)

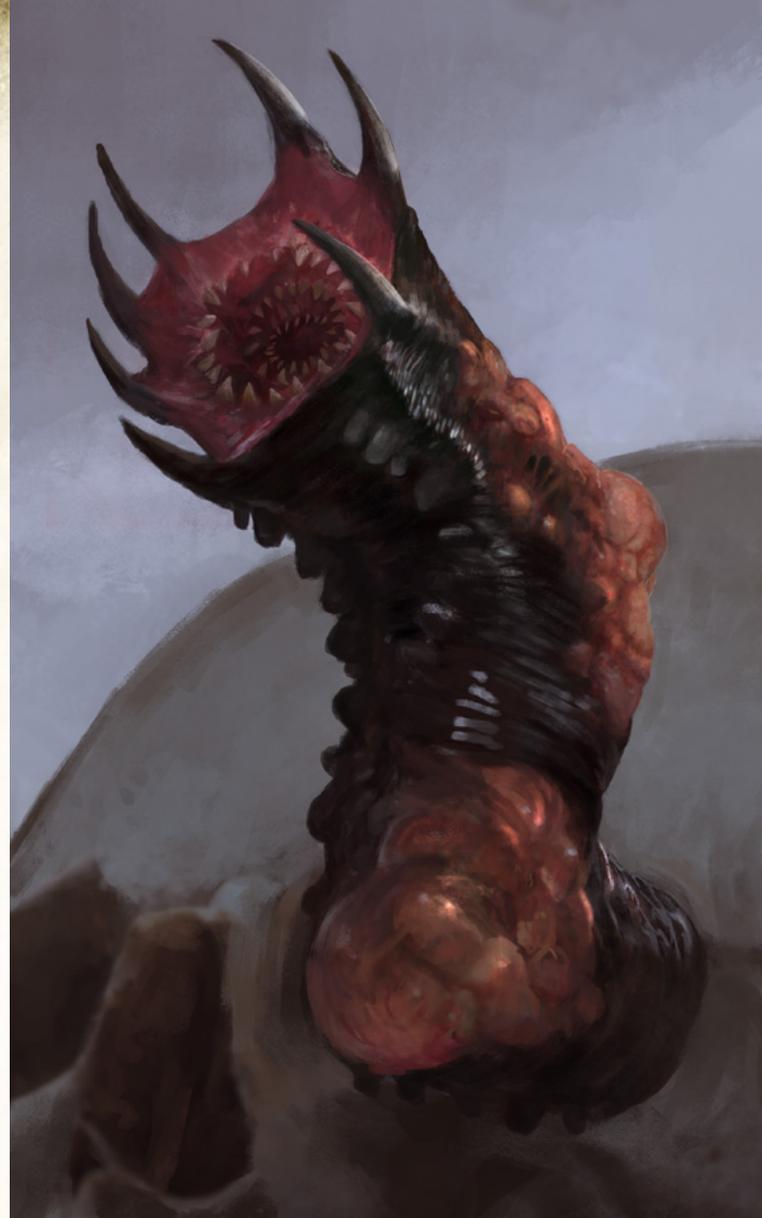
Special Abilities: *Detect living creatures* (by heat). *Flesh Burrowing* (removal requires a blade and a Healing test of TN 15; Critical Failure causes an additional Wound to the victim).

Armor: none.

BLOODSPAWN

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

In the active state, bloodspawn are capable of swift movement. They can slither like serpents, or rapidly uncoil their sinuous forms like a spring to launch themselves at prey. Once they attach themselves to a living creature and begin sucking their blood, they are almost impossible to remove; the only sure way to do so is with fire. Even worse, the bloodspawn's bite can cause a disease known as blood-fever which, if left untreated, typically results in death within six days.



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

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



BOTTLE-IMP

Bottle-imps are grotesque creatures, described by some as lesser devils. They resemble malformed, fetal humanoids, approximately four to six inches in height. An over-sized cranium, wizened facial features, leathery bat-wings and a sinuous tail equipped with a sharp sting are all characteristics of these creatures. They range in color from bright red to deep purple; the darker the imp's coloration, the greater its age, level of ability and power.

BOTTLE IMP

Scale: 0 (Tiny)

CHA 2D+1	DEX 3D+2	INT 4D+2
Barter 5D+1	Escape 5D+2 Stealth 5D+2 Sneak-Thief 4D+2	Spoken Primal 5D+2 Lore (any one) 5D+2 Sabotage 5D+2
PER 3D	STR 3D	WIL 3D+1
Hunting 4D	Unarmed Combat 4D	Curse/Remove Curse 5D+1

SPD: 4, Fly 9

Luck: 4

Encountered: Typically one, but on rare occasions two or three captured ones can be found together

Attacks/Damage: *Stinger* The bottle imp does a Called Shot for soft tissue, avoiding armor—note the scale bonus against larger creatures. Its stinger doesn't cause immediate damage, instead the target takes 1D+2 damage from the venom. The bottle imp applies Luck dice to the damage if it feels threatened or its situation is dire. The bottle imp can use its venom up to six times per day.

Special Abilities: *Divination. Thought-reading* (100' range).

Sense living souls (1000' range). *Flight*.

Armor: *Tough skin* PR 1(1) per location.

Bottle-imps are sometimes found in ancient ruins and tombs, especially those related to the black magicians known as the Torquar. Imprisoned in glass orbs, these sinister creatures were valued for their magical talents, said to include mind-reading, clairvoyance, the ability to see into the future, and the ability to locate ancient ruins and artifacts.

It's said that the owner of a bottle-imp can compel the creature to answer up to three questions truthfully each day. But while a bottle-imp speaks the truth, it seldom offers more information that it has to, and may well have more devious reasons for revealing what it knows. Many legends tell of bottle-imps who outwitted their masters by leading them to their doom or tricking them into asking more than three questions in a single day. The latter occurrence is said to not only free the bottle-imp from its amberglass prison, but also enable the creature to force its master to do its bidding.

Most folk of the current era regard these entities as taboo, and won't even look at a



bottle-imp for fear that meeting the creature's gaze could cause them to become cursed or possessed. The only exceptions are Witchmen and the occasional Golgoth, Umar, or Thrax.

CATDRAC

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

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

CATDRAC

Scale: 3 (Large)

CHA 2D	DEX 3D+1	INT 1D+2
	Escape 4D+1 Stealth 5D+1	
PER 4D	STR 3D	WIL 3D
Hunting 6D	Unarmed Combat 5D	

SPD: 12 Luck: 0

Encountered: A pride of catdracs is at least 3 females and 1 male, but can get up to a dozen females and 3-4 males. Lone catdracs are typically male. Females hunt in groups, often using their numbers to surround and ambush prey.

Attacks/Damage: *Bite* 4D+2 (STR+1D+2). *Claws* 4D (STR+1D).

Special Abilities: *Night vision*. *Detect other lifeforms* PER (100' range)

Armor: *Scaly hide* PR 1(2) per location



COLOSSUS

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

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

COLOSSUS

Scale: 6 (Gigantic)

CHA 2D+2	DEX 2D	INT 2D
Diplomacy 3D+2	Combat, Ranged 4D	Appraise (Archaen) 4D Engineer (Basic/Adv) 3D Language (Old Archaen) 4D
PER 3D+1	STR 5D	WIL 3D+2
Unarmed Combat 6D		

SPD: (special)

Luck: 2

Encountered: One, often in the company of the ruins of other colossi.

Attacks/Damage: Fist 6D (STR+1D).

Stomp 7D (Area of Effect)

Special Abilities: *Immune to puny weapons* A Colossus is so large that it can only be damaged by siege engines and weapons of great power. *Immortal Stone* a Colossus endures all things, save direct damage, and can repair itself over time. With sufficient resources, a Colossus can repair one wound per month. It may take up to a year to heal one wound if supplies are sparse. *Gigantic Stride* the step of a Colossus can be up to 30-40 yards, but it takes an entire round to take one step. *Tough* (+2 Wounds).

Armor: *Immortal Stone* PR 1(-); Colossi have no weak spots



CRYPT-WYRM

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

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

Crypt-wyrms are solitary creatures that associate with others of their species only during the brief spring mating period. After mating, the female deposits its clutch of eggs in an

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

CRYPT-WYRM

Scale: 3 (Large)

CHA 2D	DEX 3D+1	INT 1D
	Escape 5D+1	Stealth 4D+1
PER 3D+2	STR 4D	WIL 3D
Hunting 4D+2	Unarmed Combat 6D	
SPD: 8, Burrow 4	Luck: 0	
Encountered: Rarely more than one.		
Attacks/Damage: <i>Bite</i> 4D+2 (STR+2) plus venom (causes blood-fever, STR vs. TN 15, see page 22).		
Special Abilities: <i>Burrow</i> (SPD 4). <i>Sense movement</i> PER (100 feet).		
Armor: <i>Tough carapace</i> PR 1(-)		

DEMON

Demons are chaotic and highly destructive entities best described as anti-elementals. They originate from the depths of the lower planes, making their way to the Savage Land through rifts in the dimensional fabric. Since the Fall, the number and type of demons found in Talislanta has dramatically increased, to the point that demons can be found almost anywhere throughout the continent. The phenomenon known as the Gyre can attract demons, who are drawn by the chaotic forces unleashed by this magical maelstrom.

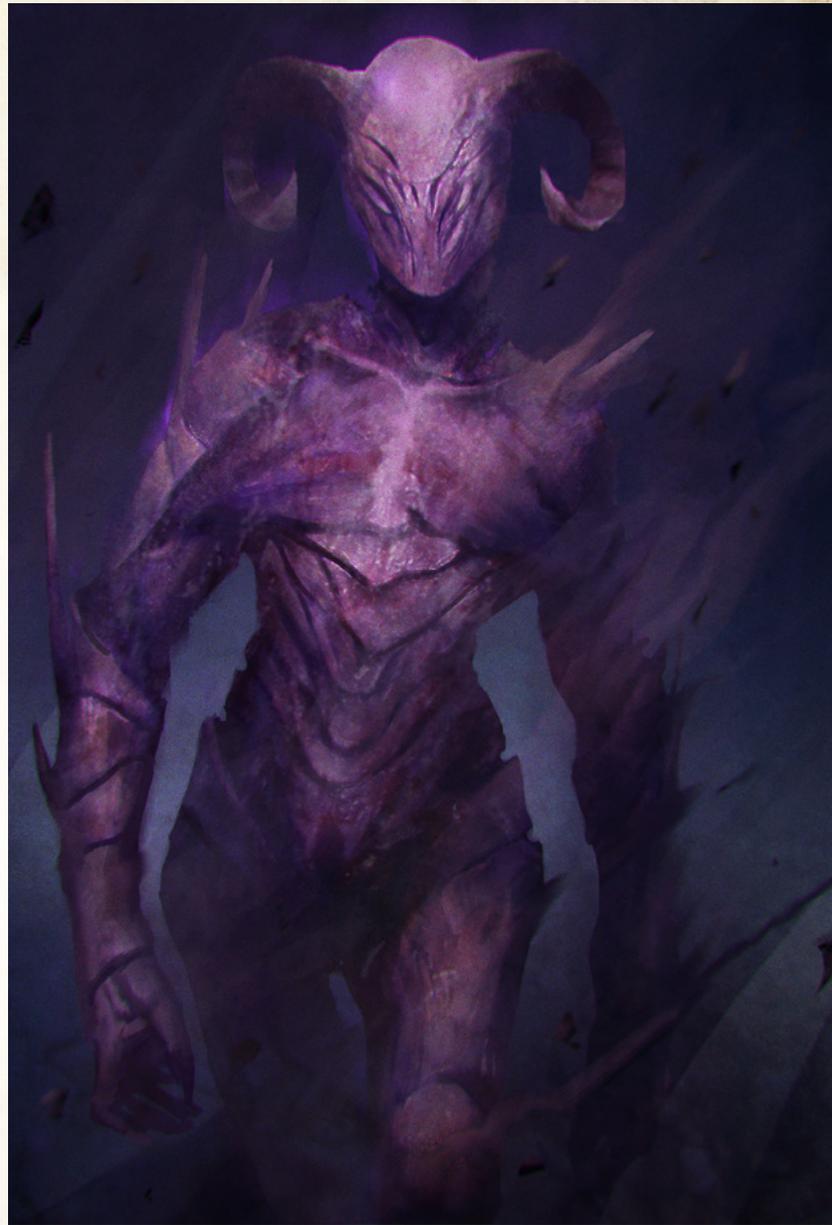
Demons have no sense of good or evil, and are not capable of rational thought. They are entities of entropy, existing only to destroy. The most powerful demons are believed to cause all sorts of disasters, from rockslides to earthquakes, floods, storms, and volcanic upheavals.

Demons feed on all sorts of matter and energy, absorbing and adopting the substance of the first non-living food source that they consume in the process. Thus, a demon that enters the Savage Land and feeds on rocks becomes a rock demon, while one that first feeds on lava becomes a lava demon.

Demons encountered in the Savage Land usually take the form of monstrous-looking humanoids. The weaker sorts are small and often resemble ugly, horned imps. As they grow in power, demons also grow in size.

Demons are only susceptible to silver, enchanted weapons, magic, and other demons. They can also be fought with substances that are opposite in nature to the specific demon, such as using water against a fire demon. But non-magical weapons and most natural creatures are powerless to harm demons, which is why these creatures are so greatly feared in the Savage Land.

Types of demons known to be found in the Savage Land include:



Chaos Demon

This rare and very dangerous type of demon can change form repeatedly, morphing into practically any substance it contacts. These demons are harmed only by silver and magic; attacking a chaos demon with anything other than magic or silver weapons only causes the demon to change form to match whatever substance was used against it (i.e., iron, fire, stone, etc). Unlike other demons, attacking a chaos demon with an opposing element (fire when it is ice form, or water when it is made of fire, etc.) doesn't injure it, it

CHAOS DEMON

Scale: (Special)

CHA ID	DEX 3D+1	INT 3D+2
Command 4D	Escape 5D+1 Stealth 4D+2	Lore (any one) 4D+2 Spoken Primal 4D+2
PER 3D+2	STR 3D	WIL 5D
Hunting 4D+2	Unarmed Combat 5D	

SPD: 9 Luck: 6

Encountered: One, typically near a rift or the Gyre.

Attacks/Damage: *Disintegrating Touch* 3D (Armor Piercing against all but enchanted and silver).

Special Abilities: *Ever-changing* the chaos demon can form any number of limb-like tendrils for movement and attack. *Ever-growing* a chaos demon starts at scale 1 (Small), when it first arrives on Talislanta. As it destroys everything in its path, it grows and increases in scale. Any matter, whether animal, vegetable, or mineral can be devoured by a chaos demon, and leads to growth. Essentially, once it destroys living matter of the next scale up from itself, it grows. Thus, at scale 1, if the chaos demon consumes an adult humanoid, such as a Vandar, it becomes scale 2. If it later attacks and consumes a catdrac, it becomes scale 3. Once it gets to scale 5 (massive), the transformation takes longer, as it takes forests full of creatures to feed it, but unchecked a chaos demon can grow to Scale 6. At this size only fate, or a colossus, can stop these creatures. The demon must take the time to eat enough to grow, so it won't grow in the middle of combat.

Armor: *Invulnerable* can only be harmed by silver or magic, including magical creatures such as other demons. Contact with magic or silver causes it to reel away, often changing course or retreating. Note, it can never reduce damage by spending Luck.

merely triggers a change to the “attacking” form.

A chaos demon starts out small when it first arrives on Talislanta (Strength 4, Constitution 4, 1D8 hit die, 8 Hit points). As it destroys everything in its path, it grows and increases in size. Any matter, whether plant, stone, or animal, can be eaten by a chaos demon and leads to growth. Essentially, once it destroys matter of STR greater than itself, it grows. Thus, if a new chaos demon consumes an adult humanoid, such as a Vandar, it grows. If it later attacks and consumes a catdrac, it grows again. As it grows it needs more and more to feed it, but unchecked a chaos demon

can grow to enormous size, changing all the while. With each growth spurt, the demon gains a new hit die, and the Strength and Constitution (if greater than its current values) of its meal; if the value is not greater, the demon gains +1 in the attribute.

Earth Demon

These massive, slow-moving entities are comprised of soil or clay. They attack by bludgeoning their intended victims, and the largest sorts are even capable of burying creatures alive by turning into a landslide and engulfing their victims.

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

In swampy regions, this type of demon manifests as a mud demon. These entities have the same properties as earth demons, but instead of a landslide-type attack, they can turn into a bog or quickmire, causing victims to sink into their deadly grasp. Neither type of demon can pass through any large or running body of water without dissolving into harmless silt.

Fire-Imp

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

Fire-imps seem to emerge by spontaneous generation in volcanoes, lava flows, and sometimes in metal forges. Nearly weightless, they can float on the winds for miles, searching for flammable materials on which to prey. Anything from wooden cargo drays to clothing



EARTH DEMON

Scale: 3-5 (varies)

CHA 1D	DEX 2D	INT 2D+2
Command 4D		Earth Lore 4D+2 Spoken Primal 3D+2
PER 2D+1	STR 5D+1	WIL 5D
Hunting 3D+2	Unarmed Combat 7D+1	

SPD: 5 Luck: 4

Encountered: One; the larger the scale the less common the demon.

Attacks/Damage: *Fist* 6D+1(STR+1D). *Landslide* 4D+1 (Area of Effect, this attack effectively grapples and holds a target until a Escape vs. TN 15 is made; a critical failure of this roll results in an additional wound of damage.)

Special Abilities: *Random Limbs* the number of limbs of an earth demon varies, typically 1D (WILD). *Pass through earth, mud, and stone at will.* *Slow-Growing* it can take months or years to consume enough rock and soil to increase scale. *Tough* (+1 Wound).

Armor: *Stony exterior* PR 1(-). Earth demons have no weak spots, but are susceptible to water-based attacks that penetrate their armor.

FIRE IMP

Scale: 0 (Tiny)

CHA 2D	DEX 3D	INT 2D
	Escape 5D / Stealth 6D	Spoken Primal 3D / Sabotage 5D
PER 3D	STR 2D	WIL 3D+2
	Unarmed Combat 4D	

SPD: 7, Glide 7+1D Luck: 2

Encountered: One, or a gang of 2D Fire Imps. When the gang grows to more than 20, they break into two or more gangs.

Attacks/Damage: *Smoldering touch* 1D+1 (this attack is scale 2 for damage).

Special Abilities: *Spawn* If a Fire Imp causes a fire that becomes scale 3 (about a single-room house) or larger, it spawns 2D Fire Imps. The gang travels together, unless it grows too large. A gang only spawns 2D more Fire Imps if it causes a large fire, but as the gangs break up larger fires cause each gang to spawn. *Glide* Fire Imps can glide on a strong wind, increasing their SPD by 1D (WILD).

Armor: None, but they are immune to fire and lava.



and even fur or hair can attract a fire-imp. Once suitable prey has been spotted, the imp quietly alights, sets it on fire, and begins to consume its elemental energy.

A fire-imp can be extinguished by smothering it in sand or pouring water on it. They are not difficult to kill; the real threat from these tiny entities is that they often go unnoticed until they have already set something—or someone—ablaze. Of even greater concern is the fact that once it has consumed enough material a fire-imp multiplies, spawning as many as ten more imps.

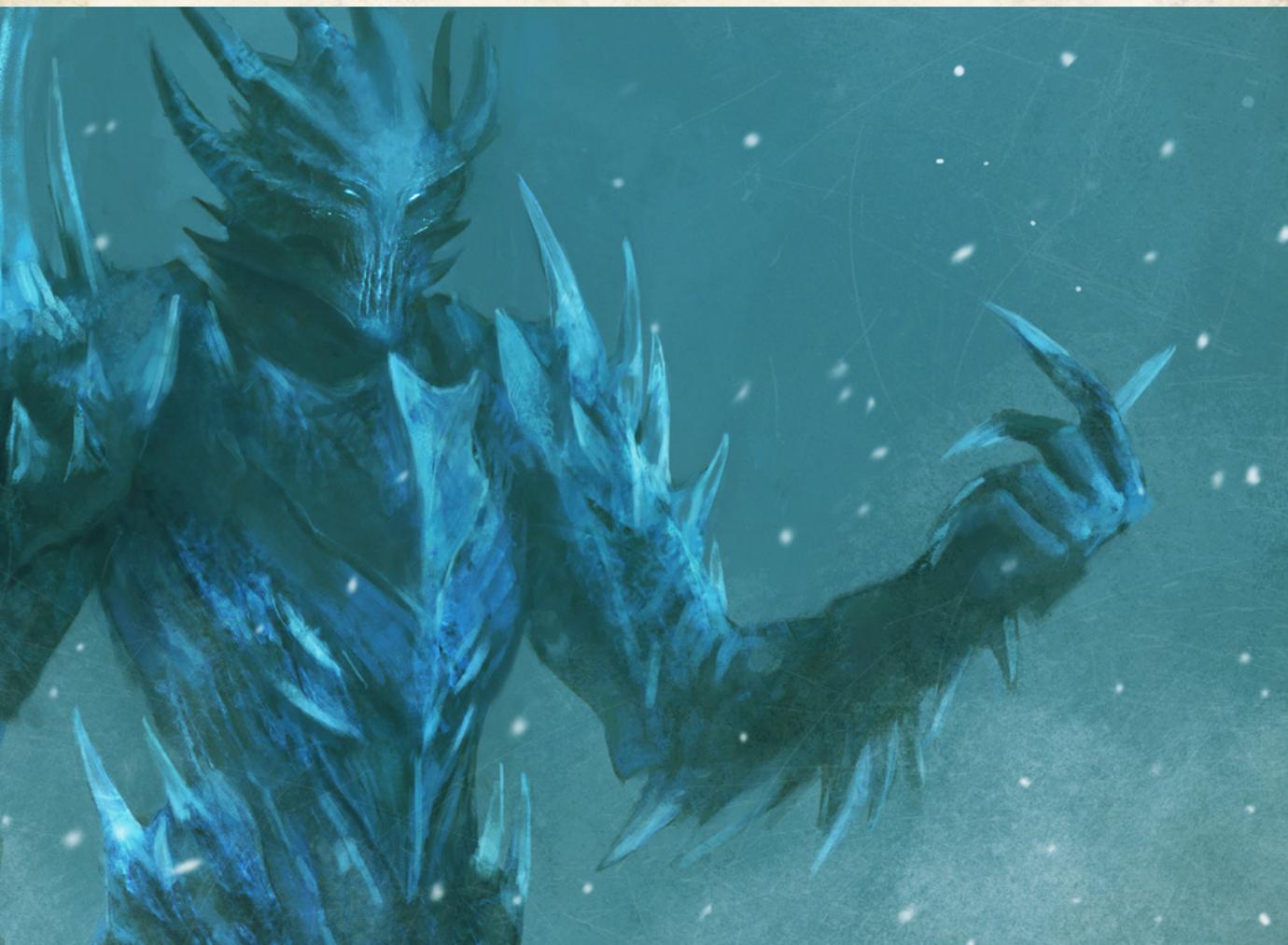
Ice Demon

Also known as frost demons, these entities are made of solid ice and can range from ten to over a hundred feet in height. Ice demons

emanate freezing cold, in a radius approximately equal to their height. Living creatures caught within this area of effect suffer damage from the extreme cold. Ice demons can also attack by exhaling a blast of cold air that freezes living creatures in their tracks, or by hurling heavy shards of ice.

Lava Demon

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



ICE DEMON

Scale: 2-6 (varies)

CHA 1D	DEX 2D	INT 2D+1
	Combat, Ranged 3D+2	Spoken Primal 3D+1
PER 3D+1	STR 4D+1	WIL 5D
Hunting 4D+1	Unarmed Combat 5D+1	

SPD: 5, Fly 8 **Luck:** 4

Encountered: One.

Attacks/Damage: *Bite/Claw* 5D (STR+2). *Freezing breath* 4D (penetrates non-magical armor, Area of Effect if scale 4 or higher).

Special Abilities: *Flight* (low level, SPD 8). *Detect warm-blooded creatures* (100' range). *Slow* (creatures within a radius equal to the Ice Demon's height suffer -2 SPD).

Armor: *Icy hide* PR 1(-), the Ice Demon has no weak spots, but is susceptible to fire- and heat-based attacks which penetrate its armor. Fires equal to its scale value do 1 wound of damage per round.

Lava demons radiate intense heat and smoke, and can ignite most types of flammable material by touch in just a few seconds (2 rounds). Contact with one of these entities for more than a few seconds (4 rounds) can melt earth, sand, stone and even non-magical metals in a ten-foot radius. Once liquefied, these substances are then devoured by the lava demon.

Mist Demon

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



LAVA DEMON

Scale: 3-4 (varies)

CHA 1D	DEX 2D	INT 2D+2
		Spoken Primal 3D+2 Earth Lore 5D
PER 3D	STR 5D+2	WIL 4D+2
Unarmed Combat 6D+2		

SPD: 5 **Luck:** 3

Encountered: One. Most are scale 3, but large volcanoes can produce scale 4 creatures.

Attacks/Damage: *Fist* 6D+1 (STR+2). *Grapple* (4D damage per round, Area of Effect, scale 2).

Special Abilities: *Ignite combustibles by touch* (including clothing and fur). *Emanate intense heat and toxic vapors* 10' radius (STR vs. TN 10 or take 2D gas damage, check is made every round the character is within 10').

Armor: Magma crust PR 1(-). The creature has no weak spots, but water- and ice-based attacks penetrate its armor. Immersing the creature in water does Area of Effect damage. Immune to fire and heat based attacks.



MIST DEMON

Scale: 1-3 (varies)

CHA 1D	DEX 3D+2	INT 3D+2
	Escape 5D+2 / Stealth 6D	Spoken Primal 4D+2
PER 3D+2	STR 2D	WIL 3D
Hunting 4D+2	Unarmed Combat 5D	

SPD: 8 **Luck:** 7

Encountered: One. The scale of the demon depends on the available moisture.

Attacks/Damage: *Suffocate* 3D (Area of Effect within its body, damage is not explosive, per round).

Special Abilities: *Intangible* normal weapons can't affect a mist demon. It is susceptible to fire, heat, and magic.

Armor: None

Mist demons feed on moisture of all sorts, including the bodily fluids of living creatures. They seek to envelope a victim and draw the moisture from its body, leaving behind a dried husk. Mist demons can be dispersed by strong winds; intense heat and flames cause them to evaporate into nothingness.

Metal Demon

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

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

METAL DEMON

Scale: 2-3 (varies)

CHA 1D	DEX 2D+2	INT 3D
	Escape 3D+2	Spoken Primal 4D Earth Lore 4D
PER 3D	STR 6D	WIL 4D
Hunting 4D	Unarmed Combat 7D	

SPD: 6 **Luck:** 3

Encountered: One, typically scale 2. The larger versions only appear near very large ore deposits and forges.

Attacks/Damage: *Living Weapons* the metal demon is able to form a variety of weapons and tools, including shields, from its body. It can form two weapons at a time, Damage +1 to +3D, resulting in a to-hit penalty equal to the damage bonus. Therefore, if the metal demon forms small spikes for +2 damage, its attack is reduced by -2.

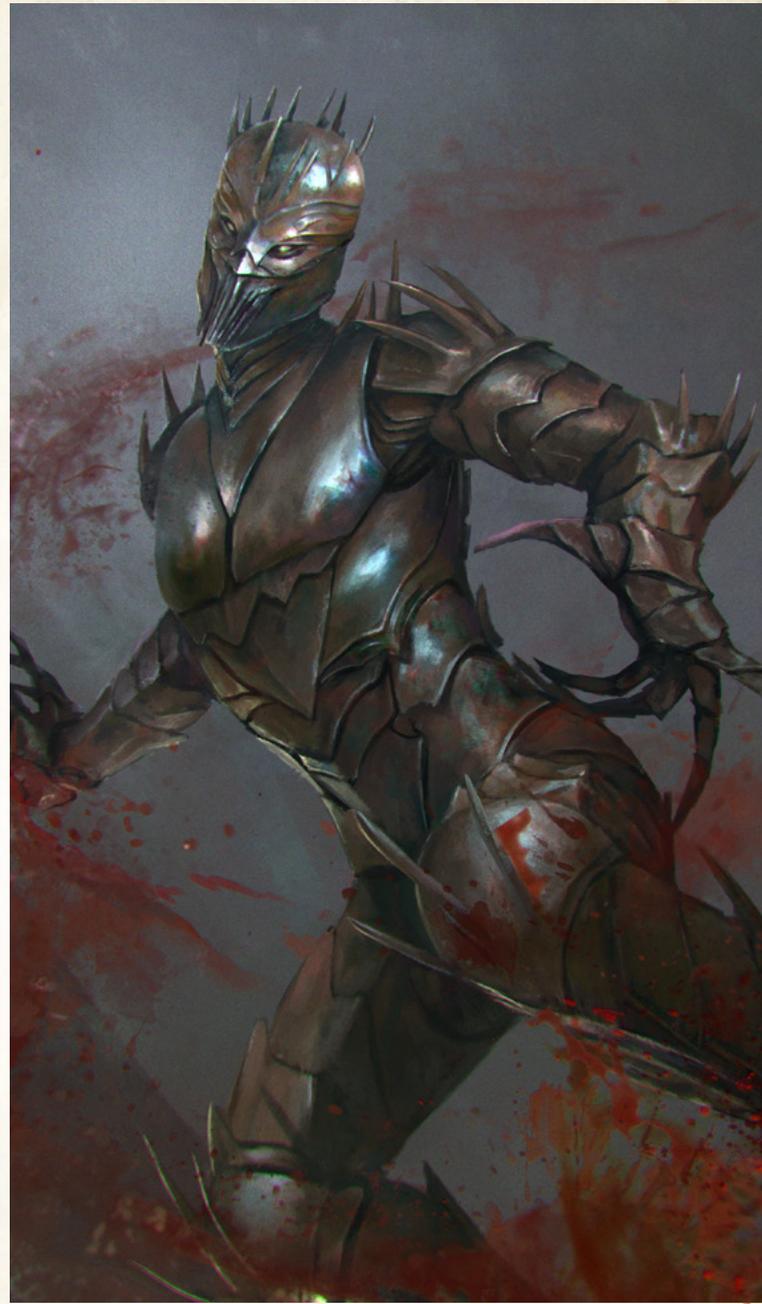
Special Abilities: *Multi-attack* the metal demon is able to make two attacks before suffering a Multi-Action penalty.

Armor: *Metallic scales* PR 1(-). The metal demon doesn't have weak spots, but is susceptible to magic and intense heat, such as lava.

Pyro-Demon

These demons are comprised of a raging inferno of smoke and fire. As their bodily forms are lighter than air, they capable of flight, though only in a limited sort of way. Essentially, they are able to levitate, and can drift on the winds for considerable distances, though this eventually causes them to weaken and lose altitude. As long as there is flammable material to consume, Pyro-demons can also move very fast across the grasslands, or through trees, wooden structures, and the like.

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





PYRO-DEMON

Scale: 1-3 (varies)

CHA 1D	DEX 3D+1	INT 3D+1
	Combat, Ranged 5D+1 Escape 4D+1	Spoken Primal 4D+1
PER 3D	STR 4D	WIL 4D+2
Hunting 4D	Unarmed Combat 6D	

SPD: 9 **Luck:** 6

Encountered: One; the size of the creature depends on available fuel-or food.

Attacks/Damage: *Burning Touch* 3D (ignites combustibles). *Fiery Breath* 4D (ignites combustibles).

Special Abilities: *Ignite combustibles* by touch.

Armor: *Burning hide* PR 1(-), Pyro-demons don't have weak spots, but they are susceptible to water, cold and high winds.

SANDSTORM DEMON

Scale: 4-6 (varies)

CHA 1D	DEX 4D	INT 5D
		Spoken Primal 6D
PER 3D+2	STR 5D	WIL 5D+1
	Unarmed Combat 6D	

SPD: 12, Rough ground 6 **Luck:** 2

Encountered: One. The size of the creature is based on how long it has been active—the longer, the bigger. Though it could take months, or more, to become scale 6 (Gigantic).

Attacks/Damage: *Suffocating Grasp* 5D (Area of Effect to hit, but not damage; ignores armor). *Lucerating Winds* 6D (always strikes at the same scale as the Target, a critical hit scores a knock-down of the opponent).

Special Abilities: *Whirlwind* the sandstorm demon can create small storms that can last 5D minutes and travel at SPD 10—long enough to destroy a small building or herd of animals.

Armor: None, but the Sandstorm Demon is often too large to affect with anything but siege weapons.



may conjoin with lava demons to revitalize itself, which it does by stealing and absorbing a portion of the lava demons' force.

Sandstorm Demon

Sandstorm demons are powerful entities comprised of a seething vortex of wind and sand. They usually take the form of a gigantic, horned humanoid with black holes in place of eyes and a gaping maw. Sandstorm demons can tower over a thousand feet high, and create storms over a mile in diameter. The largest-known of these entities can blot out the sun; the most powerful generate winds sufficient to upend heavy cargo drays, tear apart tents, or toss all but the largest creatures about like leaves in a storm. Unless protected by a sand mask, thick veil, or cloak, living creatures caught in the midst of a sandstorm demon will suffocate in just a few minutes.

Sandstorm demons are found only in deserts and arid wastelands. They can appear without warning, taking full form in just a minute or two. These entities can move swiftly enough over flat terrain to outpace all but the fastest steeds. However, rough terrain, hills, and mountains cause them to disperse.

Smoke Demon

These insubstantial entities are comprised of roiling clouds of acrid, toxic smoke in demonoid form. They can manifest anywhere there is fire; disturbingly, lava demons and pyro-demons can sometimes create these demons spontaneously, leaving several in their wake. Like pyro-demons, smoke demons are lighter than air and are capable of limited flight. But because their forms don't generate heat, they can only remain aloft for a short time before



SMOKE DEMON

Scale: 1

CHA 1D	DEX 4D	INT 3D
	Combat, Ranged 5D Escape 6D Stealth 5D	Spoken Primal 4D
PER 3D+2	STR 1D	WIL 3D+2
Hunting 4D+2	Unarmed Combat 5D	

SPD: 7, Floating 7+1D WILD **Luck:** 5

Encountered: The number of creatures depends on the fires, or fiery demons, which spawned them. A burning hut or single pyro-demon will spawn one Smoke Demon, but large numbers of burning structures, or a large fiery demon, can spawn up to 3D (with the WILD) creatures.

Attacks/Damage: Suffocating Smoke 2D (melee or ranged, acts as a grapple, Escape at TN 10 to break away, damage is per round, armor doesn't apply).

Special Abilities: Exhale toxic clouds of smoke (10' radius) that reduce visibility (-2D to PER, STR vs. TN 15 to avoid blindness for 2D minutes, critical failure results in 2D hours).

Able to float +1D SPD (WILD), but only with the wind.

Armor: None, but the creature is not affected by normal attacks. It is susceptible to magic, water, and cold.

their bodies cool and drift back to earth. Smoke demons feed off the exhalations of living creatures of all sorts. They attack by suffocating their prey, drawing the air from their lungs. Because a smoke demon's fumes are toxic, even non-fatal attacks may blind or poison their victims.



Stone Demon

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

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

STONE DEMON

Scale: 1-4 (varies)

CHA 1D	DEX 2D+2	INT 3D
	Escape 3D+2	Engineering (Basic) 5D Spoken Primal 4D
PER 3D	STR 5D+1	WIL 4D
Hunting 4D	Unarmed Combat 7D+1	

SPD: 6, Tunnel 2 **Luck:** 5

Encountered: Rarely more than one; the size of the creature depends on how long it has been active. However, it takes such a demon many years to become scale 4.

Attacks/Damage: *Fist* 6D+1 (STR+1D). *Trample* 5D+1 (Area of Effect).

Special Abilities: *Tunnel* at SPD 2 through rock. *Tough* (+1 Wound).

Armor: *Rocky hide* PR 1(-), only magic can bypass its armor.

Stone demons attack by battering opponents with their fists or crushing them underfoot.



Wood Demon

Wood demons are demonic entities that resemble twisted humanoids made of gnarled wood, with sharp wooden fangs and spiked branches in place of hair. These entities can range in size from one foot to monstrous creatures standing over 50 feet tall.

Wood demons radiate a strong aura of negative energy that warps, mutates, and eventually kills plants of all sorts. Though plants are their preferred prey, these entities attack

WOOD DEMON

Scale: 1-5 (varies)

CHA 1D	DEX 3D	INT 4D
	Escape 5D Stealth 5D	Spoken Primal 5D+1
PER 4D+1	STR 2D	WIL 3D
Hunting 6D+1 Primitive Traps 5D+1	Unarmed Combat 4D	
SPD: 7 Luck: 3		
Encountered: 2D at scale 1-2, 1D at scale 3, and typically only a single creature at scale 4 to 5.		
Attacks/Damage: <i>Claws</i> 3D (STR+1D). <i>Draining touch</i> (2D+1 per round while grappled).		
Special Abilities: <i>Sense living souls</i> (100' range).		
Armor: <i>Bark-like hide</i> PR 1(2) per location		

most sorts of living creatures, using their knotted claws to batter or rend their victims limb from limb.

Narada and wood demons are natural enemies. If warned that a wood demon is near, Narada respond as quickly as possible to help eradicate the threat—particularly if the wood demon poses a threat to Narada young or their elders.

DISEMBODIED SPIRIT

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

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



DISEMBODIED SPIRIT

Scale: 2 (Medium)

CHA 3D	DEX 3D+1	INT 3D
Command 4D	Combat, Ranged 5D Escape 4D+1 Stealth 5D+1	Spoken Primal 4D+2 Lore (any one) 5D
PER 3D	STR 1D	WIL 3D+2
Hunting 4D+2	Unarmed Combat 4D	

SPD: 9 Luck: 5

Encountered: Typically one, but in areas of mass casualties any number could appear.

Attacks/Damage: *Spiritual Blast* 3D+2 (10-yard range, ignores normal armor).

Special Abilities: *Possession* (4D+2 vs. Target's WIL). If successful the target loses control of their body for a minimum of 1 day. The victim may then make another WIL check vs. 4D+2 to break the possession. A critical failure makes all further checks, by either party, impossible. A shaman can break a possession with a *Commune with Spirits* test TN 20. Having a spirit-jar or similar item grants +2D resistance to possession.

Note: Some spirits have skills from their past, that they still remember, and the GM may assign them additional skill dice to reflect this. In addition, a spirit possessing a character uses the physical attributes (STR, DEX, PER) of the victim.

Armor: None, but immune to normal attacks. Vulnerable to magic, silver, and other magical beings such as chaos demons and Spirits.

The most powerful disembodied spirits have the ability to possess a living creature and take control of the victim's subconscious mind. Once in control, the invader can only be driven out by a shaman. The Imazi wear spirit-jars to protect themselves from spirit attacks, and the Kasir wear talismans and charms that supposedly confer similar protection.

Untold thousands of people perished during the Fall, and many parts of the Savage Land are said to be haunted by disembodied spirits. Ruined cities, graveyards, and battlefields are all places where these ghostly apparitions can be found, sometimes in great numbers. Disembodied spirits can only be harmed by silver, magic, or other non-corporeal entities.

FETCH

Scale: 1 (Small)

CHA 2D+1	DEX 6D	INT 3D
Barter 3D+1	Escape 8D Sneak-Thief 8D Stealth 7D	Spoken Primal 3D+1 Lore (any one) 4D
PER 3D+2	STR 2D	WIL 2D+2
Hunting 4D+2 Traps, Primitive 4D+2	Unarmed Combat 4D	

SPD: 11 Luck: 0

Encountered: Typically 1-3. In rare instances they could be found congregating beneath the moon in numbers as great as 20 or so.

Attacks/Damage: *Bite* 2D+2 (STR+2).

Special Abilities: None.

Armor: None.

FETCH

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

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

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



Fetches have a mercenary streak, and sometimes consent to work as thieves-for-hire. They almost always consent to work if moonstones are offered for their services, especially amber ones. Most speak pidgin Primal, and are more fluent in Elder.

GHAUN

Scale: 2 (Medium)

CHA 1D+1	DEX 3D+1	INT 2D+2
	Combat, Ranged 4D+2 Escape 4D+1 Labor: Weaver 5D Stealth 4D+1	Plant Lore 3D
PER 2D+2	STR 3D+1	WIL 3D
Hunting 4D	Combat, Armed 4D+1	

SPD: 7 **Luck:** 0

Encountered: A hunting party is typically up to a dozen and, unless they are desperate, they avoid attacking groups with larger numbers.

Attacks/Damage: *Blowgun dart* (poison, STR vs. TN 15 or be stunned for 1D+1 rounds; WILD). *Club* 4D+1 (STR+1D). *Entangling net* (Escape vs. TN 20 to escape).

Special Abilities: *Camouflage* (+2D Stealth in woodlands).

Armor: Fibrous bark PR 1(2) per location.

GHAUN

Humanoid plant-creatures who stand between five and six feet tall, the ghaun are blood-drinking savages of marginal intelligence. Narrow of build with elongated limbs, they have dark brown skin that is as rough as tree bark. The Ghaun daub their hair with plant resins and sap, fashioning it into spiny growths that give them a fierce appearance. Their flat, emaciated visages hold deep-set black eyes and mouths filled with rows of sharp, pointy teeth.

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

Ghaun exhibit a degree of cunning, but are not particularly intelligent. They make nets, ropes, and pouches from woven vines, but show no talent for any other crafts. Ghaun are mute,



but communicate with one another by clicking sounds, which they make with their hardened claws and teeth.

As both species are related to plants, ghaun are thought by some to be related to the Narada. The Narada vehemently refute such claims, saying that ghaun are undead plant-beings whose bodily forms are possessed by evil spirits.



GRAZER

Grazers are a species of squat, six-legged herbivores found throughout the Wilderlands. Full-grown adults are up to eight feet in length, covered in coarse tan or white fur, and stand about five feet at the shoulder. Grazers travel in herds, staying close together for protection. Slow-moving and ponderous, their only means of defense is a row of horns running vertically from the center of the forehead to the back of the head. If threatened, a herd of grazers presses close together in a knot of bodies, facing outwards to present potential attackers with a virtual wall of spike-like horns.

Grazers have a slow metabolism, requiring very little food and water to survive. Predators such as scourges are known to hunt them for food, but most tribes value these creatures for their furry hides; grazer fur, known as “shag”, is used to make blankets, and to pad or decorate saddles, vests, and leather armor.

GRAZER

Scale: 3 (Large)

CHA 2D	DEX 2D	INT 1D+1
Escape 3D		
PER 2D	STR 4D+1	WIL 4D
Unarmed Combat 5D+1		

SPD: 4 Luck: 0

Encountered: A small heard ranges from 5 to 11 animals, however they can be found in herds of hundreds near large sources of water such as lakes.

Attacks/Damage: *Headbutt* 6D (STR+1D+2). *Trample* 4D+1 (Area of Effect).

Special Abilities: None.

Armor: *Dense fur hide* PR 1(1), body and legs only.



HOPPER

Hoppers are small creatures that stand about one foot tall and weigh no more than two pounds. Their scaly hide is colored in brown and yellow striations, which allows them to blend into grassy regions such as the Savannahlands and Wilderlands.

Hoppers travel in packs that can number over a hundred individuals. They are exceedingly swift and agile, and can easily outpace most other creatures. Hoppers primarily feed on small vermin such as blood-weevils, expertly picking them from the hides of grazing animals and beasts with their sharp teeth and barbed tongues. For this reason they are generally tolerated by most creatures, including normally aggressive predators such as catdracs and behemoths. Some Imazi tribes train hoppers and use them to help keep their herd animals free of parasites and pests.

Hoppers are sometimes hunted by various tribes when food is scarce. However, what

little meat the creatures have on their bones is tough and stringy. Following the mating season and the birth of their hatchlings, hoppers may exhibit more aggressive and even predatory survival instincts. At such times packs of hoppers may attack creatures of much larger size, either to chase them away from their young or just to eat them.

HOPPERS

Scale: 1 (Small)

CHA 2D+2	DEX 4D	INT 1D+2
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Escape 3D

PER 3D+2	STR 2D+2	WIL 3D+1
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Unarmed Combat 5D+1

SPD: 10 **Luck:** 0

Encountered: At least 50, but most often around 100-450.

Attacks/Damage: *Bite* 3D (STR+1).

Special Abilities: None.

Armor: *Scaly hide* PR 1(1) per location.

KRA

Scale: 5 (Massive)

CHA 2D	DEX 2D	INT 1D
PER 2D	STR 5D+2	WIL 4D+1

Hunting 3D

Unarmed Combat 6D+2

SPD: 5, Burrow 4 Luck: 0

Encountered: Rarely more than one.

Attacks/Damage: *Bite* 6D+2 (STR+1D, on a Critical Success a target that is scale 3 or smaller is instantly swallowed and suffers 1 wound per round until dead). *Ram* 7D (STR+1D+1).

Special Abilities: *Burrowing* (SPD 4)

Armor: *Armored plates* PR 1(-)

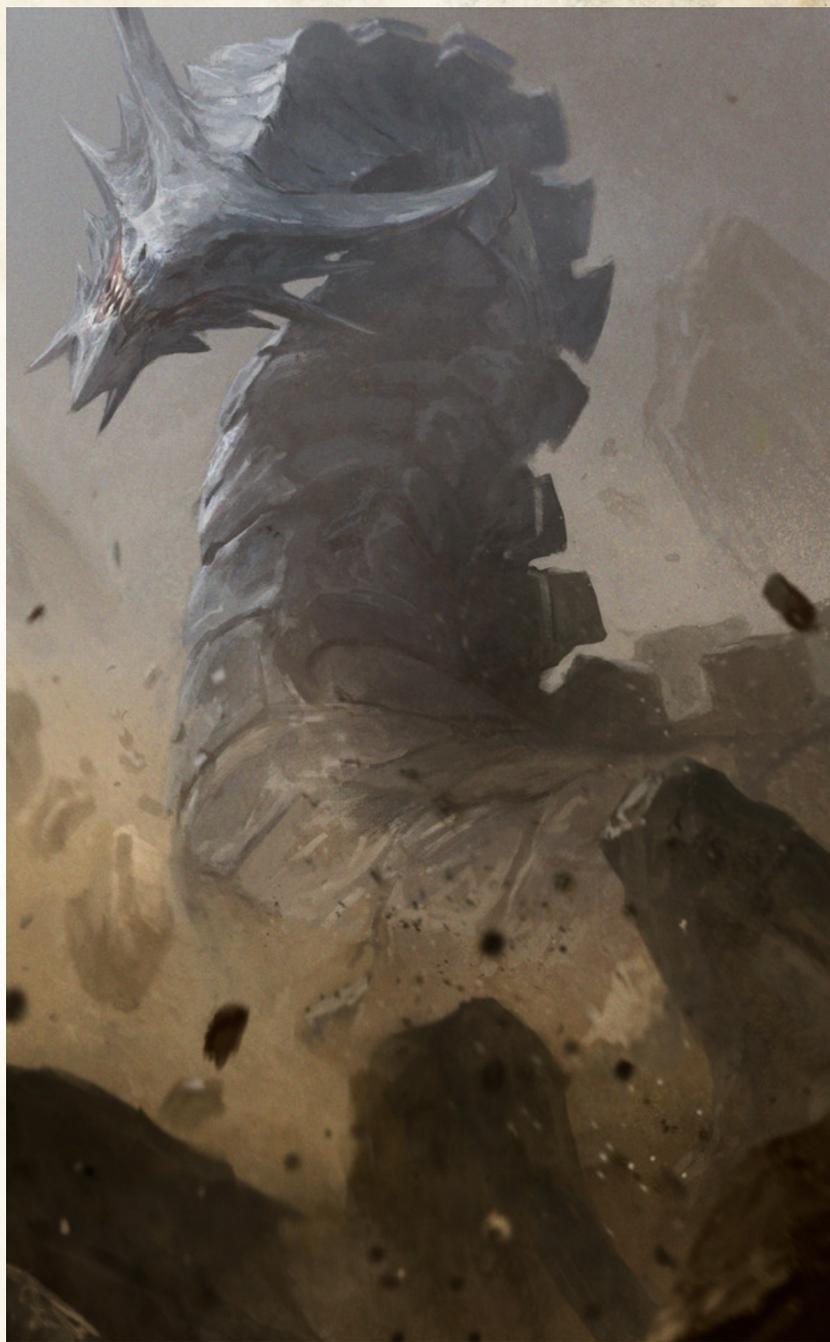
KRA

Kra are massive creatures resembling huge, armored, eyeless serpents, up to eighty feet in length. Their bodies are covered in exoskeletal plates, and their razor-sharp teeth are capable of shredding through rock, earth, bone and flesh with equal ease.

Kra spend most of their lives underground, burrowing below the surface in search of food. They are acutely sensitive to vibrations, and can detect the sound of large creatures and conveyances moving above them through as much as 20-30 feet of earth and stone. When potential prey has been detected, the kra burrows towards it at great speed, its passage creating a tremor that can be felt in a radius of up to fifty feet. The kra breaches the surface in an explosion of dust and debris, attempting to grab its prey in its jaws and drag it below the surface.

Undermen fear the kra, who wreak havoc on their subterranean settlements. They sometimes try to appease these monsters by leaving them “offerings” of captive humanoids, bound with roots and vines and left to hang suspended in caves or tunnels that kra are believed to frequent.

Kra scales are valued as trade goods, as they can be used to make armor, shields, and protective plates for large beasts or conveyances. Kra fangs, among the hardest substances known,



are even more valuable, as they can be used to make excellent blades and cutting tools. Both are extremely scarce, as the only folk known to hunt kra are Azraq and, occasionally, Shaka.

A related species, known as sand kra, is found in the Black Desert.

LAND DRAGON

There are three types of creatures referred to as dragons in the Savage Land: the first is the one that is highly intelligent, hoards treasure, speaks in riddles—and is entirely fictional. Dragons of this sort don't exist in the Savage Land, but are the stuff of legends and drug-addled tale-tellers. The second is the sand dragon (see below), and the last is the land dragon: a creature of great size, extreme ferocity, and limited intellect (note: a fourth type of dragon, referred to as sea dragons, is said to have existed in days gone by, before the Fall caused all the seas and rivers of Talislanta to dry up).

Land dragons begin life as larval newts; legless, ten foot-long wyrms covered with a segmented, exoskeletal carapace. They hatch from eggs which are deposited and abandoned in subterranean tunnels and caverns by the females of the species. Larval land dragons emerge from their leathery egg casings in a foul mood, their only thought being to obtain food. The Drakken claim that the creatures can be tamed if they are captured and cared for at this stage.

In the second stage of development, the larval dragon grows legs and becomes what some refer to as a lesser land dragon. These creatures can attain a length of up to fifty feet, and stand up to twenty-five feet at the shoulder. They are powerfully built and well-armored, their ponderous forms covered with a profusion of horns, spikes, and spiny plates. In the wild, lesser dragons lair in great caves and rock tunnels, where they subsist on smaller creatures such as andrak, tarkus, and unwary humanoids.

Occasionally a lesser dragon retires to an underground cavern or tunnel, walls itself in, and goes into a period of hibernation. Seven years later it emerges in its final stage: a greater land dragon; a creature up to one hundred feet in length, with a murderous nature and an almost-insatiable appetite for anything it can get its claws on. Greater dragons are rare, which is perhaps for the best; these predators occupy the top of the Talislantan food chain and have no natural enemies.

LAND DRAGON NEWT

Scale: 3 (Large)

CHA 2D	DEX 2D	INT 1D
PER 2D	STR 4D+2	WIL 5D
Hunting 3D	Unarmed Combat 5D+2	

SPD: 6 Luck: 0

Encountered: Typically one, but if encountered soon after hatching 1D (WILD) may be close enough to detect prey.

Attacks/Damage: *Bite* 5D+2 (STR+1D).

Special Abilities: *Impervious to heat and flame.*

Armor: *Body plates* PR 1(3).

LESSER LAND DRAGON

Scale: 4 (Huge)

CHA 2D	DEX 2D	INT 1D
PER 2D	STR 5D	WIL 5D
Hunting 3D	Unarmed Combat 6D	

SPD: 5 Luck: 0

Encountered: Typically one, though two or more can be found together during mating season, normally the summer.

Attacks/Damage: *Bite/Gore* 6D (STR+1D). *Trample* 5D (Area of Effect).

Tail 5D+1 (STR+1, knocks down on a Critical). *Ram* 7D (STR+2D)

Special Abilities: *Impervious to heat and flame. Tough* (+1 Wound)

Armor: *Body plates* PR 1(-), *Thick underbelly hide* PR 1(3)

GREATER LAND DRAGON

Scale: 5 (Massive)

CHA 2D	DEX 2D	INT 1D
PER 2D	STR 5D+2	WIL 5D
Hunting 3D	Unarmed Combat 6D+2	

SPD: 4 Luck: 0

Encountered: One. Even during mating season these creatures do not band together; instead they watch to see if a potential mate can fend off attackers.

Attacks/Damage: *Bite/Gore* 6D+2 (STR+1D). *Trample* 5D+2 (Area of Effect). *Tail* 6D (STR+1, knocks down on a Critical). *Ram* 7D+2 (STR+2D).

Special Abilities: *Impervious to heat and flame. Tough* (+2 Wounds).

Armor: *Body plates* PR 1(-), *Thick underbelly hide* PR 1(3)





The Shaka hunt lesser dragons as a rite of passage, and treat these creatures with great respect and honor. The Azraq observe no such rituals. Instead, they hunt land dragons of all sorts for their meat, horn, and hide, and sometimes set cruel dragon-traps to try to catch the largest of these creatures.

The Drakken have trained lesser dragons to use as steeds and living siege engines for centuries. They consider greater dragons to be the most majestic of all creatures, and have been known to attack Azraq tribes to protect these rare giants, even at risk of their lives.

LAND LIZARD

Land lizards are a species of quadrupedal herbivores that roam various parts of the Wilderlands in small herds. These creatures can reach lengths of twelve to fifteen feet and weigh as much as two thousand pounds. Land lizards have strong claws and thick, overlapping scales. Although they are somewhat

LAND LIZARD

Scale: 3 (Large)

CHA 2D	DEX 2D	INT 1D
PER 2D+2	STR 5D+1	WIL 3D
Hunting 3D+2		Unarmed Combat 6D

SPD: 6 **Luck:** 0

Encountered: In the wild they can be found in groups from 3-17 animals. They rarely travel alone. Several herds can often be found near sources of water or salt water (which they can drink safely).

Attacks/Damage: *Bite* 6D (STR+2). *Kick/Tail* 6D+1 (causes knock-down on a Success, does normal damage on a Critical Success).

Special Abilities: *Detect Salt* (1000') +1D Hunting.

Armor: Scaly Hide PR 1(2) per location.

sluggish and dull-witted, land lizards are valued for use as pack and burden beasts by several tribes. They are very strong and can carry great weights without difficulty. If employed as dray-beasts, they can pull wagonloads well in excess of twice their own body weight.



Land lizards can detect the scent of salt at distances of up to a half mile, and they relish the taste of this substance above all things. A handful of salt can often be used to coax a stubborn land lizard into action, provided the creature is hungry enough to take the bait. If all else fails, one should keep in mind the land lizard's other virtues: its flesh, though far from tender, is edible enough; and the beast's sandy-colored hide has many practical (if not decorative) uses.

LOPER

Scale: 3 (Large)

CHA 2D	DEX 3D	INT 1D
	Escape 4D Stealth 4D+2	
PER 3D+1	STR 4D+2	WIL 3D+2
Hunting 3D	Unarmed Combat 6D+2	

SPD: 12 Luck: 0

Encountered: Normally a small group of 2-5 animals, but lone Lopers are not uncommon.

Attacks/Damage: *Bite/Talons* 5D+2 (STR+1D). *Tail* 6D (on a Critical Success a knock-down is scored as well).

Special Abilities: None.

Armor: *Scaly Hide* PR 1(1) per location.

LOPER

Lopers are a species of fierce, bipedal predators native to the Wastelands and Volcanic Hills regions. Said to be a hybrid of reptilian, strider, and demon, these creatures stand up to ten feet in height. They are powerfully built, with well-developed hind legs, short forelegs equipped with hooked talons, and a long tail, all protected by spiked exoskeletal armor. The face is demonic, with baleful eyes, a slash-like mouth full of sharp fangs, and a long, barbed tongue.

Lopers are not as fast as striders, but they are sure-footed and can maneuver easily over even very rough terrain. While they are not able to climb sheer surfaces, they are great leapers, and are able to jump across spans of up to 20 feet with a running start.

Lopers are generally found only in the wild. The only folk able to use these creatures as steeds are the Azraq, who keep them under control with the use of spiked whips made from braided strips of hide and beast-claws. Even so, they are surly creatures, and have no qualms about abandoning or even turning on all but the most domineering masters.

LURKER

Scale: 2 (Medium)

CHA 2D	DEX 3D+1	INT 1D+1
	Escape 5D+1 Stealth 6D+1	
PER 3D+1	STR 5D	WIL 4D
Hunting 4D+1	Unarmed Combat 7D	

SPD: 10 **Luck:** 0

Encountered: Varies, depending on the body of water. Normally they attack alone, but may mass for an attack on a larger (scale 3) creature for a short time—up to 1D+2 creatures. Small boats are also a prime target for mass attacks.

Attacks/Damage: *Clawed hands* 6D+1 (STR+1D+1). *Grapple* 4D (no damage on success, Critical Success does normal damage, but subject is dragged into the water)

Special Abilities: *Water Breather* once out of the water a Lurker must make a STR vs. TN 15 check, per round, or suffer 1 wound until dead or returned to the water.

Armor: *Slimy skin* PR 1(1)

LURKER

Lurkers are amphibious predators found in bogs, ponds, water-holes, and underground pools and lakes. These creatures are named for their habit of lurking just below the surface of a body of water, waiting to ambush unsuspecting creatures when they come to drink.

The upper body of a lurker is basically humanoid in form, covered with rows of overlapping scales. Their hands are clawed, making it easier to grasp and hold prey; their eyes are set deep under a beetled brow, and their fanged jaws are wreathed with a “beard” of pale tentacles. The creature’s lower body is long and serpentine, terminating in a fin-like tail. When lurking, no part of the creature can be seen except its eyes and the top of its head, which can easily be mistaken for a smooth, round stone.

Lurkers are strong swimmers, and have gills that allow them to breathe underwater. Once a lurker has a creature in its grasp, it drags its victim below the surface to drown it, so it can be devoured at leisure. Lurkers can fit into



very tight spaces, and they are known to be extremely patient when waiting to ambush prey. The creatures are unable to survive out of water for longer than a few minutes.

LYCANTHROMORPH

Lycanthromorphs are bestial humanoids that are generally only found in swamps, and desolate woodland regions. They stand up to seven feet tall, and their bodies are covered with a coat of dense, shaggy fur. Their clawed hands and feet and long, powerful arms allow them to climb trees or sheer rock surfaces with ease.

Lycanthromorphs are nocturnal carnivores who prey on everything from other humanoids



to herd beasts and wild animals. Known for their ferocity, these creatures can be aroused to an almost-mindless killing frenzy by the scent of blood. When hungry, lycanthromorphs will fight even large predators such as tarkus for food. Though they have little fear of other creatures, lycanthromorphs have an unreasonable phobia of enclosed spaces, and never enter ruins, caves, or crypts.

The blood-chilling howl of a lycanthromorph can be heard for many miles. It's said that these creatures howl whenever the black

LYCANTHROMORPH

Scale: 2 (Medium)

CHA 2D	DEX 3D	INT 1D
	Escape 5D Stealth 4D+2	
PER 3D+1	STR 5D+1	WIL 4D
Hunting 5D+1	Unarmed Combat 7D+1	

SPD: 8 Luck: 0

Encountered: Rarely caught unawares, they typically attack groups with at least 1 Lycanthromorph per 2 defenders—if not more. They are intelligent enough to drag off one or two members of a group, or herd, to avoid a prolonged battle. However, if hungry they will take greater chances against large groups.

Attacks/Damage: *Bite* 6D (STR+2). *Claws* 6D+1 (STR+1D).

Special Abilities: *Keen hearing and scent* (can make PER tests up to 500'). *Night vision*.

Armor: *Fur* PR 1(1) per location.

moon, visible in the night sky only as a nimbus surrounding a dark orb, is full. Others say that the howl is a mating call, meant to attract other lycanthropes to the area.

MALATHROPE

Malathropes are a hybrid of nightgaunt, scourge, and manth said to have been created by the sorcerers of ancient Torquar. These quadrupedal predators are coal black, allowing them to blend into darkness and shadows. Curved black talons, a long tail terminating in a barbed hook, and a horned, demonic visage are features of this frightful creature.

Malathropes can be found throughout the continent, from the Dead Forest and Junglegrounds to the Wilderlands and Volcanic Hills. They are most common in the Darklands, and may even range far into the Unknown Lands that lie to the north.

Malathropes are murderous creatures who kill not just for food, but apparently to satisfy some grisly, carnal urge. They prey on living creatures of all sorts, showing a preference for devouring their 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.

Like demons, malathropes require neither sleep nor rest, and are always active. They are most often encountered alone, and exhibit a maniacal disregard for danger; Malathropes won't hesitate to attack even if greatly outnumbered or facing creatures larger than themselves.

Malathrope venom is valued by Golgoths, who use it in their torture rituals. Warloks are quite familiar with these merciless creatures, which they say were used by the Torquar to hunt down and kill their enemies.

MALATHROPE

Scale: 3 (Large)

CHA 1D	DEX 3D+2	INT 3D+2
Command 5D	Escape 5D+2 Stealth 5D+2	
PER 3D+1	STR 3D	WIL 5D+2
Hunting 4D+1	Unarmed Combat 6D	

SPD: 16 Luck: 0

Encountered: Rarely more than one.

Attacks/Damage: *Bite* 4D (STR+1D, Poison STR vs. TN 20 or suffer immobilizing terror for 2D WILD rounds, if successful suffer a -1D to all actions for 2D WILD rounds, requires a Wound to introduce, 3 doses per hour). *Claws* 4D+2 (STR+1D+2).

Special Abilities: *Speak in tongues. Night Vision. Detect living souls* (200' range). *Camouflage* (+1D to Stealth in dark areas at night).

Armor: *Thick hide* PR 1(1) per location.



MANRAK

Manraks are a species of winged insectoids that can be found in many places throughout the continent. They are roughly humanoid in form, but are covered in tough exoskeletal plates lined with rows of sharp spines. Fully grown, an adult can stand over six feet in height and have a wingspan in excess of 20 feet. They have pincer-like jaws set in a demonic visage, with clawed appendages and a flexible abdomen terminating in an extensible, four foot-long stinger.

MANRAK

Scale: 3 (Large)

CHA 1D	DEX 4D	INT 1D+2
Command 4D	Escape 6D Stealth 5D	
PER 3D+2	STR 3D+2	WIL 3D+1
Hunting 4D+2	Unarmed Combat 5D+2	

SPD: 9, Fly 15

Luck: 0

Encountered: Up to a dozen at a hive, but a hunting party is often only half of the hive or less. Rarely travel alone.

Attacks/Damage: *Fangs* 4D+1 (STR+1). *Claws* 4D+2 (STR+1D)
Stinger 2D (Poison; roll STR vs. TN 15 to resist paralyzation for 6D rounds; on a Critical Failure the target's heart seizes and they die. Requires a Wound to introduce, 10 doses/stinger, takes 1 week to grow a stinger back).

Special Abilities: *Flight* (SPD 15).

Armor: *Armored exoskeleton* PR 1(3) per location.

Manraks are extremely aggressive. They are attracted to movement and are easily provoked; they'll attack much larger creatures even if greatly outnumbered. The sting of a manrak contains a virulent toxin that can cause paralysis in just a few moments. The creature's internal venom-sacs contain enough poison for ten or more stings—enough to paralyze even large predators such as behemoths and scourge.

Far worse, the sting of a female manrak often contains a number of tiny eggs. Over time, these eggs grow into larvae that devour the host creature's internal organs, resulting in a slow and excruciatingly painful death.

Manraks build hives from a tough, fibrous substance, made by scraping the bark of trees and mixing it with a substance that they exude from their saliva glands. To produce this substance, manraks must have access to water; hence, the creatures are almost never found in deserts, and the presence of a manrak is usually indicative of water somewhere nearby. Manrak hives can contain up to a dozen adults, usually divided evenly between males and females.

MANTH

Scale: 3 (Large)

CHA 2D	DEX 3D	INT 3D+1
Command 4D Diplomacy 4D+2	Escape 5D Sabotage 4D Stealth 5D	Language (all but Archaen) 5D+1
PER 3D+2	STR 3D	WIL 2D+2
Hunting 5D+2 Primitive Traps 5D	Unarmed Combat 5D	

SPD: 9 Luck: 2

Encountered: Typically one, but up to five or six may congregate for mating—which involves a contest to see which manth can be the most clever in harassing its victim.

Attacks/Damage: *Bite* 3D+2 (STR+2). *Claws* 4D (STR+1D).

Special Abilities: *Night Vision*. *Mimic any sound or voice*.

Armor: None.

MANTH

Manth are a strange, insidious species of humanoids found in forests, jungles, and certain parts of the Wilderlands and Wastelands. They have pointed ears, a wide mouth filled with two rows of exceedingly sharp teeth, and narrow, yellow eyes that glow in the dark. Their bodies are covered with coal-black fur, with a shock of wiry hair running from the center of the forehead over the skull and down the neck to the middle of the creature's back.

Standing about six feet in height, manth are lithe and agile creatures, capable of startlingly swift movement. Both their hands and feet have retractable claws, which when extended can measure up to eight or nine inches in length. These claws are like knives, and can be used for stabbing, cutting, or slashing. They also allow manth to climb with great rapidity and scale or hang suspended from just about any surface.

According to who is asked, manth are blood-thirsty monsters, merciless hunters, sadists, demon-spawn, evil forest-spirits, or all of the above. They are apparently able to speak in tongues, and flawlessly mimic voices and animal sounds. At times manth may gibber,



burst into peals of insane laughter, or emit a baneful howl (hence the other name for these creatures, Babbling Howlers).

Manth seem to enjoy taunting and terrorizing their prey, and may stalk, torture, and toy with an intended victim for hours, or even days. When a manth tires of its antics, it may suddenly kill its victim and hang its corpse from a tree, eat it alive, maim it in some way, or simply leave the wounded victim behind and wander off in search of fresh prey.

Both the Imazi and Shaka tribes attack manth on sight. If manth tracks are discovered, Shaka will even abandon a hunt to track and kill these creatures, putting the heads of slain manth on spikes and leaving them as a warning to others of their kind. Manth enjoy eating the leaves and pollen of the black lotus, which may in part explain the horrific and chaotic behavior of these creatures.



MEGALODONT

Megalodonts are a species of immense, quadrupedal herbivores that roam the Wastelands in herds of up to twenty or thirty males, females, and young. Ten to twelve feet high at the shoulder, an adult megalodont can weigh up to six tons. These powerfully-built creatures are protected by thick, scaly hide and an armored skull sporting as many as seven horns.

Though they appear placid and slow-moving, megalodonts can be very dangerous if provoked or startled. The male are especially aggressive, particularly when protecting their females and young. Encroachment into a bull megalodont's territory often leads to swift and unpleasant consequences, a fact that can be attested to by many an incautious caravan driver or drayman. A stampeding herd of megalodonts is well able to destroy almost anything in its path, and only the strongest stone fortifications can withstand such an onslaught.

Megalodonts are sometimes hunted for their hide, which is tough and durable. Their horns are used for making armor for war-beasts and

MEGALODONT

Scale: 4 (Huge)

CHA 1D	DEX 1D+2	INT 1D
Escape 2D+2		
PER 3D	STR 5D+1	WIL 5D
Unarmed Combat 6D+1		

SPD: 5 Luck: 0

Encountered: Up to two dozen males and females, plus another dozen young.

Attacks/Damage: *Tail/Kick* 5D+1 (a success merely results in a knock-down, a critical success results in normal damage). *Ram* 6D+1 (STR+1D). *Trample* 5D+1 (Area of Effect).

Special Abilities: *Tough* (+1 Wound)

Armor: *Thick hide* Body PR 1(3), underbelly PR 1(1).

other large steeds. Megalodont meat is tough and gamey, however, and most tribes only eat it if nothing better is available.

NECROPHAGE

Scale: 2 (Medium)

CHA 1D	DEX 2D+2	INT 2D+2
	Escape 4D+2 Stealth 3D+2	
PER 3D	STR 3D+2	WIL 3D+1
Hunting 4D	Unarmed Combat 4D+2	

SPD: 7 **Luck:** 0

Encountered: Varies. Lone creatures are not uncommon, but it is easily possible to discover recently destroyed villages or towns swarming with a hundred of these creatures. Note any scale bonus from a swarm of these creatures, plus being grappled and overwhelmed, turns Bite damage into Area of Effect damage as the creatures rend flesh from all over the target.

Attacks/Damage: **Bite** 4D+1 (STR+2, STR vs. TN 15 to resist corpse-rot from bite, must inflict a Wound to introduce). **Claws** 4D+2 (STR+1D, STR vs. TN 10 to resist corpse-rot from Claws, must inflict a Wound to introduce).

Special Abilities: **Resistant to mundane weapons** Can only be killed with fire, enchantment or silver weapons (but they can be chopped up with normal weapons, healing 1 wound per day). **Night Vision.**

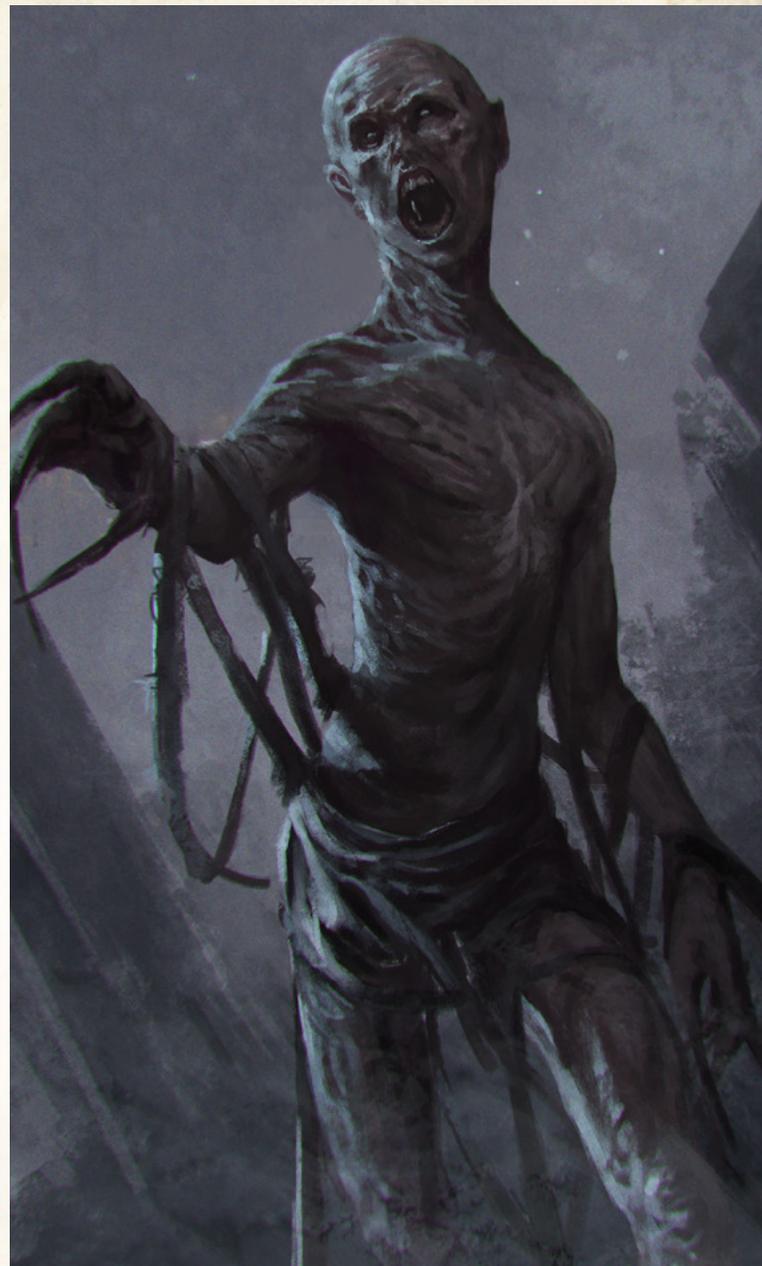
Detect scent of carrion or bones (2-mile range).

Armor: None.

NECROPHAGE

Necrophages are undead humanoids that stand between five and six and half feet tall, with a stoop-shouldered posture and a gaunt, cadaverous appearance. Their features are desiccated and horribly wrinkled, and their bodies are wrapped in strips of tattered cloth, rags, or veils.

Necrophages have keen senses, apparently able to sense dead or decaying flesh across great distances. No tomb or gravesite is safe from these creatures, who feed indiscriminately on fresh or ancient corpses, skeletal remains or, when available, the living. Unintelligent and slow-moving, necrophages are most dangerous when found in large numbers. Nests of these horrid creatures can sometimes be found packed together in tombs, or wandering through underground regions in search of buried corpses or ancient crypts. The bite of a necrophage can cause any number of diseases and afflictions, including corpse-rot.



If encountered in large numbers, necrophages are capable of swarming and engulfing their intended victims. In such cases, the defender has to fight their way out of the mass of undead (the defender rolls to attack, and keeps rolling as long as he doesn't miss. If he causes a total of 50 points of damage, he breaks free of the necrophages. If not, the necrophages grab the unlucky victim; if not saved right away, the victim is dragged down and devoured).



NIGHTGAUNT

Scale: 2 (Medium)

CHA 2D	DEX 3D	INT 3D
Diplomacy 4D	Escape 5D Stealth 4D	Spoken Primal 5D
PER 3D+1	STR 2D+2	WIL 3D+2
Hunting 4D+1	Unarmed Combat 4D+2	Influence Emotion 4D+2

SPD: 8, Fly 12

Luck: 0

Encountered: Nightgaunts typically hunt alone, but a nest of them could have a up to a dozen creatures.

Attacks/Damage: *Bite* 3D (STR+1, blood loss takes 1D rounds and results in 1 Wound, STR vs. TN 10 to resist blood-fever disease—a Called Shot for soft tissue can avoid doing an initial damage test).

Claws 3D+1 (STR+2).

Special Abilities: *Flight* (SPD 12, +2D Stealth). *Charming Song* (Influence Emotion vs. WIL to resist, Failure results in 1D hours under partial control of the Nightgaunt).

Armor: *Leathery hide*, PR 1(1) torso and legs only.

NIGHTGAUNT

Nightgaunts are eerie, bat-winged humanoids who lair in caves and cliff-side warrens, typically high above in the mountains. Cadaver-thin and dark as night, they have deep-set eyes, razor-sharp claws and needle-like fangs, which they use to drink the blood of living creatures.

Nightgaunts emerge from their caves after sunset, gliding silently across the night skies in search of prey. When they spot a likely victim, they descend and quietly approach, keeping to the shadows. When in hearing range, nightgaunts uses a most uncanny talent: the ability

to charm victims by speaking to them, whispering in an eerie, hollow-sounding voice.

Individuals who fail to resist this crude but effective form of primitive magic passively allow the nightgaunt to feed on them. Holding the victim in its cold embrace, the nightgaunt drinks its fill of blood, but leaves the victim alive so that it can return on the following evening and feed again.

Victims of a nightgaunt's attack usually fall asleep afterwards, and awaken the next morning as if nothing happened. A careful inspection of the victim's neck may reveal a line of tiny pinpricks, but other than that, there are no physical signs of an attack. The victim may feel slightly tired, and if the nocturnal attacks continue, she will grow weaker by the day. If the attacks are not stopped, the nightgaunt eventually kills its victim and moves on to fresh prey.

Nightgaunts are intelligent and able to converse in Primal. If coerced they may be forced to provide information about the areas in which they hunt. However, for obvious reasons, only those who are immune or highly resistant to magic should attempt such an action.



OGRIPHANT

Ogriphants are massive quadrupeds native to the forests and jungles of northern and western Talislanta. The largest of these creatures can stand over thirty feet high at the shoulder and weigh in excess of ten tons. Ogriphants have few natural enemies; with their long tusks, horns, and great body mass, they are more than capable of defending themselves against even the largest predators.

The Umar have attempted to domesticate the ogriphant, with mixed success. The creatures are surly by nature, and difficult to control. When trained for war and outfitted with spiked armor and wooden battle towers, ogriphants can be used as living siege engines. Wild ogriphants are very aggressive, especially when protecting their young. In such cases, a single adult male or female will attack scourges or behemoths, even if greatly outnumbered.

OGRIPHANT

Scale: 5 (Massive)

CHA 2D+2	DEX 1D+2	INT 1D+2
Escape 2D+2		
PER 2D+1	STR 6D	WIL 3D+2
Unarmed Combat 7D		

SPD: 6 Luck: 0

Encountered: up to ten can be found herding in the wild, typically less than half are young. Larger herds have not been seen since the Fall.

Attacks/Damage: *Tusks* 8D (STR+2D). *Trample* 6D (Area of Effect).

Trunk 6D (grapple or knock-down).

Special Abilities: *Tough* (+1 Wound)

Armor: *Thick Hide* PR 1(2) per location

A larger, shaggy-haired version of the ogriphant dwells in the far northern climes of Talislanta. The woolly ogriphant, as it is called, is valued for its horns and hide, but are even more foul-tempered than their smaller relatives.



ORYX

Scale: 1 (Small)

CHA 3D	DEX 3D	INT 1D+2
	Escape 5D Stealth 4D	
PER 3D	STR 3D	WIL 3D+1
Hunting 5D	Unarmed Combat 5D	
SPD: 5, Fly 15	Luck: 0	
Encountered: 1-2.		
Attacks/Damage: <i>Peck</i> 2D (STR-1D). <i>Claws</i> 4D (STR+1D).		
Special Abilities: <i>Flight</i> (15, +2D Stealth). <i>Precise</i> (Called Shot is +5 TN instead of +10).		
Armor: None		

ORYX

Among the few avian species to survive the Fall, oryx can be found throughout most parts of the continent except the Black Desert and the frozen reaches of the Darklands. There are many varieties, each known by the color of its plumage; i.e. red oryx, blue oryx, green oryx, and black oryx, to name just a few. All are small and lightweight, with wingspans averaging just a foot or two in length

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

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

RATH

Scale: 2 (Medium)

CHA 2D	DEX 2D+2	INT 1D+2
Command 4D	Escape 4D+2 Stealth 4D+2	
PER 4D+1	STR 6D	WIL 4D
Hunting 6D+1	Unarmed Combat 8D	

SPD: 10 Luck: 0

Encountered: Most hunt alone, but on occasion a second or third may catch the trail of the same prey. If the prey is small, they will intimidate the others away from their kill. There has been no record of Rath fighting one another.

Attacks/Damage: *Savage bite* 7D+1 (STR+1D+1). *Thick claws* 7D+2 (STR+1D+2).

Special Abilities: *Track by scent. Smell living creatures* (7-mile radius).

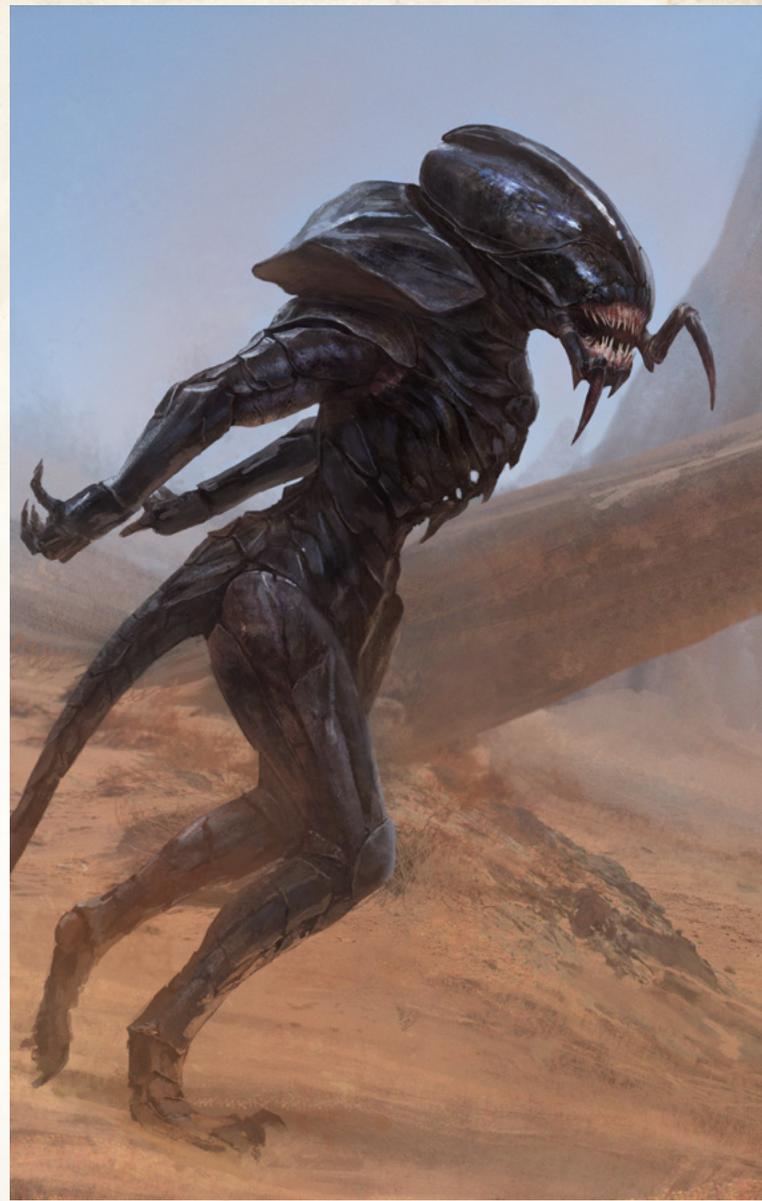
Armor: *Thick metallic scales* PR 1(4) on each location

RATH

Raths may be the most feared predators in all of the Savage Land. These frightening bipedal creatures stand up to eight feet tall and have claws and fangs capable of slicing through the toughest hide, bone, and even non-magical metal armor. Raths roam the eastern barrens of the Wastelands to the Volcanic Hills and the Black Deserts. They never sleep, but stalk the desert sands by day and night, hunting for food.

Raths are eyeless, but possess highly attuned senses of hearing and smell. They can detect the scent of most living creatures at distances of up to several miles. Raths are always hungry, and must feed every day. Once they catch a creature's scent, they follow it relentlessly until they have succeeded in taking down the unfortunate victim. Raths consume their kills in their entirety—blood, flesh, bone, and hide. As such they don't need water, taking what moisture they require from the carcasses of their victims.

The rath's body is protected by a coat of shiny, black, interlocking, circular scales that are as tough as red iron. Some have attempted to hunt raths for their sequins, usually with tragic consequences. The Shaka are known to hunt



raths on occasion, but for a different reason. Among the Shaka, great honor is accorded to any hunter who kills one of these fierce predators, the claws and fangs of which are prized as trophies of the hunt.



REINCARNATOR

Scale: 2 (Medium)

CHA 2D	DEX 3D+2	INT 4D+2
Command 6D	Combat, Ranged 5D+2 Escape 4D Stealth 6D+2	Lore (any two) 6D+2
PER 4D+1	STR 2D+2	WIL 3D+2
Hunting 5D+1	Unarmed Combat 4D+2 Combat, Melee 5D	Curse/Remove Curse 5D+2 Primitive Enchantment 5D+2

SPD: 8, Fly 10

Luck: 5

Encountered: Rarely more than one.

Attacks/Damage: *Energy drain* 3D (*Ranged* 30', ignores all non-magic armor). They may be armed with any melee weapon they find.

Special Abilities: *Possession* (5D+2 vs. WIL to resist. Critical failure results in the immediate destruction of the victim's soul). *Flight* (SPD 10). *Pass through solid matter at will*. *Harmed only by enchanted weapons*

Note: They gain the physical attributes and body of the target they possess, keeping their mental abilities and Energy Drain. Abilities like Flight and the ability to pass through walls are not available and using Possession again results in leaving the current body—which dies if the soul has been wholly destroyed. This happens after the possession lasts more days than the target has +1's in WIL, therefore, a target with 2D+1 WIL will last 7 days before being forever lost. Some shamans maybe able to exorcise the creature, typically with a TN 25 *Remove Curse*, but the ritual takes at least a day (often 2-3) and it is typically easier to trick the Reincarnator into leaving the body.

Armor: None naturally, but they use the armor of a possessed host.

REINCARNATOR

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

Reincarnators possess the ability to possess the physical form of any type of living creature.

Once inside the chosen host, the reincarnator latches on to the victim's spirit, using it as a source of energy and sapping its will. When it has taken over, the reincarnator then adopts the persona of the soulless victim until such time as it chooses to move on again.

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



RHAST

Rhasts are large insects found throughout much of the continent, and can grow up to a foot long. They have six spiny legs, a tough carapace, and a mouth filled with rows of sharp fangs and grasping mandibles. Reviled by nearly all tribes, rhist swarms pose a threat to most forms of plant and animal life. They are the ultimate scavengers, capable of consuming almost anything in their path, including grasses, trees, wood or leather goods, vermin, and even creatures as large as Grazers.

Imazi herders are particularly wary of rhasts, swarms of which can cause extensive damage to their animals and to already-scarce supplies of fodder. Whenever a swarm appears, they prepare flaming torches to drive off the insects with smoke and fire. They also hunt and destroy clutches of rhist eggs, which the female insects deposit in shallow holes dug into the soil.

Both Boglins and Thrax consider rhist a delicacy. They prepare the insects by roasting them alive in their shells and scooping out the soft, cooked remains.

RHAST

Scale: 0 (Tiny)

CHA 2D	DEX 4D	INT 1D
PER 4D	STR 3D	WIL 3D
Hunting 5D		Unarmed Combat 4D

SPD: 8 Luck: 0

Encountered: A swarm is typically two to three hundred individuals, but swarms have been known to combine into masses of thousands. They often break up after a few days, when food is too scarce to support their numbers or if presented with an obstacle like a firewall.

Attacks/Damage: *Bite* 3D+2 (STR+2).

Special Abilities: *Swarm*; the swarm can attack as a unit, using their numbers to increase their effective scale value, see Page 16. Thus 10 to 30 Rhist attack as scale 1, 31 to 200 attack as scale 2, etc. If their effective scale exceeds that of the target their damage is considered Area of Effect. The swarm doesn't take damage as a unit, unless Area of Effect attacks are used, so attacking them only kills a single creature at a time).

Armor: *Carapace* PR 1(2) body and head only.



SAND DRAGON

A species related to the kra, these frightening serpentine monsters are usually found only in the Black Desert region. Sand dragons begin life as eyeless larvae, contained in sac-like eggs deposited by the female in underground caves or deep sand dunes. Over the course of six years, the larva slowly metamorphoses until the mature sand dragon finally emerges: a black-scaled, serpentine monster one hundred feet or more in length, with a mouth full of rows of curved fangs and a voracious appetite.

Sand dragons are relentless predators that attack practically anything that moves, including humanoids, conveyances, and even such fierce predators such as raths. They move easily through or under the sand, leaving faint trails in their wake, only noticeable to skilled trackers and experienced desert-travelers. Often these traces are the only sign that a sand dragon is near, until the creature bursts forth from below and attacks. Kasir traders are said to be able to read these traces, and use them to predict the movements of these monsters.

SAND DRAGON

Scale: 5 (Massive)

CHA 1D	DEX 2D	INT 1D
PER 3D+1	STR 6D	WIL 4D+2
Hunting 4D+1	Unarmed Combat 7D	

SPD: 4, Burrowing 8 Luck: 0

Encountered: Rarely more than one.

Attacks/Damage: **Bite** 8D (STR+2D).

Special Abilities: **Burrowing** (SPD 8). **Swallow** (on a Bite or Charge attack, a critical success results in the target being consumed whole and the victim sustaining 1 wound per round until dead. The Target must be at least 2 scale smaller for this effect to work).

Armor: **Segmented plates** PR 1(-), all locations except the maw.

The Ra tribes bear a special hatred for sand dragons, which they refer to as “the scourge of the desert”. Conversely, certain Azraq tribes are known to travel to the Black Desert just to hunt sand dragons for their glossy black scales and fangs, as well as their succulent flesh.

SATADA

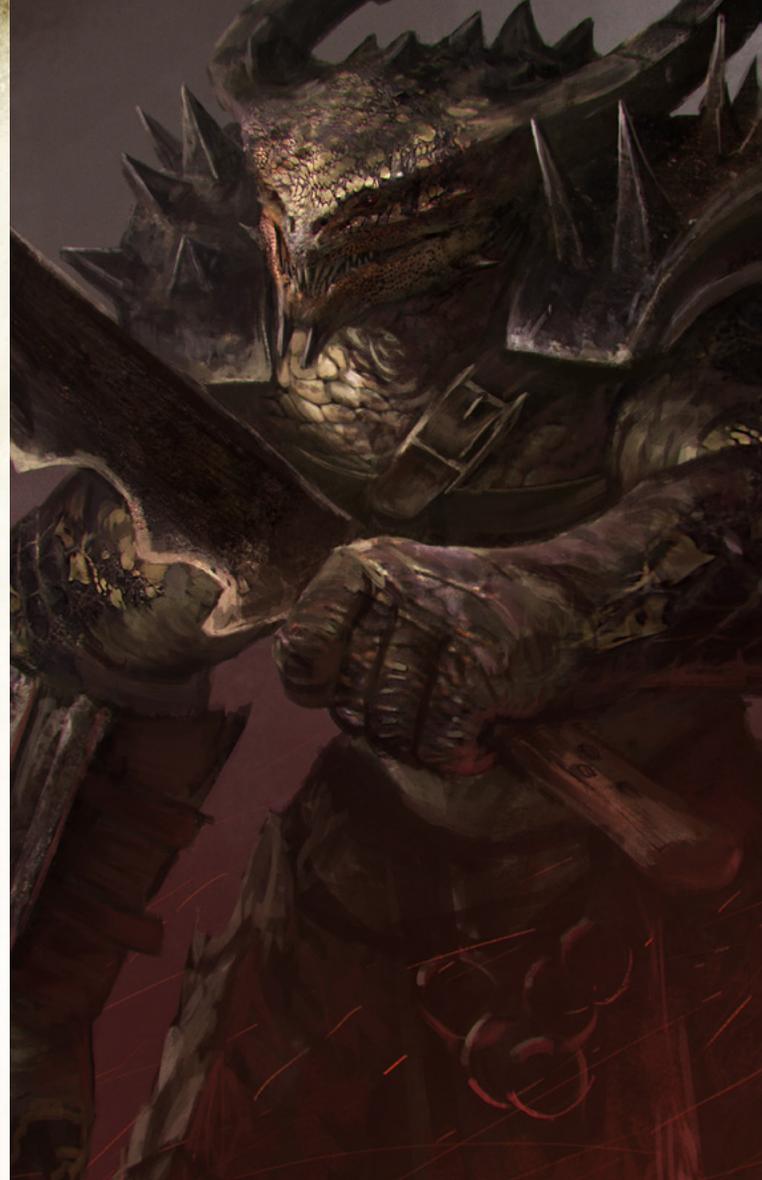
The Satada are an ancient race of humanoids that some believe are the oldest-known ancestors of the Drakken. These bipedal creatures stand up to seven feet tall, and can weigh up to 500 pounds. Satada have a thick, muscular frame, and scaly brown hide augmented with exoskeletal armor plates that protect the chest, shoulders, elbows, knees, and skull. Their natural weaponry includes a long, whip-like tail, a mouth lined with fangs, and clawed appendages.

According to ancient legends, the Satada ruled much of the continent long ago. The rise of the Drakken Empire resulted in the near-extinction of the species. The surviving Satada went underground, where they remained until the time of the Fall. With the Drakken and Archaen Empires now in ruins, the Satada have returned to the surface, seeking to once again establish themselves as a power to be reckoned with.

Bands of Satada can now be found throughout many parts of the continent, from the Dead Forest to the Wastelands. Unlike most tribes, they often travel underground, following an extensive maze of subterranean tunnels that is said to underlay much of the known lands and even beyond. It's said that the Satada know more about the subterranean realms than even the Undermen, who fear these creatures and give them a wide berth.

Satada possess no knowledge of metal-working; left to their own devices, they are only able to make crude blades of bone or obsidian. For this reason the Satada covet iron weapons, and go to great lengths to scavenge them from battlefields or steal them from other tribes.

Satada speak an ancient variation of the Primal tongue, but are primitive and possess limited intelligence. They recognize no other creatures as kin, and regard all other species as enemies, to be slain and eaten.



SATADA

Scale: 2 (Medium)

CHA 1D	DEX 3D	INT 2D+1
Command 3D	Escape 4D	Subterranean Lore 4D+1
PER 3D+1	STR 4D	WIL 3D+1
Hunting 4D+1	Unarmed Combat 5D Combat, Melee 5D	

SPD: 9 Luck: 0

Encountered: 5-12

Attacks/Damage: *Bite/Claws* 4D+2 (STR+2), *Tail* 4D (Success results in a knock-down, a critical success results in normal damage); additionally many Satada are armed with a variety of weapons.

Special Abilities: *Night Vision*

Armor: *Scaly hide* PR 1(2) per location



SCOURGE

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

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

Scourges have ravenous appetites, and a pack

SCOURGE

Scale: 3 (Large)

CHA 2D	DEX 3D	INT 1D+1
	Escape 4D Stealth 4D	
PER 2D+2	STR 5D	WIL 3D+2
Hunting 4D+2	Unarmed Combat 6D	

SPD: 10 **Luck:** 0

Encountered: One to six adults.

Attacks/Damage: *Tail* 6D+2 (STR+1D+2, knock-down on a critical success). *Bite* 6D (STR+1D).

Special Abilities: None.

Armor: *Thick hide* PR 1(3) location.

of these predators can quickly decimate a small-sized herd. Kasiran beast-handlers and Imazi herders despise scourges, and have been known to put a bounty on these predators to help keep their herds safe.

Fierce though they may be, scourges by no means sit at the top of the Savage Land food



chain. Behemoths attack scourges to drive them from their territories, and wild war beasts sometimes hunt them for food. Among humanoids their primary enemies are the Shaka, who hunt the predators for food, trophies, and to test their skill as hunters.

SHADOWWARRIOR

The battlegrounds of the Savage Land are haunted by the spirits of countless warriors slain in battle over the centuries. Though the souls of most of the fallen went on to the spirit world, many were trapped in the mortal realm and became the spectral entities known as shadowwarriors.

In appearance, shadowwarriors resemble dark and ghostly versions of their former, mortal, selves: fully arrayed for battle, wielding shadowy weapons and mounted on spectral steeds. Some shadowwarriors are the shades of races that died out long ago, while others hail from more recent historical periods.

Unseen by day, armies of shadowwarriors rise up from the ground after dark. Most re-enact the battles they fought long ago, fighting

SHADOWWARRIOR

Scale: 2 (Medium)

CHA 2D+2	DEX 3D	INT 2D+2
Command 5D+2	Combat, Ranged 5D Escape 4D	Any two skills 3D+2
PER 3D	STR 3D+2	WIL 3D+2
Hunting 4D	Unarmed Combat 5D+2 Combat, Melee 5D+2	Beast Handling 5D

SPD: 8 **Luck:** 4

Encountered: Varies. If a Shadowwarrior is hunting down living enemies typically they do it alone or with those they have slain along the way. On an ancient battlefield it is possible to meet many hundreds of these creatures.

Attacks/Damage: *Spirit Weapons* 4D+2 (ignores normal armor, does spiritual wounds that are applied to WIL instead of STR in terms of determining penalties and death. Spiritual wounds can't be healed normally, only through time and rare Primitive Enchantments).

Special Abilities: *Immune to normal weapons* (harmd only by silver or enchanted weapons). *Susceptible* (Strong Light, penalty of -1D to -2D to all actions, may retreat if the light is from an enchanted source).

Spirit Drain (a successful attack against a living creature heals 1 wound of the Shadowwarrior, 2 wounds on a critical success).

Armor: PR 1(3) against spiritual attacks, none against enchanted or silver weapons.



spectral versions of the same enemies they fought in life. Others simply wander ancient battlefields, reminiscing on days past or mourning the loss of their former comrades.

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

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

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

SHADOWITCH

Scale: 2 (Medium)

CHA 2D	DEX 3D	INT 4D+2
Barter 4D Command 4D	Escape 4D Stealth 5D	Any three skills 5D+2
PER 3D+2	STR 3D	WIL 4D
Hunting 4D+2	Unarmed Combat 5D Combat, Melee 4D	Curse/Remove Curse 6D Any two skills 5D

SPD: 8 Luck: 6

Encountered: Rarely more than one.

Attacks/Damage: *Draining Touch* 3D (ignores normal armor, does spiritual wounds that are applied to WIL instead of STR in terms of determining penalties and death. Spiritual wounds can't be healed normally, only through time and rare Primitive Enchantments).

Special Abilities: *Evil Eye* (Curse vs. WIL, results in a -1D penalty to one attribute that increases by -1D per day for three days, the effect produces a visible change such as withering physically). **Immune to normal weapons**, Harmed only by silver or enchanted weapons.

Susceptible (Strong Light, penalty of -1D to -2D to all actions, may retreat if the light is from an enchanted source). *Draining Touch* (a successful attack against a living creature heals 1 wound of the Shadowwitch, 2 wounds on a critical success).

Armor: None

SHADOWITCH

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

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

Shadowwitches have the same primitive magical



capabilities that they had in life, but don't require rituals to cast spells; they need only utter the words associated with the ritual to achieve the desired effect. Shadowitches also possess the ability to curse any living thing merely by gazing into its eyes, known as the *Evil Eye*.

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

SNIPE

Snipes are a highly intelligent species of mollusk native to the bogs and marshes of Talislanta. Their shells, which can measure up to five feet in diameter, are constructed of convoluted spirals of glistening calcinate.

Snipes are possessed of an insatiable curiosity.

SNIPE

Scale: 2 (Medium)

CHA 3D+1	DEX 2D+2	INT 4D
Barter 4D+1 Diplomacy 5D+1	Escape 4D+2 Stealth 3D+2	Engineering (Basic) 5D Lore (any one) 5D
PER 4D	STR 2D+2	WIL 3D

SPD: 4, Mud Burrowing 10

Luck: 0

Encountered: At first only one will investigate an approaching stranger, but if it determined to be safe (and interesting), any number of snipe eye and mouth stalks may appear from the mud to converse. They live in mud colonies that contain up to 100 individuals.

Attacks/Damage: *Pitfall* (Use Engineering (Basic) skill, traps the target for 1D rounds, +1D on a critical success, target can use Escape at TN 15 to extricate themselves from the mud pit, but a critical failure may result in drowning)

Special Abilities: *Mud Burrowing* (SPD 10). *Speak in tongues*. *Immune to magic*.

Armor: *Thick shell* 1(-), doesn't protect underbelly, but that is normally submerged in mud

They are burrowers by habit, and seldom emerge from the mud and mire in which they dwell; but when they desire to communicate with surface-dwellers, they extend an



eye/mouth stalk some three feet above the surface. They speak many languages, and can converse with all manner of living organisms. With their eye/mouth stalks poked above the ground, snipes see and hear most everything that occurs in their territories, and happily relate all that they know. They expect news in return, however, and won't give information unless this consideration is met.

In spite of their awkward-looking bodies, snipes are surprisingly swift. They are able to move through mud as fish swim through water, and can withdraw their eye/mouth stalks into their shells in the blink of an eye. While snipes are not violently inclined, they will tunnel beneath creatures who mean them harm, creating cave-ins and pitfalls.

SPECTRE

Scale: 2 (Medium)

CHA 2D+1	DEX 2D+2	INT 3D
Escape 4D Stealth 4D+2		
PER 3D+2	STR 3D	WIL 3D

SPD: 8 Luck: 4

Encountered: Rarely more than one.

Attacks/Damage: Spectral claws 3D+2 (ignores normal armor, does spiritual wounds that are applied to WIL instead of STR in terms of determining penalties and death. Spiritual wounds can't be healed normally, only through time and rare Primitive Enchantments).

Special Abilities: *Frightful visage* (WIL vs. TN 20 or be paralyzed for 1D (WILD) rounds). *Night vision*. *Immune to weapons* (harmed only by silver or enchanted weapons). *Vulnerable* (charms, talismans and masks designed to ward them off, PER vs. 15 resistance roll by the Spectre, if failed the creature ignores the target, a critical failure causes the creature to flee).

Armor: None.

SPECTRE

Called spirit-vampires and soul-eaters by the Imazi, these hostile wraiths feed on the souls of living creatures. So frightful-looking are these ghostly entities that the mere sight of a spectre can cause other living creatures to freeze in fear (save against Wisdom or succumb to fear).

Their non-corporeal claws cause no visible wounds, but each attack tears away a piece of the victim's soul. If the spectre devours a victim's entire soul, the victim becomes a haunted, soulless thing, with no volition of its own. Unless the victim's spirit is retrieved, death usually follows within seven days.

Soul-jars afford protection against spectres, whose claws can't penetrate these protective enclosures. Kasiran fetish-masks and talismans, and Imazi totems and facial tattoos can confuse a spectre and deter it from attacking (roll against the spectre's Perception, DC 15). Being immune to fear, Vandar never freeze in a spectre's presence; however, they are still susceptible to the spectre's spirit-attack. Only Warloks, who have no souls, are truly immune to the attacks of these entities.



STRIDER

Striders are bipedal, reptilian creatures that can be found throughout the Wastelands, Volcanic Hills, and parts of the Wilderlands. They stand seven to eight feet in height, and have powerful hind legs, short grasping forelegs, and a long tail. Tough scaly hide, studded with spines along the head and neck, provides some protection from predators. Their front and rear claws are sharp, and they are capable of delivering a nasty gash. However, the primary defense mechanism of the strider is speed.

Striders are swift afoot, and are not impeded by most types of rough and rocky terrain. They are very agile, and can outrun most large and medium-sized creatures, including war-beasts, catdrac, and lopers. In the wild, striders survive by eating smaller creatures such as hoppers and vores, and by scavenging the remains of carcasses left behind by larger predators. The creature's long neck and narrow cranium allows it to snatch small prey from crevices, holes, and burrows.

Unlike lopers, striders can be tamed and used as steeds. If treated well and fed regularly, they make loyal and dependable mounts. Striders are

STRIDER

Scale: 3 (Large)

CHA 2D+2	DEX 3D+1	INT 1D
Escape 5D+1		
PER 3D	STR 5D	WIL 3D+2
Hunting 4D	Unarmed Combat 6D	

SPD: 14 Luck: 0

Encountered: In the wild a group of two to eight Striders are common. Larger packs have been sighted, but only near very large prey and seldom do they remain together for long.

Attacks/Damage: *Bite* 6D (STR+1D). *Talons* 6D+2 (STR+1D+2). *Tail* 5D (a success merely results in a knock-down, a critical success results in normal damage).

Special Abilities: None.

Armor: *Scaly Hide* PR 1(2) per location.

strong enough to easily carry riders of medium stature, such as Shan, Viragos, Reavers, and Kasir. However, they can't carry larger humanoids like Vandar or Umar. Azraq sometimes use striders as mounts, but only if lopers are scarce—they prefer to use striders for food.



TARKUS

Tarkus are fierce carnivores believed to have once been bred by the ancient Archaens to serve as guard and hunting animals. Fully grown, they measure about seven feet long and four feet at the shoulder. Tarkus have powerful, fanged jaws that enable them to lock onto prey with an almost unbreakable grip. The creature's muscular frame is well-armored with a combination of thick hide, fur, and tough exoskeletal plates that run along the creature's back and down its tail.

After the Fall, many tarkus escaped into the wild, where they thrived as highly efficient predators. They can now be found throughout the Wastelands and Junglegrounds, as well as the Volcanic Hills.

TARKUS

Scale: 3 (Large)

CHA 2D+1	DEX 3D	INT 1D+2
	Escape 4D+2 Stealth 5D	
PER 4D	STR 4D	WIL 3D+2
Hunting 6D	Unarmed Combat 6D	

SPD: 11 **Luck:** 0

Encountered: Normally one, but mated pairs are not uncommon. They are territorial, but seldom fight each other. In fact, at the meeting of two, or more, territories they may attack a herd of animals individually and take advantage of the chaos the others create. If a party, or herd, is very large they attack at the perimeter and drag away prey.

Attacks/Damage: *Bite* 6D (STR+2D, grappled on a critical success).

Claws 5D (STR+1D).

Special Abilities: *Track by scent. Night vision.*

Armor: *Exoskeletal plates* PR 1(-) on back; *Thick Fur* PR 1(1) all other locations.



VENNIN

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

Vennin ooze a deadly toxin that is odorless and almost impossible to detect. Anything a vennin touches or rubs against becomes tainted with this substance, which acts like a powerful and insidious contact poison. Exposure to even a tiny amount of vennin toxin is sufficient to cause dizziness; or, in slightly larger doses, terrifying hallucinations. The creature's bite invariably leads to death, typically in just a few seconds.

Vennin poison is highly valued as a trade good by the Thrax. They go to great lengths to obtain this substance, which is used to make blade-venoms, as well as a rare and costly antidote for vennin-poisoning, which only Thrax know how to concoct.

VENNIN

Scale: 1 (Small)

CHA 2D	DEX 3D	INT 1D+2
	Escape 5D Stealth 5D	
PER 3D+1	STR 2D	WIL 3D
Hunting 4D+1	Unarmed Combat 4D	

SPD: 6 **Luck:** 0

Encountered: Typically one, but if a traveler should be unlucky enough to fall into a nest of the creatures they can number in the hundreds.

Attacks/Damage: *Bite* 2D+2 (STR+2, Poison, 3D for 5 rounds, requires either a wound or a Called Shot to soft tissue; a critical success results in an additional 2 rounds of poisoning due to an efficient introduction of the poison).

Special Abilities: *Poison skin* (contact with the skin of a vennin, without protective gloves or clothing of some kind, results in 1D damage and 2D rounds of sickness and even hallucinations, incurring a -2D penalty to all skill checks).

Armor: None.



scattered debris of ancient ruins and battle-grounds. At night, they crawl forth to search for food to keep their nest sustained, though in times of deprivation they often resort to cannibalism.

VORE

Scale: 1 (Tiny)

CHA 1D	DEX 3D	INT 1D
	Escape 5D Stealth 5D	
PER 3D	STR 2D	WIL 3D+1
	Unarmed Combat 4D	

SPD: 7 Luck: 0

Encountered: Typically one, but a nest can have up to 40 creatures. Their nests are generally difficult to get into, so entering one often requires deliberate action.

Attacks/Damage: *Bite* 2D+2 (STR+2, Vore make Called Shots to target soft tissue; note the scale bonus. If soft tissue is struck, or a wound is caused, the vore automatically latches on and begins to drain blood for 1D+2 damage per round until the target is dead. This damage is considered scale 2).

Special Abilities: *Intractable bite* (STR vs. TN 15 to remove). *Disease carriers* (A target that suffers a wound due to the leaching of their blood must make a check to resist being infected with blood-fever, STR vs. TN 20. See Chapter 1, pg. 22).

Armor: None.

VORE

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

Vores nest in writhing knots comprised of as many as forty individuals. They can be found in most regions, living under rocks or amidst the

WHITE WYRM

Largest of all creatures found in the Savage Lands, the white wyrm is a giant, deathly-white predator that is believed to originate from one of the lower planes. White wyrms resemble immense, eyeless serpents, and may exceed a thousand feet in length and over fifty feet in diameter. Their fanged maws emanate an uncanny aura of negative elemental energy that makes these creatures capable of burrowing through almost any sort of substance, including solid stone and even time and space; their passage through the dimensional fabric can leave wyrms-holes or rifts that lead to other locales or realities. White wyrms are at



the very top of the food chain: they prey on all creatures, and conversely, have no known natural enemies. They are even able to feed on demons and spirits.

WHITE WYRM

Scale: 6 (Gigantic)

CHA 2D	DEX 2D	INT 1D
PER 4D	STR 6D	WIL 6D

Unarmed Combat 9D

SPD: 6, Burrow 12 **Luck:** 4

Encountered: One, only in the other planes of existence can more than one be seen.

Attacks/Damage: **Claws** 8D (STR+2D). **Bite** 9D (STR+3D, Area of Effect to creatures scale 4 or smaller, scale 2 creatures (including large masses of them) are automatically swallowed whole and die).

Special Abilities: **Burrow** (SPD 12). **Create Wyrmhole** (enables the creature to move to another plane of existence or pass through obstacles such as mountains, fortifications, and even oceans. Wyrmholes may linger after created or close with 1D rounds after the creature passes through). **Tough** (+3 Wounds)

Armor: Tough scales PR 2(-); the only weak spot is inside the maw of the creature.

THE WITHEN

The Withen are a mysterious folk, about whom almost nothing is known. It is said that they stand nearly eight feet tall, and are preternaturally thin, with long, bony fingers. They dress in loose-fitting hooded robes, and wear veils that completely conceal their features. The Kasir claim that every Withen carries a wooden staff, carved onto the head of which is an eye inscribed inside a silver pentacle. They say that



the Withen are blind, and that without these staves they are unable to see.

The Withen are believed to reside inside an ancient stone structure known as Labyrinthe, said to be located somewhere in the Black Desert. According to legend, this immense serpentine structure is actually a giant construct of some sort, capable of moving slowly across—or perhaps even under—the desert sands. If true, this would explain why it is so difficult to find.

It is said that it is possible to petition the Withen for knowledge—if one can locate Labyrinthe. However, such always comes at a price, which can be anything from a simple favor to an odious task or a long and dangerous quest. Others believe that to even approach the

Withen is dangerous, or possibly suicidal

Those who are inclined to believe in conspiracies have speculated that the Withen observe, and even secretly manipulate, events in the Savage Land. Others scoff at such tales, and claim that the Withen are merely archivists and collectors of artifacts from past eras.

WITHEN

Scale: 2 (Medium)

CHA 1D	DEX 2D+1	INT 6D
Barter 5D / Diplomacy 3D	Escape 3D+1 / Stealth 3D+1	Any three skills 8D
PER 4D+2	STR 4D	WIL 4D
Language (Any two) 6D	Combat, Melee 5D	Any two skills 6D

SPD: 9 Luck: 4

Encountered: Outside of the Labyrinthe there have never been an encounter with more than one of these beings. Inside the Labyrinthe any number can be encountered, though they seldom present themselves in great numbers.

Attacks/Damage: Staff 5D+2 (STR+1D+2, Enchanted).

Special Abilities: *Night Vision*. *Immunity* (Disease, Poison).

Armor: *Robes* PR 1(1) per location

FLORA

Ambush Plant

The ambush plant is a large fern-like plant with globular fruit and thick, sweet-scented flowers. The scent of the flowers is aromatic and beguiling, luring in all manner of insects, small mammals, and even humanoids. However, when disturbed, the plant suddenly sprouts a number of thick, heavy spines that prevent animals from reaching its fruit. The spines bear seeds at their bases. If the plant is disturbed when the fruit are at their ripest, a large number of these spines are forcefully discharged from the trunk. Animals pierced by these spines often die from the toxins in the ambush plant's sap, serving as fertilizer for

the seeds in the base of the rigid, three-sided spines. Narada are immune to the toxins of the ambush plant and frequently harvest the nectar from the flowers and the ripened fruit.

Balm Root

A small, thick tuber found across the continent, balm root grows even in harsh and arid climates. It is well-known for its ability to regenerate itself, regrowing even when badly damaged. As long as just an inch of its root system remains intact, the plant can begin to grow back in as little as a week. The thick tubers are edible and serve as a source of food for many creatures. Perhaps more importantly, the juice of the balm root plant promotes rapid healing in both animals and plants. Many creatures are known to eat balm root when sick or injured, and the plant's properties can be enhanced when brewed in certain types of potions and salves.

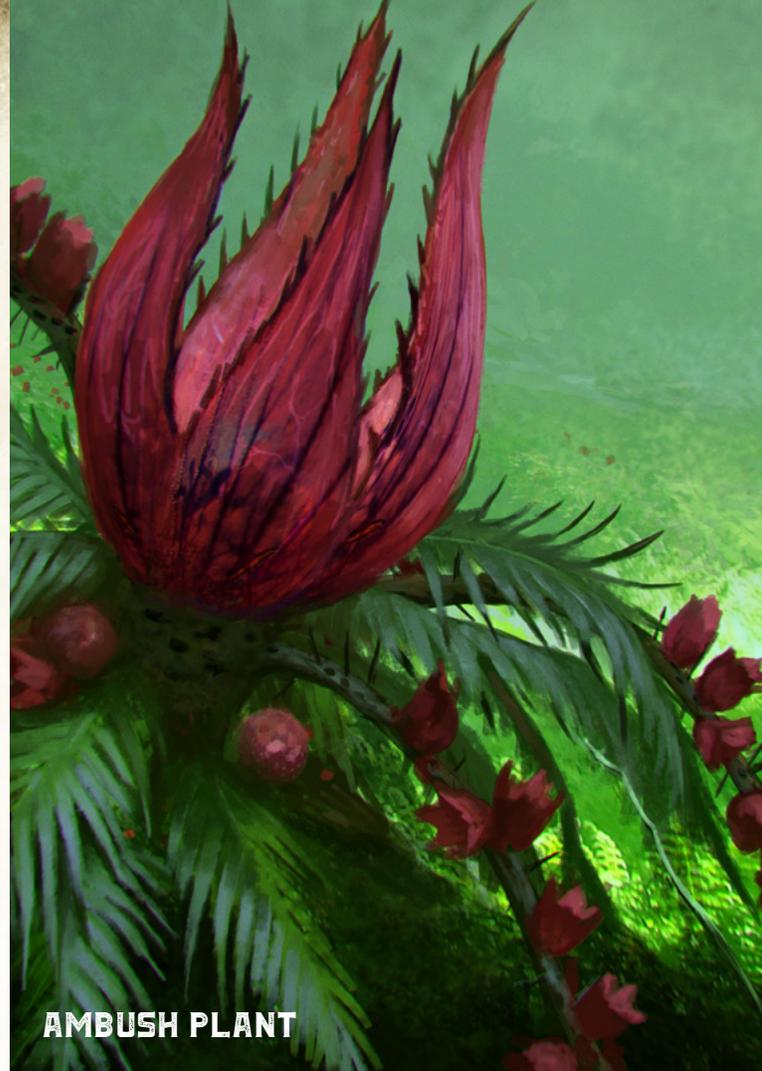
Black Moonblossom

A thorny, black-leaved plant that blooms only on nights of the full Black Moon. When in bloom, it exudes a scent that has powerful narcotic properties; effects can range from extreme intoxication and euphoria to loss of consciousness for hours, days, or even weeks. Black moonblossom is valued by some tribes, as the petals and pollen can be used to concoct sleeping potions and a type of crude but potent alcoholic drink called black arrack.

Black arrack has a harsh, bitter taste, but when taken in sufficient quantities it can be used as a pain-killer—or as a means of getting very drunk. Black arrack is popular with the Golgoths and Umar, but Beastmen can't tolerate it; even a few sips of black arrack make the beast-folk even more hostile and unpredictable than usual.

Cannibal Tree

This massive and loathsome species of plant is found only in the Dead Forest and parts of the Jungleslands. It can grow up to forty feet tall and



AMBUSH PLANT





BLACK MOONBLOSSOM

eight feet in diameter—large enough to swallow average-sized humanoids whole. A cannibal tree mimics other trees in its vicinity, standing straight with its uppermost extremities and gaping maw concealed in the tree tops. It senses prey approaching by vibration. When a victim approaches, the tree whips down with great speed and snatches the victim in its fibrous jaws. The tree then attempts to swallow its prey, using its tendrils to ensure that the victim doesn't escape. It's said that victims swallowed by a cannibal tree can live for as long as 2-3 days inside the creature's "gullet" as it is slowly dissolved by the plant's acidic digestive juices.



CANNIBAL TREE

Deadwood

Deadwood is a variety of gnarled, twisted tree found in desolate regions of the Lost Sea, the Dead Forest, and scattered about the Wastelands. Deadwood trees produce no leaves or fruit and appear to require neither water nor sunlight; these strange trees have even been found growing in dark, underground regions.

The Narada claim that deadwood trees are alien to the Savage Land, and that their roots originate from somewhere deep in the lower planes. They claim that these entities are not a part of the natural world, but are a form of sentient plant-demon that has invaded the Talislantan reality; to what end, the Narada don't know.

Deadwood trees emit a dark, resinous sap that is poisonous to all other plants. Whenever Thrax must travel to the Dead Forest region, they dip their weapons in deadwood resin, in case they must defend themselves against ghaun, mandragores, or other hostile plant-organisms.

Desert Thistle

This thorny plant grows only in arid regions, such as the Black Desert. The plant's spiny pods contain soft, flax-like fibers that can be woven into cloth or rope. Thistle-pods are much valued by the Kasir, who use them to make a rough-spun but comfortable cloth known as Kasiran linen.

Iron-Needle

Iron-needle is a variety of succulent indigenous to the Black Desert and certain parts of the Wastelands. The plant resembles a lusterless black cactus, roughly two feet in height and globular in form. It has a fibrous husk covered with dozens of six-inch long spines, each as tough as iron and exceedingly sharp.

Iron-needle spines are valued as trade goods by a number of tribes. Kasir tomb-robbers use them to make lock-picks, Reavers use them as awls and sewing needles. The Yann use iron-needle spines as nails and to make certain types of tools. Thrax use them as ammunition for their dart-throwers, while both Imazi and Witchman tribes use the spines as blow-gun darts.

While iron-needle spines are in some demand, they are not easy to obtain. The plant defends itself from predators by reflexively launching a volley of spines at any creature that approaches within a few feet of it. These spines are capable of piercing skin, clothing, and hide, and can be quite painful to remove. It is said that Narada possess the ability to placate an iron-needle plant and get it to part with some of its spines in return for water.

Kesh

A plant that acts as a powerful narcotic and is used in many Witchman rituals. Under its influence, Witchman shamans are able to see into the spiritrealms, and commune with undead entities such as disembodied spirits, wraiths, and shadowwitches.



Lotus

The Talislantan lotus is a variety of water lily found only in parts of the Jungleslands and Boglands. Two varieties are considered particularly valuable: green lotus and black lotus.

Green lotus pollen acts like a healing potion and curative for most other forms of plant life, including Narada. An infusion of green lotus pollen and clean water can be used to make plants and trees grow faster or regenerate more quickly. It's said that Imazi shamans know how to create a potion from green lotus that allows the drinker to communicate empathically with most types of plants and trees.

The powder or smoke of the black lotus



possesses powerful narcotic and hallucinogenic properties, said to confer clairvoyant visions and reveal secrets about individuals known to the user. Use of this substance, however, runs a cumulative risk of black lotus addiction. Despite this potential danger, the black lotus powder is sought after by those who seek power over their enemies.

Mandragore

Denizens of the Dead Forest, mandragores are an intelligent and motile species of plant life. Rarely exceeding three feet in height, these strange creatures are inactive by day, when they stand rooted to the ground. Though individuals skilled in wood lore can sometimes spot them, mandragores appear much like ordinary plants during the day.

But come evening, these creatures uproot themselves and stalk the forest in bands of up to two dozen individuals, searching for prey. Using nets of woven vines and grasses, they snare their victims and bury them alive, feeding off their remains as normal plants draw nutrients from fertilizer. Mandragore groves often contain an assortment of valuables, buried and left to rot 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 to trap their prey. They fear fire and may be dispatched easily enough by a concerted show of force.

Mantrap

The mantrap is a giant flowering plant found only in the Junglegrounds and parts of the Boglands. This dangerous organism exudes an intoxicating scent that may be borne on the wind for distances of several miles. The mantrap's scent is irresistible to most living creatures, and those affected by it head unerringly towards the plant, oblivious of its influence.

Once an affected creature or individual reaches a mantrap, the plant enfolds the unwitting victim in its petals; such is the plant's power that victims usually offer no resistance, and even seem to welcome the mantrap's embrace. Death by asphyxiation results within three minutes, after which the mantrap begins to dissolve and digest its prey. An hour later, the plant disgorges any inedible materials (cloth, metal, bone, etc.) that it has swallowed. Despite the considerable risks, Witchman shamans are known to hunt mantrap for its pollen, a narcotic substance called *euphorica*, which is also said to be of use in love potions.

Needlegrass

A common and hardy weed that is almost impossible to kill, needlegrass can be found almost everywhere in Talislanta except the

Black Desert. Though it is tough and spiky, Needlegrass is an important food source for many types of wild herd beasts. The fibrous leaves are tough enough to be woven into baskets and rope.

Skullcap

Skullcap is a poisonous variety of mushroom notable for its bone-white cap and black, bowed stem. Taken in minute quantities (half a dram or less), the mushroom causes highly irrational and even violent behavior, resulting from strange and sometimes horrific hallucinations; the symptoms last up to one hour. A dram or more causes swift and painless death in most cases, usually within two minutes.

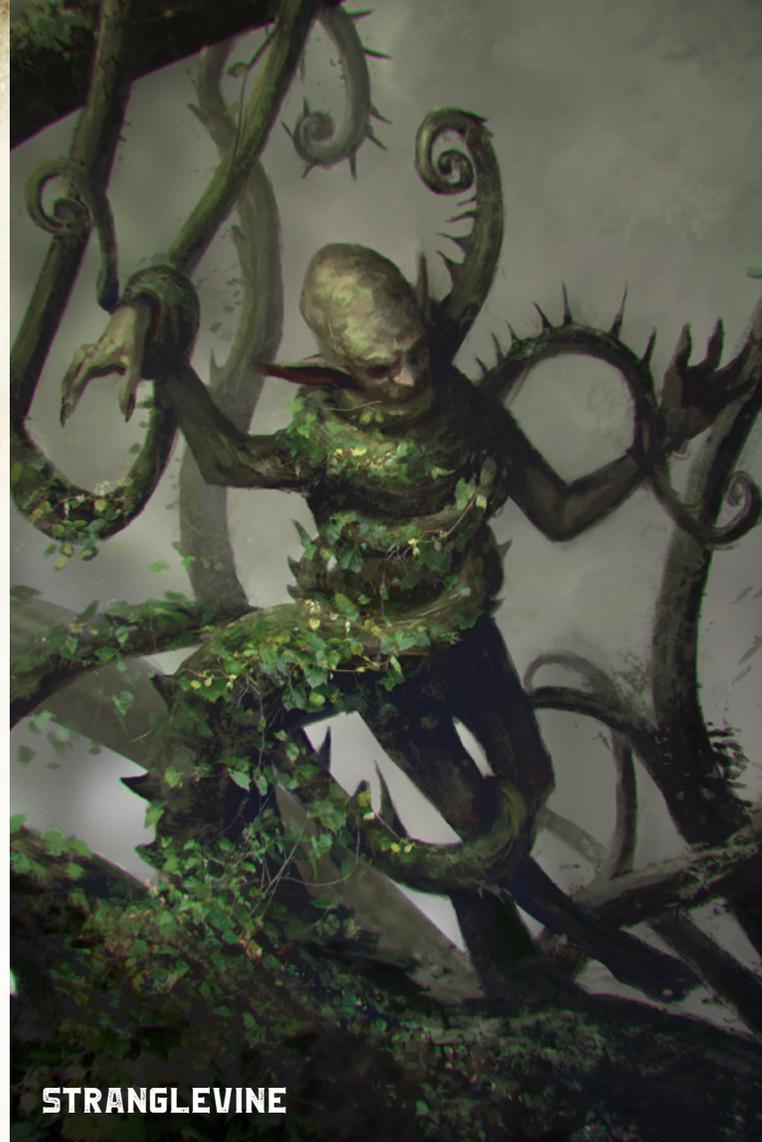
Spike Tree

Spike trees are a peculiar plant species found only in the Dead Forest and parts of the Junglelands. The trees are leafless, short and squat, with three thick limbs that spread outward from a central trunk and root system. Each limb is lined with double rows of forty or fifty spikes or spines, each ranging in size from about a foot to as long as ten feet. Many tribes harvest these spines and use them to make arrow shafts or spears.

Stranglevine

Stranglevine is a rugged species of parasitic plant found in most the Junglelands, the Dead Forest, and parts of the Wilderlands. In its native environment, the plant is difficult to detect, for it intertwines itself in the branches of other trees and shrubs. When a creature passes within a few feet of a stranglevine, the plant extends a whip-like tendril to ensnare its prey. If successful, the vine twines about its victim, seeking to immobilize and strangle it in its tough, fibrous coils.

Stranglevines draw nutrients directly from the decomposing corpses of slain victims, the remains of which often provide a grim clue as to the



STRANGLEVINE

location of these dangerous plants. Stranglevine won't attack Narada, ghaun, or mandragores, as they don't feed off of plants of any kind.

Tanglewood

Tanglewood is a tree found sporadically throughout the Wilderlands and Savannahlands; a tropical variety grows in great abundance in the Junglelands. Tanglewood is very hardy, requires little water, and can grow even in poor, rocky soil. It has no leaves, and is ignored by most creatures, who find its taste disagreeable.

Tanglewood trees only grow up to about ten feet high, but can spread to almost a hundred feet in diameter. The gnarled, tangled branches of this tree can create a dense thicket that's very difficult to get through except by cutting

or burning. The tree's branches are so warped that the wood is next to useless for building anything, though the smaller branches can be woven into baskets. Tanglewood is very dry and makes good kindling.

Thornwood

This tree is similar to tanglewood, but its branches are covered in sharp thorns and barbs. Most common in Junglegrounds, thornwood is also found throughout Wilderlands and Dead Forest. It is despised by most creatures, which usually go to great length to avoid contact with its branches, though Narada and ghaun don't seem to mind it as much.

Underroot

A subterranean tuber that grows entirely under the ground, Underroot resembles a cluster of brownish bulbs, each about six inches in diameter. A single underroot may consist of dozens of these bulbs, all connected by a net of thin, fibrous roots. The outer shells of these bulbs are tough and can be dried in the sun to produce cups or vessels for holding water. The soft, pulpy, inner core is nutritious, and contains a fair amount of water. A single bulb contains enough nutrients and liquid to sustain an average-sized humanoid for one day. The plant is a primary source of food for subterranean creatures, including Undermen, who zealously guard choice colonies of underroot plants.

Vampire Root

This uncanny plant only lives underground—no portion of the plant ever grows above the surface. It resembles a gnarled, serpentine root up to ten feet long, with a mouth-like orifice surrounded by a nimbus of pale white tendrils.

Vampire Root burrows through the soil like a worm, preying on the roots of other plants and trees. When it locates a suitable victim, it latches onto a root and begins feeding off the victim's vital juices. If not stopped, vampire

root feeds until its victim is dead. While this plant is not a threat to humanoids, it can be quite deadly to mandragores, which root in the ground by day, and Narada, which send forth root-tendrils at night to find water.

Venomwood

The venomwood tree is a rare variety of tropical plant found in the Junglegrounds. Its wood exudes a virulent poison which is thought to protect the tree from boring insects and termites. The cannibalistic Witchman tribes make poison arrows (as they are most aptly called) from the branches of the venomwood, employing them against other tribes in the region. Victims hit by a poison arrow first experience searing pain in the area surrounding the wound, followed swiftly by a noticeable loss of strength. Unless an antidote can be obtained, even the slightest wound from a poison arrow results in death within two to eight hours.

RANDOM ENCOUNTER TABLES

This chapter contains Random Encounter Tables for each of the eight major regions of the continent, plus a separate sub-table for the most unusual and dangerous of all encounters in the Savage Land: the Gyre.

The Random Encounter Tables can be used by DMs to quickly create encounters that are specifically keyed to any region of the Savage Land setting. Each encounter is presented in an open-ended way so it can easily be tailored to fit anything from a small group of PCs to a large tribe. Most entries also have multiple plot-lines, allowing the DM to choose whatever option works best for his game.

The Random Encounter Tables can also be used in a non-random fashion, as a source of ideas. The DM should never feel bound to any of these tables. Instead, they should be treated as resources to be used as each DM sees fit.

List of Random Encounter Tables:

- ♣ Black Desert (page 203)
- ♣ Darklands (page 205)
- ♣ Dead Forest (page 207)
- ♣ Junglegrounds (page 209)
- ♣ Plains of Armageddon (page 211)
- ♣ Volcanic Hills (page 213)
- ♣ Wastelands (page 214)
- ♣ Wilderlands (page 216)
- ♣ The Gyre (page 219)

BLACK DESERT

ROLL	ENCOUNTER
11	The Gyre: roll again on the Gyre Random Encounter Table.
12-13	Signs of life: the characters find signs that they are not alone in this area, such as foot-prints, paw prints, hoof-prints, or claw-marks (single, a few, or very many); blood stains or a trail of blood droplets; the half-eaten remains of prey (beast or humanoid); one or more dead tribesmen (check body to determine cause of death); a burned cargo dray, or smoke from a distant fire.
14	Torquaran ruins: every type of Torquaran ruin can be found in the Black Desert, from hidden tombs to mountaintop temples. Many still hold artifacts that the Ra consider priceless, including Torquaran sacrificial relics, enchanted weapons and armor, and all sorts of black-magical writings and paraphernalia (see Ruins, page 221 for details).
15-16	Kasir: tomb-robbers, who may have come from various regions, offering goods for barter. GM's choice: Archaen-made weapons, tools, or implements (non-magical); Archaen curios (some of unknown type), Archaen enchanted swords, daggers, armor, shields, staves; Archaen magic rings, talismans, orbs; silver coins, blades, ingots, pieces of chain-mail armor.
21-22	Ra paladins: two or more Ra in full armor, mounted on warbeasts. They are leading one or more humanoid captives (GM's choice as to type of humanoid) back to their stronghold, for questioning or ritual sacrifice.

BLACK DESERT (CONT...)

ROLL	ENCOUNTER
23-24	Ra warriors: Ra warriors escorting a large or small slave coffle to excavate what they believe to be an ancient Torquaran tomb. They are accompanied by a Ra paladin, and possibly one or more Golgoth slave drivers.
25-26	Thrax weapon dealers: traveling in an armored cargo dray drawn by land lizards. They're either looking to acquire or trade for ancient Torquaran artifacts, or carrying Torquaran artifacts for trade.
31-32	Kasir: they may initially try to pass themselves off as traders, but they're actually tomb robbers who are trying to avoid the Ra as they look for ancient tombs to rob. They may be interested in hiring some help, especially if they've lost a few of their number to Ra or deadlier-than-expected traps—which they may or may not bother to mention to the characters.
33	Andrak: one or more intelligent, demon-visaged spider-creatures lurking in holes like trap-door spiders, waiting to ambush unwary creatures or humanoids. One might find the possessions of past victims in their trap-pits.
34	Malathrope: hiding on the lee side of a black sand dune; may be following the characters or trailing other prey. Very dangerous, as these black-skinned predators easily blend into the environment of the Black Desert.
35	Rath: hunting, and hungry enough to attack almost any potential prey.
36	Andrak: the characters spot one or more andrak trading with Golgoths or Thrax, offering valuables carried by humanoids that they have slain and fed on in exchange for living creatures that the andrak can use for food.
41	Ancient burial grounds: a stretch of desert dotted with ancient grave-markers, worn smooth by wind and sand. The graves here may have been used to inter Torquar or other warriors, or victims of the Torquaran necromancers. There may be just a few graves, or many, or maybe just one mass grave. They may hold valuable items or weapons, and may be infested with necrophages.
42-44	Caves, craters, chasms: some lead to Torquaran tombs, others to hungry groups of Undermen.
45-46	Yann salvagers: the Black Desert is not their favorite salvage-ground, and they will usually only be here if hired by others to salvage or exhume something very large and valuable, such as an Archaen siege golem or iron dragon.
51	Archaen ruins: buried beneath the sands since before the Fall, now revealed by a sandstorm or the Gyre. It may be a single structure, or part of a small city; it may contain enchanted artifacts or weapons.
52	Shadowwarriors: these spectral warriors are only encountered after dark. They may be oblivious to the living, or hostile, or just lonely and forlorn and looking to communicate with another soul.
53	Shadowitch: the shadow of a witch or shaman, wandering the desert by night. It is seeking living creatures or humanoids so that it can feed on their life-force. If the shadowitch is weak, it may choose an isolated or weaker victim to prey on. If it is powerful, or very hungry, it may attack an entire group, using its magic to confuse or weaken its intended victims.
54	Spectre: one or more wraith-like soul-vampires, either wandering the desert at night or lurking in a cave or tomb. These entities are terrifying to behold.
55	Labyrinth: a great stone maze that moves, serpent-like, under the desert sands. It occasionally surfaces for a short time, during which communication with the Withen may be possible, typically via extensible spy-tubes that the Withen use to observe the outside world.
56-61	Onyx crystals: one or more, large or small. These pure, flawless stones are valued for their uses in black magic rituals and, in the old days, scrying orbs.
62	Sand dragon: faint trails visible in the sand, indicating the presence of one or more of these creatures just below the surface. Roll using the sand dragon's PER to see if it has noticed the characters; if has, it circles beneath them in an ever-narrowing spiral while deciding whether to attack or not.
63-66	Salvage: may include any of the following: discarded clay pots or water-skins; a damaged but salvageable light cargo sledge; giant kra bones, fangs, claws, or hide; miscellaneous bits of glass, metals, crystal, or hide.

DARKLANDS

ROLL	ENCOUNTER
11	The Gyre: roll again on the Gyre Random Encounter Table.
12	Signs of life: the characters find signs that they are not alone in this area, such as footprints, paw prints, hoof-prints, or claw-marks (single, a few, or very many); blood stains or a trail of blood droplets; the half-eaten remains of prey (beast or humanoid); one or more dead tribesmen (check body to determine cause of death); a burned cargo dray, or smoke from a distant fire.
13	Snipes: they may be following and watching the characters out of simple curiosity, or they might approach the characters hoping to exchange information, rumors, etc. If on the move the snipes could be fleeing from a large predator or some other type of threat.
14	Unknown ruins: the most common types of unknown ruins found in the Darklands are the immense three-eyed stone idols that the Umar regard with such awe. It's said that some of these giant images are hollow, and contain vaults or tombs of great antiquity (see Ruins, page 221 for details).
15	Sunken ship: most likely to be found in the Lost Sea, but could be found in dry watercourses elsewhere as well. This is an ancient wreck from before the Fall. Partially or almost totally buried in hard-packed, sun-baked mud—very difficult for non-engineers to excavate. It appears to have been a warship, and may contain ancient weapons, armor, or enchanted items. If petrified corpses or skeletal remains are found, the ship's hold may also contain necrophages.
16	Sunken ship: most likely to be found in the Lost Sea, but could be found elsewhere as well. An ancient wreck from before the Fall. Partially or almost totally buried in hard-packed, sun-baked mud—very difficult for non-engineers to excavate. It appears to have been a funeral barge used to carry the dead, possibly to some distant burial ground. In the hold may be found ancient sarcophagi, and possibly artifacts meant to be interred along with the dead. The ship may be cursed or haunted; if so, the sarcophagi may hold spectres, shadowwarriors, or other types of vengeful spirits.
21	Archaen cloud city: it may have shattered to bits when it fell from the sky, or it may have fallen into what is now known as the Dead Sea before all the water drained out of it during the Fall. If the latter, entire sections might be found, containing a rich store of artifacts from the late Archaen Age (see Ruins, page 221 for details).
22	Drukhs: a tribe either passed out following a night-long, drug-fueled ritual, or possibly just awakened after having slept off the effects of such a ritual. In the former case, the Drukhs are unconscious and totally oblivious. In the latter case, they may be approachable.
23	Drukhs (night-time only): a tribe driven to a frenzy by ritual drug use and in the midst of a spirit-quest. How the Drukhs react depends on whether this quest is a Hunt, a Dance of Madness, or a Dance of Death.
24	Drukhs (night-time only): strange music is heard in the distance: pounding drums and the eerie drone of flutes. A Druk tribal ritual is beginning.
25	Narada: a Narada shaman who speaks not only Verdir, but the Primal tongue as well, wishes to parlay. The Narada are far from home—what are they doing in this area? If they passed through a very arid region, they may need water. Or they may just wish to join forces with the characters, short- or long-term, to increase their chances of survival in this hostile region.
26	Umar: war clan, large or small; possibly en route to or from a battle. Mounted on war beasts, so fairly mobile and may pose a threat.
31	Umar warriors: a heavily armed war party mounted on armored ogriphants. Not fast-moving, but very dangerous.
32	Umar stronghold: a crude stronghold made of stones, ogriphant bones, and iron spikes. It may be large or small, occupied or abandoned, in reasonably good condition or badly damaged by enemy siege engines.
33	Beastman pack: if only Beastmen are seen, it is probably a wild pack scavenging for carrion or looking for easy prey. If accompanied by one or more Golgoths, this is a tracking party, sent out to hunt down a fleeing enemy or escaped slaves.

DARKLANDS (CONT...)

ROLL	ENCOUNTER
34-35	Boglines: the underground variety; they may be carrying artifacts taken from wrecked ships in Lost Sea, or they may know the location of more sunken treasures.
36-41	Yann salvagers: likely only found in the area of the Lost Sea, or headed to or from it. Looking for valuable salvage—possibly as hirelings or working for themselves.
42	Vandar warriors: large or small group of Vandar warriors. They are looking for another tribe to ally with to fight against an Umar clan whom they regard as an enemy.
43	Virago mercenaries: looking to hire on with a tribe or group of salvagers; they'll serve as added protection in exchange for a cut of all valuable salvage. May also be open to long-term employment or, if any of the characters have a high combat-related Renown score, a temporary or permanent alliance.
44	Kasir caravan: typically in this region to trade for ogriphant ivory or valuable artifacts recovered from the Lost Sea. Though the Umar generally honor Kasiran neutrality, certain rebel Umar chieftains have been known to attack and loot Kasir caravans. As such, they may want to hire additional protection.
45	Rebel Umar clan: generally found along the borderlands of the Darklands, these clans don't honor Kasiran neutrality or any other laws and customs practiced by the Umar. Motivated by greed, they attack weaker tribes to rob them and sell captives to the Golgoths. However, a rebel clan that is being hunted by other Umar clans may agree to parlay, particularly if they are in need of help.
46	Golgoths: raiders, slave drivers, or slave traders may be encountered in the Darklands, each with their own motives and responsibilities.
51	Beastmen: packs of Beastmen occasionally wander as far north as the Darklands, hunting for food and game. Few prosper in these regions, as the competition for food is even more intense here than in the Wilderlands. As a result, Beastman packs encountered here may be so crazed with hunger that they attack regardless of the odds.
52	Scourges: solitary animals or small packs of these fierce predators can be found throughout the Darklands. They prey on young ogriphants, unwary Umar, and small or weakened groups of travelers.
53	Behemoth: one or more of these massive predators is nearby, and may have caught the scent of the characters and their mounts (if they have any). If so, the behemoth lowers its head and attacks, seeking to ram the largest mount, character, or conveyance; behemoths are very near-sighted, and may attack almost anything that moves.
54	Black diamonds: one or more of these stones are found lying on the ground; maybe just a lucky find, or maybe evidence that demons are or were in the area.
55	Black iron nuggets: 4Dx10 pounds of raw iron nuggets, apparently exposed by some large creature that was rooting around looking for food: tracks or other traces may indicate one or more wild ogriphants or behemoths, who may be close by or somewhere up ahead.
56	Wooly ogriphants: one or more of these gigantic creatures is encountered, possibly at close range (GM's choice). If protecting their young, any adults present attack without regard for their own safety.
61-62	Escaped slaves: a solitary individual or small group of slaves that has managed to escape, either from their Golgoth captors or the Umar. Most will offer anything to those who agree to help or hide them.
63	Warlock: a solitary individual. May be wandering the Darklands searching for ancient ruins. If skilled enough, she may be hunting demons for their black diamond hearts.
64-66	Salvage: may include any of the following: damaged Umar siege weapons such as massive catapults and crude fire-throwers or spike-hurlers; 5Dx10 pounds of charred but salvageable scrap black iron; discarded Umaran weapons, armor, and shields; abandoned wood or bone slave-cages; ogriphant bones, fangs, claws, or hide; miscellaneous pieces of wood, glass, metals, crystal, cloth, or hide. Umar scouts or Golgoth slavers may be in the area.

DEAD FOREST

ROLL	ENCOUNTER
11	The Gyre: roll again on the Gyre Random Encounter Table.
12	Signs of life: the characters find signs that they are not alone in this area, such as footprints, paw prints, hoof-prints, or claw-marks (single, a few, or very many); blood stains or a trail of blood droplets; the half-eaten remains of prey (beast or humanoid); one or more dead tribesmen (check body to determine cause of death); a burned cargo dray, or smoke from a distant fire.
13	Unknown ruins: many types of unknown ruins can be found in the Dead Forest, including ancient crypts, burial grounds, stone dolmens, and witchgates. Among the items that can be found in such places are ancient sarcophagi, antique weapons and armor, and witched artifacts (see Ruins, page 221 for details).
14	Archaen cloud city: may have crumbled into pieces as it fell from the sky, or may have made something akin to a soft landing somewhere deep in the wooded hills and mountains of this region. If so, then large parts of the city may have survived intact, along with a great treasure trove of artifacts from the late Archaen Age (see Ruins, page 221 for details).
15	Fetch: one or more of these tiny imp-like creatures, skulking in the shadows, hiding inside rotten logs, etc. They may be waiting for a chance to steal something from the characters, or they might be hiding from something a lot scarier than the characters.
16	Boglin: a lone thief, or possibly a spy working for another creature, or some enemy or rival of the characters.
21	Boglins: a band of Boglin sneak-thieves. They may be waiting until nightfall to descend on the characters en masse and steal as many of their possessions as possible before running away, or they may have been hired by an enemy or rival to steal something specific from the characters.
22	Boglin trader: cautious, suspicious, but if not attacked he may be willing to trade with the characters. His wares may range from valuable goods like potions, magical/medicinal herbs, or small artifacts or antiquities stolen from tombs; to worthless junk like shiny objects, bits of cloth, yellowed vore teeth, etc.
23	Boglin: a trader of secrets, likely a female. She trades information about the local surroundings for secrets or gossip related to the characters or other creatures in the vicinity.
24	Boglin market: on nights when the moons are full, Boglins gather from far and wide to meet and trade goods, secrets, and more. Outsiders are usually not welcome, and the Boglins may quickly disappear into the nearest tree-boles, burrows, or other hiding places. However, if the characters are carrying something that interests them, the Boglins may invite one or more of them to attend. Many strange wares may be offered for trade—some valuable, and some that merely appear to be valuable.
25	Manth: unseen at first, this manth attempts to lure one or more of the characters by mimicking the sound of another character's voice, or the sound of an animal or creature. If a character investigates, the manth attacks.
26	Manth: an elaborate trap set up by a manth. For example: the manth has captured another humanoid (GM's choice) and suspended it between two trees by a complex mass of knotted vines. If anyone tries to help the victim, the manth drops down from the tree where it is hiding and attacks.
31	Kasir caravan: returned from the far western lands, offering goods for barter (GM's choice): ironwood spear-shafts, arrows, or bowstaves; Shaka-made fine ironwood bows and tooled-hide armor, belts, gauntlets, and boots; lycanthro-morph fangs and claws; Boglin-made potions and powders in small clay pots.
32	Manrak: the characters hear a muffled buzzing noise and spot a large manrak hive nearby. Do they leave the area or try to burn the hive? If they take too long to decide, one or more manraks may emerge from the hive and spot them.

DEAD FOREST (CONT...)

ROLL	ENCOUNTER
33	Ghaun: a large or small band of these stick-like humanoids, traveling silently above the characters in the treetops. They may be content just to spy on the characters for now; they may be trying to herd the characters towards an area where they have laid a number of vine-traps; or they may attack immediately and try to capture as many of the characters as possible before escaping with their victims to their treetop lair.
34	Narada elders: a circle of elders meditating in a clearing. They may be communing through long root systems with other elders located elsewhere, or they may be discussing an important/pressing matter. They may need the PCs' help, or they may resent the PCs' presence in their area.
35	Narada warriors: standing guard over a clearing where elders have gathered, or an area where young Narada are growing. They are in a state of high alert and may easily become hostile.
36	Narada warriors: in pursuit of their enemies, the ghaun. The ghaun may have captured one or more young Narada, or the Narada may just be looking to rid the area of ghaun before they cause trouble.
41	Golgoth raiders: a band mounted on catdrac or land lizards, hunting for humanoids to take as slaves.
42	Golgoth: an outcast, on the run from her own kind for some reason.
43	Witchmen: large or small band of warriors led by one or more shamans. Imazi characters know that Witchmen this far from their homeland have come here to gather blood-blossom, venomwood, or black lotus. They may also be hunting for humanoid heads to bring back to the tribe's shamanic chieftain.
44	Shaka hunters: likely heading to or from Ambush Lake, where Shaka sometimes go to trophy-hunt large predators. Or they may be pursuing a band of Witchmen or ghaun for some reason.
45	Black moon-blossom plants: a large or small number of plants, which may or may not be ready to bloom (only on the night of the full Black Moon). These plants are valued by tribes like the Golgoths and Witchmen for their narcotic properties, and as such either may be in the vicinity.
46	Quickmarsh: most common in the Boglands region, though possible anywhere in the Dead Forest. Roll using SPD to see if characters get stuck in the quickmarsh or are able to back out in time. If stuck, a roll using STR-10 is needed to escape—multiple characters or steeds may be needed to extract a victim.
51	Sinkhole: a hole or narrow chasm that could be anywhere from 10-100 feet deep. The sinkhole may lead to underground stream or lake, an ancient tomb, a Boglin lair, or Underman tunnels. Or it may be a secret passage used by the Satada.
52	Witchgate: an ancient stone portal inscribed with occult symbols. It may have been used for scrying, transportation, or even inter-dimensional travel. The characters can only determine its purpose by reading the symbols engraved in the stone or by stepping into it.
53	Skullcap: a large or small number of these mushrooms, spotted under a fallen tree, a rock ledge, hole in the ground, etc. In small doses, it is used as a hallucinogen; in large doses, as a poison.
54	Ironwood: a small copse of ironwood trees. All appear to be healthy, which is unusual for this region. Valued as a trade good.
55	Witchmen: a large or small party of Witchmen. They may be in the midst of a running fight with an Imazi clan, or they may be hunting for mandragore, poisonous plants, wild game, or looking for other humanoids to capture and use in their rituals.
56	Imazi warriors: they may be hunting game, looking for a lost tribe member, or looking to parlay for some reason.
61	Black lotus: one or more black lotus plants in healthy condition. Valued by traders for its powerful narcotic and hallucinogenic properties. Also by manth, who crave this substance, to which most are addicted.

DEAD FOREST (CONT...)

ROLL	ENCOUNTER
62	Spectre: one or more spirit-vampires, haunting a swamp or bog and seeking to feed off of the life-force of living creatures. Their presence may indicate the presence of a tomb or graveyard nearby.
63	Necrophages: a large or small number of these creatures has stumbled out into the open. They may have accidentally wandered out from a nearby cave or tomb, or they may have been forced to flee from such a place for some reason.
64	Andrak. a solitary andrak, peering out from a well-disguised trap-door pit. This creature may simply be looking for a victim to capture, or it may have a deal with some of the local Boglins, who agreed to funnel other creatures towards the andrak in exchange for whatever possessions the victims carry.
65	Vore: a single creature or a nest of up to forty. A tenacious bite and mean temperament make these segmented leeches very dangerous.
66	Salvage: may include any of the following: discarded wood or stone weapons; discarded beast-hide armor and shields; lycanthrope bones, fangs, claws, or hide; and miscellaneous bits of wood, glass, metals, crystal, cloth, or hide. Others in the area may have spotted the salvage too, and may be willing to fight for it.

JUNGLELANDS

ROLL	ENCOUNTER
11	The Gyre: roll again on the Gyre Random Encounter Table.
12-14	Signs of life: the characters find signs that they are not alone in this area, such as footprints, paw prints, hoof-prints, or claw-marks (single, a few, or very many); blood stains or a trail of blood droplets; the half-eaten remains of prey (beast or humanoid); one or more dead tribesmen (check body to determine cause of death); a burned cargo dray, or smoke from a distant fire.
15	Witchman barrows: the ancestors of some of the Witch-tribes buried their shamans in caves and barrows hidden deep in the Junglelands, and these places hold primitive but powerful artifacts such as soulstones, soul-cages, and even the shrunken heads of ancient Archaen sorcerers. Many are haunted by disembodied spirits, or worse.
16-21	Unknown ruins: some say that massive stone dolmens, strange-looking idols and moss-covered temples can be found in the depths of the Junglelands, and that these ruins are even older than those found in the Dead Forest. It's said that these places hold witched items, stone sarcophagi, and other artifacts (see Ruins, page 221 for details).
22	Archaen cloud city: crashed deep in the jungle or into the side of a mountain. Mostly shattered, but some larger sections might be found, containing a variety of artifacts from the late Archaen Age just before the Fall (see Ruins, page 221 for details).
23-24	Kasir caravan: returning from the southlands, offering goods for barter (GM's choice): rare herbs, wooden vials of plant or animal venoms, trained oryx in cages made of woven reeds, Imazi-made bark-cloth, colored tattoo inks, pottery jugs and urns, blow-guns, spears, dried underroot pods, water-skins.
25-26	Narada: with cactus-like spines extended, indicating a response to a perceived threat. Narada in such an agitated state are dangerous and can be very aggressive. What's the reason? Have the player characters inadvertently done something to anger the Narada, or are the Narada responding to some other nearby or approaching threat?
31	Narada: a Narada shaman; she may be willing to offer her services as a healer, either for a short time or long-term, in exchange for water or some other favor or service. Or the shaman may have a message or warning to convey to one of the player characters.

JUNGLELANDS (CONT...)

ROLL	ENCOUNTER
32-33	Witchmen: a band of warriors; if wearing full war-paint, they are looking for a fight and may attack almost any group unless greatly outnumbered. Otherwise they may just be out hunting game.
34	Witchman shaman: accompanied by a large or small group of warriors. The shaman may be gathering kesh, mandragores, or ingredients for arrow-venom. Or he may be preparing for or performing a primitive magical ritual of some sort (GM's choice).
35-36	Witchman village: may be long-abandoned, temporarily empty, or teeming with activity. In the latter case, any incursion by outsiders is likely to bring about a violent response.
41	Ra paladin: accompanied by two or more warriors. He may be looking for Torquaran ruins, or trading iron tools or weapons with a Witchman tribe in exchange for rare herbs, information, or possibly a captive taken by Witchman warriors.
42-43	Ghaun: a large or small band, either moving silently through the treetops or lurking in hiding with net-traps set. If the latter, they may even attack a larger party, believing they can capture and drag victims quickly up into the trees before anyone can stop them.
44	Spectre: a solitary creature, caught in a soul-net or soul-cage. If encountered by day, it is weak from sunlight; if at night, it may still be very strong. If approached, the spectre may offer inducements in exchange for its freedom: information on the location of lost artifacts, tombs, or ruins, for instance.
45	Necrophages: these creatures suddenly emerge in numbers from what seems like a hole in the ground, and attack any and all living creatures in the area. If the characters defeat them and investigate, they may find that the hole is actually an entrance to an ancient tomb, mausoleum, cave, or complex of tunnels.
46-51	Satada: a band moving through the jungle, either hunting for food or searching for ancient ruins, in which they hope to find iron weapons. They are very aggressive and likely to attack unless heavily outnumbered—especially if the characters are carrying metal weapons, which these primitive creatures covet.
52	Shadowitch: either summoned by a powerful shaman or drawn to the area by the presence of strong magical emanations. If any of the character are carrying a potent magical weapon or artifact, the shadowitch is drawn to that person and seeks to drain his life-force.
53	Stranglevine: one or more animate vines hanging from the trees. Stranglevines wait for living creatures to pass by, then attempt to ensnare and kill them; the decomposing bodies of its victims help fertilize the plant. Valuable items formerly belonging to victims of a stranglevine can sometimes be found in the underbrush near these plants.
54	Nightgaunt: one or more of these creatures has been watching the characters from the treetops. Whenever it gets close, the characters notice that the jungle around them goes silent—no insect or vermin noises. If provided with an opportunity to confront a solitary character, the nightgaunt silently glides down from the trees and attempts to charm her, so it can feed on her blood. This continues until the nightgaunt is driven off or slain.
55-56	Andrak: a mated pair of andrak guarding a clutch of 20 or more newly-hatched young. If left alone, the andrak may not attack, but if threatened, or if their young are hungry, they will—and so will the tiny (by comparison), foot-long spawn (1 HP damage per bite).
61	Manth: the characters hear heavy breathing from somewhere above. If they look, all they see in the dark foliage above them is a pair of glowing, yellow eyes. If they don't kill this manth, it follows them for up to 4 days, making lightning-fast attacks at random times of the day or night, slashing a victim with its claws, and then swiftly climbing up into the treetops, laughing insanely.
62-63	Narada: standing quietly beside a tree or plant of some sort (GM's choice). It looks like the Narada is communing with this plant/tree, but about what? Ancient trees know many secrets of the past; some types of plants and trees have roots that extend far below the surface, while others send shallow roots out for many miles in all directions.

JUNGLELANDS (CONT...)

ROLL	ENCOUNTER
64-65	Rath: a solitary predator, hunting for food. An eight-foot tall, eyeless but with extremely keen hearing, semi-humanoid monster; its body is covered with shiny black scales that are valued for their extreme hardness (used to make highly valued armor). It is very rare, considered the toughest predator in the Savage Land.
66	Winged vores: the characters' actions may attract a solitary creature, or the characters may accidentally stumble on a nest of these blood-sucking parasites in a rotten log, a tomb, cave, etc.

PLAINS OF ARMAGEDDON

ROLL	ENCOUNTER
11-12	The Gyre: roll again on the Gyre Random Encounter Table.
13-14	Signs of life: the characters find signs that they are not alone in this area, such as footprints, paw prints, hoof-prints, or claw-marks (single, a few, or very many); blood stains or a trail of blood droplets; the half-eaten remains of prey (beast or humanoid); one or more dead tribesmen (check body to determine cause of death); a burned cargo dray, or smoke from a distant fire.
15	Early Archaen Ruins: the only ruins that are likely to be found in this region are the war-torn and blackened remains of old fortifications and strongholds. It may be possible to find heavy siege weapons buried under the rubble, such as spike-hurlers, bombastions, or even battle golems; also, ammunition, hand weapons, shields, and armor. Most will be in bad condition, though some may be repairable, and a rare few may be in good shape. Ruins found here may provide shelter or at least cover, but may also be structurally unsound or haunted by entities such as necrophages, shadowwarriors, and spectres.
16	Vandar: preparing for battle. They may be looking for reinforcements or new allies to fight against a more powerful enemy, or they may be preparing to fight another group of Vandar for practice, honor, or simply sport. If the characters look like skilled warriors, the Vandar may challenge them to a wargame: a mock battle to see which of them is more skilled. This is the Vandar's idea of fun.
21	Vandar: last survivors of a defeated tribe. They may be badly wounded and in need of healing; they may have been ambushed or betrayed by former "allies," or they may simply have lost to a superior foe. In all but the latter case, the surviving Vandar seek to avenge their defeat, and may ask the characters to join them.
22	Narada: on the move. Are they leaving the area to escape an impending threat of some sort, or are they just passing through the area en route to some other place? If any of the characters speak Verdir (the language of plants), they may learn more.
23-24	Kasir caravan: looking to hire additional guards for protection. They could be headed anywhere in the known lands (GM's choice). They may have news of other tribes in the region.
25-26	Golgoth raiders: looking for injured battle survivors or stragglers to capture; any characters taken by the raiders may be brought back to Golgoth territory, or they might be transported to the Darklands for sale to the Umar, or the Black Desert for sale to the Ra.
31-32	Thrax: a group of weapon-dealers, traveling in an armored cargo dray carrying weapons, poisons, or alchemicals. They are either here to loot the bodies of dead warriors for weapons and armor, or looking to trade weapons of various sorts to other tribes.
33	Thrax: a clan of saboteurs, traveling in an armored salvage dray. They may have been hired to sabotage some other tribe's stronghold or siege engines; if so, they may be looking to acquire mercenaries to serve as an armed escort. Otherwise, they are likely looking for work.

PLAINS OF ARMAGGEDDON (CONT...)

ROLL	ENCOUNTER
34-35	Shan: a full cadre of seven Shan warriors; they may be interested in joining a larger tribe, or looking for allies to fight against an enemy who has insulted their honor.
36	Shan: the last surviving members of a cadre, seeking revenge against those who killed their companions. May be looking for information, help, food or water—or they may hope to join another tribe or cadre.
41-42	Naradan oasis: the characters can find good water here, in quantities sufficient to last them for 1-6 days (GM's ruling or random roll). It's possible that other tribes or creatures may be at or near this oasis; they may be friendly, neutral, or hostile to the characters.
43-44	Undermen: lurking in nearby caves, tunnels, or murder-holes. They may be waiting for unwary individuals or creatures to step into one of their traps, or they're waiting for nightfall so that they can stealthily grab prey with their long pole-hooks and drag them underground.
45	Manrak: one or more solitary manraks, flying high overhead as they look for prey (manraks are attracted by movement).
46	Mass grave: may contain the bodies of many Vandar, Viragos, Golgoths, or others. The victims may have died recently or some time ago. Weapons and gear of various types may be found in the grave, or the bodies may already have been looted of all valuables.
51	Drudges: displaced people trying to get out of the region. They may need help, food, water, or protection. They may include menial laborers, herders, farmers, servants, or musicians (GM's choice).
52-53	Abandoned battlefield: signs of recent fighting (casualties, weapons scattered around) or from some time ago (items may be partially or fully buried); small-scale or large-scale; may include siege weapons or not.
54-55	Battle in progress: small skirmish or large battle. GM's choice of any two opponents: Vandar, Satada, Viragos, Golgoths, or Umar.
56	Defeated/injured survivors of a battle: they may be friends or foes; they may need the characters' help, and might be willing to barter for aid and protection.
61	Ancient siege engine: a battle golem, giant siege golem (rare), or massive iron dragon (very rare). It may be partially or almost completely buried in soil and debris and require a crew of skilled salvagers to excavate it. The entire siege engine may be largely intact, in which case it might be possible for skilled engineers to repair it. Or it may be in pieces and valuable only as parts. Siege engines of this sort are both rare and valuable, and other tribes may want to take this find by force.
62	Drakken: a group of warrior-poets, headed to or from the Drakkenspire. If the massive reptilians are approached with respect, they may be open to parlay and have news of doings from other parts of the Wilderlands. Otherwise, they become aggressive if any seek to detain them.
63	Satada: emerging from a well-hidden tunnel or cave, possibly in force. They are either here to scavenge for iron weapons to replace their own primitive weaponry, or they are planning to attack others to steal their weapons—and possibly to use them for food.
64-65	Vermin: a minor or major infestation of rhost, winged vores, or hoppers. May be just an annoyance, or the situation could get more serious if the characters' food supplies are devoured or spoiled, or if the creatures have become hostile for some reason.
66	Salvage: may include any of the following: damaged Archaen siege engines such as battle golems, bombastions, or fire-throwers; extremely rare giant siege engines such as a siege golem or iron dragon; 100-2,000 pounds of half-buried scrap iron (black); discarded iron weapons, armor, and shields (some may be enchanted); damaged but salvageable cargo or salvage drays; miscellaneous scraps of wood, glass, metals, crystal, cloth, or hide. Others in the area may have spotted the salvage too, and may be willing to fight for it.

VOLCANIC HILLS

ROLL	ENCOUNTER
11	The Gyre: roll again on the Gyre Random Encounter Table.
12-13	Signs of life: the characters find signs that they are not alone in this area, such as footprints, paw prints, hoof-prints, or claw-marks (single, a few, or very many); blood stains or a trail of blood droplets; the half-eaten remains of prey (beast or humanoid); one or more dead tribesmen (check body to determine cause of death); a burned cargo dray, or smoke from a distant fire.
14	Drakken ruins: the most common types of Drakken ruins found in the Volcanic Hills are watchtowers, temples, and castles. Many types of Drakken artifacts can be found in these places (see Ruins, page 221 for details).
15	Archaen cloud city: may have shattered to bits when it fell from the sky, or may have burned from the great heat of this region. A few larger sections may have survived, along with a number of artifacts from the late Archaen Age (see Ruins, page 221 for details).
16	Torquaran ruins: the only types of Torquaran ruins likely to be found in the Volcanic Hills are mountaintop temples and hidden tombs. Some of these may have been partly or completely buried by lava flows, or their contents immobilized by extreme heat. But others may still hold Torquaran sacrificial relics, enchanted weapons, onyx sarcophagi, and various types of cursed items and necromantic writings (see Ruins, page 221 for details).
21	Kasir: trading clan returned from the eastern regions, offering goods for barter. GM's choice: red iron ingots, red iron daggers and swords, red iron Drakken coins, dragon bones, fangs, and claws, fused-glass potion bottles, glass-lensed sand goggles, unopened geodes, fire-gems.
22-23	Fire-imps: diminutive creatures, borne on the winds and attracted by flammable items, which they consume in flame. May land on the characters, their possessions, or their mounts.
24	Drakken: one or more warrior-poets or Drakken sages, possibly searching for ancient Drakken relics. If a group, they may be preparing to place the body of a recently dead companion in the River of Fire—a ritual that should not be interrupted. The characters' behavior influences how the Drakken react.
25	Geodes: a large or small number of these stones are found littering the ground, apparently expelled from a nearby volcanic mound. Contents unknown until broken/cut open. May contain firegems or fire-imps.
26	Loper: a solitary animal or mated pair; in either case, these are very aggressive creatures that attack unless outnumbered or faced with superior force.
31-32	Pool of molten red iron: if any of the characters have metal-working skill, they can test the metal's purity (roll D100 to determine purity). If very pure (90% or better), the liquid ore is quite valuable, as it can be used to create high-quality red iron. Otherwise, the molten ore contains so many impurities that it would be worthless to anyone except the Yann, who are among the few folk of this era who possess the level of metal-working skill needed to remove them.
33-34	Firegems: 1D raw stones, scattered around the ground. These may all be small, or one or more of them may be large. This may be a sign that more firegems can be found in the area, or a trap set by Azraq hunters.
35	Witchmen: generally only found along the southern borders of the Volcanic Hills. When found here they are usually hunting for wild striders, which they hope to capture and tame for use as steeds; or they may be head-hunters, looking to obtain grisly trophies for their shamans.
36	Wild striders: a solitary animal, or a large or small herd. Usually run from potential danger unless a pregnant female is present, in which case its mate and any other adult males present adopts a threatening pose meant to scare off potential threats. If this doesn't work, the males attack.
41	Reaver bandits: they may be hunting wild striders to train as steeds, or they may be looking for an unwary tribe or group of travelers to raid. In the latter case, they attack from ambush, grabbing whatever they can carry off in the ensuing confusion before racing away.

VOLCANIC HILLS (CONT...)

ROLL	ENCOUNTER
42-43	Tarkus: usually encountered alone or in pairs. Won't usually attack riders if they are mounted on large creatures such as warbeasts or burden beasts. Riders mounted on striders or catdrac may well be attacked unless they greatly outnumber the tarkus.
44-45	Azraq dragon hunters: large or small band with strider mounts, here to hunt land dragons. If busy digging pits or building dragon-traps, they may ignore the characters. If not, they most likely attack, typically splitting into two or more bands and attacking from different directions. If characters are unprepared for this tactic they may suffer one of more flank or rear attacks.
46-51	Shan: a partial cadre of six or fewer warriors, mounted on striders. They may be hunting wild striders to tame and use as steeds, or they might be preparing to attack a band of Azraq; in the latter case they could be seeking revenge against an Azraq band that killed one or more of their number, or simply testing their mettle against a worthy foe. In either case, they may allow others to join them, but they're likely too proud to ask for help.
52	Andrak: one or more andrak, hiding in caves or crevices. They may be planning to attack the characters, or they may have set out an intricate web of fine, almost-invisible trip-lines to entangle the characters. Or, they may have already captured a victim—and it might be someone the characters regard as a friend, or a foe.
53-54	Manrak: flying above, and likely some distance from their nest, which is probably located in the Jungleslands. If they spot the characters moving on the ground, they may attack.
55-56	Pyro-demons: one or more of these fiery demons, swimming in the River of Fire, the Firefalls, or any sort of pool of molten lava or metal. They may be content as-is and simply ignore the characters. But if any of the characters do anything to attract their attention, they may dive down, and disappear from sight—only to emerge later to attack somewhere else.
61	White wyrm: an exceedingly rare, deathly-white, subterranean predator over a hundred feet long. These uncanny monsters radiate an aura of negative elemental energy and can burrow through space and time as easily as they tunnel through rock and soil. The creature may be hunting for food, or it may be going to or arriving from another dimension. If the latter, one or more demons may emerge from the wyrm-hole it leaves in its wake.
62-63	Ra warrior-priest: accompanied by a paladin and at least a few other warriors. The Ra may be traveling to or from a mountaintop stronghold or a Torquaran tomb; or they may have gathered around a stone altar to perform some sort of ritual—or a ritual sacrifice. The intended victim may be someone the characters regard as a friend, or a foe.
64-66	Salvage: may include any of the following: 4D pounds of red iron (in a molten pool); discarded Drakken or Azraq weapons, armor, or shields; land dragon bones, fangs, claws, or hide; miscellaneous pieces of wood, glass, metals, crystal, cloth, or hide.

WASTELANDS

ROLL	ENCOUNTER
11	The Gyre: roll again on the Gyre Random Encounter Table.
12	Signs of life: the characters find signs that they are not alone in this area, such as footprints, paw prints, hoof-prints, or claw-marks (single, a few, or very many); blood stains or a trail of blood droplets; the half-eaten remains of prey (beast or humanoid); one or more dead tribesmen (check body to determine cause of death); a burned cargo dray, or smoke from a distant fire.
13	Drakken ruins: several types of Drakken ruins can be found in the Wastelands, including watchtowers, monuments, and the remains of Drakken castles. Many types of Drakken artifacts can be found in these places (see Ruins, page 221 for details).

WASTELANDS (CONT...)

ROLL	ENCOUNTER
14	Archaen cloud city: it may have shattered to bits when it fell from the sky, but larger pieces sections might be found, containing a variety of artifacts from the late Archaen Age, just before the Fall (see Ruins, page 221 for details).
15	Torquaran ruins: the only type of Torquaran ruin likely to be found in the Wastelands are hidden tombs, which are usually located in hilly or mountainous regions. These places may still hold relics such as onyx sarcophagi, cursed items, and necromantic writings (see Ruins, page 221 for details).
16-21	Kasir caravan: headed to or from the Black Desert. They may have lost their seer in a fight with Ra warriors; if so, they may be running short of food and water. If not, they may have weapons or other goods to trade. In either case, the caravan may want to take on additional guards for protection.
22-23	Reavers: a clan, scavenging for scraps of metal, crystal, and cloth. They are wary of outsiders, and if they believe the characters pose a threat, they attack like berserkers. If approached with caution, they may be willing to parlay or trade.
24	Reaver bandits: a clan, possibly laying in ambush, well-camouflaged and difficult to detect (roll using PER-3 if searching the area). They may attempt a hit-and-run raid, moving in fast on their strider steeds and grabbing any goods or equipment that they can get their hands on. Or they may try to sneak up on the characters at night and steal their mounts and possessions.
25-26	Undermen: lurking in hidden pits and crevices. They are spying on the characters, trying to determine the strength of the group to see if they are safe to attack. If they decide to attack, they wait until dark before sneaking out and trying to snare victims with their long pole-hooks.
31-32	Satada: hiding in a nearby tunnel or cave, looking for other humanoid to attack to obtain metal weapons.
33	Rhast: a small number of these insects are encountered; is that all there is, or are they the harbingers of a much larger swarm heading towards the characters?
34	Moonstones: 4D stones, likely from the Empty Land. Nearby are the skeletal remains of two Kasir traders, each with a rusted iron dagger protruding from its ribs. They may have killed each other, or someone—or something—may have killed them.
35	Colossus: buried in the ground, only a small part of it is visible (part of a head, hand, etc.). Excavation may reveal just a fragment, or an entire lesser or greater colossus. May be made of stone or iron; non-functioning or partially functional.
36	Madland: the characters won't realize this at first, but they have entered a Madland—a type of moving "pocket-dimension" caused by the Gyre. Anything or anyone they see while in this place may be an illusion; the exception being other creatures or beings who have wandered into the same Madland. All specifics are up to the GM to determine.
41-42	Umar tribe: passing through the Defile into the Wastelands. May be a rebel clan running from other Umar, or may be Umar scouts or advance guards. In either case they are heavily armed, mounted on armored war beasts, and hostile.
43	Ancient stone markers: may indicate the location of an ancient roadway leading to the remnant of a ruined city, or may mark a burial ground or graveyard. In either case, the area may be haunted by disembodied spirits or shadowwarriors.
44-45	Scourge: one or more of these fierce predators is stalking the characters from a distance. It may or may not actually attack, but if any of the characters are wounded and the scourge smells blood, it may not be able to resist the urge to feed.
46-51	Malathrope: a mated pair of these sinister creatures is nearby. They may seek to lure the characters by mimicking the sound of someone calling for help, or confuse the characters by moving in different directions and doing imitations of various other creatures, all while remaining hidden from view. They keep up this ruse for as long as possible before attacking.

WASTELANDS (CONT...)

ROLL	ENCOUNTER
52	Behemoth: hungry enough to eat almost anything. If it spots the characters, it charges at full speed, trying to ram the slowest moving person or creature.
53-54	Ra paladin: one or more paladins, possibly accompanied by other Ra warriors. They may be exhuming some mummified remains from a Torquaran burial ground, or headed to or from a Torquaran tomb carrying necromantic relics.
55	Azraq: mounted on lopers, hunting land dragons or other creatures
56-61	Azraq: they are either digging a pit for a dragon trap and lining it with sharpened bone spikes, or they have already caught a dragon in such a trap and are preparing to kill it. They may or may not notice the characters. Even if they do, they may be too busy to bother with them. But no Drakken could stand by and watch a dragon being killed without doing something to try to stop it.
62	Land dragon: wild and untamed; hunting for food or sleeping in the sunlight. If the characters are on mounts, the land dragon attacks and try to eat them. If the characters don't have mounts, the dragon ignores them and waits for a more substantial meal.
63	Warlok: a loner, may just be wandering through the area, headed to the oracle to ask a question, or looking to join up with a tribe headed out of the Wastelands.
64	Drudges: types and numbers determined by the GM. They are dressed in rags, armed only with sharpened sticks, and appear to have nothing of value on their persons. If approached in an aggressive manner, they form a tight circle and do their best to defend themselves. If approached in a peaceful manner, they offer to share what little food and water they have. The Drudges say that they are searching for the lost city of Sanctum, where they believe they can live in peace. They may have been searching for a long time, and may have one or more non-Drudge refugees or outcasts with them (GM's option).
65-66	Salvage: may include any of the following: 20-6Dx10 pounds of half-buried scrap black iron; 6Dx100 pounds of scrap red iron; discarded Drakken or Torquaran weapons, armor, and shields (some of the Torquaran gear may be enchanted or cursed); damaged but salvageable cargo dray; land lizard bones, fangs, claws, or hide; miscellaneous pieces of wood, glass, metals, crystal, cloth, or hide.

WILDERLANDS

ROLL	ENCOUNTER
11	The Gyre: roll again on the Gyre Random Encounter Table.
12	Signs of life: the characters find signs that they are not alone in this area, such as footprints, paw prints, hoof-prints, or claw-marks (single, a few, or very many); blood stains or a trail of blood droplets; the half-eaten remains of prey (beast or humanoid); one or more dead tribesmen (check body to determine cause of death); a burned cargo dray, or smoke from a distant fire.
13	Early Archaen ruins: every type of Early Archaen ruin can be found in the Wilderlands, and many still hold artifacts waiting to be found (see Ruins, page 221 for details).
14	Drakken ruins: all kinds of Drakken ruins can be found in the northwestern region of the Wilderlands, including the remnants of the ancient Drakken city of Kharakhan, as well as a number of ancient watchtowers and even a few ruined Drakken castles. All types of Drakken artifacts can be found in these places (see Ruins, page 221 for details).
15	Archaen cloud city: probably shattered to bits when it fell from the sky, and likely stripped of its salvage or burned by vengeful Wild tribes. Some small sections might not have been discovered yet, along with a handful of artifacts from the late Archaen Age (see Ruins, page 221 for details).

WILDERLANDS (CONT...)

ROLL	ENCOUNTER
16	Kasir: trading clan returning from the central Wilderlands, offering goods for barter. GM's choice: burden beasts, trained war beasts, black iron daggers, swords, axes and spear-heads; Kasir-made damask cloaks, turbans, and veils; beast-hide boots and gauntlets.
21	Kasir: looks like a group of traders, but these Kasir turn out to be bandits. They may attempt to rob the player characters, in which case they don't seek to kill, but only to steal. Or they may be laden with loot from other raids, and looking to trade their ill-gotten gains. They may need to shed some of their heavier goods because they're being pursued; if so, a player character with crafty trading skills may be able to get quite the bargain.
22	Narada: rooted in place, not moving. The Narada may be setting down roots to search for water, as the plant-folk often do at night. But if this encounter takes place during the day, what's going on? Have the Narada found something other than water below the surface? Are they weak from lack of water, or ill?
23	Manrak: a loud buzzing noise is heard from somewhere nearby. If the characters investigate, they find one or more manraks hovering above a member of some tribe (friend or foe, GM's choice) as they try to kill their intended victim. The victim is trying to hold off the manraks, but is clearly getting fatigued. What do the characters do?
24	Shaka hunting party: tracking and hunting game for food; or they may be trophy-hunters out for big game like behemoth, megalodont, or scourge.
25	Shaka warriors: a band either tracking and pursuing enemies (Golgoths, Beastmen, Witchmen, or Manth) or on patrol, or watching over their territories, or guarding a pride or group of young. They are almost completely hidden in tall grass, on high alert and edgy.
26	Shaka: one or more Shaka warriors, wounded and possibly dying; separated from their clan, they may need help or it may be too late.
31	Drudges: displaced peoples who have settled in the Wilderlands. They may have erected simple shelters from scraps of salvage or be living in a cave. They may need help, food, water, or protection. Most in the settlement are of the same basic type: menial laborers, herders, farmers, servants, or musicians (GM's choice).
32	Armodonts: a small group has marked part of this area as their territory, and if the characters trespass into it, the creatures try to drive them out by force.
33	Imazi hunter-gatherers: hunting game or digging for underroot. They may wish to parlay, and may be willing to trade food, water, or information.
34	Imazi warriors: may be tracking an enemy Witchman tribe (looking for a fight or rescuing a kidnapped tribe member), or tracking a dangerous predator that has threatened the tribe or its herd animals.
35	Imazi herders: tending a large or small group of grazers and land lizards. Unless the characters act aggressively, the herders are friendly. They may have food and water to share, or may have news of the local area or of some distant region.
36	Imazi tracker: one or more Imazi trackers looking to ally themselves with a stronger group to work as scouts.
41	Viragos: a large or small band of mercenaries looking for work. Characters with a combat-based Renown score of +10 or greater will be taken seriously; others must make a Diplomacy test (TN 10 + the Renown of the Virago, Max 25) or be regarded as an amateur and ignored.
42	Viragos: war band hunting for food. Characters who have a combat-based Renown score of +10 or greater may be asked to join the hunt. Others must make a Diplomacy test (TN 15) to receive an invitation.
43	Kasir beast handlers: looking for wild warbeasts or land lizards to capture with nets, to tame and train them. It is dangerous work, and they might be amenable to trading food, water, or goods in exchange for help.

WILDERLANDS (CONT...)

ROLL	ENCOUNTER
44	Kasir traders: a tribe with at least 2-3 cargo drays, traveling throughout the Wilderlands. They're interested in obtaining surplus goods from other tribes, and might also be interested in hiring some additional protection.
45	Golgoth slave drivers: a heavily armed group escorting a number of slaves to be traded to the Umar. The slaves are on foot and are bound in chains. The slavers are mounted on catdracs.
46	Golgoth raiders: mounted on swift catdracs, seeking to capture other humanoids as slaves. Armed with capture-poles and throwing-nets, they prefer to take prisoners alive and won't kill unless they have no choice.
51	Beastmen: large or small roaming pack, either looking for weaker creatures to prey upon or following the blood trail of one or more wounded victims (animals or humanoids), looking for an easy kill.
52	Megalodonts: large or small herd, grazing and apparently sedate; however, several males are watching for predators and may attack if they perceive a threat.
53	Grazers: large or small herd, very passive. They huddle together in a tight bunch if threatened, so that only those on the periphery of the knot of bodies can be harmed.
54	Shan cadre: Roll 1D: 1-5: up to seven Shan warriors. They maybe on a mission or a group of mercenaries. 6: Shan Wanderer: a solitary Shan warrior. He may be meditating, practicing the combat skill that is his focus, or simply traveling from one place to another. If treated with respect, the wanderer may be willing to converse with the characters, and possibly even join them for a time if invited to do so. If treated in a disrespectful fashion, the wanderer may view the characters as enemies and attack.
55	Lycanthromorph: lone predator, or large or small pack, follows the characters at a distance, waiting for opportunity to attack. Or it may be stalking other prey.
56	Manth: unseen, so characters have to identify it by the GM's description of what they hear: insane-sounding gibbering, laughter, howling. The manth may attack at some point, or it might not.
61	Ghaun: stick-like plant men, hiding in a copse of tanglewood and waiting to ambush unwary travelers. They blend in so well that characters may not see them until it's too late.
62	Yann salvage party: they may have found a very large and potentially valuable piece of savage buried in the ground, in which case they could be looking to hire additional help. Or they may want to hire an armed party to give them protection, in which case they could be staying here or planning to travel to another locale.
63	Watering hole: the water here may be good or it may be tainted. The watering hole could be safe, or it could contain a lurker or some other threat. It's possible the watering hole connects to a hidden tunnel or burrow of some sort...
64	Deep hole: this could be nothing more than a hole in the ground, or it could be an entrance to an underground cavern, a tunnel made by Undermen or Satada, or a short-cut used by subterranean Boglins as they move from place to place.
65	Scourge: solitary creature or small pack of 3-4, looking for targets of opportunity to prey on. Though fierce, they are lazy, and won't bother to attack stronger prey unless they're very hungry.
66	Salvage: may include any of the following: 10-200 pounds of rusted but salvageable scrap black iron; damaged but salvageable cargo dray; bones, fangs, claws, or hide; discarded spears or arrows; miscellaneous pieces of wood, glass, metals, crystal, cloth, or hide.

THE GYRE

The Gyre is a vast, magical maelstrom comprised of chaotic magical energies unleashed during the Fall. This uncanny manifestation resembles a mass of roiling dark energy seething with bolts of black lightning. It can vary in shape from a massive thunderhead to a tornado-like funnel, a dark sandstorm, or a writhing mass of dark tendrils. This anomaly is hated and feared by most of the folk of the Savage Land, who blame the ancient Archaens for its existence.

The Gyre is capable of warping time and space, or opening rifts in the dimensional fabric. It can alter the nature of almost anything it contacts, from tiny creatures to vast stretches of terrain, with utterly unpredictable results. Its effects may be permanent or temporary.

Whenever the GM rolls on a Random Encounter Table and gets the Gyre as a result, a second roll should be made on Gyre Encounter Table.

THE GYRE RANDOM ENCOUNTER TABLE

ROLL	ENCOUNTER
11	The characters and the surrounding area are enveloped in absolute darkness, impenetrable by any form of illumination. The darkness lasts for 2D hours, during which time the characters are unable to see each other, or any other creature that might be in the area.
12	The whirling Gyre generates one or more demons, the type of which matches whatever element is most common in the vicinity; i.e., sand, stone, iron, etc.
13	The Gyre suddenly transforms into a sandstorm demon over a mile across (see the Bestiary entry, page 157, for details).
14	The Gyre turns into a rain of fire-imps, which float down from above. The tiny demons ignite anything flammable, including clothing, hair, fur, wood, and leather. Roll DEX (TN 10) to flee the area of effect, or all flammable material worn/carried/ridden by the victim catches fire.
15	The Gyre takes the form of an inverted tornado that suddenly pulls the characters deep underground, hurling them through a winding maze of tunnels to be deposited in some random subterranean locale (GM's choice). The characters suffer 1D HP of injuries, and must roll on the Action Table to see if they lost any weapons, mounts, wagons, or other important items.
16	The characters are swept up in a powerful vortex and transported to some other place in the Savage Land (GM's choice). No one is hurt, but the characters may or may not know where they are.
21	When the Gyre passes, the characters realize that they have each lost one of their senses (roll 1D: 1 = sight, 2 = touch, 3 = taste, 4 = smell, 5 = hearing, 6 = None). It may take as long as a day or two for the lost sense to be restored (GM's ruling).
22	The characters are unaffected, but any possessions that weren't tied down have been swept up and scattered—in what direction, and at what distance, is up to the GM.
23	The characters are unaffected—however, other individuals or creatures swept up by the Gyre from someplace else have been transported right in front of them. They may be friends, neutrals, or hostiles (GM's choice).
24	Initially the characters seem unaffected, but one of them (chosen by hidden random die roll by the GM) is cursed with ill fortune. This curse takes the form of a cumulative penalty of -1 to all die rolls, per day (maximum -4D), and lasts until the curse can be removed by a shaman. While cursed, a failed die roll always results in some sort of bad luck: the character trips and falls, fumbles items, a weapon or tool breaks at the worst possible moment, water-skins leak, tame animals growl or hiss at the victim, etc.
25	The Gyre comes directly at the characters, but decreases in size as it approaches, until it resembles a tiny vortex less than an inch in height. It may move away from them, rapidly growing in size and dragging the characters and their mounts with it; or it may remain at this small size and follow the characters wherever they go for 2D hours, until it changes form again (roll again on the Gyre table).

THE GYRE RANDOM ENCOUNTER TABLE (CONT...)

ROLL	ENCOUNTER
26-31	The characters are unharmed, but any water or liquids that they were carrying have evaporated and are gone—including potions or elixirs.
32	The land in a 2D mile radius around the characters is transformed from one type of terrain to another (GM's choice).
33	A swarm hundreds and hundreds of rhosts descends on the characters. Roll using DEX (TN 10) to escape the area of effect, or suffer 2D damage plus similar damage to mounts, goods, etc. No matter what, any and all food being carried by the characters and their companions is devoured.
34	The Gyre spins into a tangled knot of writhing tendrils, each over 20 feet long. Roll Escape (TN 15), or suffer 1D points of strangling and choking damage (no armor) for 1D rounds. The tendrils can be cut by magical weapons, causing them to dissolve into smoke. All tendrils dissipate within ten rounds.
35	Rain of black icicles; all living creatures in the area not under cover take 1D damage per round for 2D rounds.
36	The Gyre twists into a funnel and disappears down the nearest hole, tunnel, or crevice. A rumbling sound is heard from below, and a few seconds later the Gyre explodes from below, bringing up one or more kra (or sand dragons, if in a desert).
41	The Gyre causes a powerful earthquake, which in turn causes one of the following: rockslide, landslide, or geysers of boiling sulfur. Roll DEX (TN 15) to escape the area of effect or suffer 3D damage (no armor).
42	In just seconds, the Gyre acts on the terrain like centuries of erosion. Hills or mountains are worn down, and sand and soil is swept away revealing whatever lies beneath it (tombs, tunnels, caves, buried siege golems/engines, ancient ruins/catacombs, etc.).
43	The ground (or floor) around the characters suddenly rises up at amazing speed, leaving the characters and any mounts or wagons with them standing atop a narrow pinnacle that is now about 100 feet above the ground. The characters need to find some way to climb down from this narrow perch soon, as it appears to be unstable and is cracking.
44	The ground beneath the characters suddenly gives way, and they find themselves tumbling into a sinkhole over a hundred feet deep. All characters and mounts suffer 1D+2 damage, and find themselves at the bottom of a deep pit up to 20 feet in diameter (GM's ruling) with sheer sides.
45-46	The winds emit a deafening high-pitched shriek that shatters anything made of glass, and any non-magical gemstones or crystals.
51	The Gyre passes without apparent effect. But it has inexplicably and permanently drained the magic from any enchanted item carried by the characters. Note that this may not be apparent until the characters check the affected items.
52-53	A portal opens before the characters' eyes, revealing a scene from some other locale. This "wild scrying", as it is called, only lasts for a moment, but allows the characters to see something that they may or may not understand, but which may be important to them later on (GM's ruling).
54-55	The Gyre approaches with much thunder and fury, but turns into a gentle wind that causes no harm.
56	The Gyre unearths every grave and tomb in a one-mile radius; raising the dead in the process, producing a horde of necrophages too numerous to count. The characters have to fight their way out of the mass of undead or fall victim to their swarming attack (see the Bestiary entry on page 177).
61-62	The Gyre threatens to engulf the characters in a mass of roiling black mists. But at the last minute it bathes the characters in a radiant aura that causes one of the following effects: heals all wounds and cures all diseases; repairs all damaged/worn/broken gear and makes it look brand new; or imbues all weapons, armor, and equipment with an aura of magic.

THE GYRE RANDOM ENCOUNTER TABLE (CONT...)

ROLL	ENCOUNTER
63	The Gyre transforms into a cloud of roiling green vapor that creates a verdant oasis over a one-mile radius. The oasis provides enough food and water to last at least a week (GM's ruling), after which it disappears.
64	Double random Gyre effect: roll twice on this table; both results happen back-to-back.
65	Persistent random Gyre-effect: roll on this table once every hour for 2D hours.
66	Hyper-persistent Gyre effect: roll on this table once every round for 2D rounds.

RUINS

There are five major types of ruins that can be found in the Savage Land:

Unknown Ruins

This category includes ruins of such ancient or obscure origin that no one (other than perhaps the Withen) has any idea who built them. The three-eyed idols found in the Darklands, some of the oldest sunken wrecks found in the Lost Sea, and certain ancient tombs all fall into this category. Most of these ancient structures have been at least partially, if not entirely, buried by centuries of time and the elements. Some may be completely overgrown with dead tanglewood trees, vines, or brambles.

Features associated with Unknown Ruins include:

- ✦ Ancient stone dolmens, some engraved with wards and symbols. Most have long since been defaced or damaged, but some may retain residual magics.
- ✦ Ancient stone portals, either decorative in nature or, more likely, witchgates. Most wild tribes fear and shun witchgates, and as a result many of them are undamaged and may still be active.
- ✦ Ancient tombs and crypts. Many were protected by large architectural traps such as trap-door pits, falling stone blocks, and descending stone portals. Additionally, some were warded with glyphs and symbols of such antiquity that they may be impossible to

decipher. These places can hold necrophages or disembodied spirits.

- ✦ Stone idols showing depictions of what may be forgotten gods, devils or demons. Most were erected by cults of one sort or another and were used in their rituals. Some may be cursed, or imbued with hostile magics; most were, and still are, shunned by the wild tribes.
- ✦ Ancient stone towers, bridges, or the partial remains of stone structures. Such places can attract entities like spectres and shadowitches.
- ✦ Underground temples or burial grounds. Many contain funerary relics, valuable artifacts, or entities such as necrophages and disembodied spirits.

Unknown ruins can hold items such as stone or brass tablets, urns (contents unknown until opened), ceremonial or religious reliquaries, antique weapons and armor, magical scrolls, or magical artifacts from a bygone age. A few may hold powerful magical artifacts which may or may not be usable.

Drakken Ruins

These ruins are easily identifiable by their great size and massive scale. They were built by the Drakken, a species of massive reptilian humanoids who once ruled much of the continent. Drakken ruins are very old; all have been heavily damaged by war, time, the elements, and the Fall.

Features associated with Drakken ruins include:

- ✦ Sections of standing or collapsed defensive wall, up to 100 feet high.
- ✦ Stone towers up to 150 feet high, some with multiple levels of battlements.
- ✦ Balconies allowing warriors to fire ballistae down at attackers.
- ✦ Giant amphitheatres large enough to seat a thousand or more Drakken.
- ✦ Commemorative columns engraved with the names and deeds of ancient Drakken queens, warrior-poets, and others.
- ✦ Statues of Drakken queens and highly-decorated warlords.
- ✦ Friezes engraved with row upon row of Drakken Symbology, including histories, biographies, geographicas, and poetry.
- ✦ Massive stairways, bridges, or porticos.

Drakken ruins often hold such items as red iron tablets, massive catapults and ballistae, and Drakken-sized tools, swords, axes, shields, helms, and armor. By far the most highly prized items are firegems, which the Drakken used to decorate royal regalia, religious artifacts, shields, helms, sword-pommels, and bracers. When cut and polished by an expert, these stones can be turned into radian crystals, which the Archaens used as a power source for their clockwork mechanisms and conveyances.

Early Archaen Ruins

These ruins date back as far as the first Archaen city states, and continue throughout several different eras up to the last walled cities and citadels that the Archaens built before they fled the land below for the cloud cities. All were either heavily damaged or destroyed during the wars against the Wild Tribes, the Sorcerers Wars and, finally, the Fall. Many were blackened by fire or defaced by vengeful beast-folk. While the outermost structures of the older Archaen city-states were long since looted of many of their valuables, many of the central structures remain relatively untouched. This is particularly true of cities that were built later, around the time of the Sorcerers Wars. Many of these

were still occupied by surrogate warriors and servants up until the time of the Fall.

Features typical of early Archaen ruins include:

- ✦ Single, double, or even triple outer walls, fallen or standing, up to forty feet high.
- ✦ Long stretches of roadway paved with rectangular stones, some engraved with symbols of protection (most now inert, but some still may be active). Many sections of road have collapsed, or their stones broken or stolen for use by others.
- ✦ Rows of tall columns or statues that may go on for great distances. Many of these have been toppled by the wild tribes, earthquakes, or the Gyre. Columns may be engraved with historical information written in Archaen. Statues may have been erected to honor famous Archaens, to mark the site of burial grounds or battlegrounds, or to ward roadways and porticos from non-Archaens.
- ✦ Stone dolmens and road markers from various fallen civilizations. Some may still be imbued with magic of one sort or another.
- ✦ Ancient temples or other structures dedicated to one or more Archaen sorcerers or sorcerer-kings, revered (willingly or unwillingly) as gods by their creations. Many of these structures are vast in scope, and flanked by giant stone images, hanging gardens, amphitheaters, and courtyards.
- ✦ Ancient libraries housing hundreds or thousands of ancient tomes, scrolls, and tablets. Most of these places were damaged or destroyed by fire, earthquakes, the elements, or the Gyre. Some still contain valuable writings or relics.
- ✦ Archaen tombs, crypts, and mausoleums. Those containing the remains of powerful sorcerers and warlords may hold equally powerful magic artifacts, weapons, and armor. Such places are usually protected by traps; the number, sophistication, and deadliness of which usually directly related to the value of their contents.
- ✦ Sealed vaults containing rare magical

tomes, potent enchanted artifacts, or treasure-hoards. Archaen vaults were always protected by multiple locking mechanisms, magical wards, traps, or all three.

- ✦ Vat-chambers containing rows of sorcerer's vats, which were used in the making of hybrid creatures and humanoids. Most are empty, damaged, or destroyed; some may contain the desiccated remains of whatever was being grown in them. A rare few still hold creatures of various species, known and unknown. Though inert, these lifeforms may still be viable, and can be brought to life by releasing them from their vats.

Early Archaen ruins often hold valuable items such as high-quality weapons and armor, enchanted items and, occasionally, powerful artifacts. They may also contain vast stores of treasure, much of it considered useless by folk of this era; the exception being anything made of silver, which is of use against demons and undead.

Torquaran Ruins

Torquaran ruins originate from the same era as the early Archaen ruins, but these places were the domain of the Torquar: black magicians and rulers of a Death cult responsible for the massacre of untold thousands of innocent victims. Many Torquaran temples were hidden in the mountains and occupied after the Fall by their former subjects, the Ra. Most of the rest were razed in the Sorcerers Wars by a giant colossus named Ikon, armies of enemy troops, or by the Gyre.

Structures commonly associated with Torquaran ruins include:

- ✦ Necromantic temples, hidden high in the mountains or deep inside a mountain. Features commonly found in such places include sacrificial altars, friezes or tapestries depicting various "achievements" of the Death cult, torture chambers, dungeons for the imprisonment of infidels, and private

chambers for the necromancer-priests.

- ✦ Tombs and burial grounds where the Torquar laid their dead; typically in obsidian sarcophagi, often along with their valuables, and always protected by necromantic wards and other types of traps.
- ✦ Ossuaries and mass graves containing the remains of victims murdered or sacrificed by the Cult. These places are often haunted by spectres, disembodied spirits, and necrophages.
- ✦ Sealed leaden vaults used to contain the most dangerous of all the Torquar's writings and their most powerful necromantic artifacts. These places were always protected with the most potent runes and wards, and some contained such fearsome items that even some Torquar were afraid to look upon them.

Torquaran ruins are known to hold all sorts of necromantic items, from enchanted weapons, armor, and shields to enchanted items and writings. Many of these items were cursed so that only members of the Cult could use them. All are regarded as priceless religious artifacts by the Ra.

Archaen Cloud Cities

The most recent type of ruins found in the Savage Land are the cloud cities that were built in the era just prior to the Fall. Though less ancient than other ruins, most of the cloud cities were shattered to pieces when they fell from the sky during the Fall. They landed in deserts, crashed into the sides of mountains, or fell into the depths of the Dead Forest, the Junglegrounds, and other regions. A rare few of these marvels drifted more slowly to earth before breaking into pieces; these are the only cloud city ruins that may possibly be found with partially-intact structures of one sort or another

Features of ruined Archaen cloud cities include:

- ✦ Fragments of polished stone, variously-colored crystal, precious metals, and other

- materials; useful only as salvage.
- ✦ Pieces of fabric, of a type that can't be produced by folk of the current age. These include decorative material such as spangalor, which are of little use to most tribes.
 - ✦ Pieces of structures such as columns, cornices, archways, statuary, etc. Most are identifiable by their garish, rococo designs and usually of no value except as markers to indicate where a cloud city may have crashed.
 - ✦ The remains of elegant domed structures, crystal towers and bridges, and lattices made of spun silver, all popular architectural elements in the later part of this era.
 - ✦ The wreckage of flying or levitating conveyances such as aerial palanquins, floating divans, and various types of windships.

Items found among the ruins of Archaen cloud cities include extravagant costumes, jewelry, and curios, some having magical properties; exquisitely-made enchanted swords and fancifully-designed suits of armor; clockwork mechanisms of various sorts, from toys and frippery to complex constructs such as Talosian automatons; orbs containing illusory panoramas or miniature wonders; and all sorts of magic items from rings to bracers, amulets, capes, and slippers.



GOODS & EQUIPMENT



There is no common coinage or currency to facilitate trade among the peoples of this ruined world. Instead, all exchanges of property (at least mutually-agreed exchanges!) are the result of barter. Details on how to manage this process for player characters are presented in Chapter Three (page 89).

RAW MATERIALS

ANDRAK SILK

The gossamer webbing of andrak is highly prized by many tribes in the Savage Lands. Though light and delicate, the silk is surprisingly strong. It is used to make clothing, thin and sturdy rope, and bowstrings of unsurpassed quality.

DRAGON BONE

Many tribes make use of the remains of giant land and sand dragons. However, they are of particular worth to the Azraq and Shaka. The famed longbows of the Shaka are crafted from dragon bone and sinew. The reptilian Azraq rely upon dragon bone for many items: hide and bone sledges, bone and sinew whips and other weapons, and carved bone for jewelry and body piercings.

DRAGON OIL

Dragon oil is a viscous black liquid found only in the Black Desert, typically in small pools or tar-pits. This substance is believed to be derived from the remains of long-dead sand dragons, which are thought to liquefy over the course of time.

Dragon oil is highly flammable, and in its natural state can be used as a source of long-burning fuel for lamps. When filtered of sand and dirt, it is sought after as a lubricant for siege engines, conveyances and, in its most clarified state, fine clock-work mechanisms.

The Thrax value this substance as the primary ingredient in Thraxian fire, a highly flammable liquid used in warfare. Working with the Ra, they have attempted to prevent other tribes from acquiring this resource. But Kasiran traders and bandits do their best to thwart these attempts, sneaking into the Black Desert to obtain quantities of dragon oil whenever possible.

GEODE

A geode is a spherical rock with a hollow cavity lined with crystals. In the rarest cases, these crystals are firegems or occasionally moonstones. More commonly the crystals are of lesser value, such as onyx or, far worse, a number of fire-imps. Still, folk with a penchant for gambling trade for unopened geodes in the hope of finding firegems.

IRONWOOD

Ironwood trees are found only in the Dead Forest. They range in color from near-black to steely-gray, and are named for both their color and the hardness of their wood. The Shaka are among the few who know how to harvest the wood of these trees, which has many practical uses, particularly in the making of fine bows.

METAL, SALVAGE

Many tribes of the Savage Land utilize metals recovered from fallen sky-cities, battlefields, and other ruins. In some cases, the salvage needs little reshaping to be useful, such as armor plating from siege engines, rods and bars of metal of varying lengths and diameters, metal wheels and springs from conveyances, and so forth. As a result, salvaged metal of a useful shape and quality is much more valuable than raw nuggets or ingots.

Black Iron

Black iron is the most commonly used metal in the Savage Lands. This is primarily due to its abundance, both as salvage and in its raw form. Many mountainous regions contain black iron nuggets, and ruins hold black iron salvage from wrecked war machines, weapons, and general scrap.

Red Iron

Twice as strong as black iron and weighing half as much, red iron carries a value at least double that of black iron. Archaen items of red iron were rare even before the Fall because the ore was found only in the Volcanic Hills, a region zealously guarded by the Drakken. The reptilians made extensive use of red iron, crafting armor, weapons and other relics.

METAL NUGGETS & INGOTS

Producing base metal from ore is a process unknown to most tribes of the current age. However, raw metals of various types are found in the form of nuggets in various places throughout the known lands. In many cases, metals are either traded in this raw form or melted down to make bar-shaped ingots.

SALT

Large salt crystals can be found in parts of the Wilderlands, most often underground in natural caverns. Salt is a valuable trade good, as it can be used to preserve meat and to prepare hides.

RAW MATERIALS

ITEM	TRADE
Andrak silk, raw	High
Claws	Very Low
Dragon bone	Average
Dragon oil	High
Fangs	Very Low
Geode	Average
Gold	Very Low
Hide, beast	Low
Hide, dragon	High
Black iron ingot	Average
Black iron nuggets	Average
Black iron scrap	High
Iron-needle spines	Average
Ironwood	High
Kra fangs	Very High
Kra scales	High
Obsidian	Very Low
Oryx feathers	Average
Red iron ingot	Very High
Red iron scrap	Very High
Salt	High
Silver	Very High
Spike-tree spines	Low
Tanglewood, for basket weaving	Average
Tanglewood, for tinder	Low
Timber	High
Tusks	Low

Geode



Radian Crystal



Kasmiran Fetish-Mask



Kasmiran Talismans

SILVER

Silver ore is found in the same regions as black iron, but it is much rarer and worth about ten times that of black iron. Among the current inhabitants of the Savage Land, silver is valuable mainly because it is the only non-magical substance that can be used against extra-dimensional entities such as demons and malign spirits. As such, it is primarily used in the crafting of weapons, and rarely used for jewelry or decorative purposes.

WOOD

Timber suitable for crafting or construction is extremely rare in most regions of the Savage Land. The only places where wood of this quality can be found are the Dead Forest and parts of the Jungleslands, both of which are dangerous. Consequently, quality timber is a valuable trade commodity in the Savage Land. Tanglewood is found in many parts of the Wilderlands, but is suitable mainly for kindling and basket-weaving.

TRADE GOODS

BLANKETS & CUSHIONS

Simple blankets and bedrolls are usually made from shag, barkcloth, linen, or hides. Cushions made from stitched hides or woven plants and filled with scrub grass or shag are also traded.

MAPS

Most old maps pre-date the Fall, and were often scribed on parchment or hide and stored in metal, stone, or bone tubes. Others were carved into clay or metal tablets. The rarest and most elaborate maps were engraved onto spheres of glass, powered from within by radian crystals, and capable of projecting images onto walls, floors, or even in mid-air.

While the ancient mapmakers were of great skill, the Fall caused such changes in the landscape and celestial bodies as to make their creations quite unreliable. In the current era, the tribes are illiterate and incapable of making maps of any real value.

JEWELRY, ADORNMENTS

ITEM	TRADE
Beads, bone	Very Low
Beads, Onyx	High
Beads, silver	High
Earring, bone	Very Low
Earring, iron	Average
Earring, silver	High
Moonstone pendant	High
Ring, bone	Very Low
Ring, iron	Average
Ring, silver	High

POTTERY, CLAY

Spinning clay to form pottery is a common skill among many tribes. Clay pots, urns, bowls, jars, ladles, and other containers and utensils are traded at markets.

RADIAN CRYSTALS

Before the Fall, these crystals were used to power Archaen constructs and mechanisms. Radian crystals are crafted from raw firegems; the very difficult process involves cutting and inscribing the stones. In present times, only the Yann possess the ability and tools to create Radian crystals, and even their greatest artisans often fail in the attempts. Radian crystals slowly lose their power over time, becoming inert red stones.

ROPE

The best ropes are made from andrak silk. Other types are woven from more common materials, such as needle grass and certain types of vines.

TOOLS

COMMON REPAIR TOOLS

For making repairs to conveyances, structures, and equipment, tools most commonly used

TRADE GOODS

ITEM	TRADE
Basket, woven needlegrass	Very Low
Blankets and cushions	Very Low
Cage, large, iron	High
Cage, large, wood/bone	Low
Cage, small, wood/bone	Very Low
Flask, bone	Low
Flask, hide	Very Low
Flask, pottery	Low
Map	Very Low
Obsidian	Very Low
Pottery, clay	Average
Pouch, belt, hide	Average
Pouch, shoulder, hide	Average
Radian crystal	High
Rope, Andrak silk	High
Rope, linen	Average
Rope, vines	Low
Sack, hide	Low
Sack, linen	Average
Salt	High
Torch (burns four hours)	Average
Water-skin, large (2 gal.)	Average
Water-skin, small (2 qt.)	Low

include hammers, tongs, wood-saws, cutting blades, awls, wire, chain, and rope.

COMMON TOOLS

Most tools made since the Fall are of suspect quality and durability, typically being made of lesser materials such as bone, wood, stone, and hide as opposed to refined and machined metals. Common types of tools include axes, hatchets, hammers, spades, and saws.



FUSED GLASS

Pools of boiling liquid glass can be found in the Volcanic Hills. Some Kasiran tribes know how to pour the glass into molds to fashion talismans, orbs, vials, and even crude sheets of glass. Though most fused-glass has some impurities, it is strong, durable, and can be quite beautiful. Pieces of fused-glass found in volcanic regions or on battlefields sometimes contain ancient artifacts, gemstones, or other items.

NETS

Most nets are crafted from rope, vines, or braided leather strips. The smallest are held in one hand during combat and used to shield against, confuse, or entangle an opponent. Larger nets are weighted and thrown with both hands, or used for various types of traps and snares.

SALVAGE TOOLS

For large-scale salvaging, Yann rely upon specialized tools: heavy hammers and pry-bars,

saws capable of cutting metal or stone, portable winches with block and tackle, and so on. Before the Fall, both the Neurians and Archaens made salvage tools of exceptional design and quality. Though Yann create tools of good quality, even the best can't match the quality of the old Neurian and Archaen tools. As such, these implements are very rare and valuable.

TORTURER'S TOOLS

Golgoths are masters of torture. Tongs, brands, clamps, various small blades, and other crude implements are their instruments.

THRAXIAN GAUNTLETS

The Thrax wear thick hide gloves that have been boiled in a secret alchemical mixture when working with toxins and acids. Though bulky and somewhat rigid, the gauntlets provide protection from accidental spills.

THRAXIAN TOXIN-GOGGLES

To protect their eyes from toxic fumes and



Yann Salvage-Tool
and Tool-Harness

poisons, the Thrax wear goggles made with beast-hide frames and smoked-crystal lenses. The goggles are also of use against sand and dust.

THRAXIAN TOXIN-MASK

Made of shaped and stitched beast-hide, Thraxian toxin-masks look primitive, but they are effective at protecting the wearer from poisonous gas. Inside these masks, a clay canister holds layers of cloth that act as an air filter.

TRAP MECHANISMS

The ancient Archaens were adept at making mechanical traps of varying sizes and purposes, which they used to protect tombs, vaults, and collections of valuables. Some are so small they can fit inside locks or containers, while others are larger, and include things such as spring-loaded projectiles, secret passageways, trap-doors, and deadfalls.

TOOLS

ITEM	TRADE
Common tools	Average
Chain, light, per ft	Average
Chain, heavy, per ft	High
Glass, fused	Average
Glass worker's tools	High
Golgoth torture implements	Average
Grapnel	Average
Knife, small stone/bone	Low
Knife, small, iron	Average
Leather-working tools	High
Lock, Archaen, complex	Very High
Lock, simple	Low
Mallet, wood/bone	Very Low
Metalworking tools	High
Net, knotted linen	Average
Pick/shovel	Average
Sharpening stone	Low
Slave collar	Low
Stone worker's tools	High
Thraxian gauntlets	High
Thraxian toxin-goggles	High
Thraxian toxin-mask	Very High
Trap mechanism	High
Yann tool-harness	High
Whip, hide	Very Low
Woodworking tools	High

Kasiran tomb-robbers are adept at finding and dismantling traps. They are sometimes willing to barter their tomb-robbing abilities in exchange for a share of any loot found. The Thrax possess similar talents, though they mainly study ancient trap mechanisms for their possible applications in weapon design.

YANN CLOCKWORK-REPAIR TOOLS

Clockwork mechanisms can only be repaired or built with specially-made tools. These include finely-made implements such as miniature calipers, wrenches, springs, filaments, magnifying lenses, and similarly-sophisticated devices.

YANN SALVAGE-TOOL

Made from telescoping rods of black or red iron, a Yann salvage-tool looks like a six-foot long heavy pry-bar. However, for one who knows how to activate its various forms, the tool can be transformed into a metal-saw, a wood-saw, a shovel, a pick, a hammer, and even a spear. When several Yann salvage-tools are combined together, they can be used to make even more complex tools, such as winches, levers, scaffolds, and ladders.

YANN TOOL-HARNESS

The Yann tool-harness is typically made from toughened leather or beast hide. The harness's utility comes from its numerous pouches, pockets, metal loops, and straps, which hold a variety of tools, spare parts, materials, and so on.

CLOTHING

BARKCLOTH

The Imazi have developed the technique of boiling and hammering bark into a soft, but durable, cloth. Barkcloth can be dyed during this process or painted afterward. It sheds water naturally.

HIDE, BEAST

The hides of various animals are used to make boots, sandals, gauntlets, helms, belts, straps, and so on. When tanned, boiled, and hardened, animal hide can also be used to make leather-like armor.

HIDE, OGRIPHANT

Generally worn only by the Umar, ogriphat hide is almost as tough and durable as dragon hide.

CLOTHING MATERIAL

TYPE	TRADE
Barkcloth	Low
Beast Hide	Low
Linen, Kasiran	Average
Ogriphat hide	Average
Dragon hide	High
Furs	High
Shag (Grazer-fur hide)	Average

FINISHED CLOTHING

BOOTS, HIDE	AVERAGE
Cloak, fur	Low
Cloak, hide	Low
Cloak, hooded linen	Average
Gauntlets, hide	Low
Loincloth, hide	Very Low
Loincloth, linen	Low
Ritual vestments, Ra	Low
Sandals, common	Low
Smock, hide simple	Very Low
Smock, hide	Low
Vest, hide	Low
Vest, linen	Average

HIDE, DRAGON

Land dragon hide is very heavy and durable, and favored by peoples such as the Ra and Drakken. Dragon-hide armor is the best non-metal armor available in the Savage Land.

HIDE, FURS

Furred animals are rare in the Savage Land, one of the few exceptions being Grazers. These creatures have a coarse type of fur called shag, which is used for a variety of purposes. While some tribes wear furs made from the hides of



Barkcloth

humanoid creatures such as Beastmen and lycanthromorphs, many won't.

KASIRAN LINEN

This rough-spun but comfortable cloth is made from soft fibers found in the spiny pods of the desert thistle, a thorny plant that grows only in arid regions. The fibers are spun into thread and woven into a lightweight, comfortable cloth favored by the Kasir tribes.

SHAG

The long, coarse fur of Grazers is commonly called Shag. It is used to make clothing, blankets and bedding, and to pad saddles and leather armor. Some tribes weave the fur into braids used as decorations or even short straps or ropes.

SKILLED LABOR

Those who know how to do something of value may trade their time in exchange for food, shelter, or valuables. This is the only way most types of Drudges can survive. The Yann are particularly adept at bartering their skills in salvaging, metal-working, and construction. The Thrax work as weapon dealers and poison-makers; the Kasir deliver goods across long distances and work as tomb-robbers.

SLAVES

TYPE	TRADE
Beastman	Low
Boglin	Low
Drudge, unskilled	Very Low
Drudge, skilled	Average
Reaver	High
Shaka	High
Shan	Average
Vandar	High
Virago	Average
Yann	Very High

ANIMALS & STEEDS

TYPE	TRADE
Burden Beast	Average
Catdrac, trained	Very High
Desert Beast	Average
Grazer	Low
Hopper, trained	Average
Land Dragon, young	Average
Land Lizard, trained	High
Loper, trained	Low
Mandragore	Average
Ogriphant	High
Strider	Average
Tarkus, trained	High
Vennin	Average
War Beast	High
Tack	
Saddle and bridle	Average
Saddlebag	Low



TRAINING

Knowledge of skills is a commodity among many tribes. Some are willing to trade their knowledge of primitive magical rituals, weapons, crafting, and so on.

SLAVES

Bands of Golgoth slavers operate throughout the Savage Land, selling their living “wares” to tribes such as the Umar and the Ra. Though most other tribes don’t barter for slaves, those who find themselves in need of additional manpower sometimes do so.

DOMESTICATED ANIMALS

BURDEN BEAST

Massive and slow, but capable of carrying heavy loads.

CATDRAC

A swift and fierce steed favored by the Virago.

DESERT BEAST

Favored as a mount and burden beast by the Kasir, as they are well-suited to hot, arid climes.

GRAZER

Herd beasts, raised for fur and meat by the Imazi.

LAND DRAGON

Fierce, can only be tamed and ridden by Drakken.



Light Cargo Dray



Cargo Dray



Salvage Dray

LAND LIZARD

Used to carry medium or heavy loads and to pull cargo drays. Durable but ill-tempered.

LOPER

Aggressive, ferocious; can only be tamed and ridden by Azraq.

OGRIPHANT

Gigantic creatures used as living siege engines by the Umar.

STRIDER

Swift steeds, excellent climbers, but can't carry much weight. Favored by the Shan.

WAR BEAST

Tough, aggressive; favored as war-steeds by Vandar warriors.

CONVEYANCES

CARGO DRAY

These four-wheeled conveyances are often crudely built of whatever materials are available, including pieces of scrap metal, wood, hides, and bones. Most cargo drays are drawn by a land lizard or a pair of desert beasts. Maximum capacity is usually about 1,000 pounds.

CARGO DRAY, LIGHT

These conveyances are similar to a regular Cargo Dray, but only have two wheels. Light cargo drays can be drawn by a single desert beast or even a pair of striders. Maximum capacity is usually about 500 pounds.

SALVAGE DRAY

The most commonly used conveyance for transporting large quantities of salvage or cargo is a

CONVEYANCES

TYPE	TRADE
Cargo dray	Low
Cargo dray, light	Very Low
Salvage dray	Average
Thraxian armored salvage dray	High

type of crude, heavy wagon known as a salvage dray. These wagons are typically constructed from scraps of salvaged wood and iron, and have from four to six large, heavy-duty wheels. Cargo drays are usually drawn by pairs of burden beasts or teams of four or more land lizards. Maximum capacity ranges from 1-10 tons. These conveyances are slow and ponderous, and can be difficult for unskilled drivers to maneuver.

FOOD AND DRINK

FRESH WATER

Most surface water found throughout the Savage Land is either stagnant or tainted. As a result, sources of fresh water are coveted. These sources are usually deep in the ground and may be accessed via subterranean caverns, natural springs, or ancient wells. Fresh water is considered a valuable commodity.

MEAT, FRESH

Great herds of wild burden beasts and megalodonts migrate through regions of the Savage Land, feeding on grasses and scrub. These herds are commonly hunted both by natural predators and by many tribes, who rely on wild game as their primary source of food.

MEAT, DRIED

The best way to preserve fresh meat is to cut it into thin strips, boil it in salted water, and dry it slowly in the light of the twin suns. Dried meats are a staple of many tribes, and are often offered in trade.

FOOD

TYPE	TRADE
Fresh water	High
Meat, dried	Low
Meat, fresh	Average
Roots, edible	Low
Underroot Bulbs	Average

UNDERROOT BULBS

Underroot is a subterranean tuber that can be found in caves and caverns across the continent. The brownish bulbs of this plant measure about six inches in diameter, and are covered with a tough fibrous skin. The soft, pulpy core is juicy and nutritious, and a single bulb contains enough nutrients and liquid to sustain an average-sized humanoid for one day. When dried in the sun for a day, the bulb's outer skin hardens, which keeps its contents fresh for several weeks. The fruit's longevity, portability, and nutritional value make underroot bulbs a valuable trade commodity, especially in regions where water is very scarce.

WEAPONS & ARMOR

COMMON ARMOR

Typical armor is made of hides, bones and scavenged metal.

COMMON WEAPONS

Common weapons are made of hide, wood, bone, stone, fangs, claws and scavenged metal.

DRAKKEN SWORD

Drakken prefer heavy, thick-bladed swords designed for hacking and chopping. As with most of their weapons and armor, Drakken swords were fashioned mainly with red iron. Those made for commanders or others of rank typically bear silver glyphs or firegems.



DRAKKEN WAR AXE

This massive, two-handed weapon is the most common variety of war axe preferred by the towering Drakken. It's made entirely of red iron, with land dragon hide wrapped around the hand-grip. In ancient times, the greatest of these weapons were also inlaid with silver glyphs or firegems. Such weapons are held in the highest regard by Drakken of the present age.

DRAKKEN WAR WHIP

The Drakken war whip consists of a series of

spiked iron balls attached to one another by links of chain, terminating in a metal handle wrapped in dragon hide. The longest of these weapons can measure up to twelve feet, and can easily weigh over a hundred pounds.

GOLGOTH BATTLE HELM

Golgoth males wear crude helmets made from two pieces of hammered black iron, fastened together with hide straps or chain. These helmets cover the entire head, leaving a seam-like opening between the front and back

halves, with narrow slits for the eyes. The only decoration is a band of hide or skin dyed in the tribe's colors.

GOLGOTH CHAIN-ARMOR

Many of the Golgoths tribes wear pieces of armor made from interconnected lengths of chain. On some types of armor, the chains are sewn to a hide backing; or a web of chains is simply worn as a headdress, a vest, a loincloth, or even a cloak. Golgoth males tend to wear heavier, coarser chains, while females generally prefer items made from lighter and finer chains. Golgoth chain-armor is almost always made of black iron.

GOLGOTH CHAIN-BLADE

A chain-blade is a disk of metal sharpened around its circumference and affixed to a length of chain. Typically, the entire weapon is made of black iron, though some prefer disks of bone set with razor-sharp onyx around the edge. Others may be equipped with spikes. In any case, one skilled with this weapon commonly attacks by spinning the chain and lashing out to strike a target, recovering the disk in the same smooth motion, once again spinning the chain. At close quarters, the chain-blade can also be used to entangle and strangle enemies. Golgoths make both a heavy chain-blade meant for two-handed use, and a lighter version that can be used with one hand. Masters of this weapon are said to be able wield two chain-blades at once, one in each hand.

GOLGOTH CHAIN-MACE

This weapon is identical to the Golgoth chain-blade, but instead of having a blade at one end, it has a mace. The mace is usually made of black iron and studded with spikes.

GOLGOTH CHAIN-HOOD

Golgoth females wear headdresses of interconnected chains, sometimes decorated with spikes and hooks to lend an even more fearsome aspect to their appearance.

GOLGOTH CHAIN-HOOK

Designed for climbing, securing cargo, and capturing large beasts; the chain is up to twenty feet long with a multi-pronged hook at each end. Some hooks are big enough to be used as hand-held slashing weapons, at the same time the chain is used to block, confuse, and entangle attackers.

GOLGOTH CHAIN-WHIP

A light or heavy flail consisting of five chains attached to an iron handle. It is used to control slaves, or as a weapon in battle. In the latter case, small spiked iron balls are sometimes attached to the ends of the chains.

GOLGOTH THROWING NET

Perhaps the most effective Golgoth capture weapon, a throwing net is made with thin strips of braided beast-hide and four iron weights. It is spun over the head with both hands and thrown to entangle.

IMAZI GWANGA

This four-bladed throwing knife is used by the Imazi tribes. It is used to hunt large animals, and in battle as a throwing or cutting weapon. Experts with this weapon are able to wield two gwanga at once.

RA EXECUTIONER AXE

According to the dictates of the Death cult, properly performing a ritual killing requires an executioner's axe. These heavy weapons typically require both hands to wield. Crafted from black iron, black onyx, or obsidian, this single-bladed axe is shaped to resemble a leering death-head. The haft is fashioned from deadwood, a tree found near graves and burial grounds, and is engraved with symbols of import to the Cult. Skin, hair, and hide wrap the handle—often made from the scalps of those sent to the glory of Death's eternal embrace.

RA HEAVY IRON CROSSBOW

The handle of a Ra heavy crossbow is usually carved bone, and may be elaborately decorated

WEAPONS

The following is a list of weapons used by the various peoples of the Savage Lands. All weapons in this section are rated according to damage, minimum strength required to employ the weapon (MIN STR), and its value as a trade good. An asterisk (*) indicates that the weapon may be thrown or otherwise used as a missile.

COMMON WEAPONS

TYPE	DAMAGE	WEIGHT	MIN STR	TRADE
Unarmed	STR -1D	0	0	N/A
Improvised Club	STR	varies	varies	N/A
Axe, bone*	STR+1D+2	3	1D	Very Low
Axe, stone*	STR+2D	4	2D	Very Low
Blowgun	(Poison)	1	1D	Low
Club, bone	STR+1D+1	4	1D	Very Low
Club, wood	STR+1D+2	6	1D	Very Low
Knife, bone*	STR+2	1	1D	Very Low
Knife, iron*	STR+1D	2	1D	Average
Short Bow, horn	3D+1	3	2D	Average
Sling, hide	2D+2	0.25	1D	Very Low
Spear, iron*	STR+1D+2	2	2D	High
Spear, ironwood*	STR+1D+2	3	2D	Average
Spear, stone*	STR+1D+1	6	2D	Low
Spear, bone*	STR+1D+1	4	2D	Very Low
Staff	STR+1D	3	1D	Very Low
Sword, black iron	STR+1D+2	6	2D	High
Sword, obsidian	STR+1D+2	4	2D	High

with onyx engravings. Boiled hide is wrapped around the bow, which is itself fashioned from thin plates of black iron, and is essentially a very powerful spring. The crank mechanism and trigger are also made of black iron, as are the heavy bolts fired from it.

SHAKA BEAST-HIDE ARMOR

Talented trackers, hunters, and skinners, Shaka take care to make the most of the hides of the beasts they slay. The leather workers among their tribes craft goods of excellent quality from these skins, and the armor they make is known for its strength and suppleness. Shaka armor

consists of pads of stitched leather filled with the scales or tough hides of large beasts, such as behemoths and land lizards. The pads are stitched together to form jerkins and leggings, and may be adorned with dyed furs, feathers, and crystal beads.

SHAKA BLADES AND ARROWHEADS

The Shaka make razor-sharp blades from flint and obsidian, which they use as cutting tools and for skinning and leather-working, or as arrowheads. Shaka rarely use these blades in battle, preferring to fight with bows, or at close range, with their claws and teeth.

TRIBAL WEAPONS

TYPE	DAMAGE	WEIGHT	MIN STR	TRADE
Drakken War Axe	STR+3D	30+	5D	High
Drakken War Whip	STR+1D+2	10	4D	High
Drakken Sword	STR+2D+2	40+	4D	High
Golgoth Chain-Blade	STR+2D+1	10	3D	High
Golgoth Chain-Mace	STR+2D	12	3D	High
Golgoth Chain-Hook	STR+1D	10	3D	High
Golgoth Chain-Whip, light	STR+2	8	3D	High
Golgoth Chain-Whip, heavy	STR+1D	16	3D	High
Golgoth Throwing Net*	(entangle)	8	2D	High
Gwanga*	STR+1D+1	4	2D	Average
Ra Executioner Axe	STR+2D+2	7	3D	High
Ra Heavy Iron Crossbow	5D	7	3D	High
Shaka Obsidian Knife*	STR+1D+1	1	1D	High
Shaka Longbow	4D+2	5	3D	High
Shaka Shortbow	3D+2	3	2D+2	Average
Thraxian Blade-Staff*	STR+1D+2	6	2D	High
Thraxian Dart-Thrower	3D	2	1D+2	High
Umar Axe-Blade	STR+2D+2	20+	3D	Low
Umar War Club	STR+2D	25+	4D	Low
Vandar Garde	STR+1D+1	40	3D	High
Vandar Greatsword	STR+2D+1	20	3D	High
Virago Shortbow	3D+1	3	2D	Average

SHAKA LONGBOW

To a Shaka, his longbow represents more than a mere weapon. It is an extension of his will and is named after him.

The crafting of a Shaka longbow involves rituals performed by the artisans and the intended archer, and is one stage of a Shaka's initiation ceremonies into adulthood. To obtain the bone, hide, sinew, and blood needed to make the weapon, the young Shaka must take part in a dragon-hunt with the other members of his pride.

Each bow is tailored to the stature of the Shaka who bears it. Typically, the longbow is over seven feet in length and requires tremendous strength for other folk to draw. However, even touching a Shaka's bow without invitation is a dire insult. Anything more, such as drawing the bow, would likely end in bloodshed.

SHAN CEREMONIAL ARMOR

These suits are beautifully made of metal scales and plates sewn onto hide. They are handed down from one generation to the next, and are

ARMOR

TYPE	PROTECTION	LOCATION	MIN STR	WEIGHT	TRADE
COMMON ARMOR					
Armor, scavenged black iron	1(2)	Torso	2D	30	Low
Land lizard hide	1(2)	Torso	1D	20	Low
Leather Vest	1(1)	Torso	1D	10	Low
TRIBAL ARMOR					
Drakken Battle Armor	1(4)	Full	4D	80	Very High
Golgoth Battle Helm	1(3)	Head	3D	15	High
Golgoth Chain-Armor	1(3)	Torso	3D	40	Average
Golgoth Chain-Hood	1(2)	Head	3D	10	Average
Ra Paladin Armor	1(3)	Full	2D	30	High
Shaka Beast-Hide Armor	1(2)	Torso	1D	20	Average
Shan Ceremonial Armor	1(3)	Full	2D	50	High
Vandar Garde	1(2)	Full	2D	40	Average

considered priceless by the Shan. Some of the older suits of Shan armor were imbued with an aura of enchantment (+1), but not all.

SHAN CEREMONIAL SWORD

These longswords were made before the Fall by master sword-smiths, who imbued each blade with a +1 aura of enchantment that makes them effective against most types of supernatural entities; the skill required to make such blades is now a lost art. Shan swords are light, extremely well-balanced, and razor-sharp. These rare artifacts are well cared for, and are passed down from one generation to the next.

THRAXIAN BLADE-STAFF

Measuring around six feet in length, a blade-staff is hollow and may be constructed of bone, wood, metal, or even crystal, depending upon the whim of its creator. One or both ends of the staff contain mechanisms to extend and retract thin blades or spikes, turning the staff into a stabbing and slashing weapon. The blades are often coated with poison to increase their deadliness. Some blade-staves have other features:

hidden compartments for valuables like maps or gemstones, mechanisms allowing the staff to be twisted into two pieces with a strong filament of wire between to be used as a garrote or slicer, and so forth.

THRAXIAN DART-THROWER

A dart-thrower is an easily-concealed weapon that consists of a leather bracer worn about the wrist and forearm. Around the bracer are up to six pockets, each containing a tube made of metal or bone. The tubes hold spring-loaded darts coated in poison, drugs, or some other toxic substance. Each tube can be triggered by depressing a button on the bracer. Reloading is a slow process, requiring the bracer to be removed, the springs cocked, and poison-tipped darts carefully inserted.

UMAR AXE-BLADE

Lacking all but rudimentary iron-working skills, the Umar make heavy, single-edged chopping weapons from salvaged metal. The axe-blade typically consists of one long, curved edge honed from a single, wide piece of scrap. Hide

SHIELDS

TYPE	PROTECTION	COVER	WEIGHT	TRADE
Garde	2(5)	1/4	40	Average
Shield (hide, wood)	2(4)	1/4	5	Average
Shield (iron)	2(6)	1/4	20	High
Shield (Dragon hide)	2(7)	1/2	30	High

or leather wraps the handle. Umar use them for chopping trees and meat, as well as their enemies.

UMAR HACK-SWORD

These weapons resemble a cross between an over-sized falchion and a meat-cleaver. About five feet in length, hack-swords are heavy, single-edged chopping weapons. A two-handed version, measuring over seven feet in length, is also made. Both types are crudely made by slave laborers, and require great strength and size to wield.

UMAR WAR CLUB

A primitive but effective weapon, the Umar club is carved from dragon bones and studded with claws, horns, scrap iron, and sharp stones. It is used to batter enemies into submission.

VANDAR GARDE

This type of armor is usually only worn by the Vandar tribes. It's made of iron plates, padded on one side and spiked on the other, and worn on the shoulders, arms and legs. The garde is used for protection, to parry blows, and as a weapon.

VANDAR GREATSWORD

A massive two-handed sword favored by the Vandar, this weapon requires a great deal of strength to wield. Most are made by the Yann to Vandar specifications, meaning the blades are sharp, durable, and devoid of any form of decoration. The weapon typically comes with a scabbard made of beast-hide that can be strapped across the wielder's back.

AMMUNITION/ACCESSORIES FOR MISSILE WEAPONS

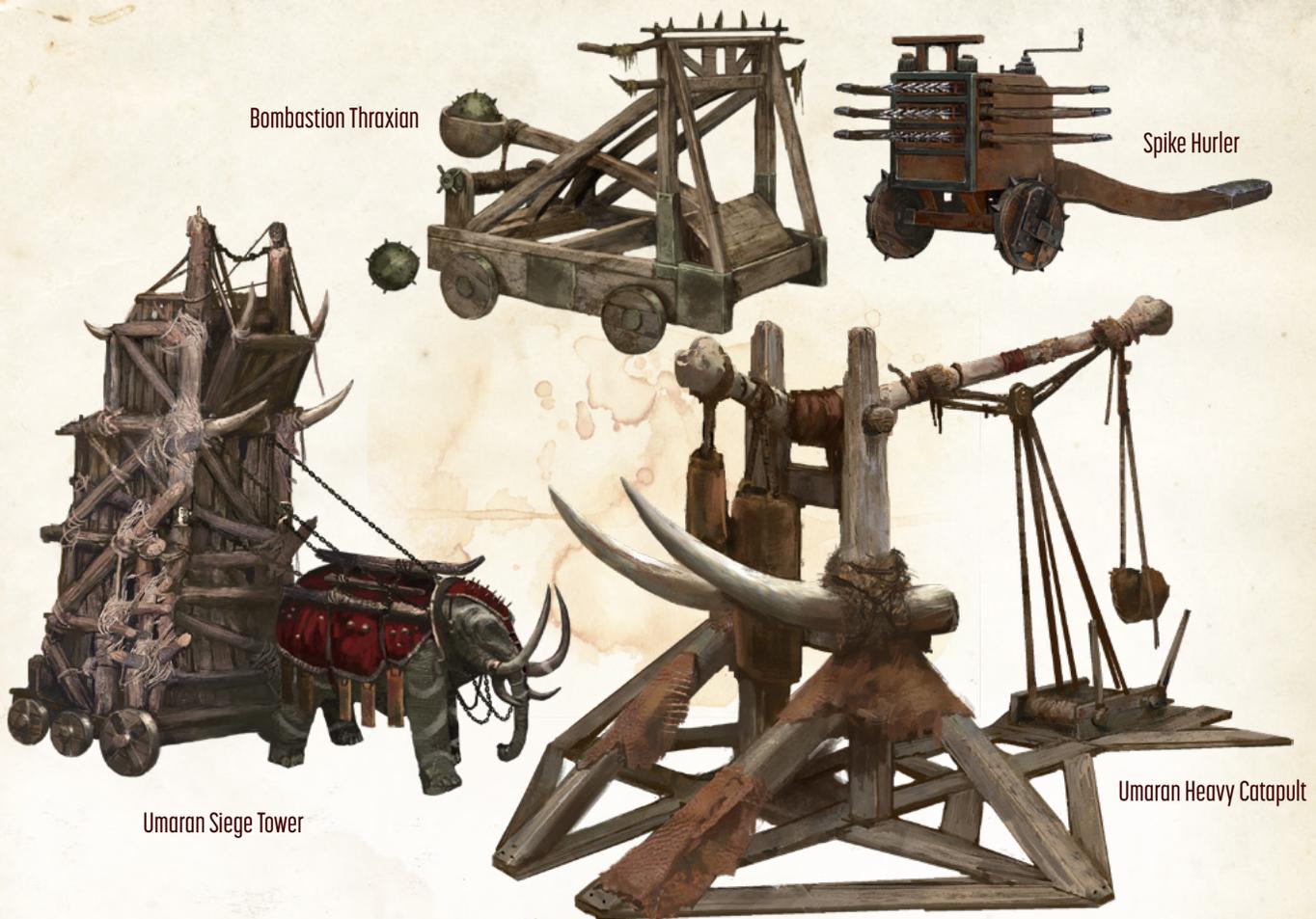
TYPE	NUMBER	TRADE
Pouch, sling stones	20 stones	Very Low
Quiver (dart-Thrower)	10 darts	Low
Quiver (crossbow)	20 quarrels	Average
Quiver (longbow)	20 arrows	Average
Quiver (shortbow)	20 arrows	Low
Spring-blade (spring-Knife)	1 blade	Average

VIRAGO SHORT BOW

These composite bows are designed specifically for mounted archery, and are smaller and lighter than a Shaka shortbow.

WITCHMAN BLOWGUN

The shamans of the Witchman tribes make blowguns from pieces of hollowed wood and bone. The base of the blowgun is usually a foot or so long and may be used alone; however, it is more common for the Witchmen to attach one or more pieces to the base, extending the length of the blowgun and its range and accuracy. Darts may be crafted from bone, wood, and thorns. They are cup-shaped at the base, fitted with reeds or feathers, and end in a needle-sharp point coated with poison.



Bombastion Thraxian

Spike Hurler

Umaran Siege Tower

Umaran Heavy Catapult

COMMON SIEGE ENGINES

SPIKE HURLER

This device can simultaneously launch as many as twenty three-foot long iron spikes for a distance of about 300 feet. It is not accurate, but it can cause a good deal of damage to wooden structures, siege engines, or enemy troops. Spike hurlers require a crew of twenty Boglins, or at least five Umar, to operate. The devices are wheeled, and are usually towed into place by an ogriphant or a team of 2-3 war beasts.

THRAXIAN FIRE

This dangerous substance consists of a mixture of dragon oil, quicklime, brimstone, and other ingredients. The exact recipe is a secret: only the Thrax know how to make Thraxian fire. Its adhesive nature and extreme volatility

make Thraxian fire a fearsome weapon. Once it has been set alight, it is notoriously difficult to extinguish and produces an extremely hot flame. Water can't extinguish Thraxian fire; only smothering the flames with sand or hides works. Some say that there is a rare version of Thraxian fire that ignites when exposed to air.

THRAXIAN FIRE-BOMB

Small, clay pots stoppered and sealed with wax can still be found intact within ruins or buried beneath the rubble of ancient battlegrounds. Larger versions are hurled as ammunition from bombastions.

THRAXIAN FIRE-THROWER

A fire-thrower is a weapon consisting of a metal tube, a chemical reservoir, and a bellows made of hide. Thraxian weapon-smiths craft these devices, which can be

SIEGE WEAPONS

TYPE	DAMAGE	SCALE	SPECIAL	CREW	TRADE
Ballista, Heavy	5D+1	4	Armor Piercing	7	Very High
Ballista, Light	4D+1	3	Armor Piercing	3	High
Bombastion	10D	5	Area of Effect (4 yards)	10	Very High
Catapult, Heavy	6D	4	Area of Effect (3 yards)	9	Very High
Catapult, Light	5D	3	Area of Effect (1 yard)	5	High
Spike hurler	4D/bolt	3/bolt	Armor Piercing, Area of Effect (4 yards)	10	Very High
Thraxian Fire-thrower	3D+2	3	Area of Effect (Cone, 20 yards)	2	High
Thraxian fire-bomb	3D	1	Area of Effect (1 yard)	1	Average
Thraxian fire, gallon					High

used to spray Thraxian fire to a distance of 20 feet. When ignited, the liquid fire gushes from the spout, coating anything in its path with sticky, burning gobbets of fire that burn with enough heat to melt non-magical metals. Some of these weapons are small enough to be wielded by an individual, while larger versions can be mounted on battle golems or used as siege weapons.

UMARAN HEAVY CATAPULT

A giant catapult made of wood or ogriphant bones, capable of throwing a 500 pound boulder up to 500 feet. This weapon requires a crew of forty Boglins, or at least ten Umar, to operate. A full-grown ogriphant or two burden beasts are required to move this massive weapon.

UMARAN SIEGE TOWER

These huge, hundred-foot tall towers are made of wood and ogriphant bones. These engines may have as many as sixteen wheels and are covered with green hides to protect against fire and missile weapons. A single tower can hold up to a hundred Boglins or about twenty Umar warriors. An ogriphant, chained inside the tower, propels this siege engine.



Thraxian Fire-Thrower

ARCHAEN SIEGE WEAPONS

The Archaens were known to construct siege engines that far exceeded the capabilities of the primitive weapons made by the folk of the current era. Most of these devices were damaged or destroyed during the Fall, but siege engines that can be salvaged either whole or in part are greatly valued by most tribes. Known types of Archaen siege weapons include:



Bombastion



Battle Golem



Iron Dragon



Iron Scorpion

BOMBASTION

The bombastion is a gigantic catapult designed to hurl heavy iron spheres or amberglass spheres filled with alchemical toxins, poisonous gasses, or elemental essences for a distance of up to 300 feet. A minimum crew of ten average-sized humanoids is required to operate a bombastion. Because these siege engines are so heavy, a burden beast or a team of three war beasts is needed to tow the device into place.

BATTLE GOLEM

These devices ranged from ten to twenty feet in height, and were equipped with magical weaponry capable of firing javelins or, in the more advanced models, bolts of arcane force. A crew of 1-2 was required to operate most types of battle golems, though it is said that a very rare type of unmanned, mechanized device was also made.

IRON DRAGON

These constructs resemble massive, stylized dragons made of iron, measuring up to 200 feet long from end to end. These devices were designed spout fire, and are quite terrifying; in fact, the legends of “crested dragons” may well have originated from sightings of these mammoth constructs.

Iron dragons are slow; their maximum walking speed is about equal to that of a burden beast. These constructs are heavily armored and were used both as troop carriers and giant battering rams. One large or two medium-sized radian crystals are required to power an iron dragon.

IRON SCORPION

These war engines were similar in purpose to iron dragons but were designed to resemble great metallic insects. The average iron



Siege Golem

scorpion measured over thirty feet in length, required a minimum crew of eight, and was equipped with powerful claws that could be used to crush opposing battle golems or troops. The most advanced models also had a tail stinger capable of spraying caustic acids that could be used to dissolve heavy armor, barricades, or fortifications.

SIEGE GOLEM

A much larger version of the battle golem, siege golems were forged of black or red iron and constructed in the image of humanoid warriors. These titanic constructs were intended to strike terror into the hearts of the enemy.

Siege golems are not automatons, and possess no capability for independent action. Instead, these constructs were operated by crews of pilots, engineers, and artilleryists. Radian crystals and complex mechanical contrivances were utilized to provide impetus to the golems, enabling them to “walk” after the manner of men. Batteries of ballistae, fire-throwers, and other weapons were built into the golem's shoulders, arms, and head, giving them the appearance of walking fortresses. The largest of these constructs may well have measured over two hundred feet high and housed a crew of over fifty warriors.

Most siege golems were destroyed in the Sorcerers Wars, or during the terrible cataclysm known as the Fall. Sections and pieces of these construct still litter the battlefields of the Savage Land, and more have no doubt been buried by the wind, dust-storms, or the Gyre.

PRIMITIVE CONCOCTIONS

The following is a list of the various types of potions and intoxicants that most tribal shamans of the Savage Land know how to make. At least two ingredients of the appropriate types (GM's ruling) must be available for a shaman to create any primitive concoction (see Primitive Magical Ingredients, pg 251). If desired, the GM may invent additional types of concoctions, or allow Player Characters to do so.

Potions

Potions take a day to brew, and require the shaman's undivided attention for the duration. Brewing more than one dose of any potion at a time adds an additional Degree of Difficulty penalty of -5 per each additional dose.

CURATIVE POTIONS

Cures whatever disease the potion has been specifically concocted to work against, such as blood-fever or crypt-rot.

POTIONS

POTION	TRADE
Cold resistance	Very High
Curative	Very High
Fire resistance	Very High
Healing	High
Love	High
Poison Antidote	High
Purge	High
Sleeping	High
Speed	Very High
Strength	Very High
True sight	Very High

CURSED POTIONS

Any of the listed potions can be concocted so that they cause the reverse of the intended effect; i.e., turning a Strength potion into a potion of Weakness that reduces STR. These types of mixtures are generally known as cursed potions, and can be difficult to discern from their non-cursed counterparts; generally, only individuals who possess the Shamanic Lore skill are able to do so (TN 15 for most checks).

HEALING POTION

Instantly heals 1 Wound level from most forms of damage and stops bleeding damage—but typically not special damage such as from exposure or magic. Healing potions made from green lotus can be used to heal plant-creatures such as Narada. A healing potion may revive someone who has died on the previous round due to injuries. In this case, the victim must make a TN 15 STR or WIL check (whichever is higher), or die.

Note that healing potions can't be used to cure disease, nor as poison antidotes.

LOVE POTION

Stimulates feelings of desire for the first person the drinker sees after imbibing the potion. The

user can make a WIL check (TN 15) to resist the effect. If this roll is unsuccessful, the effects last until the victim makes a successful roll (one attempt per day). Critical failure results in a permanent effect.

MEDICINAL PURGE

Purges parasites of all sorts from the recipient's body. Make a STR check (TN 10) or suffer nausea, cramps, etc. for 1D rounds.

Poison Antidote

Instantly alleviates the effects (pain, paralysis, continuous damage, etc) of any type of poison. The potion has no effect on hit points already lost.

POTION OF COLD RESISTANCE

Reduces damage done by cold by 1 wound level for up to one day, essentially like armor, but with no durability concerns. This stacks with other forms of protection against cold.

POTION OF FIRE RESISTANCE

Reduces damage done by fire or heat by 1 wound level for up to one day, essentially like armor, but with no durability concerns. This stacks with other forms of protection against cold.

POTION OF TRUE SIGHT

Induces a type of trance-state that allows the user to see invisible, astral, and spirit presences for 2D minutes. This potion has narcotic side-effects (-1D penalty to INT and DEX, -2 SPD). If used more than once per week, a WIL check must be made (TN 10, +5 for each additional use per week over 2); failure means the user is addicted to this potion.

SLEEPING POTION

Induces sleep within 1 combat round of ingestion. If the recipient is unwilling to sleep, they may resist using STR (TN 15), but a success still results in -1D to DEX and PER for the duration. Duration is 1D hours.

SPEED POTION

Increases SPD by +2 per dose, up to a maximum

of 3 doses. The effects last for 1 hour.

Strength Potion

Increases STR by +1D. The effects last for 1 hour.

Intoxicants

Intoxicants are commonly used by many tribes for recreational purposes, for certain types of rituals, or simply as a means to escape the harsh realities of life in the Savage Land. All have negative side effects of one sort or another, including potential addiction (see sidebar). Side effects normally last as long as the duration of the intoxicant's primary impact on the character. If side effects would temporarily reduce any one of a character's attributes to below 0D, they may pass out (STR or WIL vs. TN 15) and typically wake in 2D hours.

Intoxicants take an hour to concoct. Alcoholic mixtures require an additional 7 days to ferment. Unlike concocting potions, there is no penalty for concocting multiple "doses" of any intoxicant.

ARRACK

The most common type of alcoholic drink in the Savage Land, arrack is typically carried in an animal-hide bag or "skin" that holds about a quart of liquid. Arrack induces mild euphoria and lowers inhibitions. When taken in moderation, it can increase feelings of friendship and fellowship (+1D to CHA); when taken in excess, arrack impairs the drinker's balance, coordination, and judgment. Arrack can be made from a wide variety of fruits or other plant fluids, each imparting a different flavor. Effects last up to 3 hours (1D x 30 minutes).

SIDE EFFECTS: -1 DEX/WIL/PER per half-flask.

BLACK ARRACK

Similar to Arrack in that it has euphoric properties and is also carried in animal-hide flasks. However, Black Arrack also confers immunity to pain (no wound penalties) lasting for up to 3 hours (1D x 30 minutes).

SIDE EFFECTS: -2 DEX/WIL/PER per half-flask, plus increased hostility and possible

ADDICTION

Individuals who become addicted to any substance need to take that substance each day or suffer a penalty of -1 to all attribute die-rolls, cumulative, per each day without the substance. An addiction can be "broken" by making a successful WIL check once every day for at least 7 days in a row (TN 10). At the GM's option, even those who break an addiction may thereafter continue to have to make a successful WIL roll when in the presence of the former addict's "drug of choice" to resist relapsing (TN 15).

INTOXICANTS

ITEM	TRADE
Arrack	Low
Black Arrack	Average
Black Lotus Pollen	High
Euphorica	High

addiction (if used more than once a week, WIL vs. TN 10).

BLACK LOTUS POLLEN

Smoked or added to food or drink, this substance grants prophetic visions for ten minutes. For the next hour, the user can also see astral presences, but it obscures perception (-1D PER) of anything in the physical realm.

SIDE EFFECTS: -1D PER, -2D DEX, plus high chance of addiction (WIL vs. TN 10, +5 per dose used in one week).

EUPHORICA

Concocted from the pollen of the Mantrap plant, Euphorica causes intense feelings of euphoria that last for 1D hours.

SIDE EFFECTS: -1D PER/DEX, plus chance of addiction (WIL vs. TN 15, +5 per dose used in one day).

Poisons

Poisons and venoms take an hour to concoct. Brewing more than one dose of any Potion at a time incurs a Multi-Action penalty. Most poisons don't have a resistance check, they simply apply damage if they are introduced into the body through a Wound or ingestion.

AMBUSH PLANT SAP

1D+1 damage per round for 3 rounds.

ANDRAK VENOM

1D+1 damage per round for 5 rounds.

AZRAQ VENOM

2D+2 damage, instantaneously applied.

BLADE VENOM

3D damage, instantaneously applied (first attack only after applying).

CRYPT-WYRM VENOM

1D damage, plus STR test at TN 15 or contract blood-fever (See Disease, page 22).

DEADWOOD RESIN

Extremely toxic to plants and plant-creatures such as Narada. Causes them 6D damage.

MANDRAGORE POWDER

1D+2 damage (double damage to plants or plant-creatures).

MANRAK VENOM

STR test at TN 15 or be paralyzed for 2D rounds (WILD die applies).

POISON, CONTACT

1D+2 damage per round for 2 rounds.

POISON, INGESTED

1D+2 damage per round for 4 rounds.

SKULLCAP

STR test at TN 15 or suffer severe hallucinations lasting up to one hour.

POISONS

ITEM	TRADE
Ambush plant sap	High
Andrak venom	High
Azraq venom	Average
Blade venom	Average
Crypt-worm venom	Very High
Deadwood resin	Average
Mandragore powder	High
Manrak venom	High
Poison, contact	High
Poison, ingested	Average
Skullcap	Low
Vennin poison	Low
Venomwood arrow	Average
Venomwood sap	Average

VENNIN POISON

3D per round for 5 rounds.

VENOMWOOD SAP

Used in Witchmen poison darts. Causes searing pain, and -1D STR for up to one hour. STR check vs. TN 10 or die in 2D hours (WILD die applies).

PRIMITIVE MAGICAL CHARMS & TALISMANS

Various types of protective charms and talismans can be found in use among the tribes of the Savage Land. Some types are quite effective; others are used only by the superstitious and may or may not have any actual effect. A single charm or talisman takes a shaman one week to create. A shaman may only work on one talisman at a time.

Charms come in many forms, including necklaces of woven plant fibers, small pouches filled with powdered herbs, wood or stone icons,

bracelets of knotted hair or other materials, bits of jewelry, and so on. A charm can only have one magical property, such as fire resistance, immunity to disease, or luck.

Wearing or carrying more than one charm of a particular type can confer a cumulative benefit, up to a maximum bonus of +3D. Note that no more than seven charms or talismans may be worn or carried at the same time; if this number is exceeded, all of the talismans cease to function until the number being worn or carried is reduced to seven or less. A charm's power works continuously as long as it is worn.

The following is just a small sampling of the many types of charms and talismans that can be found in the Savage Land.

CURSED CHARMS OR TALISMANS

These devices have the opposite effect of their non-cursed counterparts, as in a charm of ill fortune, instead of a luck charm.

COLD RESISTANCE

Reduces cold damage by 1 wound, like armor, but the talisman doesn't protect against prolonged exposure for more than 1 day.

FIRE RESISTANCE

Reduces fire or heat damage by 1 wound, like armor, but the talisman doesn't protect against prolonged exposure for more than 1 day.

LOVE CHARM

Makes the wearer appear more attractive (+1D CHA).

LUCK CHARM

Confers a +1 bonus to all attribute and skill checks. Alternatively, some luck charms make a certain set of checks, such as all DEX skills, roll with all WILD dice. For example, if a character had Escape 5D, the 6's on all 5 dice would be re-rolled and added to the total.

MAGIC RESISTANCE

Confers a +1D bonus to all rolls related to resisting Magic.

PREVENT DISEASE

Confers resistance of +1D WILD against diseases such as Blood-fever or Crypt-Rot. Some charms may protect against a single, specific disease at a bonus of +2D WILD.

SPEED

Increases SPD by +3.

STRENGTH

Increases STR by +1D, but doesn't grant an additional wound Level.

OTHER MAGIC ITEMS

While shamans of the Savage Land era are not able to make the more advanced types of magic items, they are capable of creating certain types of primitive fetishes, totems, and the like.

Some of these items require the Create Charms & Talismans skill. Others require specific rituals that are closely guarded by those who know them. Unless specified below, it is up to the GM to decide if and how a desired item can be made and what materials are required to make it.

CEREMONIAL MASKS

These devices are typically carved from wood, colored with pigments and decorated with various types of materials. A ceremonial mask is intended to gain the favor of whatever type of creature or being it is made to symbolize or resemble. Entities most commonly represented by these devices include spirits (malign or benign), wild or tamed beasts, demons, and nature spirits. Ceremonial masks are useful in summoning rituals, granting the wearer advantage on any required rolls.

KASIRAN FETISH-MASKS

Kasiran seers are known for creating many types of protective talismans and devices, the most notable of which are their traditional fetish-masks. Made of tooled animal hide and decorated with wards and symbols, these masks are said to protect the wearer from a variety of

CHARMS AND TALISMANS

ITEM	TRADE
Ceremonial mask	Low
Charm, cold resistance	High
Charm, fire resistance	High
Charm, love	High
Charm, luck	Very High
Charm, magic resistance	High
Charm, prevent disease	Very High
Charm, speed	High
Charm, speed	High
Kasiran Fetish Mask	Low
Soul Cage	Low
Soul Jar	Low
Soulstone	Low
Shrunken head	Low

evil influences. These include protection from the “evil eye”, and from the unwanted attention of evil spirits and ghosts. Especially feared are shadowwarriors, who may return from the dead to hunt down the descendants of those who killed them or robbed their tombs. The Kasir believe that shadowwarriors do this by tracking and reading the clan markings of their intended victims; hence their use of masks to disguise these markings.

Note that each mask is unique, and only protects the wearer for whom it was made.

SHRUNKEN HEAD FETISHES

The grisly shrunken head fetishes made by Witchman shamans are used to communicate with the spirit realm; specifically, the spirit of the individual whose head has been so horribly employed. These horrid fetishes take a week to create, cure, and imbue with a primitive form of enchantment. The fetish is capable of speech, and if asked a question must respond truthfully. The shrunken heads of other

shamans or ancient spell casters are especially favored for the magical knowledge that they may contain. These fetishes may be used to only once per day.

SOULSTONES

Soulstones are necromantic fetishes employed by the Witchman tribes, as well as certain entities from the Lower Planes. These items can be used to contain and utilize the soul essence of incorporeal entities such as ghosts, wandering spiritforms, the astral bodies of dreamers, and the like.

A black diamond of at least thirteen carats is required to make a soulstone. The stone may be used to contain the soul essence of any type of noncorporeal entity. Note that a soulstone can only be used to contain a spirit, not to trap it; for the latter, one must use an item known as a soul cage.

A soulstone that contains a spiritform can be used to confer one of the trapped entity’s abilities to its owner, such as a skill, a bonus to an ability rating, or even a quantity of additional hit points. The type of ability to be conferred is determined by the shaman as he or she creates the fetish. As long as the soulstone ritual is successful, the stone confers the desired ability. If not, it may confer a random ability (GM’s choice), or even a negative ability of some sort, such as a curse, permanent reduction of an Attribute, or a permanent loss of hit points.

According to legend, the only way to release a spiritform that that been contained within a soulstone is to shatter the stone—no simple matter, given that soulstones are made from black diamonds.

SOUL CAGE

A soul cage is a primitive device used to trap and hold spirits. These devices resemble tiny (1-2 inches high) birdcages made of intricately-woven roots and vines.

In order to trap a spirit in a soul cage, the shaman must approach within ten feet of the entity to be targeted while holding the cage in hand, and use an action while chanting a word

of command. The user must make an opposed WIL roll against their intended target. If successful, the entity is trapped in the cage and can only get free if released by the shaman, or if the cage is damaged in any way.

Note that unlike a soulstone, a soul cage is just a trap; it confers no ability to the owner or holder of the item. However, a spiritform trapped in a soul cage can be transferred to a soulstone by the same process used to originally trap the entity (roll WIL).

SOUL JAR

Imazi shamans create these devices, which are carried by all members of their tribe. Soul jars are intricately-carved wooden vials that are worn on a cord around the neck. The Imazi believe that the spirits of their elders reside within these jars, and that they protect the wearer's spirits from harm.

While worn and attuned, Soul jars confer protection from influence by enemy shamans, evil spirits and ghosts, granting advantage on all required rolls. They also grant immunity to the soul-stealing properties of Soulstones.

PRIMITIVE MAGICAL INGREDIENTS

The following is a list of various types of ingredients known in the Savage Land to possess magical or medicinal properties.

The approximate amount of any ingredient needed to create a Primitive Concoction is listed in parentheses. These amounts are also typically used as a measurement for bartering.

Stones & Minerals

AMBER

(10 grams)

Powdered amber is valued throughout the Savage Land for its healing properties and use in the making of cure-alls, medicinal powders, and potions. It is typically carried and traded in vials or small leather pouches. Solid amber

STONES

TYPE	COST PER CT.
Amber	Average
Black diamond	High
Firegem	High
Moonstone	Average
Onyx	Very Low
Water from the River of the Dead	Very High

is used in protective talismans. In this case the stone is usually polished and engraved with magic sigils. A half-dose can be used as an activating ingredient in any type of potion.

The best amber is found in the Boglands of the Dead Forest, and in some parts of the Jungleslands.

BLACK DIAMOND

(10 carats)

When a demon dies, it leaves behind its heartstone, a black diamond. The size of the heartstone is indicative of the power of the demon and the power of the stone itself. They may be cut and polished into fine jewels and used in soul-binding rituals. In the time before the Fall, Archaen alchemists utilized powdered black diamond in some of their concoctions.

Black diamond can be used as an activator in virtually any primitive concoction, charm, or talisman. A double dose can be used to create cursed potions.

FIREGEM

(10 carats)

In their natural state, firegems are rough, uncut gemstones typically found encased within rock-hard geodes. It is commonly held that raw firegems are found only within the Volcanic Hills, but some folk claim to have recovered them from caves beneath the Black Desert. Due to the unstable seismology of the Volcanic Hills region, firegems may be discovered literally lying on the ground.

Ranging in color from brilliant orange-red



to deep purple-red, all firegems emit varying amounts of heat. Those of the highest quality radiate light during the day and glow at night. The finest stones may be cut and inscribed in such a way as to produce Radian crystals.

Firegems can be used to create potions or charms that confer resistance to fire or cold.

MOONSTONES

(minimum 10-carat stone)

These smooth, ovoid stones are found in seven colors: amber, black, blood-red, blue, green, purple, and silver—the same colors as the seven moons. It is a widely held belief that moonstones fall to Talislanta from the seven moons.

Moonstones are used as talismans by many tribes, especially the Kasir. Various properties are ascribed to each color and type of stone, based the influence of its corresponding moon, as follows:

AMBER. protection, healing.

BLACK. black-magical properties, death and destruction.

BLOOD-RED. grants favor to warriors and hunters.

BLUE. banishes sorrow, calms emotions.

GREEN. uncovers secrets, solves mysteries.

PURPLE. attraction, charisma, love.

SILVER. brings good fortune.

ONYX

(10 carats)

Talislantan onyx is a deep black stone believed to possess magical properties. Onyx crystals are most often found in the Black Desert, and are used in rituals and as an ingredient in primitive magical concoctions. In the time before the Fall, onyx was used in the making of magic mirrors and scrying orbs. In the current age, the ability to create artifacts of this sort has been forgotten. Enchanted items made of onyx are coveted by folks such as the Ra, and feared by most others.

Used as an activating ingredient in the creation of primitive potions or charms.

Plants

AMBUSH PLANT SAP

(1 plant's worth, or about a quart)

Used to create the poison of the same name.

BALM ROOT

(1 large root)

The juice of the balm-root promotes rapid healing in almost all known species of animals and even other plants. Many creatures eat balm-root when they are sick or injured, and the root's properties can be even further enhanced when brewed in certain types of healing potions and poultices.

Used to make medicinal mixtures, healing potions, and healing potions.

BLACK MOONBLOSSOM POLLEN

(10 blossom's worth)

Used to make sleeping potions and black arrack.

DEADWOOD RESIN

(1 pint)

Used to make poisons effective against plants and plant-like creatures.

HERBS AND PLANTS

ITEM	TRADE (PER DOSE)
Ambush plant sap	High
Balm Root	Average
Black Lotus	High
Black Moonblossom	High
Devilroot	Average
Euphorica	Very High
Green Lotus	Average
Kesh	Low
Mandragore (live)	High
Skullcap	Low
Vampire Root	Average
Witchweed	High

DESERT THISTLE PODS

(10 pods)

The bitter juice can be used to make arrack.

LOTUS POLLEN, GREEN

(pollen from all blossoms of average-sized plant)

Used to make healing potions that are highly effective for plant-like creatures.

LOTUS POLLEN, BLACK

(pollen from all blossoms of average-sized plant)

Smoked or powdered, used as a narcotic.

MANDRAGORE, POWDERED

(one plant)

Mandragore are believed to have black-magical properties, and the Witchman tribes hunt them with baskets made of tough, woven vines. The creatures are used in certain primitive magic rituals, or dried and ground for use in the making of poisons.

MANTRAP POLLEN

(20 grams)

Used to concoct the intoxicant euphorica. A half-dose can be used to create love potions.

SKULLCAP MUSHROOMS

(10 mushrooms)

Used to make a poison named after the plant. A half-dose can be used to make a potion of true sight.

VENOMWOOD SAP

(1 pint)

Used to make venomwood poison.

WITCHWEED

(5 plants)

Growing natively in the Junglegrounds, witchweed is used for both curses and cures involving black magic and evil spirits. Both the Imazi and Witchman tribes gather witchweed for these purposes.

Animals

Many ingredients derived from animals found in the Savage Land are reputed to have magical properties. Unless dried and preserved correctly, these ingredients may spoil within a few hours, particularly in hot and humid climates.

ANDRAK VENOM

(1 sac)

Used in poisons.

ARMODONT BONES

(10 pounds)

Used in potions of strength.

BEHEMOTH BLOOD

(1 quart)

Used in potions of strength.

BLOODSPAWN ICHOR

(from 10 bloodspawn)

Used to create medicinal purges.

BOTTLE-IMP BLOOD

(10 drops)

Used to create cursed potions.

TYPE	TRADE
Andrak venom	High
Armodont bones	Low
Behemoth blood	High
Bloodspawn ichor	High
Bottle-imp blood	Very High
Catdrac blood	Average
Crypt-worm venom	Very High
Fetch heart	Average
Kra blood	Very High
Land dragon blood	Average
Lycanthromorph blood	High
Malathrope blood	Very High
Manth blood	High
Necrophage bones	High
Nightgaunt teeth	High
Ogriphant tusk	Very High
Rath scales	Very High
Snipe shells	High
Vennin venom-sac	High
White Wyrm blood	Very High

CATDRAC BLOOD

(1 pint)

Used in speed potions.

CRYPT-WYRM VENOM

Used as a poison. Half-doses can be used to cure blood-fever.

FETCH HEART, DRIED

(one)

Used in speed potions.

KRA BLOOD

(1 quart)

Used in strength potions.

LAND DRAGONS BLOOD

(1 pint)

Used in strength potions.

LYCANTHROMORPH BLOOD

(1 quart)

Purportedly can be used to make an antidote for lycanthropy.

MALATHROPE BLOOD

(1 pint)

Used to make cursed potions.

MANTH BLOOD

(1 pint)

Used to make speed potions.

NECROPHAGE BONES

Used to create potions to cure blood-fever.

NIGHTGAUNT TEETH

(6 teeth)

Used to concoct medicinal purges.

OGRIPHANT TUSK

(20 grams powdered, or carved for a charm)

Used to make potions and charms that confer protection from cold.

RATH SCALE

(7 scales, powdered)

Used to create potions or charms that confer protection from magic.

SNIPE SHELLS

(20 grams, powdered)

Used to make potions of protection from magic.

VENNIN VENOM-SAC

(1 sac)

Used to create blade-venom, or its antidote.

WHITE WYRM BLOOD (1 DROP)

It is said that even a single drop of blood of this legendary creature can be used to triple the effectiveness and duration of any potion.

ANCIENT ARTIFACTS

The Savage Land is littered with the ruins of many fallen civilizations, most of which contain all sorts of artifacts from past eras. Tombs, graveyards and battlefields can also prove to be a source of artifacts and relics of many different types.

Included among these are items created by magic, which the inhabitants of the Savage Land regard with awe and, often, fear. And with good reason: for the people of this era, who have no knowledge of magic, handling enchanted items can be extremely dangerous. Most folk of the current era can't even identify the more complex types of enchanted items, let alone understand how to activate or utilize them. Some of the more esoteric relics created by the Archaens can often be mistaken for useless curios, or even junk.

Many tribes believe that all Archaen artifacts are cursed or haunted by the spirits of the dead. The Shaka have a deep distrust of Archaen magic and sorcery, and shun any artifacts that emanate a magical aura. But others, hoping to gain power over their enemies, are willing to take any risk to obtain a potent magic item or weapon; as a result, artifacts are either Very Low or even worthless, or Very High or priceless.

AMULETS & TALISMANS

Among the denizens of the Savage Land, magic items of this sort, which are self-activating and don't require the user to read symbols, are considered to be among the most valuable of all magical artifacts. Most amulets and talismans protect the wearer against a specific type of threat, such as disease, curses, fire, cold, influenza, and so forth. Others enhance or confer a specific ability such as increased strength or speed, seeing in darkness, understanding strange languages, and so on. Correctly identifying the properties of these items is the only real challenge for those who wish to trade or use these artifacts.

BOOKS, SCROLLS & TABLETS

The Archaens kept vast libraries of written works on all sorts of subjects, including grimoires, bestiaries, geographics, histories, and numerous magical fields of study. As most tribes of the Savage Land are illiterate, these items are considered next to worthless, except as kindling. Some tribes fear to even touch ancient tomes and writings, for some are known to be cursed, or possessed of virulent magics. An exception are the Ra, who revere all works written by their former masters, the Torquar.

BOTTLE-IMPS

The Torquar imprisoned lesser devils in amber-glass spheres or vials. These bottle-imps, as they were called, were often used as occult advisors, until it was discovered that in many cases the imps were far more intelligent than their masters, and prone to vile and sinister machinations. Most folk of the current era believe bottle-imps are cursed, and will have nothing to do with them. The only people willing to traffic in such artifacts are Witchmen, and occasionally, Golgoth, Umar, or Thrax. To folk such as these, a bottle-imp may be quite valuable (see the Bestiary, page 144).

CLOCKWORK MECHANISMS

Before the Fall, Archaen and Neurian technomancers employed jewelers, alchemists, engineers, and enchanters to assist in the fashioning of the various parts and ingredients needed to create complex clockwork mechanisms. The size, shape, and purpose of these mechanisms was only limited by the imaginations of their creators. The following are common examples: the complex inner workings of automatons, flying insects used for spying, riding mounts, powered armor, shields with clockwork spring-blades, and self-erecting contraptions such as cages, shelters, and even siege engines.

The secrets of making clockwork mechanisms were lost in the Fall, and no one knows how to create these intricate devices anymore. Only the Yann known how to service and repair them.



DOLMENS

These ancient stone monuments may be found in many shapes and sizes. Most were employed as calendar stones, border markers, and representations of lunar or solar divinities. However, some are believed to have been used in certain pagan rites and rituals, and as such may possess magical properties.

DRAKKEN GLYPHSTONES

These great, flat stones measure as much as thirty feet in height, ten feet across, and three feet thick. Each is engraved with the unique Drakken symbology, the depth of each glyph expressing various subtle shades of meaning. Glyphstones contain the history of the Drakken Empire, written in a poetic style that Drakken find deeply moving. These artifacts hold many secrets of the past, but are usually valuable only to the Drakken.

DRAKKEN SILVER COINS

These relics from ancient times were used as currency by the Drakken. The coins measure as much as six inches across, weigh a pound or more apiece, and bear the image of a dragon

in bas-relief. To tribes other than the Drakken, these coins are only useful melted down and used for silver weaponry.

DRAKKEN WAR MEDALLION

These artifacts were awarded to warriors who had exhibited great courage in battle. Each resembles a seven-pointed star, carved from a large (100+ carat) firegem. The medallions were usually affixed to red iron chains and worn about the neck.

DRAKKEN WEAPONS AND ARMOR

These oversized red iron weapons and armor were used by the guardians of the old Drakken Empire. Most were engraved with Drakken symbology. As the Drakken knew nothing of magic, none of these items are enchanted. While Drakken regard these items as precious antiques, most other tribes value them only for their worth as red iron salvage.

ENCHANTED BATTLE ARMOR

The armorsmiths of the Archaen Age were unsurpassed in their craft, renowned for the fine suits of enchanted battle armor that they



Archaen Talismans

made. Archaen armor was beautifully designed and decorated with intricate scrollwork. These suits protected against both magical and non-magical weapons, and were inscribed with magical glyphs that conferred immunity to fire, cold, or certain types of magic. The Shan are the only tribes of the current era who know how to correctly identify and appraise the properties of Archaen battle armor. Needless to say, this type of armor is very highly valued by warriors of the current age.

ENCHANTED WEAPONS

To the people of the Savage Land, these are far the most valuable of all magic artifacts, as most require no understanding of magic in order for them to be used. The Archaens created many different types of enchanted weapons, from daggers and throwing knives to bows, crossbows, swords, spears, maces, and axes. Most offer three advantages over their non-magical counterparts: superior workmanship and materials, increased damage (from +1 up to +2D), and effectiveness against entities such as demons, spirits, and shadows.

The more advanced types of enchanted weapons may also possess a secondary property, such as increased damage against a specific type of opponent (demons, spirits, plants), added damage (from fire or freezing cold), or enhancement of the wielder's skill (a feature such as a second attack). These bonuses typically stack an additional +1D to the other properties of the weapon, but the most powerful add +2D to +3D. While expert traders are often able to identify the properties of an enchanted weapon



Ancient Dolmens

by carefully studying the item in question, for most the process is usually handled by trial and error. This can at times result in unfortunate consequences, as some enchanted weapons can be difficult to control or, in rare instances, may even be cursed.

Enchanted weapon effects can be expressed in other ways. For instance, some weapons may cause additional to-hit or damage dice to be WILD. Other weapons may deal damage to scale 3 targets, often of a specific type, the same as to scale 2 targets. A few may ignore non-magical armor entirely, increase durability damage, cause wounds to bleed uncontrollably (+10 TN to healing checks), bestow a minor curse, or reduce the TN of a Called Shot by 5.

IKON

Ikon was a giant, leaden colossus that measured over one hundred feet in height and weighed



Enchanted Battle Armor

Enchanted Weapons

Magic Wands & Staves

over a hundred tons. It is said that the massive idol stood guard over the gates of the mountainside city of Numenia, and that the idol was enchanted and could speak in tongues. Ikon is despised by the Ra, as the colossus is said to have been responsible for the defeat of the Torquaran armies during the last stages of the Sorcerers War.

It's believed that Ikon was lost in an earthquake, his giant form buried under a mountain of debris along with the ruins of the city that he was entrusted to watch. Some believe Ikon was the most powerful siege golem ever built, and hope to find the fallen idol and restore it to working order.

MAGIC WANDS & STAVES

These devices are both more powerful and more complex than spellstones, as each can contain as many as seven spells. Because these

artifacts are beyond the capabilities of most folk of the current era, magic wands and staves are generally not considered to be as valuable as spellstones and more basic magic items.

RUNESWORDS

These enchanted weapons are both highly valued and greatly feared. They possess properties similar to other types of magical weapons, but may also contain as many as three spell-like powers. Runeswords are easily identified, as their blades are engraved with arcane symbols and emanate a tangible aura of magic. But only those capable of reading Old Archaen can accurately identify the properties of a runesword, and even this doesn't guarantee the user's safety, for the Archaens were known to place wards and curses on their runeswords to prevent others from stealing their valued possessions. Despite the dangers, runeswords

are valued above all other enchanted artifacts among the more warlike and aggressive tribes.

SHIP & VESSELS

The early Archaens and other races built sailing ships of many sorts, including cargo ships, slave ships, funeral barges, and warships. The half-buried remains of many of these relics can be found in the Lost Sea and potentially in other now-dried-up bodies of water, such as the Dead River. All sorts of cargo may be found in the holds of these sunken vessels, and ancient warships may yield salvageable siege weapons of various types.

SORCERER VATS

These artifacts were used by Archaen sorcerers in the creation of hybrid lifeforms. Most resemble a sarcophagus or coffin-shaped vat made of translucent crystal, sealed and engraved with complex symbology. They may be found in various shapes and sizes, depending on the type of creature that was grown in the vat. Vats of this sort may be empty, or may still contain their original contents; dead and desiccated, or still alive, preserved in alchemical liquids by sorcery.

SOULSTONES

The Torquar killed untold thousands of innocent victims in dungeons, torture chambers, and the Fire Pits of Malnangar. The souls of their victims were not allowed to move on to the next world, but were captured in receptacles known as soulstones. These items, which resemble black diamonds engraved with occult symbols, are shunned by most tribes. However, they are coveted by Witchman shamans, who believe they confer great power, and by the Ra, who regard them as holy relics.

SPELLSTONES

These artifacts resemble precious stones of various types, engraved with strange symbols. Each is said to contain a spell, which can be activated by concentrating on the symbol inscribed on it. Unlike enchanted weapons or

self-activating magic items like amulets, spellstones are more difficult for non-magic-using folk to use. For those who are illiterate, it may be impossible to identify what a spellstone does without trying to use it—which can be very dangerous. As such, spellstones are not as valuable to most tribes as the simpler types of magic items.

TALOSIAN AUTOMATONS

These mechanisms are believed to have been constructed by a strange race known as the Neurians. The most common types were humanoid automatons, which were used to contain vast stores of knowledge on various subjects, or to perform tasks deemed too difficult or dangerous for living beings. Most Talosians were damaged or destroyed during the Fall, but Yann engineers have been able to restore a number of these uncanny creations to working order. While some tribes value Talosians for the knowledge that they contain, others consider them cursed, like everything associated with the Archaens.

TEMPLE ARTIFACTS & HOLY ITEMS

These artifacts include such items as brass temple gongs, reliquaries, idols, censers, ancient scriptures engraved on stone tablets, medallions, prayer wheels, and the like. As the gods that these items represent perished during the Fall along with their followers, most of these things are valued only for their worth as salvage. The only exceptions are articles related to the Torquar, which are greatly coveted by the Ra.

THANE FUNERARY RELICS

An ancient folk of morbid habits, the Thane are known to have sailed the waters of what is now called the Lost Sea in massive funeral barges. They created many types of funerary relics for use in their rituals, some of which can be found in the hulks of sunken Thane vessels, half-buried in the arid soil of the Lost Sea. The most common types of Thane relics include death shrouds, funerary masks, and brass funerary urns. The latter stand three foot tall and were



sealed with paraffin and inscribed with occult symbols. Some are said to contain bottle-imps, corpse dust, or the spirit of a deceased Thane. Strangest of all are the relics known as obsidian mirrors: artifacts made from polished volcanic stone, said to have served as viewports into the lower planes. Only the Witchman tribes have any interest in Thane relics, which are widely regarded as cursed and extremely dangerous.

TORQUARAN TORTURE INSTRUMENTS

The Torquar employed a variety of grisly instruments for the purpose of torturing their enemies. These included barbed hooks, clawed tongs, vats filled with caustic alchemical agents, hollow metal spikes used to inject toxins into the veins or eyes of victims, and others too horrible to describe. Most implements of this sort bear the mark of a diabolical sigil in the form of a horned skull and lightning bolt, making them easy to identify. The Ra treasure these artifacts as holy relics, and Golgoths value them for more practical purposes. Others regard them as cursed.

TORQUARAN WEAPONS AND ARMOR

These artifacts were employed by the Torquar's hybrid armies, including the ancestors of the Ra. The most common types include black iron shields, helmets, three-bladed axes, spiked gauntlets, bracers, and pieces of plate armor. Artifacts of this sort are distinguishable by the use of a horned skull and lightning bolt motif. The Ra regard these items as holy relics, and consider enchanted Torquar weapons and armor to be priceless. Most other tribes have little interest in Torquar implements, which are generally regarded as unclean or cursed.

WINDSHIPS

The Archaens of the pre-Fall period are said to have created fabulous vessels capable of sailing high above the ground. These windships, as they were called, came in many different types, from fanciful galleons and aerial palanquins, to windships of war and ships built to carry various types of goods. These relics fell from the skies during the Fall, and all are believed to have

been were destroyed. Not even the Yann have been able to figure out how these wondrous craft worked or what allowed them to fly in the skies. But valuable weapons and magic items may be found among the wreckage of these once-fabulous vessels.

WITCHED ARTIFACTS

This category includes many types of relatively minor, ancient, enchanted items made by the witch-folk of the Dead Forest, who were among the first magic-users in Talislanta. These items include runestones, which are similar in effect to talismans and wards; witchglass (a disc or sphere used to detect the presence of spirits); bloodstones, which can cure disease; luckstones, which bring good luck (all dice are WILD on resistance and Evasion checks); divining rods, which supposedly can be used to find water; and seeing stones, which can be used to

remotely view other places or known individuals. Some tribes believe that witched artifacts are cursed, and won't touch them.

WITCH GATES

These artifacts resemble stone archways engraved with ancient symbols. It is believed that witch gates were integral to the pagan rituals of the early Archaens, though what part they played remains a mystery. Some believe that these artifacts served as portals to distant lands, or possibly other planes. Most folk of the current era steer clear of these artifacts, though it is said that some Warloks are able to discern their purpose by reading the symbols inscribed on their surface. It's even said that some Warloks use witchgates to travel about the continent—which is just one more reason why so many shun these mysterious folk.



Witch Gates

APPENDIX ONE:

NOTABLE TRIBES OF THE SAVAGE LANDS

The following are some notable tribes that can be found in various parts of the Savage Land. The information in this section is based on what inhabitants of the Savage Lands know, believe, or have heard from other sources about these tribes; i.e., some of the “facts” listed below may not be completely accurate, may be exaggerated, understated, or may even be outright lies.

THE GHOST TRIBE

A tribe of Drukhs known for their particularly wild and unpredictable behavior, resulting from their extraordinarily heavy use (even by Druk standards) of the hallucinogenic skullcap mushroom. Members of the tribe paint their bodies from head to toe in white pigment, with no other markings - hence their name.

Roll D6 to determine how the Ghost Tribe reacts in any given encounter:

- 1-3 = attacks for no apparent reason (roll again each round).
- 4 = stops and stare at you (roll again next round).
- 5 = offers to talk/trade.
- 6 = wanders off in another direction, oblivious of your presence.

PRIMARY ARCHETYPE: Druk Wildman.
SIZE: Varies, as members wander in and out of the group. Can be as few as 10 or more than 60.
LEADER'S NAME: Ho-Za-Oo.
LOCATION: The Ghost tribe doesn't stray far from the Dead Forest.
PRIMARY WEAPONS: Crude clubs, which may be used as missiles, or may be forgotten...
PRIMARY ARMOR: None.
MOUNTS/CONVEYANCES: None.
SKILLS: Hunting +2D (even under influence of skullcap).
SPECIAL ABILITIES: None.

Mass Combat Statistics

Average Combat Skill: 4D+1.

Est. # of Combatants: At least half of the tribe's members are fighters.

Leader's Renown: 18.

of Major Characters: 0.

Average Wounds: 3.

Average SPD: 5, due to inebriated state.

of Legendary Characters: 0.

Magic: 1-4 shamans.

Possessions: 2-12 skullcap mushrooms per person, primitive weapons, bone flutes.

THE NA-KU-TA

The Na-Ku-Ta are an aggressively hostile tribe of Witchmen whose primary occupation is headhunting. They'll attack any smaller tribe that they meet, and decapitate those that they kill. Na-Ku-Ta, the shaman for whom the tribe is named, makes shrunken-head fetishes from the heads of their victims, and trades them to other Witchman tribes. Na-Ku-Ta headhunters are identifiable by the raised scars on their faces, each scar representing a kill.

A Na-Ku-Ta raiding party is usually 5-10 warriors; noncombatants are only encountered at their village.

PRIMARY ARCHETYPE: Witchman Warrior.
SIZE: 20-10.
LEADER'S NAME: Na-Ku-Ta.
LOCATION: A Na-Ku-Ta headhunting party can be found many day's march from their village in the Junglegrounds.
PRIMARY WEAPONS: Bone Spear, bone axe, blowgun.
PRIMARY ARMOR: None.
MOUNTS/CONVEYANCES: None.
SKILLS: Hunting +3D.
SPECIAL ABILITIES: None.

Mass Combat Statistics

Average Combat Skill: 5D.

Est. # of Combatants: all; non-combatants don't accompany the tribe when it is out hunting.

Leader's Renown: 22.

of Major Characters: 1.

Average Wounds: 3.

Average SPD: 7.

of Legendary Characters: 0.

Magic: Na-Ku-Ta's shaman abilities are all +4D or greater; he is also said to wear an ancient onyx talisman that protects him from harm (-2D penalty to all attacks directed against him).

Possessions: Weapons, vials of various types of poisons.

THE SEVEN

A renowned Shan cadre named after very first Shan cadre, who, in legend, were created to protect the god Erythrius. The cadre always has seven masters, each of whom is an expert in a particular combat-skill: short bow, sword, spear, throwing knives, chain-mace, chain-blade, open-hand. Only Shan of the highest skill may join the Seven; to do so, one must challenge and defeat one of the masters.

The Seven are all level 7-10 or higher, unlike other tribes, whose basic members are level 1.

PRIMARY ARCHETYPE: Shan Warrior.

SIZE: 7 (round up to 10).

LEADER'S NAME: No leader; the cadre is governed by vote.

LOCATION: The Seven can be found wandering anywhere in Talislanta, often where the need is greatest.

PRIMARY WEAPONS: Sword, spear, chain mace, chain-blade, unarmed, short bow, throwing knives.

PRIMARY ARMOR: Shan ceremonial armor, PR 1(3).

MOUNTS/CONVEYANCES: Striders.

SKILLS: None.

SPECIAL ABILITIES: None.

Mass Combat Statistics

Average Combat Skill: 7D.

Est. # of Combatants: 7.

Leader's Renown: 42.

of Major Characters: 6.

Average Wounds: 3.

Average SPD: 14 on striders, 8 on foot.

of Legendary Characters: 1.

Magic: None.

Possessions: Shan ceremonial armor (passed from one member of the cadre down to the next for many generations), high-quality weapons, little else of value.

KNIGHTS OF TORQUAR

The Knights of Torquar are a specialized branch of the Death cult made up only of Ra paladins. They are renowned for locating and retrieving Torquaran artifacts, and for hunting down individuals who are branded as enemies of the Cult. The Knights of Torquar use any and all means to obtain information on whatever they are hunting, for bribes, to threats, to even more persuasive methods; the Knights are renowned as torturers.

The Knights are based out of the Temple of Death in the Black Desert.

PRIMARY ARCHETYPE: Ra Paladin.

SIZE: Knights travel in groups of 13.

LEADER'S NAME: Ymaru-Ra.

LOCATION: Knight warbands can be found anywhere in the Black Desert or surrounding territories, or even further, if there are artifacts to be found.

PRIMARY WEAPONS: Ra executioner's axe, chain-blade, heavy crossbow.

PRIMARY ARMOR: Ra paladin armor, PR 1(3).

MOUNTS/CONVEYANCES: War beasts.

SKILLS: Torture +3D, Hunting +2D.

SPECIAL ABILITIES: None.

Mass Combat Statistics

Average Combat Skill: 6D+1.

Est. # of Combatants: 13.

Leader's Renown: 22.

of Major Characters: 1.

Average Wounds: 4.

Average SPD: 8 on war beasts, 6 on foot.

of Legendary Characters: 0.

Magic: None, except weapons.

Possessions: +3 enchanted executioner's axes or chain-blades, high-quality Ra-sized plate armor, leather sack of small uncut black diamonds (100-1000 carats), 13 vials of dragon oil, 13 black iron lanterns.

OME CLAN

The Ome Clan is an extended family of Yann whose ancestors are said to go back to the early Archaen age. The clan is known as an expert repair crew, able to complete any project with speed and precision. They are especially adept at repairing Talosians, but are also capable excavators; if working on an excavation, the clan travels in land lizard-drawn heavy cargo drays.

Their master engineers are renowned for their ability to read and decipher some of the most complex Archaen diagrams and schematics. The Ome clan is believed to have a well-defended stronghold dug located in a canyon somewhere in the Wilderlands.

PRIMARY ARCHETYPE: Yann Engineer.

SIZE: 10-200, depending on the size of the job being done.

LEADER'S NAME: Yao.

LOCATION: Wilderlands and surrounding territories.

PRIMARY WEAPONS: Spear, unarmed combat.

PRIMARY ARMOR: Exoskeletal plates, PR 1(-).

MOUNTS/CONVEYANCES: Land lizards, if cargo drays are being used; otherwise, on foot.

SKILLS: Basic Engineering +2D+2, Salvage +2D.

SPECIAL ABILITIES: Fire Resistance.

Mass Combat Statistics

Average Combat Skill: 3D+2.

Est. # of Combatants: All, unless at the clan's stronghold, in which case about a third are capable fighters.

Leader's Renown: 33.

of Major Characters: 3.

Average Wounds: 2.

Average SPD: 5 on foot or in cargo dray.

of Legendary Characters: 1.

Notes: On big excavations, one of the heavy cargo drays may carry 1-4 ballista for defense.

Magic: None.

Possessions: 1 salvage tool per Yann, highest-quality clockwork repair tools and/or highest-quality heavy excavating tools.

THE PROCURERS

The Procurers are a powerful tribe of Golgoth slavers led by a high-ranking slave trader known as the Emperor. The Procurers have a massive stronghold located in the western Wilderlands with stone walls over 30 feet high and 5 feet thick. This place, known as Golgothan, functions as a prison or "holding cell" for hundreds of captive slaves. Other Golgoth tribes bring captives here, for which they are paid in silver bars, high-quality black iron armor, and other valuable items.

PRIMARY ARCHETYPE: Golgoth Slaver.

LOCATION: The Golgothan.

SIZE: 50-100 Golgoth slavers, plus 20-30 guards of other races.

LEADER'S NAME: The Emperor.

PRIMARY WEAPONS: Chain-whip.

PRIMARY ARMOR: Golgoth chain armor, PR 1(3).

MOUNTS/CONVEYANCES: None.

SKILLS: Appraise Slave +1D+2, Barter +1D.

SPECIAL ABILITIES: None.

Mass Combat Statistics

Average Combat Skill: 5D+2.

Est. # of Combatants: 50-80 (about half of the Golgoths stationed here, plus all the guards).

Leader's Renown: 40.

of Major Characters: 0.

Average Wounds: 3.

Average SPD: +1.

of Legendary Characters: 1.

Notes: 4 light catapults, one stationed on each of the stronghold's towers.

Magic: None.

Possessions: Light catapults, up to 300 slaves (treated as possessions by Golgoth), sizable stores of silver bars, high-quality chain armor, and other valuable goods; food and water enough to sustain 100 slaves (at half-rations) and up to 130 Golgoths and guards for a week or more.

(new supplies delivered each week by neutral Kasir tribes or other traders).

THE IRON TUSK CLANS

The Iron Tusk Clans are among the most heavily-armed and wide-ranging Umar Clans. They are known for their expertise in siege warfare, and for the heavy weaponry that they transport via a team of armored war-ogriphants (the tribe's name comes from their habit of cladding the tusks and faces of their war-ogriphants in black iron). There are said to be as many as nine separate clans, each of which generally operates independently of the others. However, multiple clans sometimes work together to attack a particularly large or well-defended stronghold, particularly if there is a strong likelihood of rich plunder. Most of the clans include Thrax mercenaries, typically functioning as siege-weapon engineers or makers of Thraxian fire (used in fire-throwers and iron dragons).

PRIMARY ARCHETYPE: Umar Warrior.

SECONDARY ARCHETYPE: Thrax Weapons dealer.

SIZE: Each clan has about 100-400 members.

LOCATION: An Iron Tusk clan may be found far from its stronghold in the Darklands.

LEADER'S NAME: Varies by clan; the most renowned may be the one-eyed warlord, Vrakk.

PRIMARY WEAPONS: Axe-blades, hack-swords or war clubs, heavy crossbows.

PRIMARY ARMOR: Scavenged iron armor, PR 1(2).

MOUNTS/CONVEYANCES: War-ogriphants.

SKILLS: Siege engine +2D+1, Archaen siege engine +1D+2 if Thrax are present.

SPECIAL ABILITIES: Smell Fear.

Mass Combat Statistics

Average Combat Skill: 6D+2.

Est. # of Combatants: 70-300 (about 3/4 of each clan).

Leader's Renown: 10-16.

of Major Characters: 1-3 per Clan.

Average HP: 4.

Average SPD: 6 on foot, 5 on armored ogriphants.

of Legendary Characters: Usually 0.

Notes: A clan usually brings 1-4 heavy catapults, 1 bombardment, 1 fire thrower and/or 1 siege tower or iron battle golem; Vrakk's clan is rumored to have a functional iron dragon.

Magic: None.

Possessions: Siege weapons and Archaen siege engines (average quality but very valuable), possibly substantial quantities of Thrax fire, war ogriphants, supplies of low or medium quality food and black arrack.

RED CLAW TRIBE

Red Claw is a tribe of Azraq known for its particularly vicious and merciless habits. Red Claw Azraq are especially fond of mutilating the bodies of their victims, using such grisly tools as barbed spears, spikes, and hooks carved from land dragon bones. They are known to set well-disguised snares and pit-traps at oases and watering holes, and are skilled at ambushes and leaving false trails. To taunt their enemies, Red Claws always leave their mark somewhere in plain view: a clawed hand dipped in the blood of their victims. The Red Claw ranges widely out of their fort on the border of the Plains of Armageddon.

PRIMARY ARCHETYPE: Azraq Dragon Hunter.

SIZE: 20-30.

LEADER'S NAME: Blood-Hand.

LOCATION: Wilderlands, Plains of Armageddon.

PRIMARY WEAPONS: Spears, unarmed combat.

PRIMARY ARMOR: Thick hide, PR 1(1).

MOUNTS/CONVEYANCES: Lopers.

SKILLS: Basic Traps +3D.

SPECIAL ABILITIES: Claws, poison bite, enduring.

Mass Combat Statistics

Average Combat Skill: 6D+1.

Est. # of Combatants: 20-30.

Leader's Renown: 15.

of Major Characters: 1.

Average Wounds: 3.

Average SPD: 7 on foot, 12 on Loper.

of Legendary Characters: 0.

Magic: None.

Possessions: Lopers, average quality weapons made of dragon

bone, little else; Azraq generally don't loot their victims, as they shun goods made by any folk other than themselves.

DESERT WIND TRIBE

This Kasir tribe is known to travel far and wide, from one end of the Known Lands to the other. They are said to be very prosperous, which they attribute to their Luck talismans. In truth, the tribe's primary source of wealth probably comes from tomb-robbing. The Desert Wind tribe is renowned for its seeress, El-Sadi, who is said to be unsurpassed at locating ancient artifacts. The tribe has been known to barter its services, which include "Ruins Guide" (i.e. breaking into tombs, deactivating traps, etc.) and "Finding Lost Articles" (i.e. stealing artifacts from tombs and ruins).

PRIMARY ARCHETYPE: Kasir Tomb Raider.

SIZE: 10-30 (individuals come and go).

LEADER'S NAME: El-Sadi.

LOCATION: Wilderlands, Plains of Armageddon.

PRIMARY WEAPONS: Spear, axe or mace; short bow.

PRIMARY ARMOR: None.

MOUNTS/CONVEYANCES: Desert Beasts.

SKILLS: Archaen Traps +2D+1.

SPECIAL ABILITIES: The Sight +2D.

Mass Combat Statistics

Average Combat Skill: 3D.

Est. # of Combatants: 5-15 (about half of the males and females are capable fighters).

Leader's Renown: 35.

of Major Characters: 1-4.

Average Wounds: 2.

Average SPD: 8 on foot, 8 mounted.

of Legendary Characters: 1.

Magic: El Sadi has The Sight +4D and shamanic skills in the +3D range; 1-2 lesser Seers; talismans and charms, may have some enchanted weapons.

Possessions: 1-20 valuable artifacts for barter, 10-60 minor talismans of varying efficacy, a handful of +1 long knives/bows/swords, one desert beast for every adult tribe member.

THE SOWERS

The Sowers are a wandering Narada clan who can be encountered in practically any region that has a warm or hot climate. They are known to gather (and occasionally barter for) the seeds of all sorts of beneficial plants and trees, and have a special interest in rare species that were more common in the time before the Fall. The Sowers plant these seeds in otherwise barren regions, in an effort to help restore the land to its former, verdurous state. Sowers are slow-moving, quiet, and peaceful—unless provoked to anger or threatened in any way.

PRIMARY ARCHETYPE: Narada Guardian.

SIZE: 10-12.

LEADER'S NAME: Aluala.

LOCATION: Almost anywhere.

PRIMARY WEAPONS: Unarmed combat.

PRIMARY ARMOR: Bark-like skin (PR 3).

MOUNTS/CONVEYANCES: None.

SKILLS: Survival (hot climes) +3D.

SPECIAL ABILITIES: Commune with Plants, Thorny Growths, Bark-like Skin, PR 1(-).

Mass Combat Statistics

Average Combat Skill: 5D.

Est. # of Combatants: Potentially all, if threatened.

Leader's Renown: 5 (50 among plants).

of Major Characters: 1-2 at most.

Average Wounds: 4.

Average SPD: 4.

of Legendary Characters: 1.

Magic: Aluala is a shaman with skills in the +4D range.

Possessions: Seeds (some possibly valuable to non-Narada).

THE REVENANTS

The Revenants are a tribe of Reavers who operate as mercenary bandits and thieves. They can be hired to rob or harass other tribes, or to steal specific items from a particular person, tribe, or place. For payment, they typically demand generous quantities of excellent-quality goods, and/or up to double the value of any particular item or items they've

been asked to steal. While the Revenants are capable fighters, their preferred tactics are carefully-planned ambushes and surprise attacks involving deception; a typical Revenants trick is to disguise themselves as Kasir nomads, ask to barter, and then attack.

PRIMARY ARCHETYPE: Reaver Bandit.

SIZE: 10-30, depending on what the tribe has been hired to do.

LEADER'S NAME: Unknown.

LOCATION: Anywhere.

PRIMARY WEAPONS: Scavenged weapons.

PRIMARY ARMOR: None.

MOUNTS/CONVEYANCES: Striders mainly, but may have other beast as well (hence their lower Average Speed).

SKILLS: Escape +1D+2.

SPECIAL ABILITIES: Highly adaptable; require half the amount of food and water per day in order to survive.

Mass Combat Statistics

Average Combat Skill: 4D.

Est. # of Combatants: All.

of Major Characters: typically 1-3.

Average Wounds: 3.

Average SPD: 8 mounted, 8 on foot.

of Legendary Characters: Unknown.

Magic: None usually, other than some trinkets and charms. On occasion, however, they may have a magical weapon or artifact.

Possessions: Mount and weapons, supplies for extended journey, stolen items.

